

# Web Document

Block Group:	Browser API
Icon:	

Sends and retrieves a variety of information to and from the browser, including device information, header title, and search and hash strings.

This block has several uses:

- Sends some information to the browser, including the title of the project for the tab or window header.
- Sets and returns a hash string allowing for deep linking.
- Retrieves information about the user's browser and system, as reported by the browser.

This block always refers to the whole project, regardless of whether it is in the [Project Dataflow](#) or the dataflow for a different object.

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## Input/Output Properties

These properties can take input and give output.

- title (*string*)
- hash (*string*)
- zoom (*number*)
- initialScale (*number*)
- lockScale (*boolean*)

**title** specifies the title for this web document. Typically, the user sees this title in the title bar of the browser window or tab. Only works in [the Viewer](#).

**hash** sets or returns the string to appear after the hash (#) symbol in the URL. This allows you to create deep links and custom experiences based on data, properties, or user interaction. The hash value is saved across sessions and browser windows. The browser's Back and Forward commands iterate through hash addresses.

**zoom** sets or returns the current zoom level. For example, a value of 2 means a zoom level of 200%.

**initialScale** only applies to mobile devices. It determines the zoom level at which the project is opened.

- **A value of 1:** The application appears at normal scale.
- **Values greater than 1:** The application appears smaller on mobile devices.
- **Values less than 1:** The application appears larger on mobile devices.

**lockScale** only applies to mobile devices. It determines whether zooming is allowed.

- **TRUE:** Zooming is not allowed on mobile.
  - **FALSE:** The user can pinch to zoom on mobile.
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## Output Properties

These properties can give output. They cannot take input.

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## Commonly Used Properties

These might be the most commonly used output properties:

- `width` (*number*)
- `height` (*number*)
- `screenWidth` (*number*)
- `screenHeight` (*number*)
- `URL` (*string*)
- `protocol` (*string*)
- `host` (*string*)
- `platform` (*string*)
- `pathname` (*string*)
- `inIFrame` (*boolean*)
- `search` (*string*)
- `language` (*string*)
- `isMobile` (*string*)
- `hasTouch` (*string*)
- `onBeforePrint` (*event*)
- `onAfterPrint` (*event*)

**width** retrieves the width of the usable portion of the user's browser window in pixels.

**height** retrieves the height of the usable portion of the user's browser window in pixels.

**screenWidth** retrieves the width of the user's entire screen in pixels.

**screenHeight** retrieves the height of the user's entire screen in pixels.

**URL** returns the URL of this project.

**protocol** returns whether the project's URL begins with HTTP or HTTPS.

**host** returns the path to the host of this project.

**platform** retrieves the platform the browser is running on.

**pathname** returns the pathname of this project. This is the portion of the URL after the protocol and host, and before any hash or search strings.

**inIFrame** returns whether this instance of the project is within an IFrame.

**search** returns the string that appears after the question mark (?) symbol in the URL. You can bind the search property to a [Script](#) block and use [string functions](#), such as `str.decodeURIComponent()`, to parse it into a usable string.

**language** retrieves the language code of the browser.

**isMobile** returns whether the user is using a mobile device.

**hasTouch** returns whether the user's device has a touch screen.

**onBeforePrint** fires before the browser window contents are sent to the printer dialog. You can use this for changing configuration to prepare for printing.

**onAfterPrint** fires after the browser window contents are sent to the printer dialog. You can use this for reverting changes made using `onBeforePrint`.

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## Less Commonly Used Properties

These might be less commonly used output properties:

- `pixelDepth` (*number*)
- `pixelRatio` (*number*)
- `userAgent` (*string*)
- `appName` (*string*)
- `appCodeName` (*string*)
- `appVersion` (*string*)
- `product` (*string*)
- `productSub` (*string*)
- `vendor` (*string*)
- `vendorSub` (*string*)

**pixelDepth** retrieves the color depth or bit depth of the user's screen, as reported by the browser. This is the number of bits used to determine the color of a pixel.

**pixelRatio** retrieves the ratio of the width to the height of each pixel on the user's monitor, as reported by the browser.

**userAgent** retrieves the user-agent string, which identifies the browser and certain system details. It might not be accurate.

**appName** retrieves the name of the user's browser. However, it is not a reliable source of information and often returns "Netscape" for various browsers.

**appCodeName** retrieves the internal code name of the browser. However, it is not a reliable source of information and returns "Mozilla" in most cases.

**appVersion** retrieves the browser version. It might not be accurate.

**product** always returns "Gecko," on any browser. It is not a reliable source of information.

**productSub** retrieves the build number of the browser.

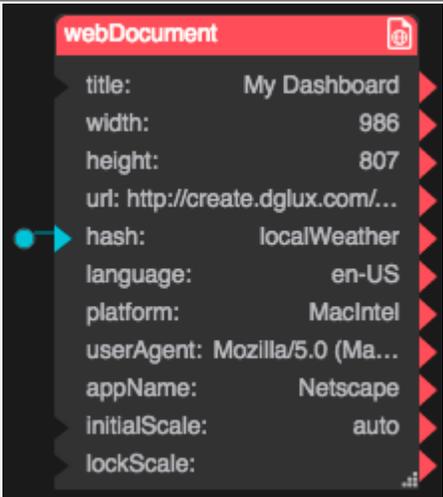
**vendor** retrieves the vendor name of the browser.

**vendorSub** retrieves the version number substring of the vendor information. However, it is not a reliable source of information.

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## Model

This is a basic use of the block.

Dataflow Model	Description
 <pre>webDocument title: My Dashboard width: 986 height: 807 url: http://create.dglux.com/... hash: localWeather language: en-US platform: MacIntel userAgent: Mozilla/5.0 (Ma... appName: Netscape initialScale: auto lockScale:</pre>	<p>The Web Document Block is sending a page title of "My Dashboard" to the browser. It is also saving a hash value of "localWeather." This hash value can be set by user action and can set other properties in DGLux5. It is saved across sessions and browser windows.</p>

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