

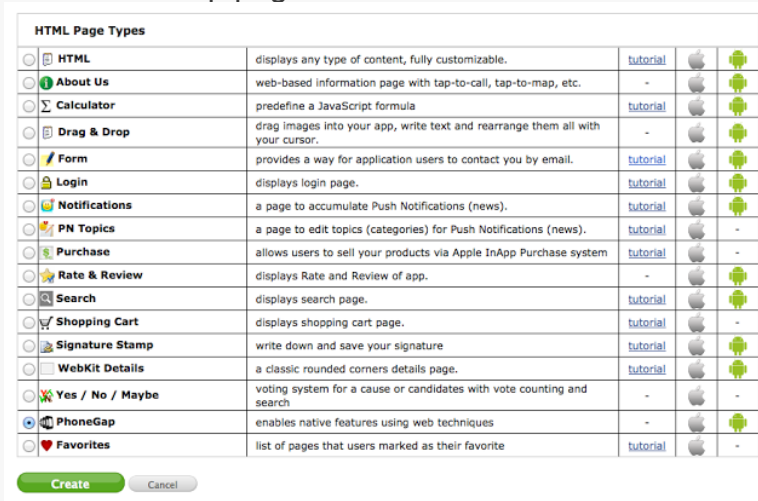
## PhoneGap page type - how to use

# PhoneGap

**Phonegap** is a development framework allowing for the use of native device API's programming with Java Script, HTML and CSS that works on all the major mobile development platforms.

**Skills required: JavaScript, HTML, CSS.**

### 1. Create a new PhoneGap page.



### 2. Paste your HTML/JS code in the PhoneGap page (HTML Edit Mode) and save changes:

```
My Applications > Template333's Dashboard > Edit Pages > tab1.html

HTML
56 // A button will call this function
57 //
58 //
59 function capturePhoto() {
60 // Take picture using device camera and retrieve image as base64-encoded string
61 navigator.camera.getPicture(onPhotoDataSuccess, onFail, { quality: 50,
62 // destinationType: destinationType.DATA_URI
63 }
64 )
65 // A button will call this function
66 //
67 function capturePhotoEdit() {
68 // Take picture using device camera, allow edit, and retrieve image as base64-encoded string
69 navigator.camera.getPicture(onPhotoDataSuccess, onFail, { quality: 20, allowEdit: true,
70 // destinationType: destinationType.DATA_URI
71 }
72 )
73 // A button will call this function
74 //
75 function getPhoto(source) {
76 // Retrieve image file location from specified source
77 navigator.camera.getPicture(onPhotoURISuccess, onFail, { quality: 50,
78 // destinationType: destinationType.FILE_URI,
79 // sourceType: source });
80 }
81
82 // Called if something bad happens.
83 //
84 function onFail(message) {
85 alert('Failed because: ' + message);
86 }
87
88 </script>
89
90
91 <button style="width:300px;height:40px" onclick="capturePhoto();">Capture Photo</button> <br>
92 <button style="width:300px;height:40px" onclick="capturePhotoEdit();">Capture Editable Photo</button>
93 <button style="width:300px;height:40px" onclick="getPhoto(pictureSource.PHOTOLIBRARY);">From Photo Lib
94 <button style="width:300px;height:40px" onclick="getPhoto(pictureSource.SAVEDPHOTOALBUM);">From Photo
95 <img style="display:none;width:150px;height:150px;" id="smallImage" src="">
96 <img style="display:none;" id="largeImage" src="">
97
98
99
100
101
102
103
104

Save Cancel
```

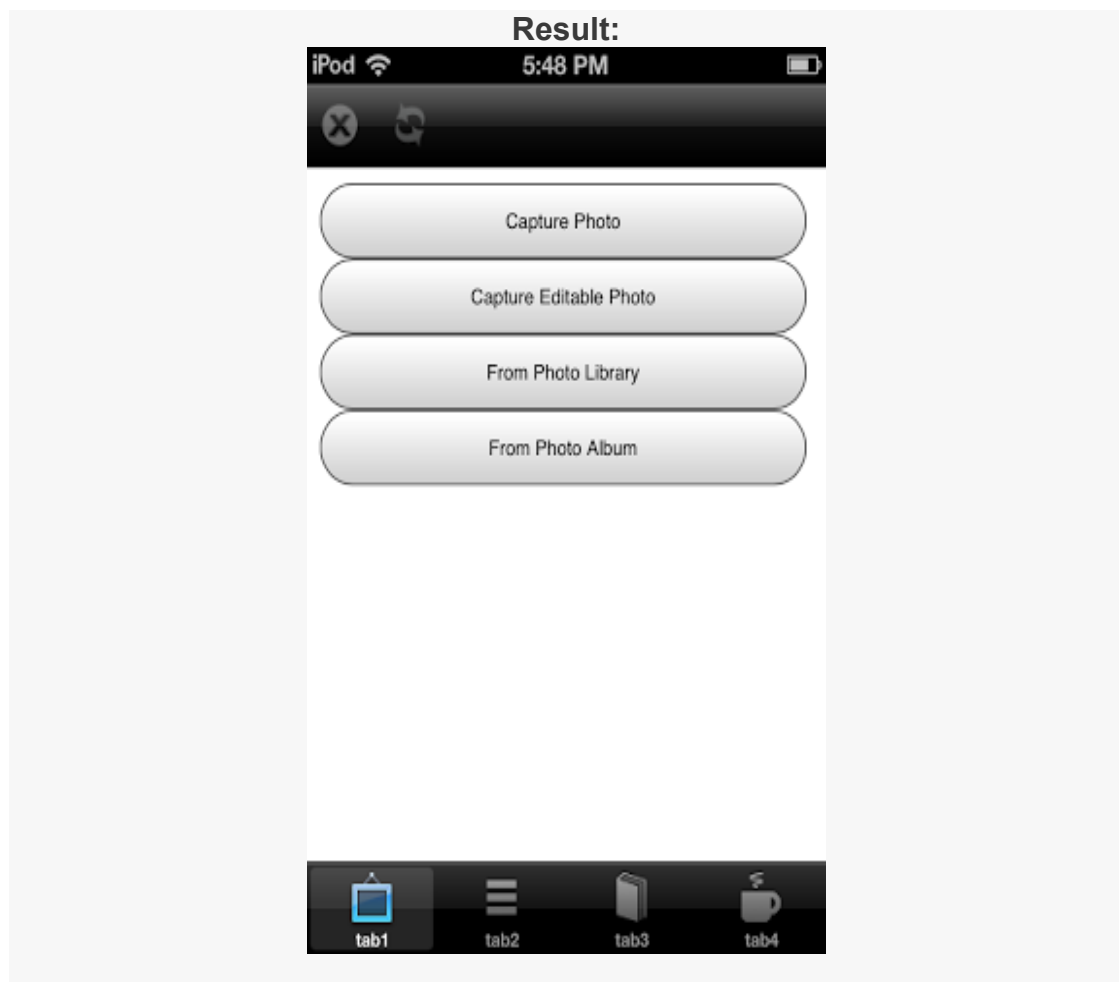
```
1. <script type="text/javascript" charset="utf-8">
2.
3.     var pictureSource; // picture source
4.     var destinationType; // sets the format of returned value
5.
6.     // Wait for Cordova to connect with the device
7.     //
8.     document.addEventListener("deviceready",onDeviceReady,false);
9.
10.    // Cordova is ready to be used!
11.    //
12.    function onDeviceReady() {
13.        pictureSource=navigator.camera.PictureSourceType;
14.        destinationType=navigator.camera.DestinationType;
15.    }
16.
17.    // Called when a photo is successfully retrieved
18.    //
19.    function onPhotoDataSuccess(imageData) {
20.        // Uncomment to view the base64 encoded image data
21.        // console.log(imageData);
22.
23.        // Get image handle
24.        //
25.        var smallImage = document.getElementById('smallImage');
26.
27.        // Unhide image elements
28.        //
29.        smallImage.style.display = 'block';
30.
31.        // Show the captured photo
32.        // The inline CSS rules are used to resize the image
33.        //
34.        smallImage.src = "data:image/jpeg;base64," + imageData;
35.    }
36.
37.    // Called when a photo is successfully retrieved
38.    //
39.    function onPhotoURISuccess(imageURI) {
40.        // Uncomment to view the image file URI
41.        // console.log(imageURI);
42.
```

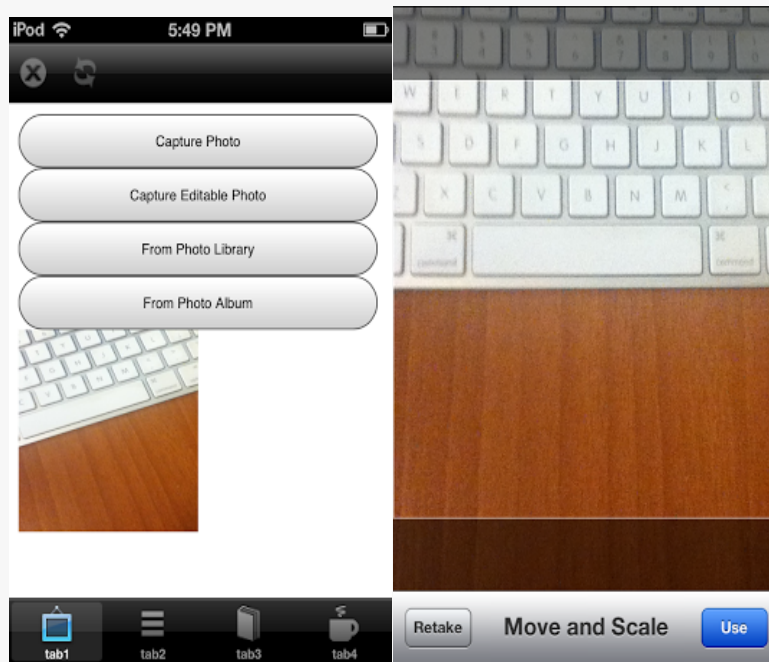
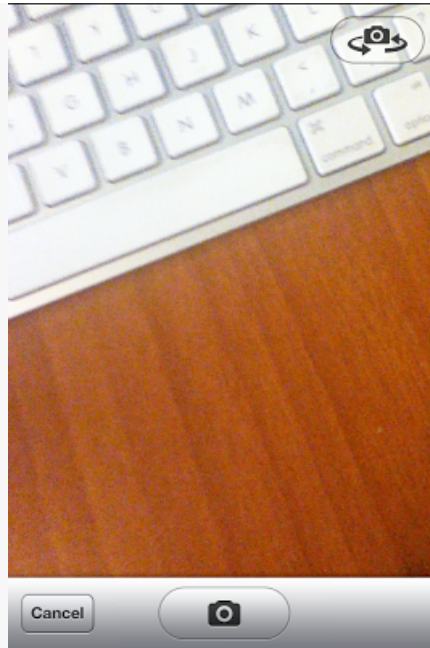
```
43.     // Get image handle
44.     //
45.     var largeImage = document.getElementById('largeImage');
46.
47.     // Unhide image elements
48.     //
49.     largeImage.style.display = 'block';
50.
51.     // Show the captured photo
52.     // The inline CSS rules are used to resize the image
53.     //
54.     largeImage.src = imageURI;
55. }
56.
57. // A button will call this function
58. //
59. function capturePhoto() {
60.     // Take picture using device camera and retrieve image as base64-encoded
    string
61.     navigator.camera.getPicture(onPhotoDataSuccess, onFail, { quality: 50,
62.         destinationType: destinationType.DATA_URL });
63. }
64.
65. // A button will call this function
66. //
67. function capturePhotoEdit() {
68.     // Take picture using device camera, allow edit, and retrieve image as base64-
    encoded string
69.     navigator.camera.getPicture(onPhotoDataSuccess, onFail, { quality: 20, allowEd
    it: true,
70.         destinationType: destinationType.DATA_URL });
71. }
72.
73. // A button will call this function
74. //
75. function getPhoto(source) {
76.     // Retrieve image file location from specified source
77.     navigator.camera.getPicture(onPhotoURISuccess, onFail, { quality: 50,
78.         destinationType: destinationType.FILE_URI,
79.         sourceType: source });
80. }
81.
82. // Called if something bad happens.
83. //
```

```

84.  function onFail(message) {
85.      alert('Failed because: ' + message);
86.  }
87.
88.  </script>
89.
90.  <button onclick="capturePhoto();">Capture Photo</button> <br>
91.  <button onclick="capturePhotoEdit();">Capture Editable Photo</button> <br>
92.  <button onclick="getPhoto(pictureSource.PHOTOALBUM);">From Photo
    Library</button><br>
93.  <button onclick="getPhoto(pictureSource.SAVEDPHOTOALBUM);">From Photo
    Album</button><br>
94.  <img style="display:none;width:60px;height:60px;" id="smallImage" src="" />
95.  <img style="display:none;" id="largeImage" src="" />

```





References:

[PhoneGap | Home](#)

[Apache Cordova API Documentation](#)

[PhoneGap - Wikipedia](#)