List of Level 1 Scripts

S. No	Bean Shell Name	Method Name	Feature	Description	Return Value
1.	TuneToServiceByIndex.bsh	tuneToServiceByIndex	Tuning	This method takes in the following parameters: 1. TunerIndex 2.ServiceIndex 3. boolean to wait for tuning state change or not 4. waittime in secs. If there is no wait needed for the tuning state to change, use 0 for the waittime.	boolean: true if successful else false.
2.	RecordTunerContent.bsh	recordContentOnTuner	DVR	This method takes in the following parameters: 1.TunerIndex 2. recordingTime 3.boolean to check if the recording is background or foreground 4.boolean to check if the caller has to wait for a specific recording state. 5. waittime to look for the state change. 6. Recordingstate to wait for. If there is no wait needed for the recording state to change, use 0 for the waittime	boolean: true if successful else false.
3.	FindMediaServer.bsh	findLocalMediaServer	HN Discovery	This method finds out the index of local media server available.	returns -1 if no media server is found.
4.	FindMediaServer.bsh	findRemoteMediaServer	HN Discovery	This method finds out the index of remote media server available by taking a parameter of the MediaServerName.	returns -1 if no media server is found.
5.	FindContentItem,bsh	findContentItemInfo	HN Content Discovery	This method takes in the server index and the content item index to return the content item information.	String: "No ContentInfo" if it couldn't find any content information, else the actual content information string will be returned.
6.	FindContentItem,bsh	findNumOfContentItems	HN Content Discovery	This method takes in the server index to return the total number of content items in CDS.	int: -1 if there is any error, else the exact count.
7.	PublishRecordingToCDS,bsh	publishRecordingToCDS	HN Content Publishing	This method takes in recording Index to publish to CDS.	boolean: true if successful else false.
8.	PublishRecordingToCDS,bsh	publishAllRecordingsToCDS	HN Content Publishing	This method publishes all the recordings to the CDS	boolean: true if successful else false.
9.	FinNumRecordingsAndDuration.bsh	getRecordingCount	HN Content Info	This method returns the total number of recordings available.	int: -1 if there is any error.
10.	FinNumRecordingsAndDuration.bsh	getRecordingInfo	HN Content Info	This method takes in the index of the recording to return the information	String : "no found" if the content cannot be found, else the content info string
11.	FinNumRecordingsAndDuration.bsh	getRecordingDuration	HN Content Info	This method takes in the index of the recording to return the duration.	int: -1 if there is any error.
12.	CreateContentContainer.bsh	createContentContainer	HN Content creation	This method will take efab related boolean to set the permissions and the containerName	boolean: true if successful else false.
13.	CreateContentItem.bsh	createContentItems	HN Content creation	This method will take efab related boolean to set the permissions and the content item name	boolean: true if successful else false.
14.	PublishLiveChannelToCDS.bsh	publishChannelToCDS	HN Live channel publishing	This method will take in the channel index and publish it to the CDS	boolean: true if successful else false.
15.	PublishLiveChannelToCDS.bsh	publishAllChannelstoCDS	HN Live channel publishing	This method publish all channels to the CDS.	boolean: true if successful else false.
16.	DeleteRecordings.bsh	deleteAllRecordings	DVR content deletion	This method will delete all recordings.	boolean: true if success else false
17.	PlaybackRecording.bsh	createHNPlayer	Client Playback	This method takes in parameters: - isRemote to check if a RemotePlayer or JMF player is requested for playback. - cdsIndex of the CDS that holds the content - contentItemIndex of the content item to be played back.	int: Returns the index of a player object that was requested.
18	PlaybackRecording.bsh	setPlayerRate	Client Playback	This method takes in the playerIndex and the player rate value.	boolean: true if it is set successfully, else false.
19.	PlaybackRecording.bsh	startPlayback, stopPlayback	Client Playback	Both the methods takes in playerIndex as parameter and starts or stops the playback respectively.	boolean : true if it is successful else false.
20.	PlaybackRecording.bsh	waitForPlaybackCompletion	Client Playback	This method takes in the time in long to wait until the playback is inprogress.	boolean: true if it has successfully waited, else false.