

CAPH.WUI.WIDGET.LISTWIDGET

ListWidget represents a container of a set of widgets, other widget can be rendered on the ListWidget. A user can create linnear structure widget easily by using it.

- ListWidget can manage the size and the position of the widgets in it, and the widget in ListWidget have the effect of move from end to head.
- The main APIs of ListWidget are 'addItem', 'getActiveItem', 'getItem', 'removeItem', 'setCenterPosition'.

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Constructor

ListWidget

Description		
The constructor of listwidget, in order to create listwidget object.		
Parameters		
option	Object	some options is the same with arguments of parent class box, other differences as below * interval : (Number-unit) pixel * maxSize : (Number) * frame.cycle : (Boolean) * item.margin : (Number-unit) pixel
Emulator Support	Y	
SDK Constraint	None	
Example		

```
var ListWidget = caph.wui.widget.ListWidget;
var options = {
  'frame': {
    'width': 3000,
    'height': 400,
    'cycle': false,
  },
  'maxSize': 10,
  'center-position': {
    'x': 1500,
    'y': 400,
    'z': 0
  },
  'topleft_position': {
    'x': 0,
    'y': 20
  },
  'interval': 30,
  'item': {
    'margin': '10 10'
  }
};
var listWidget = new ListWidget(options);
```

Methods

setCenterPosition

Description

Sets the center position of listWidget in the parent widget, include x, y, z coordinate. x, y values of the top and left of the parent widget is (0, 0).

Parameters	<div> <div>■x (Optional)</div> <div>- Number</div> <div>- The x coordinate of 3D object, the unit is pixel(px), e.g. 50.</div> <div>■y (Optional)</div> <div>- Number</div> <div>- The y coordinate of 3D object, the unit is pixel(px), e.g. 50.</div> <div>■z (Optional)</div> <div>- Number</div> <div>- The z coordinate defines the order of overlap widgets, if z is too big, the widget will be displayed above. e.g. 0, 1, 2 etc.</div> </div>
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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 ListWidget = caph.wui.widget.ListWidget;

var listWidget = new ListWidget();
listWidget.setCenterPosition(300, 300, 1);
```

getActiveItem

Description

Return the active component of the listWidget, if the active one is not in the listWidget, null will be return.

Parameters	■Void
Return	<div> <div>■Object</div> <div>- An active item of a ListWidget</div> </div>

Emulator Support	Y
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SDK Constraint	none
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Example

```
var ListWidget = caph.wui.widget.ListWidget;
var listWidget = new ListWidget();
listWidget.getActiveItem();
```

getItems

Description

Return all widgets in current listwidget. It is a map, with key and value, key is index of widget, value is widget object.

Parameters	■Void
Return	<div> <div>■map</div> <div>- Object</div> <div>- Map : a map which include all items in ListWidget.</div> </div>

Emulator Support	Y
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SDK Constraint	none
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Example

```
var ListWidget = caph.wui.widget.ListWidget;
var listWidget = new ListWidget();
listWidget.getItems();
```

removeItem

Description

Remove component from listWidget according to the component. The component will be remove from the listWidget.

Parameters	<div> <div>■obj</div> <div>- Object</div> <div>- The component which user want to remove in list widget.</div> </div>
------------	---

Return	■Void
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Emulator Support	Y
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SDK Constraint	none
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Example

```
var ListWidget = caph.wui.widget.ListWidget;
var listWidget = new ListWidget();
var Panel = caph.wui.widget.Panel;
var panel0 = new Panel();
listWidget.addItem(0, panel0);
listWidget.removeItem(panel0);
```

removeAll

Description

Remove all widgets from listWidget

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

Example

```
var ListWidget = caph.wui.widget.ListWidget;
var listWidget = new ListWidget();
listWidget.removeAll();
```

getSize

Description

Returns the size of the container. If user don't set the size, it will return {width:0,height:5}.

Parameters	■Void
Return	■size - Object - The size of box with width and height, their units are pixel(px). e.g. {width:100, height:100}.
Emulator Support	Y
SDK Constraint	none

Example

```
var ListWidget = caph.wui.widget.ListWidget;
var widget = new ListWidget();
var size = widget.getSize();
```

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 ListWidget = caph.wui.widget.ListWidget;
var widget = new ListWidget();
widget.setHeight(300);
```

setSize

Description

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

Parameters	■width - Number - pixel : The height of label, if null or negative, the value will be ignore. The unit is pixel(px), e.g. 10. ■height - Number - pixel : The height of label, if null or negative, the value will be ignore. The unit is pixel(px), e.g. 10.
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

```
var ListWidget = caph.wui.widget.ListWidget;
var widget = new ListWidget();
widget.setSize(300, 600);
```

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 ListWidget = caph.wui.widget.ListWidget;
var widget = new ListWidget();
widget.setWidth(300);
```

getItem

Description

Return the component in listWidget by the index of the listWidget

Parameters	■index - Number - The component index of listWidget, the index should between 0 to the max index of the listWidget.
Return	■Object - the widget in ListWidget by the index of the ListWidget
Emulator Support	Y
SDK Constraint	none

Example

```
var ListWidget = caph.wui.widget.ListWidget;
var listWidget = new ListWidget();
listWidget.addItem(3, panel0);
listWidget.getItem(3);
```

getItemList

Description

Return all items in the listWidget

Parameters	■Void
Return	■Array - Amap of widgets
Emulator Support	Y
SDK Constraint	none

Example

```
var ListWidget = caph.wui.widget.ListWidget;
var listWidget = new ListWidget();
listWidget.getItemList();
```

removeItemByIndex

Description

Remove component from listWidget according to the index of listWidget. The component will be removed from the listWidget.

Parameters	■index - Number - The component index of listWidget, it should between 0 - maxSize
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

```
var ListWidget = caph.wui.widget.ListWidget;
var listWidget = new ListWidget();
listWidget.addItem(3, panel0);
listWidget.removeItemByIndex(3);
```

addItem

Description

Add component to listWidget according to the item index. The component will be display at the position of the listWidget.

Parameters	■index - Number - The component index of listWidget, it should between 0 - maxSize ■obj - Object - The component which user want to add to listwidget.
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

```
var ListWidget = caph.wui.widget.ListWidget;
var listWidget = new ListWidget();
var Panel = caph.wui.widget.Panel;
var optionsB = {
  'width': 285,
  'height': 385,
  text:{
    'normalTextCis':'aa',
    'textHeight': 45,
    'margin':'25 0'
  },
  'labelScroll': false
};
var panel0 = new Panel(optionsB);
listWidget.addItem(3, panel0);
```

ListWidget

Description

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

Parameters	■options - Object - some options is the same with arguments of parent class box, other differences as below * interval : (Number-unit) pixel * maxSize : (Number) * frame.cycle : (Boolean) * item.margin : (Number-unit) pixel
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var ListWidget = caph.wui.widget.ListWidget; var options = { 'frame': { 'width': 3000, 'height': 400, 'cycle': false, }, 'maxSize': 10, 'center-position': { 'x': 1500, 'y': 400, 'z': 0 }, 'topleft_position': { 'x': 0, 'y': 20 }, 'interval': 30, 'item': { 'margin': '10 10' } }; var listWidget = new ListWidget(options);</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 ListWidget = caph.wui.widget.ListWidget; var info = {x: 300, y: 300, z: 0, width: 300, height: 300}; var uiContext = new UIContext(); var widget = new ListWidget(); var dom = widget.getDomEl(); //call the view getDomEl method</pre>	
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	
<pre>var UIContext = caph.wui.widget.UIContext; var ListWidget = caph.wui.widget.ListWidget; var info = {x: 300, y: 300, z: 0, width: 300, height: 300}; var uiContext = new UIContext(); var widget = new ListWidget(); widget.blur(); //call the view blur method</pre>	
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 ListWidget = caph.wui.widget.ListWidget; var info = {x: 300, y: 300, z: 0, width: 300, height: 300}; var uiContext = new UIContext(); var widget = new ListWidget(); widget.focus(); //call the view focus method</pre>	

addEventListener

Description	
Appends an event handler to the widget.	
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} ■ function <ul style="list-style-type: none"> - Function - the callback to add
Return	■ Void
Emulator Support	Y
SDK Constraint	none

Example

[illegible]

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 ListWidget = caph.wui.widget.ListWidget;

var info = {x: 300, y: 300, 'z':0, width:300, height:300};
var uicontext = new UIContext();
var widget = new ListWidget();
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	<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 ListWidget = caph.wui.widget.ListWidget;  
  
var info = {x: 300, 'y': 300, 'z': 0, width: 300, height: 300};  
var uiContext = new UIContext(info);  
var widget = new ListWidget();  
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	<ul style="list-style-type: none">■object<ul style="list-style-type: none">- 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 ListWidget = caph.wui.widget.ListWidget;

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

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

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

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

addCls

Description

Adds specified css class for current widget, when css is added successfully, new style will apply on 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 ListWidget = caph.wui.widget.ListWidget;

var info = {x: 300, y: 300 ,z:0, width:300, height:300};
var uicontext = new UIContext();
var widget = new ListWidget();
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	<div><div>■</div>cls<div>- String</div><div>- The class name for the current widget.</div></div>
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Return	<div><div>■</div>Void</div>
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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 ListWidget = caph.wui.widget.ListWidget;

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

hide

Description

Hide the color tag when current uicontext is home uicontext or detail uicontext.

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

Return	<div><div>■</div>Void</div>
--------	------------------------------------

Emulator Support	Y
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SDK Constraint	none
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Example

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

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

show

Description

Shows the widget to make it visible on the screen, registered listeners for this are invoked, if duration is greater than 11, that is there exists a fade animation, registered listeners will be invoked during the animation.

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

Return	<div><div>■</div>Void</div>
--------	------------------------------------

Emulator Support	Y
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SDK Constraint	none
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Example

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

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

disable

Description

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

Parameters	<div><div>■</div>Void</div>
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Return	<div><div>■</div>Void</div>
--------	------------------------------------

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

Example

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

var info = {x: 300 ,y: 300 ,z:0 ,width:300 ,height:300};
var uicontext = new UIContext();
var widget = new ListWidget();
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	
<pre>var UIContext = caph.wui.widget.UIContext; var ListWidget = caph.wui.widget.ListWidget; var info = {x: 300, y: 300 ,z:0, width:300, height:300}; var uicontext = new UIContext(); var widget = new ListWidget(); widget.setCenterPosition (info.x, info.y, info.z); widget.hide(); widget.show(); widget.enable();</pre>	
setAbsolutePosition	
Description	
Sets absolute position of widget in the screen, xy value of the top and left of the screen is (0,12).	
Parameters	<div>■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.</div> <div>■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</div> <div>■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</div>
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var ListWidget = caph.wui.widget.ListWidget; var info = {x: 300, y: 300 ,z:0, width:300, height:300}; var uicontext = new UIContext(); var widget = new ListWidget(); widget.setCenterPosition (info.x, info.y, info.z); widget.render(uicontext); widget.setAbsolutePosition(x, y, z); //call the view setAbsolutePosition method</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 ListWidget = caph.wui.widget.ListWidget; var info = {x: 300, y: 300 ,z:0, width:300, height:300}; var uicontext = new UIContext(); var widget = new ListWidget(); widget.setCenterPosition (info.x, info.y, info.z); widget.render(uicontext); widget.destroy(); //call the view destroy method</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 ListWidget = caph.wui.widget.ListWidget; var info = {x: 300, y: 300 ,z:0, width:300, height:300}; var uicontext = new UIContext(); var widget = new ListWidget(); widget.setCenterPosition (info.x, info.y, info.z); widget.render(uicontext); widget.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 ListWidget = caph.wui.widget.ListWidget; var info = {x: 300, y: 300 ,z:0, width:300, height:300}; var uicontext = new UIContext(); var widget = new ListWidget(); widget.setCenterPosition (info.x, info.y, info.z); widget.render(uicontext); widget.enableHighLight();</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 ListWidget = caph.wui.widget.ListWidget; var info = {x: 300, y: 300 ,z:0, width:300, height:300}; var uicontext = new UIContext(); var widget = new ListWidget(); widget.setCenterPosition (info.x, info.y, info.z); widget.render(uicontext); widget.hide(); widget.show(); widget.disable(); widget.enable(); var rc = widget.isEnabled();</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 ListWidget = caph.wui.widget.ListWidget; var info = {x: 300, y: 300 ,z:0, width:300, height:300}; var uicontext = new UIContext(); var widget = new ListWidget(); widget.setCenterPosition (info.x, info.y, info.z); widget.render(uicontext); widget.hide(); widget.show(); widget.disable(); widget.enable(); var rc = widget.isVisible();</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 (0,12).	
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 ListWidget = caph.wui.widget.ListWidget;

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

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

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 ListWidget = caph.wui.widget.ListWidget;

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

var info = {x: 300, y: 300 ,z:0, width:300, height:300};
var uiContext  = new UIContext();
var widget = new ListWidget();
widget.setCenterPosition (info.x, info.y, info.z);
widget.render(uiContext);
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 <ul style="list-style-type: none">- 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 <ul style="list-style-type: none">- 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 <ul style="list-style-type: none">- 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 ListWidget = caph.wui.widget.ListWidget;
```

```
var info = {x: 300 ,y: 300 ,z:0, width:300, height:300};
var uicontext  = new UIContext();
var widget = new ListWidget();
widget.setCenterPosition (info.x, info.y, info.z);
widget.render(uicontext);
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. xy value of the top and left of the parent widget is (0,12).

Parameters	■Void
Return	■Object <ul style="list-style-type: none">- 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 ListWidget = caph.wui.widget.ListWidget;
```

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

setOpacity

Description

Sets opacity of the widget.

Parameters	■opacity <ul style="list-style-type: none">- 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 ListWidget = caph.wui.widget.ListWidget;
```

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

getOpacity

Description

Returns opacity of the widget.

Parameters	■Void
Return	■Number <ul style="list-style-type: none">- 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 ListWidget = caph.wui.widget.ListWidget;
```

```
var info = {x: 300 ,y: 300 ,z:0, width:300, height:300};
var uicontext  = new UIContext();
var widget = new ListWidget();
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	<div>■x</div> <div>- Number</div> <div>- The x coordinate for rotate position of the view.</div> <div>■y</div> <div>- Number</div> <div>- The y coordinate for rotate position of the view.</div> <div>■z</div> <div>- Number</div> <div>- The z coordinate for rotate position of the view.</div>
Return	■ Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var ListWidget = caph.wui.widget.ListWidget; var info = {x: 300 ,y: 300 ,z:0, width:300, height:300}; var uicontext = new UIContext(); var widget = new ListWidget(); widget.setCenterPosition (info.x, info.y, info.z); widget.setRotation(Math.PI/4, 0, 0);</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	<div>■options (Optional)</div> <div>- Object</div> <div>* id : (Number) The id of widget.</div> <div>* name : (String) The name of widget.</div>
Return	■ Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var ListWidget = caph.wui.widget.ListWidget; var widget = new ListWidget(); var options = { id:'testID', name:'testName', cls:'testCls', frame:{ width:100, height:100 } }; widget.setOptions(options);</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 <div>- The cloned object.</div>
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var widget = new ListWidget(); var obj = widget.clone();</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 <div>- Object</div> <div>- The object which wants to compare with current object.</div>
Return	■ Boolean <div>- Indicates whether the two objects are equal,</div> <div>- true : if they are equal, return true.</div> <div>- false : if they aren't equal, return false.</div>
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var widget = new ListWidget(); var obj = widget.clone(); var isequal = obj.equals(widget);</pre>	