

# CAPH.WUI.WIDGET.SCENEMANAGER

SceneManager 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.

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#### SceneManager

## Constructor

SceneManager

Description		
The constructor of SceneManager widget, in order to create SceneManager object.		
Parameters		
uiContext	Object	caph.wui.widget.UIContext
Emulator Support	Y	
SDK Constraint	None	
Example		
<pre>var uicontext = new caph.wui.widget.UIContext(); var scencMgr = new caph.wui.widget.SceneManager(uicontext);</pre>		

## Methods

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	<b>■Object</b> <ul style="list-style-type: none"> <li>- Object</li> <li>- The object which wants to compare with current object.</li> </ul>
Return	<b>■Boolean</b> <ul style="list-style-type: none"> <li>- true : Indicates whether the two objects are equal, if they are equal, return true.</li> <li>- false : if they aren't equal, return false.</li> </ul>
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var SceneManager = window.caph.wui.widget.SceneManager; var sceneManager = new SceneManager(); var obj = sceneManager.clone(); var isEqual = obj.equals(sceneManager);</pre>	

## hideScene

### Description

Hides the scene specified by name.

Parameters	<b>■name</b> <ul style="list-style-type: none"> <li>- String</li> <li>- The name of scene</li> </ul>
Return	<b>■void</b>
Emulator Support	Y
SDK Constraint	none

### Example

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

var scene1 =new caph.wui.widget.Scene.Scene();

scencMgr.addScene('s1', scene1);

scenecMgr.showScene('s1');

scenecMgr.hideScene('s1');
```

## removeScene

### Description

Removes the scene from the SceneManager by the scene name. Current active scene can't be removed.

Parameters	<b>■name</b> <ul style="list-style-type: none"> <li>- String</li> <li>- The name of scene</li> </ul>
Return	<b>■Void</b>
Emulator Support	Y
SDK Constraint	none

### Example

```
var scencMgr = new caph.wui.widget.SceneManager();

var scene1 =new caph.wui.widget.Scene();

scencMgr.addScene('s1', scene1);

scencMgr.removeScene('s1');
```

## showScene

### Description

Shows the scene specified by name.

### Parameters

- name
  - String
  - The name of scene

### Return

■Void

### Emulator Support

Y

### SDK Constraint

none

### Example

```
var scencMgr = new caph.wui.widget.SceneManager();

var scene1 =new caph.wui.widget.Scene();

scencMgr.addScene('s1', scene1);

scencMgr.showScene('s1', getSceneAnimation() );

var getSceneAnimation = function() {
    var loader = new AniLoader();
    var sceneln = new SyncAnimation( sceneToBeShown, [{ type: 'fade',
        opacity: 1 }], { duration: 500 } );
    var sceneOut = new SyncAnimation( sceneToBeDestroy, [{ type: 'fade',
        opacity: 0 }], { duration: 500 } );

    loader.add( [sceneln,sceneOut] );
    loader.start( uicontext );
}
```

## addScene

### Description

Adds a scene to a SceneManager.

### Parameters

- name
  - String
  - The name of scene
- scene
  - Object
  - A scene object instance of caph.wui.widget.Scene.

### Return

■Void

### Emulator Support

Y

### SDK Constraint

none

### Example

```

var scencMgr = new caph.wui.widget.SceneManager();

var scene1 =new caph.wui.widget.Scene();

var getSceneAnimation = function() {
    var loader = new AniLoader();
    var sceneln = new SyncAnimation( sceneToBeShown, [{ type: 'fade',
        opacity: 1 }], { duration: 500 } );
    var sceneOut = new SyncAnimation( sceneToBeDestroy, [{ type: 'fade',
        opacity: 0 }], { duration: 500 } );

    loader.add( [sceneln,sceneOut] );
    loader.start( uicontext );
}

scencMgr.addScene('s1', getSceneAnimation());

```

## 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	<ul style="list-style-type: none"> <li>Void</li> </ul>
Return	<ul style="list-style-type: none"> <li>Object</li> <li>The cloned object.</li> </ul>
Emulator Support	Y
SDK Constraint	none

### Example

```

var SceneManager= window.caph.wui.widget.SceneManager;
var widget =new SceneManager();
var obj = widget.clone();

```

## addSceneEventHandler

### Description

create a scene with a inputted scene event handler and add it to the SceneManager.

Parameters	<ul style="list-style-type: none"> <li>name <ul style="list-style-type: none"> <li>String</li> <li>The name of scene.</li> </ul> </li> <li>sceneEventHandler (Optional) <ul style="list-style-type: none"> <li>Function</li> <li>callback function.</li> </ul> </li> </ul>
Return	<ul style="list-style-type: none"> <li>Void</li> </ul>
Emulator Support	Y
SDK Constraint	none

### Example

```

var sceneMgr = new caph.wui.widget.SceneManager();
var scene1 =new caph.wui.widget.Scene();

sceneMgr.addScene('s1', scene1);
sceneMgr.addSceneEventHandler('s1', function(){
    sceneMgr.showScene('s1', getSceneAnimation());
});

var getSceneAnimation = function() {
    var loader = new AniLoader();
    var sceneIn = new SyncAnimation( sceneToBeShown, [{ type: 'fade',
        opacity: 1 }], { duration: 500 } );
    var sceneOut = new SyncAnimation( sceneToBeDestroy, [{ type: 'fade',
        opacity: 0 }], { duration: 500 } );

    loader.add( [sceneIn,sceneOut] );
    loader.start( uicontext );
}

```

## getCurScene

Description

Returns the current scene.

Parameters	■Void
Return	■Array - list of scenes
Emulator Support	Y
SDK Constraint	none

Example

```

var sceneMgr = new caph.wui.widget.SceneManager();
var scene1 =new caph.wui.widget.Scene();

sceneMgr.addScene('s1', scene1);
sceneMgr.getCurScene();

```

## setFirstScene

Description

set the scene will be first shown by caph.app.AppCore.

Parameters	■name - String - The name of scene set as the first scene of apps.
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

```

var sceneMgr = new caph.wui.widget.SceneManager();
var scene1 =new caph.wui.widget.Scene();

sceneMgr.addScene('s1', scene1);
sceneMgr.setFirstScene('s1');

```

## init

Description

initializes scene manager.

Parameters	<ul style="list-style-type: none"> <li>■uicontext</li> <li>- Object</li> <li>- caph.wui.widget.UIContext</li> </ul>
Return	<ul style="list-style-type: none"> <li>■Void</li> </ul>
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var uicontext = new caph.wui.widget.UIContext(); var sceneMgr = new caph.wui.widget.SceneManager(uicontext);  var sceneMgr.init(uicontext);</pre>	
<b>SceneManager</b>	
Description	
(Constructor) The constructor of SceneManager widget, in order to create SceneManager object.	
Parameters	<ul style="list-style-type: none"> <li>■uicontext</li> <li>- Object</li> <li>- caph.wui.widget.UIContext</li> </ul>
Return	<ul style="list-style-type: none"> <li>■Object</li> <li>- An instance of SceneManager</li> </ul>
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var uicontext = new caph.wui.widget.UIContext(); var scencMgr = new caph.wui.widget.SceneManager(uicontext);</pre>	