

CAPH.WUI.WIDGET.DOMCONTAINER

DomContainer Represents a rectangle container that could only append dom element in it. Using this container is a good way to make dom element shown on the screen. The dom element would be appended one by one, and the class of element would be applied.

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Constructor

DomContainer		
Description		
The constructor of domContainer component, in order to create domContainer object.		
Parameters		
obj	Object	some options is the same with arguments of parent class view. There has a tag 'center-positon', including x, y and z coordinate properties: set the x, y, z coordinates position.
Emulator Support	Y	
SDK Constraint	None	
Example		
<pre>var DomContainer = caph.wui.widget.DomContainer; var container = new DomContainer({ 'frame': { 'width': 100, 'height': 100 }, 'center-position': { 'x': 100, 'y': 100, 'z': 1 } });</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	■Object - Object - The object which wants to compare with current object.
Return	■Boolean - Indicates whether the two objects are equal, if they are equal, return true. if they aren't equal, return false.
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var DomContainer = caph.wui.widget.DomContainer; var container = new DomContainer({ 'frame': { 'width': 100, 'height': 100 } }); var obj = container.clone(); var isEqual = obj.equals(container);</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 DomContainer = window.caph.wui.widget.DomContainer; var container =new DomContainer(); var obj = container.clone();</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 DomContainer = caph.wui.widget.DomContainer; var uicontext = new UIContext(); var container = new DomContainer(); var opt = { 'frame': { 'width': 100, 'height': 100 } }; container.setOptions(opt); var domEl = document.createElement('div'); domEl.style.width = '50px'; domEl.style.height = '50px'; container.appendChild(domEl); container.render(uicontext); container.setWidth(150);</pre>	
appendChild	
Description	
Appends dom element into the container as its child node.	
Parameters	■domEl - Object - dom element will append on the domContainer. e.g. Dom element.
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	

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

var uicontext = new UIContext();
var container = new DomContainer({
  'frame': {
    'width': 100,
    'height': 100
  }
});
var domEl = document.createElement('div');
domEl.style.width = '50px';
domEl.style.height = '50px';
container.appendChild(domEl);
container.render(uicontext);
```

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
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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 DomContainer = caph.wui.widget.DomContainer;

var uicontext = new UIContext();
var container = new DomContainer({
  'frame': {
    'width': 100,
    'height': 100
  }
});
var domEl = document.createElement('div');
domEl.style.width = '50px';
domEl.style.height = '50px';
container.appendChild(domEl);
container.render(uicontext);
```

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
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SDK Constraint	none
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Example

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

var uicontext = new UIContext();
var container = new DomContainer({
  'frame': {
    'width': 100,
    'height': 100
  }
});
var domEl = document.createElement('div');
domEl.style.width = '50px';
domEl.style.height = '50px';
container.appendChild(domEl);
container.render(uicontext);
container.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
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SDK Constraint	none
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Example

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

var uicontext = new UIContext();
var container = new DomContainer({
  'frame': {
    'width': 100,
    'height': 100
  }
});
var domEl = document.createElement('div');
domEl.style.width = '50px';
domEl.style.height = '50px';
container.appendChild(domEl);
container.render(uicontext);
container.addCls('abc');
container.removeCls('abc');
```

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 DomContainer = caph.wui.widget.DomContainer;

var uicontext = new UIContext();
var container = new DomContainer({
  'frame': {
    'width': 100,
    'height': 100
  }
});
var domEl = document.createElement('div');
domEl.style.width = '50px';
domEl.style.height = '50px';
container.appendChild(domEl);
container.render(uicontext);
container.click();
```

destroy

Description

Destroys the widget itself, the widget will disappear.

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

Example

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

var uicontext = new UIContext();
var container = new DomContainer({
  'frame': {
    'width': 100,
    'height': 100
  }
});
var domEl = document.createElement('div');
domEl.style.width = '50px';
domEl.style.height = '50px';
container.appendChild(domEl);
container.render(uicontext);
container.destroy();
```

disable

Description

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

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

Example

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

var uicontext = new UIContext();
var container = new DomContainer({
  'frame': {
    'width': 100,
    'height': 100
  }
});
var domEl = document.createElement('div');
domEl.style.width = '50px';
domEl.style.height = '50px';
container.appendChild(domEl);
container.render(uicontext);
container.disable();
```

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

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

var uicontext = new UIContext();
var container = new DomContainer({
  'frame': {
    'width': 100,
    'height': 100
  }
});
var domEl = document.createElement('div');
domEl.style.width = '50px';
domEl.style.height = '50px';
container.appendChild(domEl);
container.render(uicontext);
container.disable();
var isEnabled = container.isEnabled();
```

disableHighLight

Description

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

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

Example

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

var uicontext = new UIContext();
var container = new DomContainer({
  'frame': {
    'width': 100,
    'height': 100
  }
});
var domEl = document.createElement('div');
domEl.style.width = '50px';
domEl.style.height = '50px';
container.appendChild(domEl);
container.render(uicontext);
container.disableHighLight();
```

enableHighLight

Description

Recovers the highlight effect on a widget.

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

Example

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

var uicontext = new UIContext();
var container = new DomContainer({
  'frame': {
    'width': 100,
    'height': 100
  }
});
var domEl = document.createElement('div');
domEl.style.width = '50px';
domEl.style.height = '50px';
container.appendChild(domEl);
container.render(uicontext);
container.disableHighlight();
container.enableHighlight();
```

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 DomContainer = caph.wui.widget.DomContainer;

var uicontext = new UIContext();
var container = new DomContainer({
  'frame': {
    'width': 100,
    'height': 100
  }
});
var domEl = document.createElement('div');
domEl.style.width = '50px';
domEl.style.height = '50px';
container.appendChild(domEl);
container.render(uicontext);
container.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 DomContainer = caph.wui.widget.DomContainer;

var uicontext = new UIContext();
var container = new DomContainer({
  'frame': {
    'width': 100,
    'height': 100
  }
});
var domEl = document.createElement('div');
domEl.style.width = '50px';
domEl.style.height = '50px';
container.appendChild(domEl);
container.render(uicontext);
container.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 DomContainer = caph.wui.widget.DomContainer;

var uicontext = new UIContext();
var container = new DomContainer({
  'frame': {
    'width': 100,
    'height': 100
  }
});
var domEl = document.createElement('div');
domEl.style.width = '50px';
domEl.style.height = '50px';
container.appendChild(domEl);
container.render(uicontext);
container.focus();
container.blur();
```

hide

Description

Hides widget to make it invisible on the screen, registered listeners for this are invoked, if duration is greater than 2 , 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 DomContainer = caph.wui.widget.DomContainer;

var uicontext = new UIContext();
var container = new DomContainer({
  'frame': {
    'width': 100,
    'height': 100
  }
});
var domEl = document.createElement('div');
domEl.style.width = '50px';
domEl.style.height = '50px';
container.appendChild(domEl);
container.render(uicontext);
container.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

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

var uicontext = new UIContext();
var container = new DomContainer({
  'frame': {
    'width': 100,
    'height': 100
  }
});
var domEl = document.createElement('div');
domEl.style.width = '50px';
domEl.style.height = '50px';
container.appendChild(domEl);
container.render(uicontext);
container.hide();
var isVisible = container.isVisible();
```

setAbsolutePosition

Description

Sets absolute position of widget in the screen, xy value of the top and left of the screen is (0,2).

Parameters	■x -Number - The x coordinate, can be a percentage or a number ,like 50% or 500,50% means 50% of the screen, the unit is pixel. ■y - Number - The y coordinate, can be a percentage or a number ,like 50% or 500,50% means 50% of the screen, the unit is pixel ■z - Number - The y coordinate, can be a percentage or a number ,like 50% or 500,50% means 50% of the screen, the unit is pixel
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

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

var uicontext = new UIContext();
var container = new DomContainer({
  'frame': {
    'width': 100,
    'height': 100
  }
});
var domEl = document.createElement('div');
domEl.style.width = '50px';
domEl.style.height = '50px';
container.appendChild(domEl);
container.render(uicontext);
container.setAbsolutePosition(300, 300, 0);
```

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 (0,2).

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 DomContainer = caph.wui.widget.DomContainer;

var uicontext = new UIContext();
var container = new DomContainer({
  'frame': {
    'width': 100,
    'height': 100
  }
});
var domEl = document.createElement('div');
domEl.style.width = '50px';
domEl.style.height = '50px';
container.appendChild(domEl);
container.render(uicontext);
container.setCenterPosilion (500, 500, 0);
var pos = container.getCenterPosition();
```

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 (0,2).

Parameters	■ x - Number - The x coordinate of 3D object, the unit is pixels. ■ y - Number - The y coordinate of 3D object, the unit is pixels. ■ z - Number - The z coordinate defines the order of overlap widgets, if z is too big, the widget will display above.
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

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

var uicontext = new UIContext();
var container = new DomContainer({
  'frame': {
    'width': 100,
    'height': 100
  }
});
var domEl = document.createElement('div');
domEl.style.width = '50px';
domEl.style.height = '50px';
container.appendChild(domEl);
container.render(uicontext);
container.setCenterPosilion(300, 300, 0);
```

setHeight

Description

Sets the height of the container, the container's height would be changed by right called.

Parameters	■height - Number - pixel : (integer type) Set container height with _height 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 DomContainer = caph.wui.widget.DomContainer;

var uicontext = new UIContext();
var container = new DomContainer({
  'frame': {
    'width': 100,
    'height': 100
  }
});
var domEl = document.createElement('div');
domEl.style.width = '50px';
domEl.style.height = '50px';
container.appendChild(domEl);
container.render(uicontext);
container.setHeight(150);
```

setOpacity

Description

Sets opacity of the widget.

Parameters	<div>■opacity</div> <div>- Number</div> <div>- Opacity value of the widget, range from 0.0 to 1.0. e.g. 0.5.</div>
------------	--

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

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

Example

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

var uicontext = new UIContext();
var container = new DomContainer({
  'frame': {
    'width': 100,
    'height': 100
  }
});
var domEl = document.createElement('div');
domEl.style.width = '50px';
domEl.style.height = '50px';
container.appendChild(domEl);
container.render(uicontext);
container.setOpacity(0.5);
```

getOpacity

Description

Returns opacity of the widget.

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

Return	<div>■Number</div> <div>- Opacity value of the widget,range from 0.0 to 1.0. e.g. 0.5.</div>
--------	--

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

Example

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

var uicontext = new UIContext();
var container = new DomContainer({
  'frame': {
    'width': 100,
    'height': 100
  }
});
var domEl = document.createElement('div');
domEl.style.width = '50px';
domEl.style.height = '50px';
container.appendChild(domEl);
container.render(uicontext);
container.setOpacity(0.5);
var opa = container.getOpacity();
```

setPosition

Description

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

Parameters	<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>
------------	---

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

Emulator Support	Y
------------------	---

SDK Constraint	none
----------------	------

Example

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

var uicontext = new UIContext();
var container = new DomContainer({
  'frame': {
    'width': 100,
    'height': 100
  }
});
var domEl = document.createElement('div');
domEl.style.width = '50px';
domEl.style.height = '50px';
container.appendChild(domEl);
container.render(uicontext);
container.setPosition(500, 500, 0);
```

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 (0,2).

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 DomContainer = caph.wui.widget.DomContainer;

var uicontext = new UIContext();
var container = new DomContainer({
  'frame': {
    'width': 100,
    'height': 100
  }
});
var domEl = document.createElement('div');
domEl.style.width = '50px';
domEl.style.height = '50px';
container.appendChild(domEl);
container.render(uicontext);
container.setPosition(500, 500, 0);
var pos = container.getPosition();
```

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 DomContainer = caph.wui.widget.DomContainer;

var uicontext = new UIContext();
var container = new DomContainer({
  'frame': {
    'width': 100,
    'height': 100
  }
});
var domEl = document.createElement('div');
domEl.style.width = '50px';
domEl.style.height = '50px';
container.appendChild(domEl);
container.render(uicontext);
container.setRotation(0, 0, 0);
```

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 DomContainer = caph.wui.widget.DomContainer;

var uicontext = new UIContext();
var container = new DomContainer({
  'frame': {
    'width': 100,
    'height': 100
  }
});
var domEl = document.createElement('div');
domEl.style.width = '50px';
domEl.style.height = '50px';
container.appendChild(domEl);
container.render(uicontext);
container.setRotation (0, 0, 0);
var rot = container.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	<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

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

var uicontext = new UIContext();
var container = new DomContainer({
  'frame': {
    'width': 100,
    'height': 100
  }
});
var domEl = document.createElement('div');
domEl.style.width = '50px';
domEl.style.height = '50px';
container.appendChild(domEl);
container.render(uicontext);
container.setScale(1, 1, 0);
```

getScale

Description

Returns the scale value of the widget, including x, y, z coordinates.

Parameters	■Void
Return	<div>■Object</div> <div>- Position object, including x, y, z value.</div> <div>- The x coordinate for scale position of the view.</div> <div>- The y coordinate for scale position of the view.</div> <div>- The z coordinate for scale position of the view.</div>

Emulator Support	Y
------------------	---

SDK Constraint	none
----------------	------

Example

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

var uicontext = new UIContext();
var container = new DomContainer({
  'frame': {
    'width': 100,
    'height': 100
  }
});
var domEl = document.createElement('div');
domEl.style.width = '50px';
domEl.style.height = '50px';
container.appendChild(domEl);
container.render(uicontext);
container.setScale(1, 1, 0);
var scale = container.getScale();
```

setSize

Description

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

Parameters	<div>■width</div> <div>- Number</div> <div>- pixel : (integer type) Set container width, if null or negative, the value will be ignore. e.g. 100.</div> <div>■height</div> <div>- Number</div> <div>- pixel : (integer type) Set container height, if null or negative, the value will be ignore. e.g. 100.</div>
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Return	■Void
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Emulator Support	Y
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SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var DomContainer = caph.wui.widget.DomContainer; var uicontext = new UIContext(); var container = new DomContainer({ 'frame': { 'width': 100, 'height': 100 } }); var domEl = document.createElement('div'); domEl.style.width = '50px'; domEl.style.height = '50px'; container.appendChild(domEl); container.render(uicontext); container.setSize(150, 150);</pre>	
getSize	
Description	
Returns the size of the container. If user don't set the size, it will return {width:0,height:0}.	
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	
<pre>var UIContext = caph.wui.widget.UIContext; var DomContainer = caph.wui.widget.DomContainer; var uicontext = new UIContext(); var container = new DomContainer({ 'frame': { 'width': 100, 'height': 100 } }); var domEl = document.createElement('div'); domEl.style.width = '50px'; domEl.style.height = '50px'; container.appendChild(domEl); container.render(uicontext); container.setSize(150, 150); var size = container.getSize();</pre>	
setWidth	
Description	
Sets the width of the container, the container's width would be changed by right called.	
Parameters	■width - Number - pixel : (integer type) Set container width with __width if null or negative, the value will be ignore. e.g. 100.
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var DomContainer = caph.wui.widget.DomContainer; var uicontext = new UIContext(); var container = new DomContainer({ 'frame': { 'width': 100, 'height': 100 } }); var domEl = document.createElement('div'); domEl.style.width = '50px'; domEl.style.height = '50px'; container.appendChild(domEl); container.render(uicontext); container.setWidth(150);</pre>	
show	
Description	
Shows the widget to make it visible on the screen, registered listeners for this are invoked, if duration is greater than 1, 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 DomContainer = caph.wui.widget.DomContainer;

var uicontext = new UIContext();
var container = new DomContainer({
  'frame': {
    'width': 100,
    'height': 100
  }
});
var domEl = document.createElement('div');
domEl.style.width = '50px';
domEl.style.height = '50px';
container.appendChild(domEl);
container.render(uicontext);
container.show();
```

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 DomContainer = caph.wui.widget.DomContainer;

var uicontext = new UIContext();
var container = new DomContainer({
  'frame': {
    'width': 100,
    'height': 100
  }
});
var domEl = document.createElement('div');
domEl.style.width = '50px';
domEl.style.height = '50px';
container.appendChild(domEl);
container.render(uicontext);
var child = container.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 DomContainer = caph.wui.widget.DomContainer;

var uicontext = new UIContext();
var container = new DomContainer({
  'frame': {
    'width': 100,
    'height': 100
  }
});
var domEl = document.createElement('div');
domEl.style.width = '50px';
domEl.style.height = '50px';
container.appendChild(domEl);
container.render(uicontext);
var ctype = container.getCType();
```

getDomEl

Description

Returns the DOM element of the widget, note that the dom node to be found actually needs to exist (be rendered and etc).

Parameters	■Void
Return	■DOM - A document element
Emulator Support	Y
SDK Constraint	none

Example

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

var uicontext = new UIContext();
var container = new DomContainer({
  'frame': {
    'width': 100,
    'height': 100
  }
});
var domEl = document.createElement('div');
domEl.style.width = '50px';
domEl.style.height = '50px';
container.appendChild(domEl);
container.render(uicontext);
var domEl = container.getDomEl();
```

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 DomContainer = caph.wui.widget.DomContainer;

var uicontext = new UIContext();
var container = new DomContainer({
  'frame': {
    'width': 100,
    'height': 100
  }
});
var domEl = document.createElement('div');
domEl.style.width = '50px';
domEl.style.height = '50px';
container.appendChild(domEl);
container.render(uicontext);
var func = function() {
  console.log(1);
};
container.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 DomContainer = caph.wui.widget.DomContainer;

var uicontext = new UIContext();
var container = new DomContainer({
  'frame': {
    'width': 100,
    'height': 100
  }
});
var domEl = document.createElement('div');
domEl.style.width = '50px';
domEl.style.height = '50px';
container.appendChild(domEl);
container.render(uicontext);
var func = function() {
  console.log(1);
};
container.addEventListener('click', func);
container.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	
<pre>var UIContext = caph.wui.widget.UIContext; var DomContainer = caph.wui.widget.DomContainer; var uiContext = new UIContext(); var container = new DomContainer({ 'frame': { 'width': 100, 'height': 100 } }); var domEl = document.createElement('div'); domEl.style.width = '50px'; domEl.style.height = '50px'; container.appendChild(domEl); container.render(uiContext); var parent = container.getParentNode();</pre>	
DomContainer	
Description	
(Constructor) The constructor of domContainer component, in order to create domContainer object.	
Parameters	■options (Optional) - Object - some options is the same with arguments of parent class view. There has a tag 'center-positon', including x, y and z coordinate properties: set the x, y, z coordinates position.
Return	■Object - instance of DomContainer
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var DomContainer = caph.wui.widget.DomContainer; var container = new DomContainer({ 'frame': { 'width': 100, 'height': 100 }, 'center-position': { 'x': 100, 'y': 100, 'z': 1 } });</pre>	