

CAPH.WUI.WIDGET.VIEW

View represents basic class for all widgets. All prototype and static members of this class are inherited by all other classes. View provides basic methods and event response. User can implement customizable widget by inheriting this class.

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Constructor

View

Description		
The constructor of view component, in order to create view object.		
Parameters		
option	Object	* id : (Number) The id of widget. * name : (String) The name of widget.
Emulator Support	Y	
SDK Constraint	None	
Example		
<pre>var View = caph.wui.widget.View; var view = new View();</pre>		

Methods

setRightWidget
Description
Sets a destination widget for the original widget when doing the right operation.

Parameters	<div><div>■</div>dest</div> <div>- Object</div> <div>- the destination widget.</div>
Return	<div>■</div> Void
Emulator Support	Y
SDK Constraint	none

Example

```
var UIContext = caph.wui.widget.UIContext;
var GridWidget = caph.wui.widget.GridWidget;
var HighLight = caph.wui.widget.HighlightHelper;
var Panel = caph.wui.widget.Panel;
var options = {
    'frame': {
        'width': 600
        'height': 700
        'layout': {
            'row': 4,
            'column': 4
        },
    },
    'center-position': {
        'x': 800,
        'y': 550,
        'z': 1
    },
};
var page = new UIContext();
var gridwidget = new GridWidget(options);

var itemObjList = [];
var panel;
for ( i = 0; i <options_Panel.length; i++) {
    panel = new Panel(options_Panel[i]);
    itemObjList.push(panel);
}
gridwidget.addItemList(itemObjList);
gridwidget.setCurlItem(3);
var item = gridwidget.getActiveItem();
gridwidget.render(page);
// Panel is a child class of View
// So, gridwidget.getItem(0) is a kind of View
gridwidget.getItem(0).setRightWidget(gridwidget.getItem(2));
//HighLight
HighLight.init(page);
page.show();
caph.wui.widget.KeyControl.init();
```

setDownWidget

Description

Sets a destination widget for the original widget when doing the down operation.

Parameters	<div><div>■</div>dest</div> <div>- Object</div> <div>- the destination widget.</div>
Return	<div>■</div> Void
Emulator Support	Y
SDK Constraint	none

Example

```
var UIContext = caph.wui.widget.UIContext;
var GridWidget = caph.wui.widget.GridWidget;
var HighLight = caph.wui.widget.HighlightHelper;
var Panel = caph.wui.widget.Panel;
var options = {
    'frame': {
        'width': 600
        'height': 700
        'layout': {
            'row': 4,
            'column': 4
        },
    },
    'center-position': {
        'x': 800,
        'y': 550,
        'z': 1
    },
};
var page = new UIContext();
var gridwidget = new GridWidget(options);

var itemObjList = [];
var panel;
for ( i = 0; i <options_Panel.length; i++) {
    panel = new Panel(options_Panel[i]);
    itemObjList.push(panel);
}
gridwidget.addItemList(itemObjList);
gridwidget.setCurlItem(3);
var item = gridwidget.getActiveItem();
gridwidget.render(page);
// Panel is a child class of View
// So, gridwidget.getItem(1) is a kind of View
gridwidget.getItem(1).setDownWidget(gridwidget.getItem(3));
//HighLight
HighLight.init(page);
page.show();
caph.wui.widget.KeyControl.init();
```

setBypassWidget

Description

Set the bypass item which does not receive a highlight focus	
Parameters	■dest - Object - the destination widget.
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var GridWidget = caph.wui.widget.GridWidget; var HighLight = caph.wui.widget.HighlightHelper; var Panel = caph.wui.widget.Panel; var options = { 'frame': { 'width': 600 'height': 700 'layout': { 'row': 4, 'column': 4 }, }, 'center-position': { 'x': 800, 'y': 550, 'z': 1 }, }; var page = new UIContext(); var gridwidget = new GridWidget(options); var itemObjList = []; var panel; for (i = 0; i <options_Panel.length; i++) { panel = new Panel(options_Panel[i]); itemObjList.push(panel); } gridwidget.addItemListItem(itemObjList); gridwidget.setCurlItem(3); var item = gridwidget.getActiveItem(); gridwidget.render(page); // Panel is a child class of View // So, gridwidget.getItem(2) is a kind of View gridwidget.getItem(2).setBypassWidget(gridwidget.getItem(3)); //HighLight HighLight.init(page); page.show(); caph.wui.widget.KeyControl.init();</pre>	
setLeftWidget	
Description	
Sets a destination widget for the original widget when doing the left operation.	
Parameters	■dest - Object - the destination widget.
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var GridWidget = caph.wui.widget.GridWidget; var HighLight = caph.wui.widget.HighlightHelper; var Panel = caph.wui.widget.Panel; var options = { 'frame': { 'width': 600 'height': 700 'layout': { 'row': 4, 'column': 4 }, }, 'center-position': { 'x': 800, 'y': 550, 'z': 1 }, }; var page = new UIContext(); var gridwidget = new GridWidget(options); var itemObjList = []; var panel; for (i = 0; i <options_Panel.length; i++) { panel = new Panel(options_Panel[i]); itemObjList.push(panel); } gridwidget.addItemListItem(itemObjList); gridwidget.setCurlItem(3); var item = gridwidget.getActiveItem(); gridwidget.render(page); // Panel is a child class of View // So, gridwidget.getItem(2) is a kind of View gridwidget.getItem(2).setLeftWidget(gridwidget.getItem(0)); //HighLight HighLight.init(page); page.show(); caph.wui.widget.KeyControl.init();</pre>	
setUpWidget	
Description	

Sets a destination widget for the original widget when doing the up operation.	
Parameters	■dest - Object - the destination widget.
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

```
var UIContext = caph.wui.widget.UIContext;
var GridWidget = caph.wui.widget.GridWidget;
var HighLight = caph.wui.widget.HighlightHelper;
var Panel = caph.wui.widget.Panel;
var options = {
  'frame': {
    'width': 600
    'height': 700
    'layout': {
      'row': 4,
      'column': 4
    },
  },
  'center-position': {
    'x': 800,
    'y': 550,
    'z': 1
  },
};
var page = new UIContext();
var gridwidget = new GridWidget(options);

var itemObjList = [];
var panel;
for ( i = 0; i <options_Panel.length; i++) {
  panel = new Panel(options_Panel[i]);
  itemObjList.push(panel);
}
gridwidget.addItemListItem(itemObjList);
gridwidget.setCurlItem(3);
var item = gridwidget.getActiveItem();
gridwidget.render(page);
// Panel is a child class of View
// So, gridwidget.getItem(3) is a kind of View
gridwidget.getItem(3).setUpWidget(gridwidget.getItem(1));
//HighLight
HighLight.init(page);
page.show();
caph.wui.widget.KeyControl.init();
```

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 View = caph.wui.widget.View;
var Box = caph.wui.widget.Box;
var uicontext = new UIContext();
var view = new View();
var box = new Box({
  'frame': {
    'width': 100,
    'height': 100
  }
});
box.render(uicontext);
box.setCenterPosition (100, 100, 0);
box.setRotation(0, 0, 0);
var rot = view.getRotation.call(box);
```

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 View = caph.wui.widget.View;
var Box = caph.wui.widget.Box;
var uicontext = new UIContext();
var view = new View();
var box = new Box({
  'frame': {
    'width': 100,
    'height': 100
  }
});
box.render(uicontext);
box.setCenterPosition (100, 100, 0);
box.setScale(0.8, 0.5, 0);
var scale = view.getScale.call(box);
```

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 (0,0).

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 View = caph.wui.widget.View;
var Box = caph.wui.widget.Box;
var uicontext = new UIContext();
var view = new View();
var box = new Box({
  'frame': {
    'width': 100,
    'height': 100
  }
});
box.render(uicontext);
box.setCenterPosition (100, 100, 0);
var pos = view.getCenterPosition.call(box);
```

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 View = caph.wui.widget.View;
var Box = caph.wui.widget.Box;
var uicontext = new UIContext();
var view = new View();
var box = new Box({
  'frame': {
    'width': 100,
    'height': 100
  }
});
box.render(uicontext);
box.setCenterPosition (100, 100, 0);
view.setRotation.call(box, Math.PI/4, 0, 0);
```

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 View = caph.wui.widget.View;
var Box = caph.wui.widget.Box;
var uicontext = new UIContext();
var view = new View();
var box = new Box({
  'frame': {
    'width': 100,
    'height': 100
  }
});
box.render(uicontext);
box.setCenterPosition (100, 100, 0);
view.setScale.call(box, 0.8, 0.5, 0);
```

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
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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 View = caph.wui.widget.View;
var Box = caph.wui.widget.Box;
var uicontext = new UIContext();
var view = new View();
var box = new Box({
  'frame': {
    'width': 100,
    'height': 100
  }
});
box.render(uicontext);
box.setCenterPosition(100,100,0);
box.addCls('myview');
view.removeCls.call(box, 'myview');
```

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
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SDK Constraint	none
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Example

```
var UIContext = caph.wui.widget.UIContext;
var View = caph.wui.widget.View;
var Box = caph.wui.widget.Box;
var uicontext = new UIContext();
var view = new View();
var box = new Box({
  'frame': {
    'width': 100,
    'height': 100
  }
});
box.render(uicontext);
box.setCenterPosition(100,100,0);
box.disable();
var rc = view.isEnabled.call(box);
```

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 View = caph.wui.widget.View;
var Box = caph.wui.widget.Box;
var uicontext = new UIContext();
var view = new View();
var box = new Box({
  'frame': {
    'width': 100,
    'height': 100
  }
});
box.render(uicontext);
box.setCenterPosition(100,100,0);
box.hide();
var isVisible = view.isVisible.call(box);
```

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 View = caph.wui.widget.View;
var Box = caph.wui.widget.Box;
var uicontext = new UIContext();
var view = new View();
var box = new Box({
  'frame': {
    'width': 100,
    'height': 100
  }
});
box.render(uicontext);
box.setCenterPosition(100,100,0);
box.setOpacity(0.5);
var op = view.getOpacity.call(box);
```

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 View = caph.wui.widget.View;
var Box = caph.wui.widget.Box;
var uicontext = new UIContext();
var view = new View();
var box = new Box({
  'frame': {
    'width': 100,
    'height': 100
  }
});
box.render(uicontext);
box.setCenterPosition(100,100,0);
var childList = view.getChildNodes.call(box);
```

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 View = caph.wui.widget.View;
var Box = caph.wui.widget.Box;
var uicontext = new UIContext();
var view = new View();
var box = new Box({
  'frame': {
    'width': 100,
    'height': 100
  }
});
box.render(uicontext);
box.setCenterPosition(100,100,0);
var ctype = view.getCType.call(box);
```

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

```
var UIContext = caph.wui.widget.UIContext;
var View = caph.wui.widget.View;
var Box = caph.wui.widget.Box;
var uiContext = new UIContext();
var view = new View();
var box = new Box({
  'frame': {
    'width': 100,
    'height': 100
  }
});
box.render(uiContext);
box.setCenterPosition(100,100,0);
var dom = view.getDomElement.call(box);
```

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 View = caph.wui.widget.View;  
var Box = caph.wui.widget.Box;  
var uiContext = new UIContext();  
var view = new View();  
var box = new Box({  
  'frame': {  
    'width': 100,  
    'height': 100  
  }  
});  
box.render(uiContext);  
box.setCenterPosition(100,100,0);  
var func = function() {  
  console.log(1);  
}  
box.addEventListener('resize', func);  
view.removeEventListener.call(box, 'resize', func);
```

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	<ul style="list-style-type: none"> ■Void
Emulator Support	Y
SDK Constraint	none

Example

```
var uiContext = caph.wui.widget.uiContext;
var View = caph.wui.widget.View;
var Box = caph.wui.widget.Box;
var uiContext = new UIContext();
var view = new View();
var box = new Box({
  'frame': {
    'width': 100,
    'height': 100
  }
});
box.render(uiContext);
box.setCenterPosition(100,100,0);
var func = function() {
  console.log(1);
}
view.addEventListener.call(box, 'resize', 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 View = caph.wui.widget.View; var Box = caph.wui.widget.Box; var uicontext = new UIContext(); var view = new View(); var box = new Box({ 'frame': { 'width': 100, 'height': 100 } }); box.render(uicontext); box.setCenterPosition(100,100,0); var parentList = view.getParentNodes.call(box);</pre>	
addCls	
Description	
Adds specified css class for current widget, when css is added successfully, new style will apply on the widget.	
Parameters	<div>■cls</div> <div>- String</div> <div>- The class name for the current widget.</div>
Return	<div>■Void</div>
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var View = caph.wui.widget.View; var Box = caph.wui.widget.Box; var uicontext = new UIContext(); var view = new View(); var box = new Box({ 'frame': { 'width': 100, 'height': 100 } }); box.render(uicontext); box.setCenterPosition(100,100,0); view.addCls.call(box, 'myview');</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	<div>■Void</div>
Return	<div>■Void</div>
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var View = caph.wui.widget.View; var Box = caph.wui.widget.Box; var uicontext = new UIContext(); var view = new View(); var box = new Box({ 'frame': { 'width': 100, 'height': 100 } }); box.render(uicontext); box.setCenterPosition(100,100,0); view.blur.call(box);</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	<div>■Void</div>
Return	<div>■Void</div>
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var View = caph.wui.widget.View; var Box = caph.wui.widget.Box; var uicontext = new UIContext(); var view = new View(); var box = new Box({ 'frame': { 'width': 100, 'height': 100 } }); box.render(uicontext); box.setCenterPosition(100,100,0); view.click.call(box);</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 View = caph.wui.widget.View; var Box = caph.wui.widget.Box; var uiContext = new UIContext(); var view = new View(); var box = new Box({ 'frame': { 'width': 100, 'height': 100 } }); box.render(uiContext); box.setCenterPosition(100,100,0); view.disable.call(box);</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 View = caph.wui.widget.View; var Box = caph.wui.widget.Box; var uiContext = new UIContext(); var view = new View(); var box = new Box({ 'frame': { 'width': 100, 'height': 100 } }); box.render(uiContext); box.setCenterPosition(100,100,0); view.disableHighLight.call(box);</pre>	
enable	
Description	
Enables widget, to make widget be able to be operated by user.	
Parameters	■Void
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var View = caph.wui.widget.View; var Box = caph.wui.widget.Box; var uiContext = new UIContext(); var view = new View(); var box = new Box({ 'frame': { 'width': 100, 'height': 100 } }); box.render(uiContext); box.setCenterPosition(100,100,0); view.enable.call(box);</pre>	
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 View = caph.wui.widget.View;
var Box = caph.wui.widget.Box;
var uicontext = new UIContext();
var view = new View();
var box = new Box({
  'frame': {
    'width': 100,
    'height': 100
  }
});
box.render(uicontext);
box.setCenterPosition(100,100,0);
view.enableHighLight.call(box);
```

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 View = caph.wui.widget.View;
var Box = caph.wui.widget.Box;
var uicontext = new UIContext();
var view = new View();
var box = new Box({
  'frame': {
    'width': 100,
    'height': 100
  }
});
box.render(uicontext);
box.setCenterPosition(100,100,0);
view.focus.call(box);
```

hide

Description

Hides widget to make it invisible on the screen, registd listeners for this are invoked, if duration is greater than 0 , 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 View = caph.wui.widget.View;
var Box = caph.wui.widget.Box;
var uicontext = new UIContext();
var view = new View();
var box = new Box({
  'frame': {
    'width': 100,
    'height': 100
  }
});
box.render(uicontext);
box.setCenterPosition(100,100,0);
view.hide.call(box);
```

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 View = caph.wui.widget.View;
var Box = caph.wui.widget.Box;
var uicontext = new UIContext();
var view = new View();
var box = new Box({
  'frame': {
    'width': 100,
    'height': 100
  }
});
box.render(uicontext);
box.setCenterPosition(100,100,0);
view.setOpacity.call(box, 0.5);
```

show

Description

Shows the widget to make it visible on the screen, registred listeners for this are invoked, if duration is greater than 0, that is there exists a fade animation, registred 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 View = caph.wui.widget.View; var Box = caph.wui.widget.Box; var uicontext = new UIContext(); var view = new View(); var box = new Box({ 'frame': { 'width': 100, 'height': 100 } }); box.render(uicontext); box.setCenterPosition(100,100,0); view.show.call(box);</pre>	
<h2>getPosition</h2>	
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 (0,0).	
Parameters	■Void
Return	■Object - Position object, including x, y, z value. * x : (Number) The x coordinate of 3D object, the unit is pixels. * y : (Number) The y coordinate of 3D object, the unit is pixels. * z : (Number) The z coordinate defines the order of overlap widgets, if z is too big, the widget will display above. e.g. 0, 1, 2 and etc.
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var View = caph.wui.widget.View; var Box = caph.wui.widget.Box; var uicontext = new UIContext(); var view = new View(); var box = new Box({ 'frame': { 'width': 100, 'height': 100 } }); box.render(uicontext); box.setPosition (100, 100, 0); var pos = view.getPosition.call(box);</pre>	
<h2>setOptions</h2>	
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 View = caph.wui.widget.View; var Box = caph.wui.widget.Box; var uicontext = new UIContext(); var view = new View(); var box = new Box({ 'frame': { 'width': 100, 'height': 100 } }); box.render(uicontext); var opt = { 'opacity': 0.8 }; view.setOptions.call(box, opt);</pre>	
<h2>destroy</h2>	
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 View = caph.wui.widget.View;
var Box = caph.wui.widget.Box;
var uicontext = new UIContext();
var view = new View();
var box = new Box({
  'frame': {
    'width': 100,
    'height': 100
  }
});
box.render(uicontext);
view.destroy.call(box);
```

setAbsolutePosition

Description

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

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

```
var UIContext = caph.wui.widget.UIContext;
var View = caph.wui.widget.View;
var Box = caph.wui.widget.Box;
var uicontext = new UIContext();
var view = new View();
var box = new Box({
  'frame': {
    'width': 100,
    'height': 100
  }
});
box.render(uicontext);
view.setAbsolutePosition.call(box, 100, 100, 0);
```

setCenterPosition

Description

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

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

```
var UIContext = caph.wui.widget.UIContext;
var View = caph.wui.widget.View;
var Box = caph.wui.widget.Box;
var uicontext = new UIContext();
var view = new View();
var box = new Box({
  'frame': {
    'width': 100,
    'height': 100
  }
});
box.render(uicontext);
view.setCenterPosition.call(box, 100, 100, 0);
```

setPosition

Description

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

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

Example

```
var UIContext = caph.wui.widget.UIContext;
var View = caph.wui.widget.View;
var Box = caph.wui.widget.Box;
var uicontext = new UIContext();
var view = new View();
var box = new Box({
  'frame': {
    'width': 100,
    'height': 100
  }
});
box.render(uicontext);
view.setPosition.call(box, 100, 100, 0);
```

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 View = caph.wui.widget.View;
var Box = caph.wui.widget.Box;
var uicontext = new UIContext();
var view = new View();
var box = new Box({
  'frame': {
    'width': 100,
    'height': 100
  }
});
view.render.call(box, uicontext);
```

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 View = window.caph.wui.widget.View;
var view = new View();
var obj = view.clone(view);
```

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 View = window.caph.wui.widget.View;
var view = new View();
var obj = view.clone(view);
var isequal = obj.equals(obj);
```

View

Description

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

Parameters	■options (Optional) - Object * id : (Number) The id of widget. * name : (String) The name of widget.
Return	■Object - The layout of the widget, including row , column and type which may be vertical, horizontal or grid.
Emulator Support	Y
SDK Constraint	none

Example

```
var View = caph.wui.widget.View;
var view = new View();
```

