

CAPH.WUI.WIDGET.PANEL

Panel represents a container that consists of image part and text part, the image part is always on top of the text part. The container is capable to hold image-text contents. User could fill the container with part or whole of these two contents at his own will, though image and text come in pairs are more common. There are two types of the container. One is called 'embedded style', whole of the container would be covered when it is focused, and another is called 'normal style', only image part of the container covered when it is focused. A user could change image resource and text content easily.

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Constructor

Panel

Description		
The constructor of panel component, in order to create panel object.		
Parameters		
options	Object	the options are some properties to a json object, some options is the same as parent class view, other different as below * frame.width : (Number) * frame.height : (Number) * frame.focusScaleX : (Number) * frame.focusScaleY : (Number) * frame.style : (String) * image.url : (String) * image.margin : (Number-unit) pixel * image.height : (Number-unit) pixel * image.width : (Number-unit) pixel * text.data : (String) * text.text-height : (Number-unit) pixel * text.margin : (Number-unit) pixel * text.text-scroll : (Boolean) * text.normalTextCls : (String) * text.focusedTextCls : (String)
Emulator Support	Y	
SDK Constraint	None	
Example		

```
caph._setBasePath('.../build');
var Panel = caph.wui.widget.Panel;
var options = {
  frame: {
    'width': 180,
    'height': 200,
    'style': 'embedded',
  },
  center-position: {
    'x': 1200,
    'y': 360,
    'z': 1
  },
  image: {
    'url': 'img/2.png',
    'width': 100,
    'height': 100,
    'margin': '30% 50%'
  },
  text: {
    'data': 'PiercedType',
    'text-scroll': false,
    'text-height': 30,
    'margin': '15% 0%',
    'focusedTextCls': 'bb'
  },
  focusScaleX: 1.2,
  focusScaleY: 1.2
};
var panel = new Panel(options);
```

Methods

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 Panel = caph.wui.widget.Panel;
var opt = {
  'frame': {
    'width': 50,
    'height': 50
  }
};
var panel = new Panel(opt);
var obj = panel.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 Panel = caph.wui.widget.Panel;
var opt = {
  'frame': {
    'width': 50,
    'height': 50
  }
};
var panel = new Panel(opt);
var obj = panel.clone();
var isEqual = obj.equals(panel);
```

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 Panel = caph.wui.widget.Panel;
var opt = {
  'frame': {
    'width': 50,
    'height': 50
  }
};
var panel = new Panel(opt);
var uicontext = new UIContext();
panel.render(uicontext);
```

setHeight

Description

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

Parameters	height <ul style="list-style-type: none">- 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 Panel = caph.wui.widget.Panel;
var opt = {
  'frame': {
    'width': 50,
    'height': 50
  }
};
var panel = new Panel(opt);
var uicontext = new UIContext();
panel.render(uicontext);
panel.setHeight();
```

setSize

Description

Sets the size of the container. The height and width of the container would change after invoking this function.

Parameters	hw <ul style="list-style-type: none">- Number- The width to change with, the unit is pixel(px), e.g. 200. If null, width would not change. h <ul style="list-style-type: none">- Number- The height to change with, the unit is pixel(px), e.g. 200. If null, height would not change.
Return	Void
Emulator Support	Y
SDK Constraint	none

Example

```
var UIContext = caph.wui.widget.UIContext;
var Panel = caph.wui.widget.Panel;
var opt = {
  'frame': {
    'width': 50,
    'height': 50
  }
};
var panel = new Panel(opt);
var uicontext = new UIContext();
panel.render(uicontext);
panel.setSize(300, 300);
```

addCls

Description

Adds specified css class for current widget, when css is added successfully, new style will apply on the widget.

Parameters	cls <ul style="list-style-type: none">- String- The class name for the current widget.
Return	Void
Emulator Support	Y
SDK Constraint	none

Example

```
var UIContext = caph.wui.widget.UIContext;
var Panel = caph.wui.widget.Panel;
var opt = {
  'frame': {
    'width': 50,
    'height': 50
  }
};
var panel = new Panel(opt);
var uicontext = new UIContext();
panel.render(uicontext);
panel.addCls("abc");
```

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 Panel = caph.wui.widget.Panel; var opt = { 'frame': { 'width': 50, 'height': 50 } }; var panel = new Panel(opt); var uiContext = new UIContext(); panel.render(uiContext); panel.addCls("abc"); panel.removeCls("abc");</pre>	
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	
<pre>var UIContext = caph.wui.widget.UIContext; var Panel = caph.wui.widget.Panel; var opt = { 'frame': { 'width': 50, 'height': 50 } }; var panel = new Panel(opt); var uiContext = new UIContext(); panel.render(uiContext); panel.click();</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 Panel = caph.wui.widget.Panel; var opt = { 'frame': { 'width': 50, 'height': 50 } }; var panel = new Panel(opt); var uiContext = new UIContext(); panel.render(uiContext); panel.destroy();</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 Panel = caph.wui.widget.Panel; var opt = { 'frame': { 'width': 50, 'height': 50 } }; var panel = new Panel(opt); var uiContext = new UIContext(); panel.render(uiContext); panel.disable();</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 Panel = caph.wui.widget.Panel; var opt = { 'frame': { 'width': 50, 'height': 50 } }; var panel = new Panel(opt); var uicontext = new UIContext(); panel.render(uicontext); panel.disable(); var isEnabled = panel.isEnabled();</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 Panel = caph.wui.widget.Panel; var opt = { 'frame': { 'width': 50, 'height': 50 } }; var panel = new Panel(opt); var uicontext = new UIContext(); panel.render(uicontext); panel.disableHighLight();</pre>	

enableHighLight

Description	
Recovers the highlight effect on a widget.	
Parameters	■Void
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var Panel = caph.wui.widget.Panel; var opt = { 'frame': { 'width': 50, 'height': 50 } }; var panel = new Panel(opt); var uicontext = new UIContext(); panel.render(uicontext); panel.disableHighLight(); panel.enableHighLight();</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	

```
var UIContext = caph.wui.widget.UIContext;
var Panel = caph.wui.widget.Panel;
var opt = {
  'frame': {
    'width': 50,
    'height': 50
  }
};
var panel = new Panel(opt);
var uicontext = new UIContext();
panel.render(uicontext);
panel.enable();
```

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 Panel = caph.wui.widget.Panel;
var opt = {
  'frame': {
    'width': 50,
    'height': 50
  }
};
var panel = new Panel(opt);
var uicontext = new UIContext();
panel.render(uicontext);
panel.focus();
```

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 Panel = caph.wui.widget.Panel;
var opt = {
  'frame': {
    'width': 50,
    'height': 50
  }
};
var panel = new Panel(opt);
var uicontext = new UIContext();
panel.render(uicontext);
panel.focus();
panel.blur();
```

hide

Description

Hides widget to make it invisible on the screen, registered listeners for this are invoked, if duration is greater than 6 , 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 Panel = caph.wui.widget.Panel;
var opt = {
  'frame': {
    'width': 50,
    'height': 50
  }
};
var panel = new Panel(opt);
var uicontext = new UIContext();
panel.render(uicontext);
panel.hide();
```

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 Panel = caph.wui.widget.Panel; var opt = { 'frame': { 'width': 50, 'height': 50 } }; var panel = new Panel(opt); var uicontext = new UIContext(); panel.render(uicontext); panel.hide(); panel.isVisible();</pre>	
setAbsolutePosition	
Description	
Sets absolute position of widget in the screen, x,y value of the top and left of the screen is (0,6).	
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 Panel = caph.wui.widget.Panel; var opt = { 'frame': { 'width': 50, 'height': 50 } }; var panel = new Panel(opt); var uicontext = new UIContext(); panel.render(uicontext); panel.setAbsolutePosition(200, 200, 1);</pre>	
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 (0,5).	
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 Panel = caph.wui.widget.Panel; var opt = { 'frame': { 'width': 50, 'height': 50 } }; var panel = new Panel(opt); var uicontext = new UIContext(); panel.render(uicontext); panel.setCenterPosition(200, 200, 1);</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 (0,6).	
Parameters	■Void
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	

```
var UIContext = caph.wui.widget.UIContext;
var Panel = caph.wui.widget.Panel;
var opt = {
  'frame': {
    'width': 50,
    'height': 50
  }
};
var panel = new Panel(opt);
var uicontext = new UIContext();
panel.render(uicontext);
panel.setCenterPosition(200, 200, 1);
var pos = panel.getCenterPosition();
```

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 Panel = caph.wui.widget.Panel;
var opt = {
  'frame': {
    'width': 50,
    'height': 50
  }
};
var panel = new Panel(opt);
var uicontext = new UIContext();
panel.render(uicontext);
panel.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 Panel = caph.wui.widget.Panel;
var opt = {
  'frame': {
    'width': 50,
    'height': 50
  }
};
var panel = new Panel(opt);
var uicontext = new UIContext();
panel.render(uicontext);
panel.setOpacity(0.5);
var opa = panel.getOpacity();
```

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 be 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 Panel = caph.wui.widget.Panel;
var opt = {
  'frame': {
    'width': 50,
    'height': 50
  }
};
var panel = new Panel(opt);
var uicontext = new UIContext();
panel.render(uicontext);
panel.setOptions(opt);
```

setPosition

Description

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

Parameters	<div><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><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><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>
Return	<div><div>■</div>Void</div>
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var Panel = caph.wui.widget.Panel; var opt = { 'frame': { 'width': 50, 'height': 50 } }; var panel = new Panel(opt); var uicontext = new UIContext(); panel.render(uicontext); panel.setPosition(200, 200, 1);</pre>	
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 (0.6).	
Parameters	<div><div>■</div>Void</div>
Return	<div><div>■</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 Panel = caph.wui.widget.Panel; var opt = { 'frame': { 'width': 50, 'height': 50 } }; var panel = new Panel(opt); var uicontext = new UIContext(); panel.render(uicontext); panel.setPosition(200, 200, 1); var pos = panel.getPosition();</pre>	
setRotation	
Description	
Sets rotation of widget , rotation angle of the widget will be changed.	
Parameters	<div><div>■</div>x</div> <div>- Number</div> <div>- The x coordinate for rotate position of the view.</div> <div><div>■</div>y</div> <div>- Number</div> <div>- The y coordinate for rotate position of the view.</div> <div><div>■</div>z</div> <div>- Number</div> <div>- The z coordinate for rotate position of the view.</div>
Return	<div><div>■</div>Void</div>
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var Panel = caph.wui.widget.Panel; var opt = { 'frame': { 'width': 50, 'height': 50 } }; var panel = new Panel(opt); var uicontext = new UIContext(); panel.render(uicontext); panel.setRotation(0, 0, 1);</pre>	
getRotation	
Description	
Returns widget rotation property.	
Parameters	<div><div>■</div>Void</div>
Return	<div><div>■</div>Object</div> <div>- Position object, including x, y, z value.</div> <div>* The x coordinate for rotate position of the view.</div> <div>* The y coordinate for rotate position of the view.</div> <div>* The z coordinate for rotate position of the view.</div>

Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var Panel = caph.wui.widget.Panel; var opt = { 'frame': { 'width': 50, 'height': 50 } }; var panel = new Panel(opt); var uicontext = new UIContext(); panel.render(uicontext); panel.setRotation(0, 0, 1); var rot = panel.getRotation();</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</div> <div>- Number</div> <div>- The x coordinate for scale position of the view.</div> <div>■y</div> <div>- Number</div> <div>- The y coordinate for scale position of the view.</div> <div>■z</div> <div>- Number</div> <div>- 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 Panel = caph.wui.widget.Panel; var opt = { 'frame': { 'width': 50, 'height': 50 } }; var panel = new Panel(opt); var uicontext = new UIContext(); panel.render(uicontext); panel.setScale(1, 1, 1);</pre>	
getScale	
Description	
Returns the scale value of the widget, including x, y, z coordinates.	
Parameters	■Void
Return	■Object
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var Panel = caph.wui.widget.Panel; var opt = { 'frame': { 'width': 50, 'height': 50 } }; var panel = new Panel(opt); var uicontext = new UIContext(); panel.render(uicontext); panel.setScale(1, 1, 1); var scale = panel.getScale();</pre>	
getSize	
Description	
Returns the size of the panel. If user don't set the size, it will return {width:0,height:2}.	
Parameters	■Void
Return	■size
Emulator Support	Y
SDK Constraint	none
Example	

```
var UIContext = caph.wui.widget.UIContext;
var Panel = caph.wui.widget.Panel;
var opt = {
  'frame': {
    'width': 50,
    'height': 50
  }
};
var panel = new Panel(opt);
var uicontext = new UIContext();
panel.render(uicontext);
panel.setSize(100, 200);
var size = panel.getSize();
```

setText

Description

Sets the text content of the text part. New text content would display after invoking this function.

Parameters	■text - String - Any character string, e.g. 'Robots with intelij'.
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

```
var UIContext = caph.wui.widget.UIContext;
var Panel = caph.wui.widget.Panel;
var opt = {
  'frame': {
    'width': 50,
    'height': 50
  }
};
var panel = new Panel(opt);
var uicontext = new UIContext();
panel.render(uicontext);
panel.setText("robots");
```

setURL

Description

Sets the relative path of image resource of the image part. The image part would display with new resource after invoking the function.

Parameters	■url - String - The relative path of image, e.g. './img/Robots.png'.
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

```
var UIContext = caph.wui.widget.UIContext;
var Panel = caph.wui.widget.Panel;
var opt = {
  'frame': {
    'width': 50,
    'height': 50
  }
};
var panel = new Panel(opt);
var uicontext = new UIContext();
panel.render(uicontext);
panel.setURL("./img/Robots.png");
```

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

```
var UIContext = caph.wui.widget.UIContext;
var Panel = caph.wui.widget.Panel;
var opt = {
  'frame': {
    'width': 50,
    'height': 50
  }
};
var panel = new Panel(opt);
var uicontext = new UIContext();
panel.render(uicontext);
panel.setWidth();
```

show

Description

Shows the widget to make it visible 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 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	
<pre>var UIContext = caph.wui.widget.UIContext; var Panel = caph.wui.widget.Panel; var opt = { 'frame': { 'width': 50, 'height': 50 } }; var panel = new Panel(opt); var uicontext = new UIContext(); panel.render(uicontext); panel.show();</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 Panel = caph.wui.widget.Panel; var opt = { 'frame': { 'width': 50, 'height': 50 } }; var panel = new Panel(opt); var uicontext = new UIContext(); panel.render(uicontext); var child = panel.getChildNodes();</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 Panel = caph.wui.widget.Panel; var opt = { 'frame': { 'width': 50, 'height': 50 } }; var panel = new Panel(opt); var uicontext = new UIContext(); panel.render(uicontext); var ctype = panel.getCType();</pre>	

getDomEl

Description	
Returns the DOMelement 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 Panel = caph.wui.widget.Panel; var opt = { 'frame': { 'width': 50, 'height': 50 } }; var panel = new Panel(opt); var uicontext = new UIContext(); panel.render(uicontext); var domEl = panel.getDomEl();</pre>	

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 Panel = caph.wui.widget.Panel;
var opt = {
  'frame': {
    'width': 50,
    'height': 50
  }
};
var panel = new Panel(opt);
var uicontext = new UIContext();
panel.render(uicontext);
var func = function() {
  console.log(1);
};
panel.addEventListener('click', func);
```

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 Panel = caph.wui.widget.Panel;
var opt = {
  'frame': {
    'width': 50,
    'height': 50
  }
};
var panel = new Panel(opt);
var uicontext = new UIContext();
panel.render(uicontext);
var func = function() {
  console.log(1);
};
panel.addEventListener('click', func);
panel.removeEventListener('click', func);
```

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 Panel = caph.wui.widget.Panel;
var opt = {
  'frame': {
    'width': 50,
    'height': 50
  }
};
var panel = new Panel(opt);
var uicontext = new UIContext();
panel.render(uicontext);
var parent = panel.getParentNode();
```

Panel

Description

(Constructor) The constructor of panel component, in order to create panel object.	
Parameters	<div>■options (Optional)</div> <div>- Object</div> <div>- the options are some properties to a json object, some options is the same as parent class view, other different as below</div> <div>* frame.width : (Number)</div> <div>* frame.height : (Number)</div> <div>* frame.focusScaleX : (Number)</div> <div>* frame.focusScaleY : (Number)</div> <div>* frame.style : (String)</div> <div>* image.url : (String)</div> <div>* image.margin : (Number-unit) pixel</div> <div>* image.height : (Number-unit) pixel</div> <div>* image.width : (Number-unit) pixel</div> <div>* text.data : (String)</div> <div>* text.text-height : (Number-unit) pixel</div> <div>* text.margin : (Number-unit) pixel</div> <div>* text.text-scroll : (Boolean)</div> <div>* text.normalTextCls : (String)</div> <div>* text.focusedTextCls : (String)</div>
Return	<div>■Object</div> <div>- instance of panel</div>
Emulator Support	Y
SDK Constraint	none
Example	
<pre>caph._setBasePath(".././build"); var Panel = caph.wui.widget.Panel; var options = { frame: { 'width': 180, 'height': 200, 'style': 'embedded', }, center-position: { 'x': 1200, 'y': 360, 'z': 1 }, image: { 'url': 'img/2.png', 'width': 100, 'height': 100, 'margin': '30% 50%' }, text: { 'data': 'PiercedType', 'text-scroll': false, 'text-height': 30, 'margin': '15% 0%', 'focusedTextCls': 'bb' }, focusScaleX: 1.2, focusScaleY: 1.2 }; var panel = new Panel(options);</pre>	