Acquiring a cached location value in WRT

Overview

Latest S60 devices incorporate a small but valuable addition to JavaScript Location Service API.

"Last known position" information is useful for getting a quick response from the location API on where the last positioning fix was acquired.

As a developer, you might want to first check if this cached value is available and ask the user if he's happy with the estimate, before requesting a new location fix from the framework.

I put together some sample code to assist you in integrating this feature to your widget.

The beef

Set up the location service object and call:

```
var result = locAPI.ILocation.GetLastPosition();
```

If the returned error code is 0, you can use the freshly acquired cached location data:

```
if (result.ErrorCode == 0){
   var posObject = result.ReturnValue;
   myLogger(posObject.Latitude + ' - ' + posObject.Longitude);
}
```

If the "last known position" feature is supported, but no cached data is available:

```
else if (result.ErrorCode == 1014){
   myLogger('Last known position data is not available');
}
```

...and finally, if your user is sporting old SW, that does not support this feature

```
else{
   myLogger('ErrorCode: ' + result.ErrorCode + '<br/>' + 'ErrorMessage: ' + result.ErrorMessage);
}
```

Devices that currently incorporate this feature

N97 20.0.019 and later N97 Mini 10.0.020 and later

Full example code

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
<html xmlns="http://www.w3.org/1999/xhtml">
 <head>
  <title> Sample Widget</title>
  <meta http-equiv="Content-Type" content="text/html; charset=UTF-8" />
  <script language="javascript" type="text/javascript" src="basic.js"></script>
     <link rel="stylesheet" href="basic.css" type="text/css">
     <META NAME="Generator" CONTENT="Nokia WRT plug-in for Aptana Studio 2.2.0" />

  <script>
   var locAPI = null;
   function init(){
    locAPI = device.getServiceObject("Service.Location", "ILocation");
   }

   function getLastKnownPosition(){

    if(!locAPI)
     init();

    // Here's the fancy (but hidden) API call
    var result = locAPI.ILocation.GetLastPosition();

    // Yey, we can use the cached location info!
    if (result.ErrorCode == 0){
     var posObject = result.ReturnValue;
     myLogger(posObject.Latitude + ' - ' + posObject.Longitude);
    }

    // Last known position data is not available
    else if (result.ErrorCode == 1014){
     myLogger('Last known position data is not available');
    }
```


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```
    }

    // Hmpf, this SW version does not support last known position API
    else{
     myLogger('ErrorCode: ' + result.ErrorCode + '<br/>' + 'ErrorMessage: ' + result.ErrorMessage);
    }
   }

   function myLogger(txt){
    document.getElementById("myconsole").innerHTML = txt;
   }

  </script>

 </head>
 <body onload="init();">
  <div><a style="font-size:1.5em" id="actionjackson" href="#" onclick="getLastKnownPosition();">Last known position</a></div>
  <div id="myconsole"></div>
 </body>
</html>
```


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