

CAPH.WUI.WIDGET.IMAGEGALLERY

ImageGallery represents a container of a set of widgets, the container can display some widgets in two-dimensional and three-dimensional, the container layout can be set vertical or horizontal or rectangular, the animation of this widget can be 3d or 2d.

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Constructor

ImageGallery
Description
The constructor of imageGallery component, in order to create imageGallery object.
Parameters

option	Object	some options is the same with arguments of parent class box, other different as below: * frame.displayNum : (String) * frame.dimension : (String) * frame.layout : (Json object) * item.item_width : (Number-unit) pixel * item.item_height : (Number-unit) pixel * item.margin : (Number-unit) pixel
Emulator Support	Y	
SDK Constraint	None	
Example		
<pre>caph_.setBasePath(".././build"); var ImageGallery = caph.wui.widget.ImageGallery; var options = { 'frame': { 'width': 800, 'height': 700, 'layout': { 'type': 'horizontal', // type : vertical or horizontal or grid, 'row': 1, 'column': 12 }, 'displayNum': 'max', // min:6,max:12 for 3d; 'dimension': '3d' }, 'center-position': { 'x': 330, 'y': 320, 'z': 1 }, 'item': { 'item_width': 150, 'item_height': 170, 'margin': '10 10' } }; var imageGallery = new ImageGallery(options);</pre>		

Methods

setAbsolutePosition

Description	
Sets absolute position of widget in the screen, xy value of the top and left of the screen is (0,18).	
Parameters	<div><div>■x</div><div>- Number</div><div>- The x coordinate, can be a percentage or a number ,like 50% or 500,50% means 50% of the screen, the unit is pixel.</div><div>■y</div><div>- Number</div><div>- The y coordinate, can be a percentage or a number ,like 50% or 500,50% means 50% of the screen, the unit is pixel</div><div>■z</div><div>- Number</div><div>- The y coordinate, can be a percentage or a number ,like 50% or 500,50% means 50% of the screen, the unit is pixel</div></div>
Return	■ Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var ImageGallery = caph.wui.widget.ImageGallery; var info = {x: 300 , y: 300 ,z:0}; var page = new UIContext(); //Let's say options is given var imageGallery = new ImageGallery(options); imageGallery.setAbsolutePosition (info.x, info.y, info.z); imageGallery.render(page); page.show();</pre>	

setCenterPosition

Description	
Sets center position of the widget in the parent widget, include x,y,z coordinate. xy value of the top and left of the parent widget is (0,12).	
Parameters	<div><div>■x</div><div>- Number</div><div>- The x coordinate of 3D object, the unit is pixels.</div><div>■y</div><div>- Number</div><div>- The y coordinate of 3D object, the unit is pixels.</div><div>■z</div><div>- Number</div><div>- The z coordinate defines the order of overlap widgets, if z is too big, the widget will display above.</div></div>
Return	■ Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var ImageGallery = caph.wui.widget.ImageGallery; var info = {x: 300 , y: 300 ,z:0}; var page = new UIContext(); //Let's say options is given var imageGallery = new ImageGallery(options); imageGallery.setCenterPosition (info.x, info.y, info.z); imageGallery.render(page); page.show();</pre>	

setPosition

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

Parameters	<div><div>■x</div><div>- Number</div><div>- The x coordinate, can be a percentage or a number ,like 50% or 500,50% means 50% of the screen, the unit is pixel.</div><div>■y</div><div>- Number</div><div>- The y coordinate, can be a percentage or a number ,like 50% or 500,50% means 50% of the screen, the unit is pixel</div><div>■z</div><div>- Number</div><div>- The z coordinate, can be a percentage or a number ,like 50% or 500,50% means 50% of the screen, the unit is pixel</div></div>
Return	■ Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var ImageGallery = caph.wui.widget.ImageGallery; var info = {x: 300, 'y': 300 ,z:0}; var page = new UIContext(); //Let's say options is given var imageGallery = new ImageGallery(options); imageGallery.setPosition (info.x, info.y, info.z); imageGallery.render(page); page.show();</pre>	
setDimension	
Description	
Sets the dimension of imageGallery, the animation of imageGallery will be 3d or 2d.	
Parameters	<div><div>■dimension</div><div>- String</div><div>- String 3d or 2d.</div></div>
Return	■ Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var ImageGallery = caph.wui.widget.ImageGallery; var img_options = []; for (var i = 0;i<15;i++) { //Let's say options is given options.push({ 'width': 190, 'height': 198, 'url': './img/'+i+'.jpg' }); }; var page = new UIContext(); var imageGallery = new ImageGallery(options); var itemObjList = []; var box; for (var i = 0; i < img_options.length; i++) { box = new Box(img_options[i]); box.addCls('boxcls'); itemObjList.push(box); } imageGallery.addItemList(itemObjList); imageGallery.setDimension("2d"); imageGallery.render(page); imageGallery.setCurItem(3); page.show();</pre>	
setFrame	
Description	
Set options, the imagegallery will change the size or layout.	
Parameters	<div><div>■frameOpt</div><div>- String</div><div>- "e.g. : frameOpt : {</div><div> 'width': 100,</div><div> 'height': 100,</div><div> 'layout': {</div><div> 'type': 'horizontal', // vertical or horizontal or grid,</div><div> 'row': 1,</div><div> 'column':2</div><div> }</div><div>}</div></div>
Return	■ Void
Emulator Support	Y
SDK Constraint	none
Example	

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

var img_options = [];
for (var i = 0;i<15;i++) {
//Let's say options is given
options.push({
  'width': 190,
  'height': 198,
  'url' : './img/'+i+'.jpg'
});
};
var frameOpt={
  'width': 100,
  'height': 100,
  'layout': {
    'type': 'horizontal',
    'row': 1,
    'column':12
  }
}
var page = new UIContext();
var imageGallery = new ImageGallery(options);
imageGallery.setFrame(frameOpt);
var itemObjList = [];
var box;
for ( var i = 0; i < img_options.length; i++) {
  box = new Box(img_options[i]);
  box.addCls('boxcls');
  itemObjList.push(box);
}
imageGallery.addItemList(itemObjList);
imageGallery.render(page);
imageGallery.setCurlItem(3);
page.show();
```

addItemList

Description

Adds many items to the ImageGallery once a time.

Parameters	<div>■itemObjList</div> <div>- Array</div> <div>- object array type, the object list which added on the imageGallery.Such as [image1,image2,panel3,...]</div>
Return	<div>■Void</div>
Emulator Support	Y
SDK Constraint	none

Example

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

var img_options = [];
for (var i = 0;i<15;i++) {
//Let's say options is given
options.push({
  'width': 190,
  'height': 198,
  'url' : './img/'+i+'.jpg'
});
};
var page = new UIContext();
var imageGallery = new ImageGallery(options);
var itemObjList = [];
var box;
for ( var i = 0; i < img_options.length; i++) {
  box = new Box(img_options[i]);
  box.addCls('boxcls');
  itemObjList.push(box);
}
imageGallery.addItemList(itemObjList);
imageGallery.render(page);
imageGallery.setCurlItem(3);
page.show();
```

addItem

Description

Adds one item to the ImageGallery once a time, the item is basic widget which will be rendered in ImageGallery.

Parameters	<div>■itemObj</div> <div>- Object</div> <div>- The item which will be added, e.g. Image Object.</div> <div>■itemIndex</div> <div>- String</div> <div>- The item added index, e.g. {row:10, column:10} or number.</div>
Return	<div>■Void</div>
Emulator Support	Y
SDK Constraint	none

Example

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

```
var img_options = [];
for (var i = 0;j<15;j++){
//Let's say options is given
options.push({
  'width': 190,
  'height': 198,
  'url' : './img/'+i+'.jpg'
});
};
var page = new UIContext();
var imageGallery = new ImageGallery(options);
var itemObjList = [];
var box;
for ( var i = 0; i < img_options.length; i++) {
  box = new Box(img_options[i]);
  box.addCls('boxcls');
  itemObjList.push(box);
}
imageGallery.addItem(itemObjList[0],0);
imageGallery.addItem(itemObjList[1],1)
var itemList = itemObjList.slice(2,15);
imageGallery.addItemList(itemObjList);
imageGallery.render(page);
imageGallery.setCurItem(3);
page.show();
```

setLayout

Description

Sets the layout of ImageGallery, the layout of ImageGallery can be rendered.

Parameters	■layout - String - object which includes type, row and column, e.g. {type:'grid', row:10, column:10}.
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Return	■Void
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Emulator Support	Y
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SDK Constraint	none
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Example

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

var img_options = [];
for (var i = 0;j<15;j++){
//Let's say options is given
options.push({
  'width': 190,
  'height': 198,
  'url' : './img/'+i+'.jpg'
});
};
var layout = {
  'type' : 'horizontal',
  'row' : 1,
  'column' : 12
}
var page = new UIContext();
var imageGallery = new ImageGallery(options);
imagegallery.setLayout(layout);
var itemObjList = [];
var box;
for ( var i = 0; i < img_options.length; i++) {
  box = new Box(img_options[i]);
  box.addCls('boxcls');
  itemObjList.push(box);
}
imageGallery.addItemList(itemObjList);
imageGallery.render(page);
imageGallery.setCurItem(3);
page.show();
```

getCenterPosition

Description

Returns center position of the widget in the parent widget, include x,y,z coordinate. xy value of the top and left of the parent widget is (0,18).

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
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SDK Constraint	none
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Example

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

var info = {x: 300 ,y: 300 ,z:0};
var page = new UIContext();
//Let's say options is given
var imageGallery = new ImageGallery(options);
imageGallery.setCenterPosition (info.x, info.y, info.z);
var pos = imageGallery.getCenterPosition()
imageGallery.render(page);
page.show();
```

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 (0,18).	
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	
<pre>var UIContext = caph.wui.widget.UIContext; var ImageGallery = caph.wui.widget.ImageGallery; var info = {x: 300, 'y': 300, 'z':0}; var page = new UIContext(); //Let's say options is given var imageGallery = new ImageGallery(options); imageGallery.setPosition (info.x, info.y, info.z); var pos = imageGallery.getPosition(); imageGallery.render(page); page.show();</pre>	
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	
<pre>var UIContext = caph.wui.widget.UIContext; var ImageGallery = caph.wui.widget.ImageGallery; var page = new UIContext(); //Let's say options is given var imageGallery = new ImageGallery(options); imageGallery.render(page); page.show(); var obj = imageGallery.clone(); var isEqual = imageGallery.equals(obj);</pre>	
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	
<pre>var UIContext = caph.wui.widget.UIContext; var ImageGallery = caph.wui.widget.ImageGallery; var page = new UIContext(); //Let's say options is given var imageGallery = new ImageGallery(options); imageGallery.addCls('myview'); imageGallery.removeCls('myview'); imageGallery.render(page); page.show();</pre>	
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 ImageGallery = caph.wui.widget.ImageGallery;

var page = new UIContext();
//Let's say options is given
var imageGallery = new ImageGallery(options);
imageGallery.addCls('myview');
imageGallery.render(page);
page.show();
```

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 ImageGallery = caph.wui.widget.ImageGallery;

var page = new UIContext();
//Let's say options is given
var imageGallery = new ImageGallery(options);
imageGallery.enableHighLight();
imageGallery.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	■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 ImageGallery = caph.wui.widget.ImageGallery;

var page = new UIContext();
//Let's say options is given
var imageGallery = new ImageGallery(options);
imageGallery.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 17, that is there exists a fade animation, registered listeners will be invoked during the animation.

Parameters	■duration (Optional) - Number - (ms) If greater than 0, view will have a fade animation to show itself, the unit is milliseconds.
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

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

var page = new UIContext();
//Let's say options is given
var imageGallery = new ImageGallery(options);
imageGallery.render(page);
page.show();
```

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 ImageGallery = caph.wui.widget.ImageGallery;
```

```
var page = new UIContext();
//Let's say options is given
var imageGallery = new ImageGallery(options);
imageGallery.render(page);
page.show();
```

[illegible]

removeEventListener

Description

Removes all listeners according the type and event.

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
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

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

```
var page = new UIContext();
//Let's say options is given
var imageGallery = new ImageGallery(options);
imageGallery.render(page);
page.show();
```

[illegible]

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

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 ImageGallery = caph.wui.widget.ImageGallery;
```

```
var page = new UIContext();
//Let's say options is given
var imageGallery = new ImageGallery(options);
imageGallery.render(page);
page.show();
```

```
imageGallery.blur(); //override 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 ImageGallery = caph.wui.widget.ImageGallery;
```

```
var page = new UIContext();
//Let's say options is given
var imageGallery = new ImageGallery(options);
imageGallery.render(page);
page.show();
```

```
imageGallery.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	
<pre>var UIContext = caph.wui.widget.UIContext; var ImageGallery = caph.wui.widget.ImageGallery; var page = new UIContext(); //Let's say options is given var imageGallery = new ImageGallery(options); imageGallery.render(page); page.show(); imageGallery.focus(); //override the view focus method</pre>	
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	
<pre>var UIContext = caph.wui.widget.UIContext; var ImageGallery = caph.wui.widget.ImageGallery; var page = new UIContext(); //Let's say options is given var imageGallery = new ImageGallery(options); imageGallery.render(page); page.show(); var dom = imageGallery.getDomEl(); //call the view getDomEl method</pre>	
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	
<pre>var UIContext = caph.wui.widget.UIContext; var ImageGallery = caph.wui.widget.ImageGallery; var page = new UIContext(); //Let's say options is given var imageGallery = new ImageGallery(options); imageGallery.render(page); page.show(); var rc = imageGallery.isEnabled();</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 ImageGallery = caph.wui.widget.ImageGallery; var page = new UIContext(); //Let's say options is given var imageGallery = new ImageGallery(options); imageGallery.render(page); page.show(); imageGallery.addEventListener('click', function() { imageGallery.destroy(); //call the view destroy method });</pre>	
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	
<pre>var UIContext = caph.wui.widget.UIContext; var ImageGallery = caph.wui.widget.ImageGallery; var page = new UIContext(); //Let's say options is given var imageGallery = new ImageGallery(options); imageGallery.render(page); page.show(); imageGallery.addEventListener('click', function() { imageGallery.disable(); });</pre>	
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	
<pre>var UIContext = caph.wui.widget.UIContext; var ImageGallery = caph.wui.widget.ImageGallery; var page = new UIContext(); //Let's say options is given var imageGallery = new ImageGallery(options); imageGallery.render(page); page.show(); imageGallery.addEventListener('click', function() { imageGallery.disableHighLight(); });</pre>	
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	
<pre>var UIContext = caph.wui.widget.UIContext; var ImageGallery = caph.wui.widget.ImageGallery; var page = new UIContext(); //Let's say options is given var imageGallery = new ImageGallery(options); imageGallery.render(page); page.show(); imageGallery.addEventListener('click', function() { imageGallery.enable(); });</pre>	
hide	
Description	
Hide the color tag when current uicontext is home uicontext or detail uicontext.	
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	
<pre>var UIContext = caph.wui.widget.UIContext; var ImageGallery = caph.wui.widget.ImageGallery; var page = new UIContext(); //Let's say options is given var imageGallery = new ImageGallery(options); imageGallery.render(page); page.show(); imageGallery.addEventListener('click', function() { imageGallery.hide(); });</pre>	
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	
<pre>var UIContext = caph.wui.widget.UIContext; var ImageGallery = caph.wui.widget.ImageGallery; var page = new UIContext(); //Let's say options is given var imageGallery = new ImageGallery(options); imageGallery.render(page); page.show(); var childList = imageGallery.getChildNodes();</pre>	
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	
<pre>var UIContext = caph.wui.widget.UIContext; var ImageGallery = caph.wui.widget.ImageGallery; var page = new UIContext(); //Let's say options is given var imageGallery = new ImageGallery(options); imageGallery.render(page); page.show(); var obj = imageGallery.clone();</pre>	
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	
<pre>var UIContext = caph.wui.widget.UIContext; var ImageGallery = caph.wui.widget.ImageGallery; var page = new UIContext(); //Let's say options is given var imageGallery = new ImageGallery(options); imageGallery.render(page); page.show(); var parentList = imageGallery.getParentNodes();</pre>	
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	
<pre>var UIContext = caph.wui.widget.UIContext; var ImageGallery = caph.wui.widget.ImageGallery; var page = new UIContext(); //Let's say options is given var imageGallery = new ImageGallery(options); imageGallery.render(page); page.show(); var rc = imageGallery.isVisible();</pre>	
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 ImageGallery = caph.wui.widget.ImageGallery;

var page = new UIContext();
//Let's say options is given
var imageGallery = new ImageGallery(options);
imageGallery.setHeight(300);
imageGallery.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 ImageGallery = caph.wui.widget.ImageGallery;

var page = new UIContext();
//Let's say options is given
var imageGallery = new ImageGallery(options);
imageGallery.setOpacity(0.5);
imageGallery.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 ImageGallery = caph.wui.widget.ImageGallery;

var page = new UIContext();
//Let's say options is given
var imageGallery = new ImageGallery(options);
imageGallery.setOpacity(0.5);
var op = imageGallery.getOpacity();
imageGallery.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 ImageGallery = caph.wui.widget.ImageGallery;

var page = new UIContext();
//Let's say options is given
var imageGallery = new ImageGallery(options);
imageGallery.setRotation(Math.PI/4, 0, 0);
imageGallery.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	
<pre>var UIContext = caph.wui.widget.UIContext; var ImageGallery = caph.wui.widget.ImageGallery; var page = new UIContext(); //Let's say options is given var imageGallery = new ImageGallery(options); imageGallery.setRotation(Math.PI/4, 0, 0); var rot = imageGallery.getRotation(); imageGallery.render(page); page.show();</pre>	
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	<div>■x<ul style="list-style-type: none">- Number- The x coordinate for scale position of the view.</div> <div>■y<ul style="list-style-type: none">- Number- The y coordinate for scale position of the view.</div> <div>■z<ul style="list-style-type: none">- Number- The z coordinate for scale position of the view.</div>
Return	■ Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var ImageGallery = caph.wui.widget.ImageGallery; var page = new UIContext(); //Let's say options is given var imageGallery = new ImageGallery(options); imageGallery.setScale(0.8, 0.5, 0); imageGallery.render(page); page.show();</pre>	
getScale	
Description	
Returns the scale value of the widget, including x, y, z coordinates.	
Parameters	■ Void
Return	■ Object <ul style="list-style-type: none">- 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 ImageGallery = caph.wui.widget.ImageGallery; var page = new UIContext(); //Let's say options is given var imageGallery = new ImageGallery(options); imageGallery.setScale(0.8, 0.5, 0); var scalePosValue = imageGallery.getScale(); imageGallery.render(page); page.show();</pre>	
setSize	
Description	
Sets the width and height of the widget, the widget's size would be changed by right called.	
Parameters	<div>■width<ul style="list-style-type: none">- Number- 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<ul style="list-style-type: none">- Number- 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
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var ImageGallery = caph.wui.widget.ImageGallery; var page = new UIContext(); //Let's say options is given var imageGallery = new ImageGallery(options); imageGallery.setSize(300, 600); imageGallery.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	■width - Number - The width of label, the unit is pixel(px), if null or negative, the value will be ignore, e.g. 300.
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var ImageGallery = caph.wui.widget.ImageGallery; var page = new UIContext(); //Let's say options is given var imageGallery = new ImageGallery(options); imageGallery.setWidth(300); imageGallery.render(page); page.show();</pre>	

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	
<pre>var UIContext = caph.wui.widget.UIContext; var ImageGallery = caph.wui.widget.ImageGallery; var page = new UIContext(); //Let's say options is given var imageGallery = new ImageGallery(options); var ctype = imageGallery.getCType(); imageGallery.render(page); page.show();</pre>	

prev

Description	
Focuses and magnifies the previous item, the previous item will transfer and magnify.	
Parameters	■imageGallery - Object - The ImageGallery Object.
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example	
<pre>var UIContext = caph.wui.widget.UIContext; var ImageGallery = caph.wui.widget.ImageGallery; var page = new UIContext(); //Let's say options is given var imageGallery = new ImageGallery(options); var itemObjList = []; var box; //Let's sayimg_options is given for (var i = 0; i < img_options.length; i++) { box = new Box(img_options[i]); box.addCls('boxcls'); itemObjList.push(box); } imageGallery.addItemList(itemObjList); for (var i = 0; i < imageGallery.getBlockNum(); i++) { var img = document.createElement('img'); img.id = 'img_'+i; img.className = 'himgH3D'; img.src = 'img/'+i+'.jpg'; img.tabIndex = i; itemObjList[i].getDomEl().appendChild(img); } var len = imageGallery.getBlockNum(); for (var i = 0; i < len; i++) { (function() { itemObjList[i].getDomEl().childNodes[0].addEventListener('click', function() { imageGallery.prev(itemObjList[i], imageGallery); }); })(); } imageGallery.render(page); imageGallery.setCurlItem(3); page.show();</pre>	

next

Description	
Focuses and magnifies the next item, the next item will transfer and magnify.	
Parameters	■imageGallery - Object - The ImageGallery Object.

Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var ImageGallery = caph.wui.widget.ImageGallery; var page = new UIContext(); //Let's say options is given var imageGallery = new ImageGallery(options); var itemObjList = []; var box; //Let's say img_options is given for (var i = 0; i < img_options.length; i++) { box = new Box(img_options[i]); box.addCls('boxcls'); itemObjList.push(box); } imageGallery.addItemList(itemObjList); for (var i = 0; i < imageGallery.getBlockNum(); i++) { var img = document.createElement('img'); img.id = 'img_'+i; img.className = 'himgH3D'; img.src = 'img/'+i+'.jpg'; img.tabIndex = i; itemObjList[i].getDomEl().appendChild(img); } var len = imageGallery.getBlockNum(); for (var i = 0; i < len; i++) { (function() { itemObjList[i].getDomEl().childNodes[0].addEventListener('click', function() { imageGallery.next(itemObjList[i], imageGallery); }); })(); } imageGallery.render(page); imageGallery.setCurItem(3); page.show();</pre>	
addTrans3DListener	
Description	
Listens the transfer animation in 3D mode, this listener will be triggered after completion of 3d animation.	
Parameters	■pcb (Optional) - function - The callback function for users, userss can do something in this function.
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var ImageGallery = caph.wui.widget.ImageGallery; var page = new UIContext(); //Let's say options is given var imageGallery = new ImageGallery(options); var itemObjList = []; var box; //Let's say img_options is given for (var i = 0; i < img_options.length; i++) { box = new Box(img_options[i]); box.addCls('boxcls'); itemObjList.push(box); } imageGallery.addItemList(itemObjList); imageGallery.render(page); imageGallery.setCurItem(3); imagegallery.addTrans3DListener(function(){}); page.show();</pre>	
setCurItem	
Description	
Magnifies the specified item by the index of the item.	
Parameters	■index - Number - The index of the item in ImageGallery, the index value is in accordance with up-down or left-right. e.g. 6.
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	

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

var page = new UIContext();
//Let's say options is given
var imageGallery = new ImageGallery(options);
var itemObjList = [];
var box;

//Let's say img_options is given
for ( var i = 0; i < img_options.length; i++) {
    box = new Box(img_options[i]);
    box.addCls('boxcls');
    itemObjList.push(box);
}
imageGallery.addItemList(itemObjList);
imageGallery.render(page);
imageGallery.setCurlItem(3);
page.show();
```

getLayout

Description

Returns the layout of ImageGallery.

Parameters	■Void
Return	■layout - Object - The layout of the widget, including row, column and type which may be vertical, horizontal or grid.
Emulator Support	Y
SDK Constraint	none

Example

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

var page = new UIContext();
//Let's say options is given
var imageGallery = new ImageGallery(options);
var itemObjList = [];
var box;

//Let's say img_options is given
for ( var i = 0; i < img_options.length; i++) {
    box = new Box(img_options[i]);
    box.addCls('boxcls');
    itemObjList.push(box);
}
imageGallery.addItemList(itemObjList);
imageGallery.render(page);
imageGallery.setCurlItem(3);
page.show();
var layout = imagegallery.getLayout();
```

getActiveItem

Description

Return the item which is amplifying.

Parameters	■Void
Return	■Object - Object - The item which is amplified.
Emulator Support	Y
SDK Constraint	none

Example

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

var page = new UIContext();
//Let's say options is given
var imageGallery = new ImageGallery(options);
var itemObjList = [];
var box;

//Let's say img_options is given
for ( var i = 0; i < img_options.length; i++) {
    box = new Box(img_options[i]);
    box.addCls('boxcls');
    itemObjList.push(box);
}
imageGallery.addItemList(itemObjList);
imageGallery.render(page);
imageGallery.setCurlItem(3);
page.show();
var obj = imagegallery.getActiveItem();
```

getCurlItems

Description

Returns all the current items in ImageGallery.

Parameters	■Void
Return	■imageObjs - Array - an array which includes all the current items in ImageGallery .
Emulator Support	Y
SDK Constraint	none

Example


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

var page = new UIContext();
//Let's say options is given
var imageGallery = new ImageGallery(options);
var itemObjList = [];
var box;

//Let's say img_options is given
for ( var i = 0; i < img_options.length; i++) {
    box = new Box(img_options[i]);
    box.addCls('boxcls');
    itemObjList.push(box);
}
imageGallery.addItemList(itemObjList);
imageGallery.render(page);
imageGallery.setCurlItem(3);
page.show();
var objs = imagegallery.getCurlItems();
```

getBlockNum

Description

Returns the number of ImageGallery by the row and column of layout.

Parameters	■Void
Return	■blockNum - Number - the number of ImageGallery by the row and column of layout.
Emulator Support	Y
SDK Constraint	none

Example

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

var page = new UIContext();
//Let's say options is given
var imageGallery = new ImageGallery(options);
var itemObjList = [];
var box;

//Let's say img_options is given
for ( var i = 0; i < img_options.length; i++) {
    box = new Box(img_options[i]);
    box.addCls('boxcls');
    itemObjList.push(box);
}
imageGallery.addItemList(itemObjList);
var blockNum = imagegallery.getBlockNum();
imageGallery.render(page);
imageGallery.setCurlItem(3);
page.show();
```

getItem

Description

Returns the item by index, The specified item can be got, the item is basic widget which rendered on ImageGallery.

Parameters	■itemIndex - Number - The item index. e.g. 10.
Return	■imageObj - Object - The specified items which rendered on ImageGallery.
Emulator Support	Y
SDK Constraint	none

Example

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

var page = new UIContext();
//Let's say options is given
var imageGallery = new ImageGallery(options);
var itemObjList = [];
var box;

//Let's say img_options is given
for ( var i = 0; i < img_options.length; i++) {
    box = new Box(img_options[i]);
    box.addCls('boxcls');
    itemObjList.push(box);
}
imageGallery.addItemList(itemObjList);
var obj = imagegallery.getItem(0);
imageGallery.render(page);
imageGallery.setCurlItem(3);
page.show();
```

getKeyByValue

Description

Returns the key by value, The index of item can be got in the ImageGallery.

Parameters	■itemObj - Object - The widget which user want to get.
Return	■imageObj - Object - The specified items which rendered on ImageGallery.

Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var ImageGallery = caph.wui.widget.ImageGallery; var page = new UIContext(); //Let's say options is given var imageGallery = new ImageGallery(options); var itemObjList = []; var box; //Let's say img_options is given for (var i = 0; i < img_options.length; i++) { box = new Box(img_options[i]); box.addCls('boxcls'); itemObjList.push(box); } imageGallery.addItemList(itemObjList); var obj = imageGallery.getKeyByValue(itemObjList[3]); imageGallery.render(page); imageGallery.setCurlItem(3); page.show();</pre>	
jump	
Description	
Shows the several previous or next items, the chosen item will be transferred and magnified.	
Parameters	<div> <div> <div>■</div> <div>itemObj</div> <div>- (Object)</div> <div>- the item which will be added ,e.g. Image</div> </div> <div> <div>■</div> <div>imageGallery</div> <div>- Object</div> <div>- The ImageGallery Object.</div> </div> </div>
Return	<div> <div>■</div> <div>Void</div> </div>
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var ImageGallery = caph.wui.widget.ImageGallery; var page = new UIContext(); //Let's say options is given var imageGallery = new ImageGallery(options); var itemObjList = []; var box; for (var i = 0; i < img_options.length; i++) { box = new Box(img_options[i]); box.addCls('boxcls'); itemObjList.push(box); } imageGallery.addItemList(itemObjList); for (var i = 0; i < imageGallery.getBlockNum(); i++) { var img = document.createElement('img'); img.id = 'img_'+i; img.className = 'himgH3D'; img.src = 'img/'+i+'.jpg'; img.tabIndex = i; itemObjList[i].getDomEl().appendChild(img); } var len = imageGallery.getBlockNum(); for (var i = 0; i < len; i++) { (function() { itemObjList[i].getDomEl().childNodes[0].addEventListener('click', function() { imageGallery.jump(itemObjList[i], imageGallery); }); })(); } imageGallery.render(page); imageGallery.setCurlItem(3); page.show();</pre>	
getSize	
Description	
Returns the size of the container. If user don't set the size, it will return {width:0,height:10}.	
Parameters	<div> <div>■</div> <div>Void</div> </div>
Return	<div> <div>■</div> <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> </div>
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var ImageGallery = caph.wui.widget.ImageGallery; var page = new UIContext(); //Let's say options is given var imageGallery = new ImageGallery(options); var size = imageGallery.getSize(); imageGallery.render(page); page.show();</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 ImageGallery = caph.wui.widget.ImageGallery; var page = new UIContext(); var imageGallery = new ImageGallery(); //Let's say options is given imageGallery.setOptions(options); imageGallery.render(page); page.show();</pre>	
ImageGallery	
Description	
(Constructor) The constructor of imageGallery component, in order to create imageGallery object.	
Parameters	■options (Optional) - Object - some options is the same with arguments of parent class box, other different as below: * frame.displayNum : (String) * frame.dimension : (String) * frame.layout : (Json object) * item.item_width : (Number-unit) pixel * item.item_height : (Number-unit) pixel * item.margin : (Number-unit) pixel
Return	■Object - instance of imageGallery
Emulator Support	Y
SDK Constraint	none
Example	
<pre>caph._setBasePath(".././build"); var ImageGallery = caph.wui.widget.ImageGallery; var options = { 'frame': { 'width': 800, 'height': 700, 'layout': { 'type': 'horizontal', // type : vertical or horizontal or grid, 'row': 1, 'column': 12 }, 'displayNum': 'max', // min:6,max:12 for 3d; 'dimension': '3d' }, 'center-position': { 'x': 330, 'y': 320, 'z': 1 }, 'item': { 'item_width': 150, 'item_height': 170, 'margin': '10 10' } }; var imageGallery = new ImageGallery(options);</pre>	