

Installation Manual

1. Preparation

Before using the Promobot JS API, we recommend you to download the Promobot SDK. The archive includes documentation, as well as an example of using Promobot JS API.

Nginx is preinstalled as a local http server on the robot. JS application is launched in the robot GUI via the built-in browser (webview).

2. Example of using JS API

Js-example app is designed to introduce the basic functionalities of the API.

To run js-example, follow these steps:

- Install the SDK according to the instructions from the README file.md
- Copy the files from ExampleJSApp/www/example to the /var/www/example directory.
- Open the js example application from the Promobot GUI application menu.

3. Installation of your own application

To install the finished application, it is required to complete the following steps:

- Load the page with JS app on the robot.

The installation directory for the application: /var/www/<project_name>, where project_name is the unique name of the JS application.

- Create a C++ plugin to launch the application page.

For this in /var/src directory, create <project_name> catalog, and then copy the contents of ExampleJSApp into the new catalog.

In the CMakeLists.txt file fill in the "project" field (the name must be unique).

In the description.json file fill in the sys_name field (the name must be unique), and set 0 in the "type" field (the default application type).

In the package.xml file fill in the "name" field (the name must match the name specified in CMakeLists.txt).

In the examplejsdialogobject.cpp file specify "http://localhost/example/index.html" instead of "http://localhost/<project_name>/index.html", where project_name is the unique name of the JS application.

- Install the plugin

To do this, you must run the following command in the console: `./build.sh install -DCMAKE_INSTALL_PREFIX=/opt/promobot/`

- To select a new default application

To set the default application, you need to change the corresponding setting in the robot menu (Control > Settings > Applications), and then restart the GUI.