CAPH.WUI.WIDGET.SCENE

Scene represents a manager of different scenes. Scene can be a widget or a set of widgets, scene can be shown or hidden. User can add/remove/show/hide different scenes easily by this class.

Contents

Constructor

Scene

Description		
The constructor of Scene widget, in order to create Scene object.		
Parameters		
option	Object	some of the options are the same with arguments of parent class box, other differences as below:
hasDom	Boolean	Indicates whether the scene has dom object, * true : it has dom object and all widgets in the scene is the child of the
Emulator Support	Y	
SDK Constraint	None	
Example		

1. A scene which has domobject:
var s1 = new caph.wui.widget.Scene.Scene({'hasDom':true,'width':800,'height':800});

2.A scene which has no domobject,it just manage a set of widgets:
var s1 = new caph.wui.widget.Scene.Scene();

Methods

addWidget

Description	
Adds widget to a scene	
Parameters	■widget - Object - A widget instanceof caph.wui.widget.View.
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	

```
var s1 = new caph.wui.widget.Scene();

var box1 =new caph.wui.widget.Box();

s1.addWidget(box1);
```

removeWidget

Description	
Removes widget from a scene.	
Parameters	■widget - Object - A widget instanceof caph.wui.widget.View.
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	

```
var s1 = new caph.wui.widget.Scene();

var box1 =new caph.wui.widget.Box();

s1.addWidget(box1);

s1.removeWidget(box1);
```

show

Description	
Shows the scene specified by name.	
Parameters	■Void
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	

```
var s1 = new caph.wui.widget.Scene();

var box1 =new caph.wui.widget.Box();

s1.addWidget(box1);

s1.show();
```

hide

Description	
Hides the scene.	
Parameters	■Void
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	

```
var s1 = new caph.wui.widget.Scene();

var box1 =new caph.wui.widget.Box();

s1.addWidget(box1);

s1.show();

s1.hide();
```

onDestroy

Description	
is invoked by SceneManager when scene creation is needed. User can overide this function to destroy a scene if needed.	
Parameters	■Void
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	

```
var s1 = new caph.wui.widget.Scene();
var box1 =new caph.wui.widget.Box();

s1.addWidget(box1);
s1.onDestroy();
```

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 Scene  = caph.wui.widget.Scene;
var widget = new Scene();
var obj = widget.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 Scene  = caph.wui.widget.Scene;
var widget = new Scene();
var obj =widget.clone();
var isequal = obj.equals(widget);
```

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 Scene  = caph.wui.widget.Scene;


var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext  = new UIContext();
var widget = new Scene();

var dom = widget.getDomEl();  //call the view getDomEl method
```

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 Scene  = caph.wui.widget.Scene;


var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext  = new UIContext();
var widget = new Scene();

widget.blur();  //call the view blur 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 Scene = caph.wui.widget.Scene;
 	
var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext = new UIContext();
var widget = new Scene();
 	
widget.focus(); //call the view focus method	

setAbsolutePosition

Description	
Sets absolute position of widget in the screen, x,y value of the top and left of the screen is (0,20).	
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 Scene = caph.wui.widget.Scene;
 	
var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext = new UIContext();
var widget = new Scene();
 	
widget.setAbsolutePosition(x, y, z); //call the view setAbsolutePosition method	

setCenterPosition

Description	
Sets 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 (0,14).	
Parameters	■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.
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	

var UIContext = caph.wui.widget.UIContext;
var Scene = caph.wui.widget.Scene;
 	
var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext = new UIContext();
var widget = new Scene();
widget.setCenterPosition (info.x, info.y, info.z);	

addEventListener

Description	
Appends an event handler to the widget.	
Parameters	■type - 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} ■function - Function - the callback to add
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	

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


var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext   = new UIContext();
var widget = new Scene();
widget.setCenterPosition (info.x, info.y, info.z);

widget.addEventListener('resize', function(){  //listen the resize event
        //console.log(widget.id + ' >>>>>>>>>>>>>>>>>>>>> resized');
});
```

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 Scene  = caph.wui.widget.Scene;


var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext   = new UIContext();
var widget = new Scene();
widget.setCenterPosition (info.x, info.y, info.z);

widget.click();  //call the view click method
```

removeEventListener

Description

Removes all listeners according the type and event.

Parameters	■type - 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 - Function - The callback to remove
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

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


var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext   = new UIContext();
var widget = new Scene();
widget.setCenterPosition (info.x, info.y, info.z);

widget.removeEventListener('click', function(){  //listen the remove event
});
```

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	■object - Json object - An existing widget that this widget will be rendered on.
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

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


var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext   = new UIContext();
var widget = new Scene();
widget.setCenterPosition (info.x, info.y, info.z);

widget.render(uicontext);
```

getChildNodes

Description

Returns child nodes of current widget, child nodes are those widgets rendered on the current widget.

Parameters	■Void
Return	■Array - The child nodes list.

Emulator Support	Y
SDK Constraint	none

Example

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


var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext   = new UIContext();
var widget = new Scene();
widget.setCenterPosition (info.x, info.y, info.z);
var childList = widget.getChildNodes();
```

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 Scene  = caph.wui.widget.Scene;


var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext   = new UIContext();
var widget = new Scene();
widget.setCenterPosition (info.x, info.y, info.z);
var ctype = widget.getCtype();
```

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 Scene  = caph.wui.widget.Scene;


var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext   = new UIContext();
var widget = new Scene();
widget.setCenterPosition (info.x, info.y, info.z);
var parentList = widget.getParentNode();
```

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 (0,20).

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 Scene  = caph.wui.widget.Scene;


var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext   = new UIContext();
var widget = new Scene();
widget.setCenterPosition (info.x, info.y, info.z);
var pos = widget.getCenterPosition()
```

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 Scene  = caph.wui.widget.Scene;


var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext   = new UIContext();
var widget = new Scene();
widget.setCenterPosition (info.x, info.y, info.z);
var rot = widget.getRotation();
```

addCls

Description

Add specified css class for the label in the tag, which is convert from the input text, when css is added successfully, new style will apply on the

Parameters	■cls - String - The class name for the current widget.
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

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


var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext   = new UIContext();
var widget = new Scene();
widget.setCenterPosition (info.x, info.y, info.z);
widget.addCls('myview');
```

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	■cls - String - The class name for the current widget.
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

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


var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext   = new UIContext();
var widget = new Scene();
widget.setCenterPosition (info.x, info.y, info.z);
widget.addCls('myview');
widget.removeCls('myview');
```

disable

Description

Disables widget, to make widget not be able to be operated by user.

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

Example

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


var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext   = new UIContext();
var widget = new Scene();
widget.setCenterPosition (info.x, info.y, info.z);
widget.hide();
widget.show();
widget.disable();
```

enable

Description

Enables widget, to make widget be able to be operated by user.

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

Example

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


var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext   = new UIContext();
var widget = new Scene();
widget.setCenterPosition (info.x, info.y, info.z);
widget.hide();
widget.show();
widget.enable();
```

destroy

Description

Destroys the widget itself, the widget will disappear.

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

Example

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


var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext   = new UIContext();
var widget = new Scene();
widget.setCenterPosition (info.x, info.y, info.z);
widget.render(uicontext);
widget.destroy();  //call the view destroy method
```

disableHighLight

Description

Removes the highlight effect on a widget, but still remain the focus effect.

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

Example

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


var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext   = new UIContext();
var widget = new Scene();
widget.setCenterPosition (info.x, info.y, info.z);
widget.render(uicontext);
widget.disableHighLight();
```

enableHighLight

Description

Recovers the highlight effect on a widget.

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

Example

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


var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext   = new UIContext();
var widget = new Scene();
widget.setCenterPosition (info.x, info.y, info.z);
widget.render(uicontext);
widget.enableHighLight();
```

isEnable

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 Scene  = caph.wui.widget.Scene;


var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext   = new UIContext();
var widget = new Scene();
widget.setCenterPosition (info.x, info.y, info.z);
widget.render(uicontext);
widget.hide();
widget.show();
widget.disable();
widget.enable();

var rc = widget.isEnable();
```

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 Scene  = caph.wui.widget.Scene;


var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext   = new UIContext();
var widget = new Scene();
widget.setCenterPosition (info.x, info.y, info.z);
widget.render(uicontext);
widget.hide();
widget.show();
widget.disable();
widget.enable();

var rc = widget.isVisible();
```

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 Scene  = caph.wui.widget.Scene;


var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext   = new UIContext();
var widget = new Scene();
widget.setCenterPosition (info.x, info.y, info.z);
widget.setOpacity(0.5);
```

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 Scene  = caph.wui.widget.Scene;


var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext   = new UIContext();
var widget = new Scene();
widget.setCenterPosition (info.x, info.y, info.z);
widget.setOpacity(0.5);
var op = widget.getOpacity();
```

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 Scene  = caph.wui.widget.Scene;


var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext   = new UIContext();
var widget = new Scene();
widget.setCenterPosition (info.x, info.y, info.z);
widget.setRotation(Math.PI/4, 0, 0);
```

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 Scene  = caph.wui.widget.Scene;


var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext   = new UIContext();
var widget = new Scene();
widget.setCenterPosition (info.x, info.y, info.z);
widget.setScale(0.8, 0.5, 0);
```

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

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


var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext   = new UIContext();
var widget = new Scene();
widget.setCenterPosition (info.x, info.y, info.z);
widget.setScale(0.8, 0.5, 0);
var scalePosValue = widget.getScale();
```

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 Scene  = caph.wui.widget.Scene;


var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext   = new UIContext();
var widget = new Scene();
widget.setPosition (info.x, info.y, info.z);
```

getPosition

Description

Returns top and left position of widget in the parent widget, include x,y,z coordinate. x,y value of the top and left of the parent widget is (0,20).

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 Scene  = caph.wui.widget.Scene;


var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext   = new UIContext();
var widget = new Scene();
widget.setPosition (info.x, info.y, info.z);
var pos = widget.getPosition();
```

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

```
var UIContext = caph.wui.widget.UIContext;
var Scene  = caph.wui.widget.Scene;
var widget = new Scene();
var options = {
 id:'testID',
 name:'testName',
 cls:'testCls',
 frame:{
    width:100,
    height:100
 }
};
widget.setOptions(options);
```

onCreate

Description

is invoked by SceneManager when scene creation is needed. User can overide this function to create a scene if needed.

Parameters	■context - caph.wui.widget.UIContext - A widget instanceof caph.wui.widget.UIContext.
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

```
var uicontext = new caph.wui.widget.UIContext();
var s1 = new caph.wui.widget.Scene();
var box1 =new caph.wui.widget.Box();

s1.addWidget(box1);
s1.onCreate(uicontext);
```

onInit

Description

is invoked by SceneManager when scene initialization is needed. User can overide this function to initialize a scene if needed.

Parameters	■context - caph.wui.widget.UIContext - A widget instanceof caph.wui.widget.UIContext.
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

```
var uicontext = new caph.wui.widget.UIContext();
var s1 = new caph.wui.widget.Scene();
var box1 =new caph.wui.widget.Box();

s1.addWidget(box1);
s1.onInit(uicontext);
```

Scene

Description

(Constructor) The constructor of Scene widget, in order to create Scene object.

Parameters	■options (Optional) - Object - some of the options are the same with arguments of parent class box, other differences as below: ■hasDom (Optional) - Boolean - Indicates whether the scene has dom object, * true : it has dom object and all widgets in the scene is the child of the
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

1. A scene which has domobject:

```
var s1 = new caph.wui.widget.Scene.Scene({'hasDom':true,'width':800,'height':800});
```

2.A scene which has no domobject,it just manage a set of widgets:

```
var s1 = new caph.wui.widget.Scene.Scene();
```