

Low-code Interactive Classroom

Interface Customization

Product Documentation



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Event Listening

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The function of event listening:

In actual business requirements, you may need to combine with the business when a specific event occurs, for example:

When the class officially starts, do some reporting to the business background.

When a member joins a room, a pop-up window is shown to the member.

Event List (TCIC.TMainEvent)

Event	Event	Remark
After_Enter	Joined room	-
Modify_Class	Room information has been changed	-
Leave_Class	Leaving the room	-
Kick_Out_By_Teacher	Kicked out of the room	-
Kick_Out_By_Another	Kicked out of the room after multi-terminal login	-
Kick_Out_By_Expire	Kicked out of the room due to expired signature	-
Member_Join	Members join the room	-
Member_Exit	Members leave the room	-
Member_Info_Update	Member information update	-
Member_Hand_Up	Members raise hands	-
Member_Hand_Up_Cancel	Members withdraw hand raising	-
Question_Valid	There are available answers	-
Question_Begin	Answering started	-
Question_End	Answering ended	-
Question_Abandon	Answering terminated	-

Question_Close	Answering closed	-
Question_Been_Answered	A student is answering	-
App_Resized	Application size changes	-
Error	An error occurred (affecting the main process)	-
Recv_IM_Msgs	Received an IM message	-
Recv_Custom_IM_Msg	Received a custom IM message	-

Sample:



```
function afterEnter() => {
  console.debug('You have joined this room');
}

// Listen
TCIC.SDK.instance.on(TCIC.TMainEvent.After_Enter, afterEnter);

// Cancel listening
TCIC.SDK.instance.off(TCIC.TMainEvent.After_Enter, afterEnter);
```

Status list (TCIC.TMainState)

Event	Event	Remark
Class_Info_Ready	Classroom information has been loaded	-
Joined_Class	Already joined the classroom	-
Sub_Camera	Auxiliary camera status	0: Start 2: End
Screen_Share	Screen sharing status	0: Sharing 1: Pausing 2: Not started/Ended
Video_Publish	Whether local video push is enabled	-
Audio_Capture	Whether local audio collection is enabled	-
Class_Duration	Classroom duration	Unit: second. < 0: Time until class starts 0: Class not started at the class time Class ended Class expired > 0: In class
Member_Count	Number of class members	-
Board_Permission	Permission to whiteboard operations	-
Chat_Permission	Permission to text chat	-
Screen_Share_Permission	Screen sharing permissions	-
Hand_Up	Hand raising	-

	status	
Mute_All	All-member mute status	-
Mute_Video_All	All-member video status	-
Silence_All	All-member silent status	-
Message_Unread_Count	Unread Messages	-
HandUp_Count	Number of people raising hands	-



```
// PromiseState can ensure that it will be executed immediately when the current st
TCIC.SDK.instance.promiseState(TCIC.TMainState.Joined_Class, true).then( () => {
  console.debug('You have joined this room');
});

function listener() {
  console.debug('You have joined this room');
}
// Listen
TCIC.SDK.instance.subscribeState(TCIC.TMainState.Joined_Class, listener);
```

```
// Cancel listening  
TCIC.SDK.instance.unsubscribeState(TCIC.TMainState.Joined_Class, listener);
```