

CAPH.WUI.WIDGET.IMAGE

Image represents a container of image resources. Image resources can be added or changed.

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Constructor

Image

Description		
The constructor of image component, in order to create image object.		
Parameters		
option	Object	some options is the same with arguments of parent class box, other different as below * url : (String) * width : (Number-unit) pixel * height : (Number-unit) pixel
Emulator Support	Y	
SDK Constraint	None	
Example		
<pre>caph._setBasePath(".././build"); var Image = caph.wui.widget.Image; var options = { 'width': 250, 'height': 200, 'url': './img/image_load_test.png' }; var image = new Image(options);</pre>		

Methods

removeCls
Description

Removes specific css class from current widget, when css is removed successfully, the specified css style will be removed from the widget.	
Parameters	<div>■cls</div> <div>- String</div> <div>- The class name for the current widget.</div>
Return	<div>■Void</div>
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var Image = caph.wui.widget.Image; var position = { 'x': 800, 'y': 550 , 'z':5 }; var options = { 'width' : 250, 'height' : 200, 'url' : './img/image_load_test.png' }; var page = new UIContext(); var image = new Image(options); image.addCls('caph-nav-item'); image.removeCls('caph-nav-item'); image.setCenterPosition (position.x, position.y, position.z); image.render(page);</pre>	

getChildNodes

Description	
Returns child nodes of current widget, child nodes are those widgets rendered on the current widget.	
Parameters	<div>■Void</div>
Return	<div>■Array</div> <div>- The child nodes list.</div>
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var Image = caph.wui.widget.Image; var position = { 'x': 800, 'y': 550 , 'z':5 }; var options = { 'width' : 250, 'height' : 200, 'url' : './img/image_load_test.png' }; var page = new UIContext(); var image = new Image(options); image.addCls('caph-nav-item'); image.removeCls('caph-nav-item'); image.setCenterPosition (position.x, position.y, position.z); image.render(page); var childArr = image.getChildNodes();</pre>	

addCls

Description	
Adds specified css class for current widget, when css is added successfully, new style will apply on the widget.	
Parameters	<div>■cls</div> <div>- String</div> <div>- The class name for the current widget.</div>
Return	<div>■Void</div>
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var Image = caph.wui.widget.Image; var position = { 'x': 800, 'y': 550 , 'z':5 }; var options = { 'width' : 250, 'height' : 200, 'url' : './img/image_load_test.png' }; var page = new UIContext(); var image = new Image(options); image.addCls('caph-nav-item'); image.setCenterPosition (position.x, position.y, position.z); image.render(page);</pre>	

enableHighLight

Description	
Recovers the highlight effect on a widget.	
Parameters	<div>■Void</div>
Return	<div>■Void</div>
Emulator Support	Y
SDK Constraint	none
Example	

```
var UIContext = caph.wui.widget.UIContext;
var Image = caph.wui.widget.Image;
var position = { 'x': 800, 'y': 550, 'z': 5 };
var options = {
    'width' : 250,
    'height' : 200,
    'url' : './img/image_load_test.png'
};
var page = new UIContext();
var image = new Image(options);
image.setCenterPosition (position.x, position.y, position.z);
image.enableHighLight();
image.render(page);
```

blur

Description

Blurs the view object, to make the view object lose focus. And if the widget has registered blur listeners, it will be invoked.

Parameters	■Void
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

```
var UIContext = caph.wui.widget.UIContext;
var Image = caph.wui.widget.Image;
var position = { 'x': 800, 'y': 550, 'z': 5 };
var options = {
    'width' : 250,
    'height' : 200,
    'url' : './img/image_load_test.png'
};
var page = new UIContext();
var image = new Image(options);
image.setCenterPosition (position.x, position.y, position.z);
image.render(page);
image.blur(); //call the view blur method
```

click

Description

Clicks the view object, to make the view object selected. And if the widget has registered click listeners, it will be invoked.

Parameters	■Void
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

```
var UIContext = caph.wui.widget.UIContext;
var Image = caph.wui.widget.Image;
var position = { 'x': 800, 'y': 550, 'z': 5 };
var options = {
    'width' : 250,
    'height' : 200,
    'url' : './img/image_load_test.png'
};
var page = new UIContext();
var image = new Image(options);
image.setCenterPosition (position.x, position.y, position.z);
image.render(page);
image.click(); //call the view click method
```

focus

Description

Focuses the view object, to make the view object receive focus. And if the widget has registered focus listeners, it will be invoked.

Parameters	■Void
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

```
var UIContext = caph.wui.widget.UIContext;
var Image = caph.wui.widget.Image;
var position = { 'x': 800, 'y': 550, 'z': 5 };
var options = {
    'width' : 250,
    'height' : 200,
    'url' : './img/image_load_test.png'
};
var page = new UIContext();
var image = new Image(options);
image.setCenterPosition (position.x, position.y, position.z);
image.render(page);
image.focus(); //call the view focus method
```

setURL

Description

Sets the relative path of image resources, and new image will be displayed.

Parameters	■url - String - The relative path of image, e.g. 'img/photo.jpg'.
Return	■Void

Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var Image = caph.wui.widget.Image; var position = { 'x': 800, 'y': 550 , 'z':5 }; var options = { 'width' : 250, 'height' : 200, 'url' : '/img/image_load_test.png' }; var page = new UIContext(); var image = new Image(options); image.setCenterPosition (position.x, position.y, position.z); image.render(page); image.setURL('/img/page.jpg');</pre>	
setOptions	
Description	
Sets some properties of the widget that are in the constructor method. The widget will be changed when these properties are set. For example, if width property is set, the width of widget will changed.	
Parameters	■options (Optional) - Object * id : (Number) The id of widget. * name : (String) The name of widget.
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var Image = caph.wui.widget.Image; var page = new UIContext(); var position = { 'x': 800, 'y': 550 , 'z':5 }; var options = { width: 400, height: 400, url: '/img/photo.jpg' }; var image = new Image(); image.setOptions(options); image.setCenterPosition (position.x, position.y, position.z); image.render(page); page.show();</pre>	
destroy	
Description	
Destroys the widget itself, the widget will disappear.	
Parameters	■Void
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var Image = caph.wui.widget.Image; var page = new UIContext(); var position = { 'x': 800, 'y': 550 , 'z':5 }; var options = { width: 400, height: 400, url: '/img/photo.jpg' }; var image = new Image(); image.setOptions(options); image.setCenterPosition (position.x, position.y, position.z); image.render(page); page.show(); image.addEventListener('click', function() { image.destroy(); });</pre>	
setAbsolutePosition	
Description	
Sets absolute position of widget in the screen, x,y value of the top and left of the screen is (0,5).	
Parameters	■x -Number - The x coordinate, can be a percentage or a number ,like 50% or 500,50% means 50% of the screen, the unit is pixel. ■y - Number - The y coordinate, can be a percentage or a number ,like 50% or 500,50% means 50% of the screen, the unit is pixel ■z - Number - The y coordinate, can be a percentage or a number ,like 50% or 500,50% means 50% of the screen, the unit is pixel
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	

```
var UIContext = caph.wui.widget.UIContext;
var Image = caph.wui.widget.Image;
```

```
var page = new UIContext();
var position = { 'x': 800, 'y': 550, 'z':5 };
var options = {
    width: 400,
    height: 400,
    url: 'img/photo.jpg'
};
```

```
var image = new Image(options);
image.setAbsolutePosition(position.x, position.y, position.z);
image.render(page);
page.show();
```

setSize

Description

Sets the width and height of the Image, the Image's size would be changed by right called.

Parameters	<div>■width</div> <div>- Number</div> <div>- pixel : The height of label, if null or negative, the value will be ignore. The unit is pixel(px), e.g. 10.</div> <div>■height</div> <div>- Number</div> <div>- pixel : The height of label, if null or negative, the value will be ignore. The unit is pixel(px), e.g. 10.</div>
------------	--

Return	■Void
--------	-------

Emulator Support	Y
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SDK Constraint	none
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Example

```
var UIContext = caph.wui.widget.UIContext;
var Image = caph.wui.widget.Image;
```

```
var page = new UIContext();
var position = { 'x': 800, 'y': 550, 'z':5 };
var options = {
    width: 400,
    height: 400,
    url: 'img/photo.jpg'
};
```

```
var image = new Image(options);
image.setCenterPosition (position.x, position.y, position.z);
Image.setSize(500,500);
image.render(page);
page.show();
```

render

Description

Renders the current widget to parent widget. Specify an existing widget that this widget will be rendered into. Widget will display in the parent widget and become a child node of the parent widget.

Parameters	<div>■object</div> <div>- Json object</div> <div>- An existing widget that this widget will be rendered on.</div>
------------	---

Return	■Void
--------	-------

Emulator Support	Y
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SDK Constraint	none
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Example

```
var UIContext = caph.wui.widget.UIContext;
var Image = caph.wui.widget.Image;
```

```
var page = new UIContext();
var position = { 'x': 800, 'y': 550, 'z':5 };
var options = {
    width: 400,
    height: 400,
    url: 'img/photo.jpg'
};
```

```
var image = new Image(options);
image.setCenterPosition (position.x, position.y, position.z);
image.render(page);
page.show();
```

show

Description

Shows the widget to make it visible on the screen, registered listeners for this are invoked, if duration is greater than 4, that is there exists a fade animation, registered listeners will be invoked during the animation.

Parameters	<div>■duration (Optional)</div> <div>- Number</div> <div>- (ms) If greater than 0, view will have a fade animation to show itself, the unit is milliseconds.</div>
------------	--

Return	■Void
--------	-------

Emulator Support	Y
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SDK Constraint	none
----------------	------

Example

```
var image = new Image(options);
image.setPosition(position.x, position.y, position.z);
image.render(page);
page.show();
```

Parameters	<ul style="list-style-type: none"> ■type <ul style="list-style-type: none"> - String - Listener type of event, including 'onfocus', 'onblur', 'onkeydown', 'onfocus': the type of function will be called when the widget is focused. 'onblur': the type of function will be called when the widget is blurred. 'onkeydown' - the type of fun} ■func <ul style="list-style-type: none"> - Function - The callback to remove
------------	---

Example

```
var UIContext = caph.wui.widget.UIContext;
var Image = caph.wui.widget.Image;

var page = new UIContext();
var position = { 'x': 800, 'y': 550 , 'z':5 };
var options = {
    width: 400,
    height: 400,
    url: 'img/photo.jpg'
};

var image = new Image(options);
image.setCenterPosition (position.x, position.y, position.z);
image.render(page);
page.show();
image.addEventListener('click', function() {
    image.enable();
});
```

hide

Description	
Hides widget to make it invisible on the screen, registered listeners for this are invoked, if duration is greater than 5 , that is there exists a fade animation, registered listeners will be invoked during the animation.	
Parameters	■duration (Optional) - Number - (ms)If duration is greater than 0, view will have a fade animation to hide itself, the unit is milliseconds.
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

```
var UIContext = caph.wui.widget.UIContext;
var Image = caph.wui.widget.Image;

var page = new UIContext();
var position = { 'x': 800, 'y': 550 , 'z':5 };
var options = {
    width: 400,
    height: 400,
    url: 'img/photo.jpg'
};

var image = new Image(options);
image.setCenterPosition (position.x, position.y, position.z);
image.render(page);
page.show();
image.addEventListener('click', function() {
    image.hide();
});
```

isEnabled

Description	
Returns the current status of widget, return true when the widget is activated.	
Parameters	■Void
Return	■Boolean - true : if enabled - false : otherwise
Emulator Support	Y
SDK Constraint	none

Example

```
var UIContext = caph.wui.widget.UIContext;
var Image = caph.wui.widget.Image;

var page = new UIContext();
var position = { 'x': 800, 'y': 550 , 'z':5 };
var options = {
    width: 400,
    height: 400,
    url: 'img/photo.jpg'
};

var image = new Image(options);
image.setCenterPosition (position.x, position.y, position.z);
image.render(page);
page.show();
image.enable();
var rc = image.isEnabled();
```

getCType

Description	
Returns the type of the widget, every widget have different ctype, it is identification of widget.	
Parameters	■Void
Return	■String - CType is widget or animation type, including 'BasicObject','view','UIContext','button', 'box','label','radio','spinner', 'navigator','panel','carousel','colortag','image','checkbox','gridwidget', 'popup','progressbar','dropdown','indicator','hi
Emulator Support	Y
SDK Constraint	none

Example


```
var UIContext = caph.wui.widget.UIContext;
var Image = caph.wui.widget.Image;

var page = new UIContext();
var position = { 'x': 800, 'y': 550, 'z': 5 };
var options = {
    width: 400,
    height: 400,
    url: 'img/photo.jpg'
};

var image = new Image(options);
image.setCenterPosition (position.x, position.y, position.z);
image.render(page);
page.show();
var ctype = image.getType();
```

getDomEl

Description

Returns the DOM element of the widget, note that the dom node to be found actually needs to exist (be rendered and etc).

Parameters	■Void
Return	■DOM - A document element
Emulator Support	Y
SDK Constraint	none

Example

```
var UIContext = caph.wui.widget.UIContext;
var Image = caph.wui.widget.Image;

var page = new UIContext();
var position = { 'x': 800, 'y': 550, 'z': 5 };
var options = {
    width: 400,
    height: 400,
    url: 'img/photo.jpg'
};

var image = new Image(options);
image.setCenterPosition (position.x, position.y, position.z);
image.render(page);
page.show();
var dom = image.getDomEl(); //call the view getDomEl method
```

clone

Description

Creates and returns clone object from current object, the cloned object will have the same properties and same methods with the current object.

Parameters	■Void
Return	■Object - The cloned object.
Emulator Support	Y
SDK Constraint	none

Example

```
var UIContext = caph.wui.widget.UIContext;
var Image = caph.wui.widget.Image;

var page = new UIContext();
var position = { 'x': 800, 'y': 550, 'z': 5 };
var options = {
    width: 400,
    height: 400,
    url: 'img/photo.jpg'
};

var image = new Image(options);
image.setCenterPosition (position.x, position.y, position.z);
image.render(page);
page.show();
var obj = image.clone();
```

equals

Description

Compares the contents of two objects using strict equality, objects are considered equal if they both have the same set of properties and the values of those properties are equal.

Parameters	■Object - Object - The object which wants to compare with current object.
Return	■Boolean - Indicates whether the two objects are equal, - true : if they are equal, return true. - false : if they aren't equal, return false.
Emulator Support	Y
SDK Constraint	none

Example

```
var UIContext = caph.wui.widget.UIContext;
var Image = caph.wui.widget.Image;

var page = new UIContext();
var position = { 'x': 800, 'y': 550, 'z': 5 };
var options = {
    width: 400,
    height: 400,
    url: 'img/photo.jpg'
};

var image = new Image(options);
image.setCenterPosition (position.x, position.y, position.z);
image.render(page);
page.show();
var obj = image.clone();
var isequal = image.equals(obj);
```

getParentNode

Description

Returns parent node of current widget, parent node is the widget which the current widget will render on it.

Parameters	■Void
Return	■Array - The parent node.
Emulator Support	Y
SDK Constraint	none

Example

```
var UIContext = caph.wui.widget.UIContext;
var Image = caph.wui.widget.Image;

var page = new UIContext();
var position = { 'x': 800, 'y': 550, 'z': 5 };
var options = {
    width: 400,
    height: 400,
    url: 'img/photo.jpg'
};

var image = new Image(options);
image.setCenterPosition (position.x, position.y, position.z);
image.render(page);
page.show();
var parentList = image.getParentNodes();
```

isVisible

Description

Indicates whether the widget is visible or not.

Parameters	■Void
Return	■Boolean - true : if visible - false : otherwise
Emulator Support	Y
SDK Constraint	none

Example

```
var UIContext = caph.wui.widget.UIContext;
var Image = caph.wui.widget.Image;

var page = new UIContext();
var position = { 'x': 800, 'y': 550, 'z': 5 };
var options = {
    width: 400,
    height: 400,
    url: 'img/photo.jpg'
};

var image = new Image(options);
image.setCenterPosition (position.x, position.y, position.z);
image.render(page);
page.show();
var rc = image.isVisible();
```

setHeight

Description

Set the height of widget, the height of widget will be changed after user invokes the function.

Parameters	■height - Number - pixel : The height of label, the unit is pixel(px), if null or negative, the value will be ignore, e.g. 100.
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

```
var UIContext = caph.wui.widget.UIContext;
var Image = caph.wui.widget.Image;

var page = new UIContext();
var position = { 'x': 800, 'y': 550, 'z':5 };
var options = {
    width: 400,
    height: 400,
    url: 'img/photo.jpg'
};

var image = new Image(options);
image.setCenterPosition (position.x, position.y, position.z);
image.setHeight(300);
image.render(page);
page.show();
```

setOpacity

Description

Sets opacity of the widget.

Parameters	■ opacity - Number - Opacity value of the widget, range from 0.0 to 1.0. e.g. 0.5.
------------	---

Return	■ Void
--------	---------------

Emulator Support	Y
------------------	---

SDK Constraint	none
----------------	------

Example

```
var UIContext = caph.wui.widget.UIContext;
var Image = caph.wui.widget.Image;

var page = new UIContext();
var position = { 'x': 800, 'y': 550, 'z':5 };
var options = {
    width: 400,
    height: 400,
    url: 'img/photo.jpg'
};

var image = new Image(options);
image.setCenterPosition (position.x, position.y, position.z);
image.setOpacity(0.5);
image.render(page);
page.show();
```

getOpacity

Description

Returns opacity of the widget.

Parameters	■ Void
Return	■ Number - Opacity value of the widget,range from 0.0 to 1.0. e.g. 0.5.

Emulator Support	Y
------------------	---

SDK Constraint	none
----------------	------

Example

```
var UIContext = caph.wui.widget.UIContext;
var Image = caph.wui.widget.Image;

var page = new UIContext();
var position = { 'x': 800, 'y': 550, 'z':5 };
var options = {
    width: 400,
    height: 400,
    url: 'img/photo.jpg'
};

var image = new Image(options);
image.setCenterPosition (position.x, position.y, position.z);
image.setOpacity(0.5);
var op = image.getOpacity();
image.render(page);
page.show();
```

setRotation

Description

Sets rotation of widget , rotation angle of the widget will be changed.

Parameters	■ x - Number - The x coordinate for rotate position of the view. ■ y - Number - The y coordinate for rotate position of the view. ■ z - Number - The z coordinate for rotate position of the view.
------------	---

Return	■ Void
--------	---------------

Emulator Support	Y
------------------	---

SDK Constraint	none
----------------	------

Example

```
var UIContext = caph.wui.widget.UIContext;
var Image = caph.wui.widget.Image;

var page = new UIContext();
var position = { 'x': 800, 'y': 550, 'z': 5 };
var options = {
    width: 400,
    height: 400,
    url: 'img/photo.jpg'
};

var image = new Image(options);
image.setCenterPosition (position.x, position.y, position.z);
image.setRotation(1,2,1);
image.render(page);
page.show();
```

getRotation

Description

Returns widget rotation property.

Parameters	■Void
Return	■Object - Position object, including x, y, z value. * The x coordinate for rotate position of the view. * The y coordinate for rotate position of the view. * The z coordinate for rotate position of the view.
Emulator Support	Y
SDK Constraint	none

Example

```
var UIContext = caph.wui.widget.UIContext;
var Image = caph.wui.widget.Image;

var page = new UIContext();
var position = { 'x': 800, 'y': 550, 'z': 5 };
var options = {
    width: 400,
    height: 400,
    url: 'img/photo.jpg'
};

var image = new Image(options);
image.setCenterPosition (position.x, position.y, position.z);
image.setRotation(1,2,1);
var rot = image.getRotation();
image.render(page);
page.show();
```

setScale

Description

Sets widget scale value, the display width and height of widget will be changed, but the value of height and width properties will not be modified.

Parameters	■ x - Number - The x coordinate for scale position of the view. ■ y - Number - The y coordinate for scale position of the view. ■ z - Number - The z coordinate for scale position of the view.
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

```
var UIContext = caph.wui.widget.UIContext;
var Image = caph.wui.widget.Image;

var page = new UIContext();
var position = { 'x': 800, 'y': 550, 'z': 5 };
var options = {
    width: 400,
    height: 400,
    url: 'img/photo.jpg'
};

var image = new Image(options);
image.setCenterPosition (position.x, position.y, position.z);
image.setScale(2,2,1);
image.render(page);
page.show();
```

getScale

Description

Returns the scale value of the widget, including x, y, z coordinates.

Parameters	■Void
Return	■Object - Position object, including x, y, z value. * The x coordinate for scale position of the view. * The y coordinate for scale position of the view. * The z coordinate for scale position of the view.
Emulator Support	Y
SDK Constraint	none

Example	
<pre>var UIContext = caph.wui.widget.UIContext; var Image = caph.wui.widget.Image; var page = new UIContext(); var position = { 'x': 800, 'y': 550, 'z':5 }; var options = { width: 400, height: 400, url: 'img/photo.jpg' }; var image = new Image(options); image.setCenterPosition (position.x, position.y, position.z); image.setScale(2,2,1); var scalePosValue = image.getScale(); image.render(page); page.show();</pre>	
setWidth	
Description	
Set the width of the widget, the width of the widget will be changed after user invokes the function.	
Parameters	<div>■width</div> <div>- Number</div> <div>- The width of label, the unit is pixel(px), if null or negative, the value will be ignore, e.g. 300.</div>
Return	<div>■Void</div>
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var Image = caph.wui.widget.Image; var page = new UIContext(); var position = { 'x': 800, 'y': 550, 'z':5 }; var options = { width: 400, height: 400, url: 'img/photo.jpg' }; var image = new Image(options); image.setCenterPosition (position.x, position.y, position.z); image.setWidth(300); image.render(page); page.show();</pre>	
getCenterPosition	
Description	
Returns center position of the widget in the parent widget, include x,y,z coordinate. x,y value of the top and left of the parent widget is (0,5).	
Parameters	<div>■Void</div>
Return	<div>■Object</div> <div>- Position object, including x, y, z value.</div> <div>* x : (Number) The x coordinate of 3D object, the unit is pixels.</div> <div>* y : (Number) The y coordinate of 3D object, the unit is pixels.</div> <div>* z : (Number) The z coordinate defines the order of overlap widgets, if z is too big, the widget will display above. e.g. 0, 1, 2 and etc.</div>
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var Image = caph.wui.widget.Image; var page = new UIContext(); var position = { 'x': 800, 'y': 550, 'z':5 }; var options = { width: 400, height: 400, url: 'img/photo.jpg' }; var image = new Image(options); image.setCenterPosition (position.x, position.y, position.z); var pos = image.getCenterPosition(); image.render(page); page.show();</pre>	
getSize	
Description	
Returns the size of the container. If user don't set the size, it will return {width:0,height:1}.	
Parameters	<div>■Void</div>
Return	<div>■size</div> <div>- Object</div> <div>- The size of box with width and height, their units are pixel(px). e.g. {width:100, height:100}.</div>
Emulator Support	Y
SDK Constraint	none
Example	

```
var UIContext = caph.wui.widget.UIContext;
var Image = caph.wui.widget.Image;

var page = new UIContext();
var position = { 'x': 800, 'y': 550, 'z': 5 };
var options = {
    width: 400,
    height: 400,
    url: 'img/photo.jpg'
};

var image = new Image(options);
image.setCenterPosition (position.x, position.y, position.z);
var size = image.getSize();
image.render(page);
page.show();
```

getPosition

Description

Returns top and left position of widget in the parent widget, include x,y,z coordinate. xy value of the top and left of the parent widget is (0,5).

Parameters

■Void

Return

■Object

- Position object, including x, y, z value.
- * x : (Number) The x coordinate of 3D object, the unit is pixels.
- * y : (Number) The y coordinate of 3D object, the unit is pixels.
- * z : (Number) The z coordinate defines the order of overlap widgets, if z is too big, the widget will display above. e.g. 0, 1, 2 and etc.

Emulator Support

Y

SDK Constraint

none

Example

```
var UIContext = caph.wui.widget.UIContext;
var Image = caph.wui.widget.Image;

var page = new UIContext();
var position = { 'x': 800, 'y': 550, 'z': 5 };
var options = {
    width: 400,
    height: 400,
    url: 'img/photo.jpg'
};

var image = new Image(options);
image.setPosition (position.x, position.y, position.z);
var pos = image.getPosition();
image.render(page);
page.show();
```

setPosition

Description

Sets top and left position of widget in the parent widget.

Parameters

■x

- Number
- The x coordinate, can be a percentage or a number ,like 50% or 500,50% means 50% of the screen, the unit is pixel.

■y

- Number
- The y coordinate, can be a percentage or a number ,like 50% or 500,50% means 50% of the screen, the unit is pixel

■z

- Number
- The z coordinate, can be a percentage or a number ,like 50% or 500,50% means 50% of the screen, the unit is pixel

Return

■Void

Emulator Support

Y

SDK Constraint

none

Example

```
var UIContext = caph.wui.widget.UIContext;
var Image = caph.wui.widget.Image;

var page = new UIContext();
var position = { 'x': 800, 'y': 550, 'z': 5 };
var options = {
    width: 400,
    height: 400,
    url: 'img/photo.jpg'
};

var image = new Image(options);
image.setPosition(position.x, position.y, position.z);
image.render(page);
page.show();
```

Image

Description

(Constructor) The constructor of image component, in order to create image object.

Parameters

■options (Optional)

- Object
- some options is the same with arguments of parent class box, other different as below
- * url : (String)
- * width : (Number-unit) pixel
- * height : (Number-unit) pixel

Return

■Image

- instance of image

Emulator Support

Y

SDK Constraint

none

Example

```
caph._setBasePath('.././build');  
var Image = caph.wui.widget.Image;  
var options = {  
  'width': 250,  
  'height': 200,  
  'url': './img/image_load_test.png'  
};  
var image = new Image(options);
```