Samsung TizenOS

Prerequisites

- To test your application on a TV:
- Make sure that the TV has the latest firmware installed.
- Connect your computer and the TV to the same network.
- Create a certificate profile.

Connecting the TV and SDK

To connect the TV to the SDK as a remote device:

Enable Developer Mode on the TV:
On the TV, open the "Smart Hub".
Select the "Apps" panel.

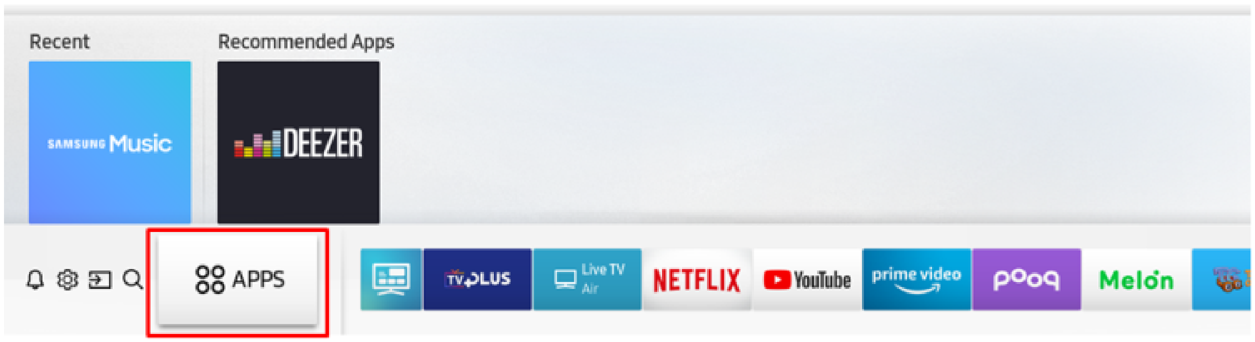
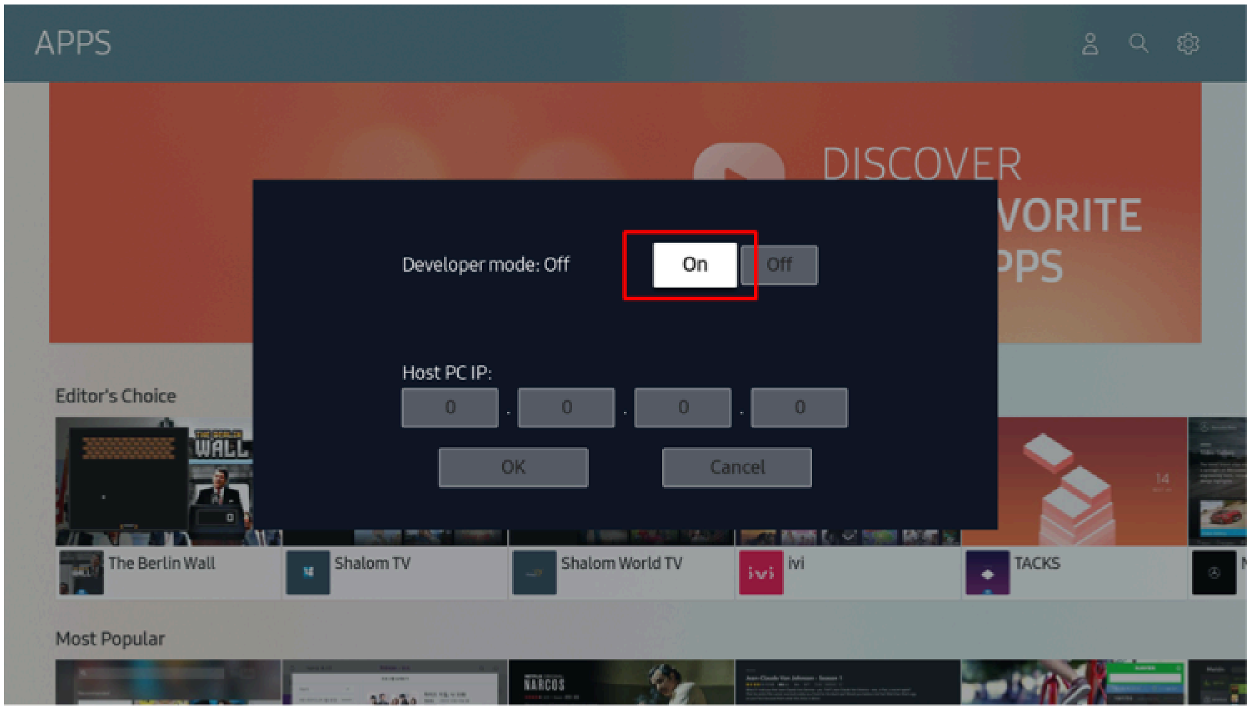


Figure 1. Apps panel location
In the "Apps" panel, enter "12345" using the remote control or the on-screen number keypad.
The developer mode configuration popup appears.



Developer mode: Off

On Off

Host PC IP:

0 . 0 . 0 . 0

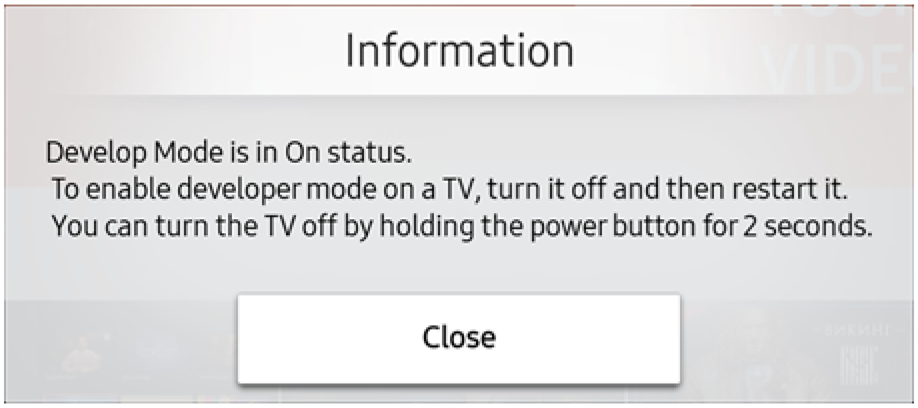
OK Cancel

Figure 2. Developer mode configuration

Switch "Developer mode" to "On".

Enter the IP address of the computer that you want to connect to the TV, and click "OK".

Reboot the TV.



Information

Develop Mode is in On status.
To enable developer mode on a TV, turn it off and then restart it.
You can turn the TV off by holding the power button for 2 seconds.

Close

Figure 3. Reboot popup

When you open the "Apps" panel after the reboot, "Develop Mode" is marked at the top of the screen.

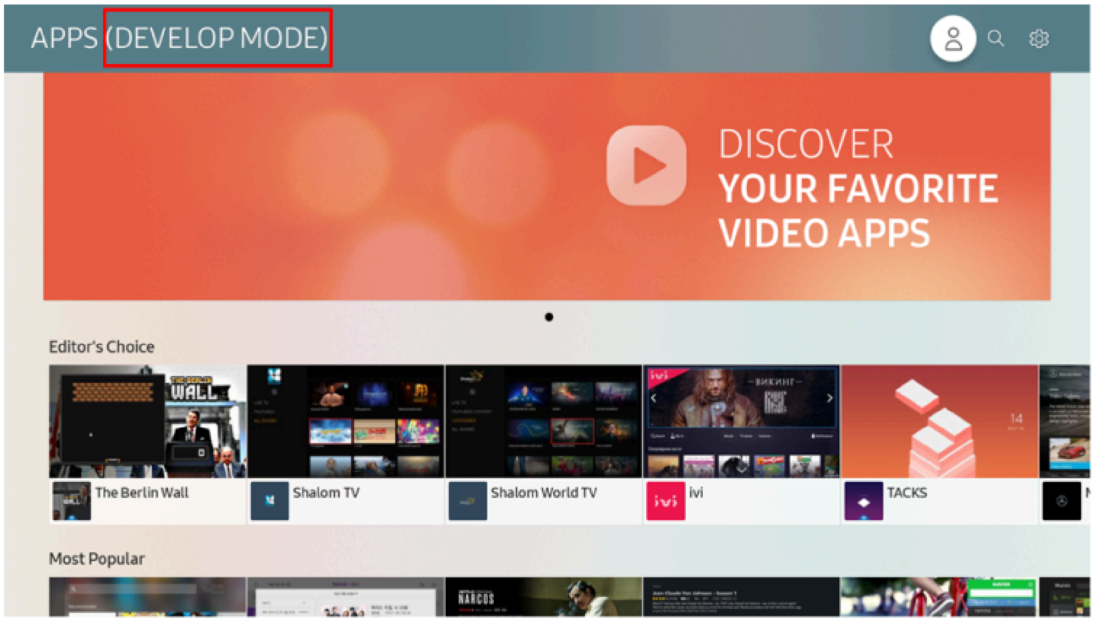
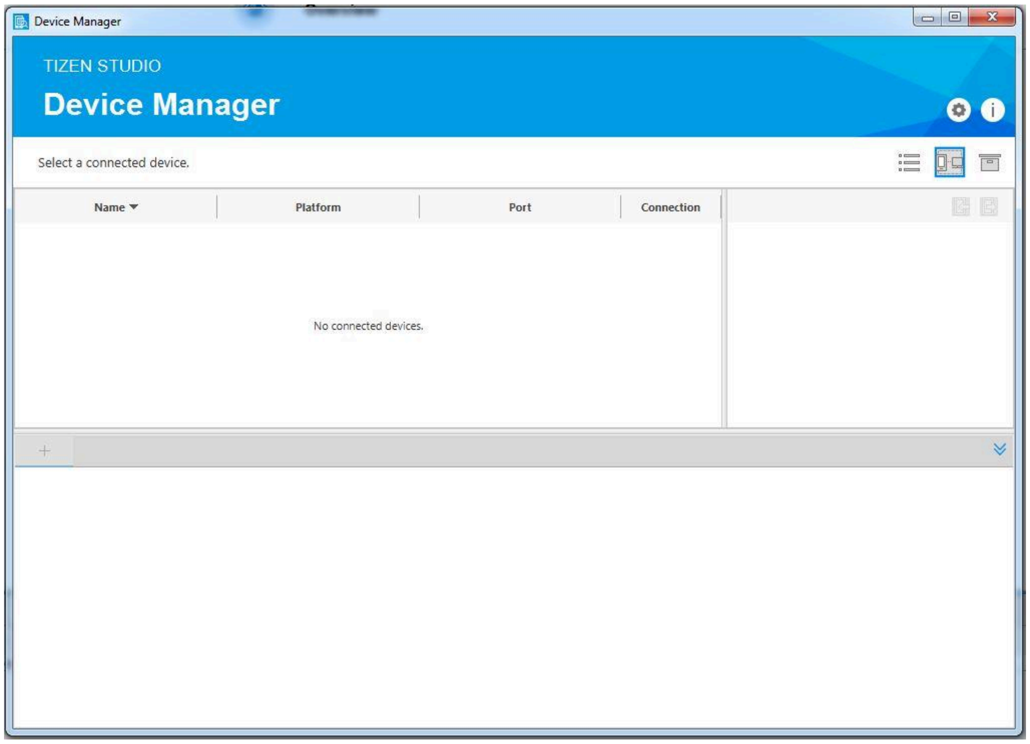


Figure 4. Developer mode enabled

Connect the TV to the SDK:

In the Tizen Studio, select "Tools > Device Manager".

The Device Manager launches.



Select a connected device.

No connected devices.

Figure 5. Device Manager

To add a TV, click "Remote Device Manager" and "+".

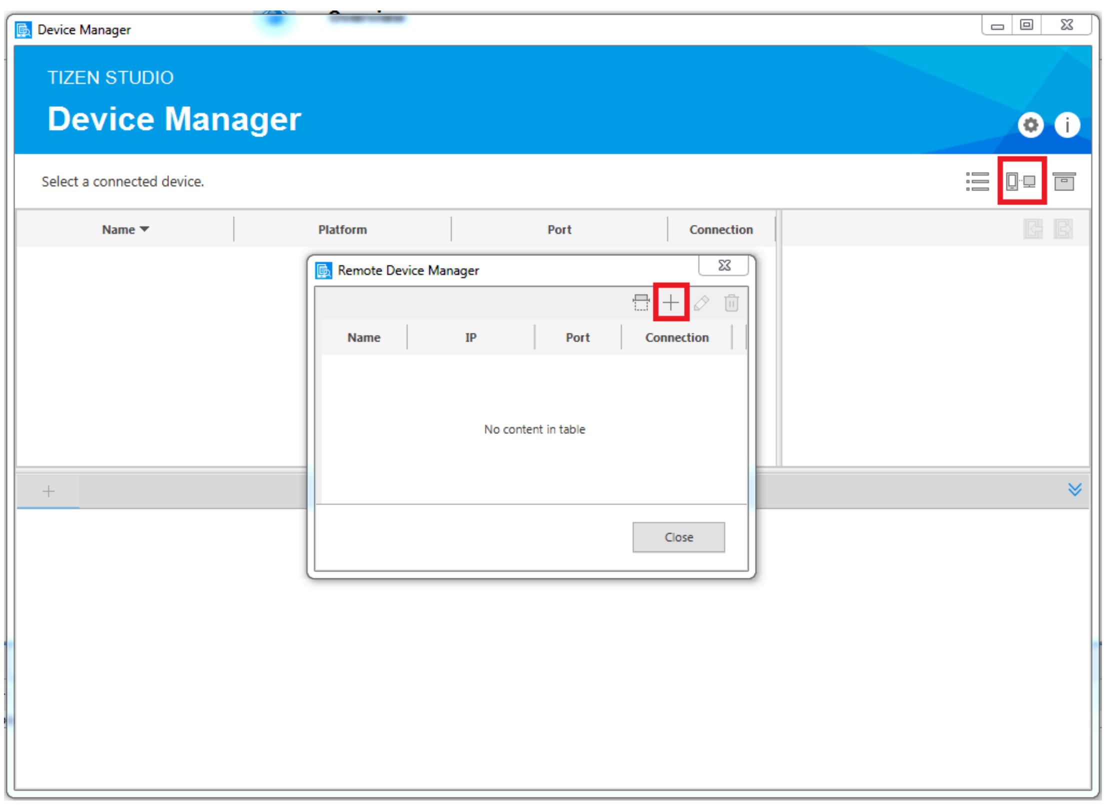
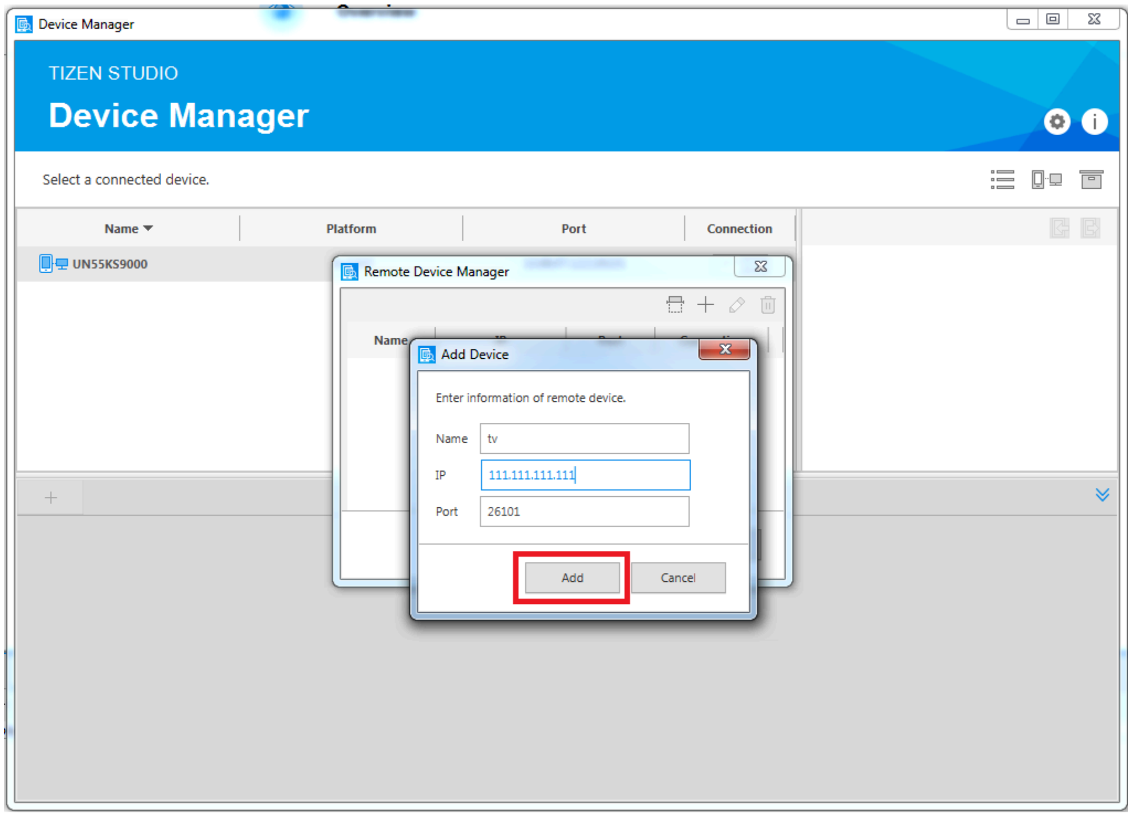


Figure 6. Remote Device Manager

In the "Add Device" popup, define the information for the TV you want to connect to, such as the name, IP address, and port number, and click "Add".


TIZEN STUDIO

Device Manager

Select a connected device.

Remote Device Manager

Add Device

Enter information of remote device.

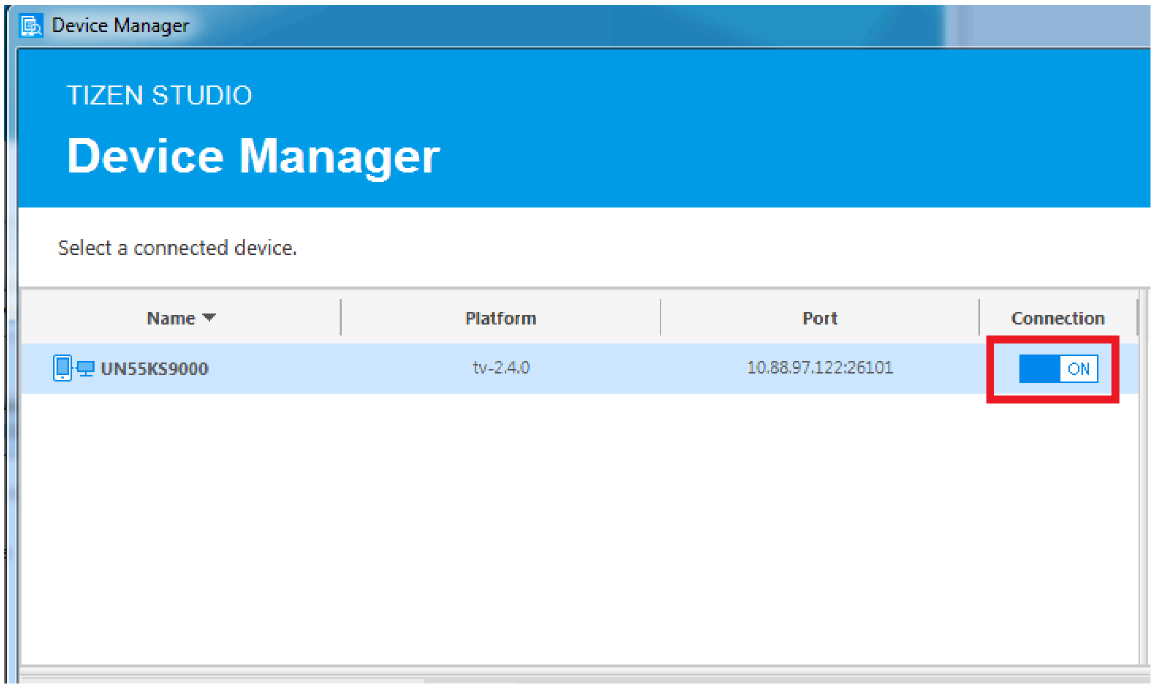
Name: tv

IP: 111.111.111.111

Port: 26101

Figure 7. Add Device dialog

In the Device Manager window, select the TV from the list, and switch "Connection" to "On".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Device Manager

Select a connected device.

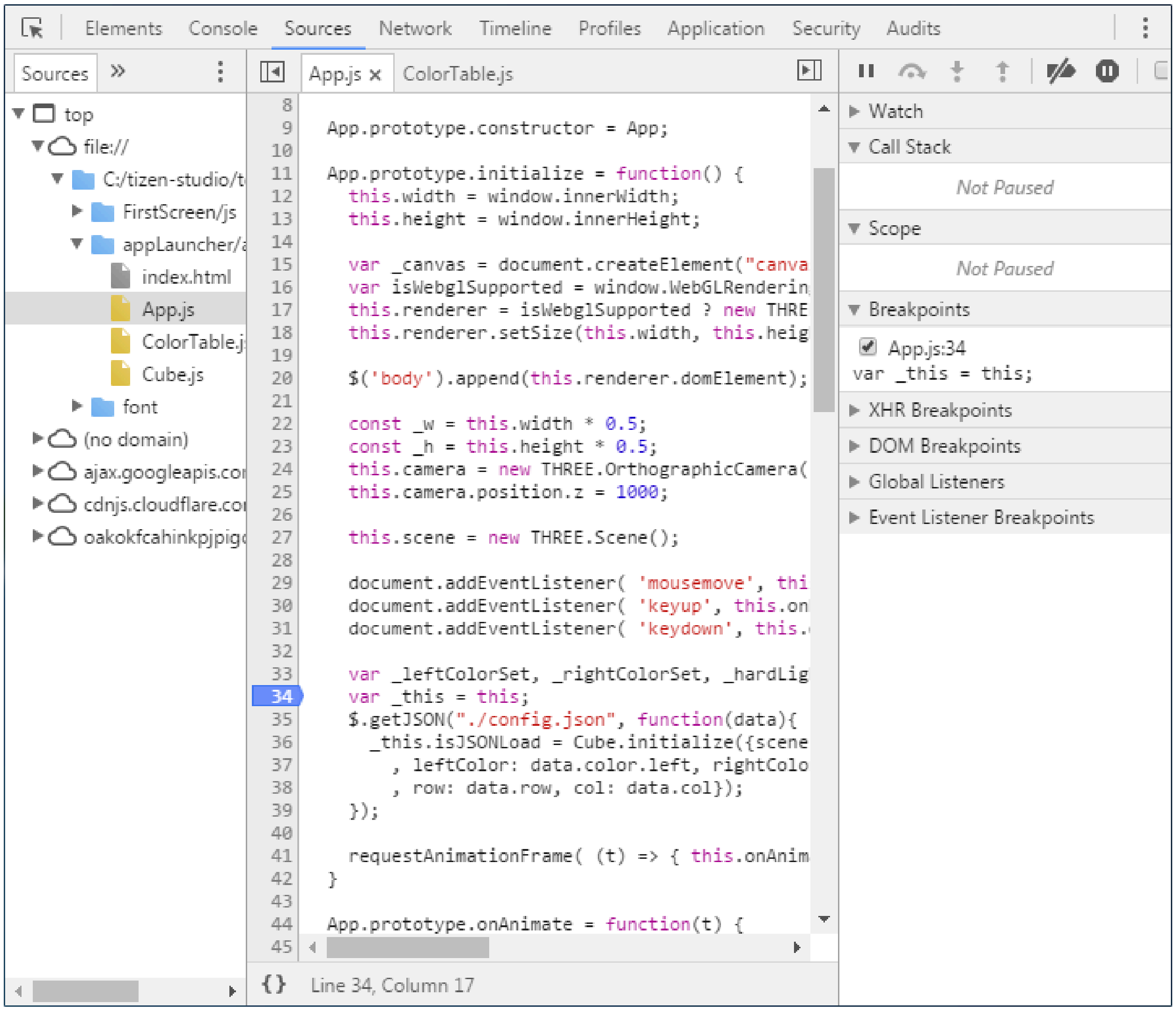
Name	Platform	Port	Connection
UN55KS9000	tv-2.4.0	10.88.97.122:26101	ON

Figure 8. Switch connection on

Now you can launch applications on the TV directly from the Tizen Studio.

Launching Applications on the TV

- You can launch your application on the target device in normal or debug mode:
- To launch the application in normal mode, right-click the project in the "Project Explorer" view, and select "Run As" and a specific launch mode:
- "**Tizen Web Application**": Run the application on the connected device.
- "**Tizen Web Unit Test Application**": Run the application with unit tests.
- To launch the application in debug mode, right-click the project in the "Project Explorer" view, and select "Debug As > Tizen Web Application".
  The Web Inspector runs automatically when you launch the application in debug mode. It is based on the WebKit Web Inspector, and has been modified to support remote debugging.



```

App.prototype.constructor = App;

App.prototype.initialize = function() {
  this.width = window.innerWidth;
  this.height = window.innerHeight;

  var _canvas = document.createElement("canva
  var isWebglSupported = window.WebGLRenderin
  this.renderer = isWebglSupported ? new THRE
  this.renderer.setSize(this.width, this.heig

  $('body').append(this.renderer.domElement);

  const _w = this.width * 0.5;
  const _h = this.height * 0.5;
  this.camera = new THREE.OrthographicCamera(
  this.camera.position.z = 1000;

  this.scene = new THREE.Scene();

  document.addEventListener( 'mousemove', thi
  document.addEventListener( 'keyup', this.on
  document.addEventListener( 'keydown', this.

  var _leftColorSet, _rightColorSet, _hardLig
  var _this = this;
  $.getJSON("./config.json", function(data){
    _this.isJSONLoad = Cube.initialize({scene
      , leftColor: data.color.left, rightColo
      , row: data.row, col: data.col});
  });

  requestAnimationFrame( (t) => { this.onAnim
}

App.prototype.onAnimate = function(t) {
```

☑ App.js:34
`var _this = this;`

Line 34, Column 17