

CAPH.WUI.WIDGET.NAVIGATOR

Navigator represents a container of a set of widgets, It can add sets of strings and images. It will convert each set of string and image to a label and image widget. The set of label and image widget will be used as a tag. User can create a tool-bar easily by using this widget. And the tag has 4 display modes, which look beautiful. Navigator can manage the size and the position of tags in it. The main APIs of navigator are 'addCls', 'addEvent', 'addItem', 'fireEvent', 'getCurIndex', 'getItem', 'removeCls', 'removeEvent', 'removeItemByIndex', 'select', 'setCurIndex.'

Contents

Constructor

Navigator

Methods

fireEvent
select
getItem
removeEvent
clone
equals
getSize
setWidth
setHeight
setSize
addEvent
removeItemByIndex
setCenterPosition
setCurIndex
addCls
getItems
removeCls
getCurIndex
addItem
getDomEl
blur
focus
setAbsolutePosition
addEventListener
click
destroy
removeEventListener
render
getChildNodes
getCType
getParentNode
getCenterPosition
getRotation
hide
show
disable
enable
disableHighLight
enableHighLight
isEnabled
isVisible
setOpacity
getOpacity
setRotation
setScale
getScale
setPosition
getPosition
setOptions
Navigator

Constructor

| Navigator | | |
|--|--------|--|
| Description | | |
| The constructor of navigator component, in order to create navigator object. | | |
| Parameters | | |
| option | Object | some options is the same with arguments of parent class view, other differences as below * frame.labelCls : (String) * frame.interval : (Number-unit) pixel * frame.maxSize : (Number) * frame.cycle : (Boolean) * focusHighlightCls : (String) * focusClsTargetWidth : (Number-unit) pixel * focusClsTargetHeight : (Number-unit) pixel |

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| Emulator Support | Y |
| SDK Constraint | None |
| Example | |
| <pre>var Navigator = caph.wui.widget.Navigator; var options = { 'frame': { 'width': 450, 'height': 90, 'focusHighlightCls': '', 'focusClsTargetWidth': 90, 'focusClsTargetHeight': 90 }, 'center_position': { 'x': 1000, 'y': 50, 'z': 1, }, 'labelCls': 'bb', 'maxSize': 5, 'cycle': false, 'interval': 10 }; var navigator = new Navigator(options); var state0 = { 'normal': './img/social_normal.png', 'focus': './img/social_focus2.png', 'select': './img/social_selected.png', 'hover': './img/social_over.png', 'text': 'Social' }; // Let's say index and stateOptions are given // In case that the number of parameters is 2, the second parameter is considered as stateOptions navigator.addItem(0, state0);</pre> | |

Methods

fireEvent

| | |
|---|---|
| Description | |
| Make the index of tap to fire the type of event. if the tap have the type of monitor, the type of monitor function will be invoked. | |
| Parameters | <ul style="list-style-type: none">■index<ul style="list-style-type: none">- Number- The index of the navigator, it should between 0- maxSize■type<ul style="list-style-type: none">- Event type- It can be one of the follow one e.g.{'click','focus','mouseover','mouseout','keydown','keyup'} |
| Return | ■Void |
| Emulator Support | Y |
| SDK Constraint | none |

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|---|--|
| Example | |
| <pre>var Navigator = caph.wui.widget.Navigator; var navigator = new Navigator(); navigator.fireEvent(3, "click");</pre> | |

select

| | |
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| Description | |
| Select an item of the navigator component by index, the item will be selected status | |
| Parameters | <ul style="list-style-type: none">■index<ul style="list-style-type: none">- Number- The index of item of navigator, which will be selected |
| Return | ■Void |
| Emulator Support | Y |
| SDK Constraint | none |

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| Example | |
| <pre>var Navigator = caph.wui.widget.Navigator; var navigator = new Navigator(); navigator.select(3);</pre> | |

getItem

| | |
|--|---|
| Description | |
| Get the item of the navigator by index | |
| Parameters | <ul style="list-style-type: none">■index<ul style="list-style-type: none">- Number- The index of item of the navigator |
| Return | ■Object <ul style="list-style-type: none">- The item on the index |
| Emulator Support | Y |
| SDK Constraint | none |

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| Example | |
| <pre>var Navigator = caph.wui.widget.Navigator; var navigator = new Navigator(); navigator.getItem(3);</pre> | |

removeEvent

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| Description | |
| Remove the type of monitor from the tap. The event function couldn't be invoked when the type event is fired. | |
| | |

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|---|--|
| Parameters | <div> <div> <div>■index</div> <div>- Number</div> <div>- The index of the navigator, it should between 0</div> <div>- maxSize</div> </div> <div> <div>■type</div> <div>- Event type</div> <div>- It can be one of the follow one</div> <div>e.g.{'click','focus','mouseover','mouseout','keydown','keyup'}</div> </div> </div> |
| Return | <div> <div>■Void</div> </div> |
| Emulator Support | Y |
| SDK Constraint | none |
| Example | |
| <pre>var Navigator = caph.wui.widget.Navigator; var navigator = new Navigator(); navigator.removeEvent(3, "click");</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 | <div> <div>■Void</div> </div> |
| Return | <div> <div>■Object</div> <div>- The cloned object.</div> </div> |
| Emulator Support | Y |
| SDK Constraint | none |
| Example | |
| <pre>var Navigator = caph.wui.widget.Navigator; var widget = new Navigator(); 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 | <div> <div>■Object</div> <div>- Object</div> <div>- The object which wants to compare with current object.</div> </div> |
| Return | <div> <div>■Boolean</div> <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> </div> |
| Emulator Support | Y |
| SDK Constraint | none |
| Example | |
| <pre>var Navigator = caph.wui.widget.Navigator; var widget = new Navigator(); var obj = widget.clone(); var isequal = obj.equals(widget);</pre> | |
| getSize | |
| Description | |
| Returns the size of the container. If user don't set the size, it will return {width:0,height:7}. | |
| Parameters | <div> <div>■Void</div> </div> |
| Return | <div> <div>■size</div> <div>- Object</div> <div>- The size of box with width and height, their units are pixel(px). e.g. {width:100, height:100}.</div> </div> |
| Emulator Support | Y |
| SDK Constraint | none |
| Example | |
| <pre>var Navigator = caph.wui.widget.Navigator; var widget = new Navigator(); var size = widget.getSize();</pre> | |
| setWidth | |
| Description | |
| Set the width of the widget, the width of the widget will be changed after user invokes the function. | |
| Parameters | <div> <div>■width</div> <div>- Number</div> <div>- The width of label, the unit is pixel(px), if null or negative, the value will be ignore, e.g. 300.</div> </div> |
| Return | <div> <div>■Void</div> </div> |
| Emulator Support | Y |
| SDK Constraint | none |
| Example | |
| <pre>var Navigator = caph.wui.widget.Navigator; var widget = new Navigator(); widget.setWidth(300);</pre> | |
| setHeight | |
| Description | |

| | |
|--|---|
| Set the height of widget, the height of widget will be changed after user invokes the function. | |
| Parameters | <div><div>■height</div><div><div>- Number</div><div>- pixel : The height of label, the unit is pixel(px), if null or negative, the value will be ignore, e.g. 100.</div></div></div> |
| Return | <div>■Void</div> |
| Emulator Support | Y |
| SDK Constraint | none |
| Example | |
| <pre>var Navigator = caph.wui.widget.Navigator; var widget = new Navigator(); widget.setHeight(300);</pre> | |
| <h2>setSize</h2> | |
| Description | |
| Sets the width and height of the widget, the widget's size would be changed by right called. | |
| Parameters | <div><div>■width</div><div><div>- Number</div><div>- pixel : The height of label, if null or negative, the value will be ignore. The unit is pixel(px), e.g. 10.</div></div><div>■height</div><div><div>- Number</div><div>- pixel : The height of label, if null or negative, the value will be ignore. The unit is pixel(px), e.g. 10.</div></div></div> |
| Return | <div>■Void</div> |
| Emulator Support | Y |
| SDK Constraint | none |
| Example | |
| <pre>var Navigator = caph.wui.widget.Navigator; var widget = new Navigator(); widget.setSize(300, 600);</pre> | |
| <h2>addEvent</h2> | |
| Description | |
| Add a monitor to the index of the tap. The event function will be invoke when the type event is fired. | |
| Parameters | <div><div>■index</div><div><div>- Number</div><div>- The index of the navigator, it should between 0</div><div>- maxSize</div></div><div>■type</div><div><div>- Event type</div><div>- It can be one of the follow one</div><div>e.g.{"click","focus","mouseover","mouseout","keydown","keyup"}</div></div><div>■event</div><div><div>- Function</div><div>- User event function.</div></div></div> |
| Return | <div>■Void</div> |
| Emulator Support | Y |
| SDK Constraint | none |
| Example | |
| <pre>var Navigator = caph.wui.widget.Navigator; var navigator = new Navigator(); navigator.addEvent(3, "click", function(){});</pre> | |
| <h2>removeItemByIndex</h2> | |
| Description | |
| Remove the item from the navigator component by index, the item will disappear from the screen, after this function is called | |
| Parameters | <div><div>■index</div><div><div>- Number</div><div>- The index of item of the navigator, it should between 0 and maxSize</div></div></div> |
| Return | <div>■Void</div> |
| Emulator Support | Y |
| SDK Constraint | none |
| Example | |
| <pre>var Navigator = caph.wui.widget.Navigator; var navigator = new Navigator(); navigator.removeItemByIndex(3);</pre> | |
| <h2>setCenterPosition</h2> | |
| Description | |
| Set the center position of Navigator | |
| Parameters | <div><div>■x</div><div><div>-Number</div><div>- The x coordinate</div></div><div>■y</div><div><div>- Number</div><div>- The y coordinate</div></div><div>■z</div><div><div>- Number</div><div>- The y coordinate</div></div></div> |
| Return | <div>■Void</div> |
| Emulator Support | Y |
| SDK Constraint | none |

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| Example | |
| <pre>var Navigator = caph.wui.widget.Navigator; var navigator = new Navigator(); navigator.setCenterPosition(300, 300, 0);</pre> | |
| setCurIndex | |
| Description | |
| Set the current active item by the index of the navigator, the index item in the navigator will be activated | |
| Parameters | <div>■index</div> <div>- Number</div> <div>- The index item of navigator which will be activated, the index should between 0 and maxSize</div> |
| Return | ■Void |
| Emulator Support | Y |
| SDK Constraint | none |
| Example | |
| <pre>var Navigator = caph.wui.widget.Navigator; var navigator = new Navigator(); navigator.setCurIndex(3);</pre> | |
| addCls | |
| Description | |
| Add specified css class for the label in the tag, which is convert from the input text, when css is added successfully, new style will apply on the | |
| Parameters | <div>■cls</div> <div>- String</div> <div>- The class name for the current widget</div> |
| Return | ■Void |
| Emulator Support | Y |
| SDK Constraint | none |
| Example | |
| <pre>var Navigator = caph.wui.widget.Navigator; var navigator = new Navigator(); navigator.addCls("mid");</pre> | |
| getItems | |
| Description | |
| Return all widgets in current navigator. It is a map, with key and value, key is index of widget, value is widget object. | |
| Parameters | ■Void |
| Return | <div>■map</div> <div>- Object</div> <div>- Map : a map which include all items in navigator.</div> |
| Emulator Support | Y |
| SDK Constraint | none |
| Example | |
| <pre>var Navigator = caph.wui.widget.Navigator; var navigator = new Navigator(); navigator.getItems();</pre> | |
| removeCls | |
| Description | |
| Remove specific css class from the label in the tag, which is convert from the input text, when css is removed successfully, the specified css style will be removed from the widget | |
| Parameters | <div>■cls</div> <div>- String</div> <div>- The class name of the navigator.</div> |
| Return | ■Void |
| Emulator Support | Y |
| SDK Constraint | none |
| Example | |
| <pre>var Navigator = caph.wui.widget.Navigator; var navigator = new Navigator(); navigator.removeCls(cls);</pre> | |
| getCurIndex | |
| Description | |
| Return index of current active item. If the current active item is not in the navigator, it will return null | |
| Parameters | ■Void |
| Return | <div>■Number</div> <div>- Number</div> <div>- integer type, The Index of Current active item.</div> |
| Emulator Support | Y |
| SDK Constraint | none |
| Example | |
| <pre>var Navigator = caph.wui.widget.Navigator; var navigator = new Navigator(); var index = navigator.getCurIndex ();</pre> | |
| | |

addItem

Description

Add an image and text to navigator component as an index item and display at the position by the index

Parameters

- index
 - Number
 - index The index of item be added to the navigator, it should between 0 and maxSize
- url (Optional)
 - String
 - url The path of image, the image will be loaded to the index item. In case that the number of parameters is 2, the second parameter is considered as stateOptions
- text (Optional)
 - String
 - This is the string which user want to display in the text area of item of the navigator
- stateOptions (Optional)
 - Object
 - The different statuses of current item of navigator e.g. {focus:'testUrl1', 'select':'testUrl2', 'hover':'testUrl3'}. In case that the number of parameters is 2, the second parameter is considered as stateOptions

Return

■Void

Emulator Support

Y

SDK Constraint

none

Example

```
var Navigator = caph.wui.widget.Navigator;
var navigator = new Navigator();
var state0 = {
  'normal': './img/social_normal.png',
  'focus': './img/social_focus2.png',
  'select': './img/social_selected.png',
  'hover': './img/social_over.png',
  'text': 'Social'
};
// Let's say index and stateOptions are given
// In case that the number of parameters is 2, the second parameter is considered as stateOptions
navigator.addItem( 0, state0 );
```

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 Navigator = caph.wui.widget.Navigator;

var info = {x: 300, y: 300, z: 0, width: 300, height: 300};
var uiContext = new UIContext();
var widget = new Navigator();

var dom = widget.getDomEl(); //call the view getDomEl method
```

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 Navigator = caph.wui.widget.Navigator;

var info = {x: 300, y: 300, z: 0, width: 300, height: 300};
var uiContext = new UIContext();
var widget = new Navigator();

widget.blur(); //call the view blur method
```

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

```
widget.focus(); //call the view focus method
```

setAbsolutePosition

Description

Sets absolute position of widget in the screen, x,y value of the top and left of the screen is (0,14).

| | |
|------------------|---|
| Parameters | <ul style="list-style-type: none"> ■ 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 y coordinate, can be a percentage or a number ,like 50% or 500,50% means 50% of the screen, the unit is pixel |
| Return | <ul style="list-style-type: none"> ■ Void |
| Emulator Support | Y |
| SDK Constraint | none |

Example

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

```
widget.setAbsolutePosition(x, y, z); //call the view setAbsolutePosition method
```

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

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

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

```
widget.click(); //call the view click method
```

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 Navigator = caph.wui.widget.Navigator; var info = {x: 300, y: 300 ,z:0, width:300, height:300}; var uicontext = new UIContext(); var widget = new Navigator(); widget.setCenterPosition (info.x, info.y, info.z); widget.destroy(); //call the view destroy method</pre> | |

removeEventListener

| | |
|---|---|
| Description | |
| Removes all listeners according the type and event. | |
| Parameters | <div>■type</div> <div>- String</div> <div>- Listener type of event, including 'onfocus', 'onblur', 'onkeydown'.</div> <div>* 'onfocus'- the type of function will be called when the widget is focused.</div> <div>* 'onblur'- the type of function will be called when the widget is blurred.</div> <div>* 'onkeydown' - the type of fun}</div> <div>■func</div> <div>- Function</div> <div>- The callback to remove</div> |
| Return | ■Void |
| Emulator Support | Y |
| SDK Constraint | none |
| Example | |
| <pre>var UIContext = caph.wui.widget.UIContext; var Navigator = caph.wui.widget.Navigator; var info = {x: 300, y: 300 ,z:0, width:300, height:300}; var uicontext = new UIContext(); var widget = new Navigator(); widget.setCenterPosition (info.x, info.y, info.z); widget.removeEventListener('click', function(){ //listen the remove event });</pre> | |

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 | <div>■object</div> <div>- Json object</div> <div>- An existing widget that this widget will be rendered on.</div> |
| Return | ■Void |
| Emulator Support | Y |
| SDK Constraint | none |
| Example | |
| <pre>var UIContext = caph.wui.widget.UIContext; var Navigator = caph.wui.widget.Navigator; var info = {x: 300, y: 300 ,z:0, width:300, height:300}; var uicontext = new UIContext(); var widget = new Navigator(); widget.setCenterPosition (info.x, info.y, info.z); widget.render(uicontext);</pre> | |

getChildNodes

| | |
|--|--|
| Description | |
| Returns child nodes of current widget, child nodes are those widgets rendered on the current widget. | |
| Parameters | ■Void |
| Return | <div>■Array</div> <div>- The child nodes list.</div> |
| Emulator Support | Y |
| SDK Constraint | none |
| Example | |
| <pre>var UIContext = caph.wui.widget.UIContext; var Navigator = caph.wui.widget.Navigator; var info = {x: 300, y: 300 ,z:0, width:300, height:300}; var uicontext = new UIContext(); var widget = new Navigator(); widget.setCenterPosition (info.x, info.y, info.z); var childList = widget.getChildNodes();</pre> | |

getCType

| | |
|--|--|
| Description | |
| Returns the type of the widget, every widget have different ctype, it is identification of widget. | |
| Parameters | ■Void |
| Return | <div>■String</div> <div>- 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</div> |

| | |
|--|---|
| Emulator Support | Y |
| SDK Constraint | none |
| Example | |
| <pre>var UIContext = caph.wui.widget.UIContext; var Navigator = caph.wui.widget.Navigator; var info = {x: 300, y: 300 ,z:0, width:300, height:300}; var uicontext = new UIContext(); var widget = new Navigator(); widget.setCenterPosition (info.x, info.y, info.z); var ctype = widget.getType();</pre> | |
| <h2>getParentNode</h2> | |
| 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 Navigator = caph.wui.widget.Navigator; var info = {x: 300, y: 300 ,z:0, width:300, height:300}; var uicontext = new UIContext(); var widget = new Navigator(); widget.setCenterPosition (info.x, info.y, info.z); var parentList = widget.getParentNodes();</pre> | |
| <h2>getCenterPosition</h2> | |
| 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 (0,14). | |
| 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 Navigator = caph.wui.widget.Navigator; var info = {x: 300, y: 300 ,z:0, width:300, height:300}; var uicontext = new UIContext(); var widget = new Navigator(); widget.setCenterPosition (info.x, info.y, info.z); var pos = widget.getCenterPosition();</pre> | |
| <h2>getRotation</h2> | |
| 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 | |
| <pre>var UIContext = caph.wui.widget.UIContext; var Navigator = caph.wui.widget.Navigator; var info = {x: 300, y: 300 ,z:0, width:300, height:300}; var uicontext = new UIContext(); var widget = new Navigator(); widget.setCenterPosition (info.x, info.y, info.z); var rot = widget.getRotation();</pre> | |
| <h2>hide</h2> | |
| Description | |
| Hide the color tag when current uicontext is home uicontext or detail uicontext. | |
| 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 | |
| <pre>var UIContext = caph.wui.widget.UIContext; var Navigator = caph.wui.widget.Navigator; var info = {x: 300 ,y: 300 ,z:0 ,width:300 ,height:300}; var uicontext = new UIContext(); var widget = new Navigator(); widget.setCenterPosition (info.x, info.y, info.z); widget.hide();</pre> | |
| show | |
| Description | |
| Shows the widget to make it visible on the screen, registered listeners for this are invoked, if duration is greater than 13, that is there exists a fade animation, registered listeners will be invoked during the animation. | |
| Parameters | ■duration (Optional) - Number - (ms) If greater than 0, view will have a fade animation to show itself, the unit is milliseconds. |
| Return | ■Void |
| Emulator Support | Y |
| SDK Constraint | none |
| Example | |
| <pre>var UIContext = caph.wui.widget.UIContext; var Navigator = caph.wui.widget.Navigator; var info = {x: 300 ,y: 300 ,z:0 ,width:300 ,height:300}; var uicontext = new UIContext(); var widget = new Navigator(); widget.setCenterPosition (info.x, info.y, info.z); widget.hide(); widget.show();</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 Navigator = caph.wui.widget.Navigator; var info = {x: 300 ,y: 300 ,z:0 ,width:300 ,height:300}; var uicontext = new UIContext(); var widget = new Navigator(); widget.setCenterPosition (info.x, info.y, info.z); widget.hide(); widget.show(); widget.disable();</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 Navigator = caph.wui.widget.Navigator; var info = {x: 300 ,y: 300 ,z:0 ,width:300 ,height:300}; var uicontext = new UIContext(); var widget = new Navigator(); widget.setCenterPosition (info.x, info.y, info.z); widget.hide(); widget.show(); widget.enable();</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 | |
| | |

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

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

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

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 Navigator = caph.wui.widget.Navigator;

var info = {x: 300, y: 300 ,z:0, width:300, height:300};
var uiContext = new UIContext();
var widget = new Navigator();
widget.setCenterPosition (info.x, info.y, info.z);
widget.render(uiContext);
widget.hide();
widget.show();
widget.disable();
widget.enable();

var rc = widget.isEnabled();
```

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 Navigator = caph.wui.widget.Navigator;

var info = {x: 300, y: 300 ,z:0, width:300, height:300};
var uiContext = new UIContext();
var widget = new Navigator();
widget.setCenterPosition (info.x, info.y, info.z);
widget.render(uiContext);
widget.hide();
widget.show();
widget.disable();
widget.enable();

var rc = widget.isVisible();
```

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 | |
| <pre>var UIContext = caph.wui.widget.UIContext; var Navigator = caph.wui.widget.Navigator; var info = {x: 300 ,y: 300 ,z:0, width:300, height:300}; var uicontext = new UIContext(); var widget = new Navigator(); widget.setCenterPosition (info.x, info.y, info.z); widget.setOpacity(0.5);</pre> | |
| 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 | |
| <pre>var UIContext = caph.wui.widget.UIContext; var Navigator = caph.wui.widget.Navigator; var info = {x: 300 ,y: 300 ,z:0, width:300, height:300}; var uicontext = new UIContext(); var widget = new Navigator(); widget.setCenterPosition (info.x, info.y, info.z); widget.setOpacity(0.5); var op = widget.getOpacity();</pre> | |
| 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 | |
| <pre>var UIContext = caph.wui.widget.UIContext; var Navigator = caph.wui.widget.Navigator; var info = {x: 300 ,y: 300 ,z:0, width:300, height:300}; var uicontext = new UIContext(); var widget = new Navigator(); widget.setCenterPosition (info.x, info.y, info.z); widget.setRotation(Math.PI/4, 0, 0);</pre> | |
| setScale | |
| Description | |
| Sets widget scale value, the display width and height of widget will be changed, but the value of height and width properties will not be modified. | |
| Parameters | ■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 | |
| <pre>var UIContext = caph.wui.widget.UIContext; var Navigator = caph.wui.widget.Navigator; var info = {x: 300 ,y: 300 ,z:0, width:300, height:300}; var uicontext = new UIContext(); var widget = new Navigator(); widget.setCenterPosition (info.x, info.y, info.z); widget.setScale(0.8, 0.5, 0);</pre> | |
| getScale | |
| Description | |
| Returns the scale value of the widget, including x, y, z coordinates. | |
| Parameters | ■Void |
| | |

| | |
|---|--|
| Return | ■Object <ul style="list-style-type: none">- 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 | |
| <pre>var UIContext = caph.wui.widget.UIContext; var Navigator = caph.wui.widget.Navigator; var info = {x: 300, 'y': 300 ,'z':0, width:300, height:300}; var uicontext = new UIContext(); var widget = new Navigator(); widget.setCenterPosition (info.x, info.y, info.z); widget.setScale(0.8, 0.5, 0); var scalePosValue = widget.getScale();</pre> | |
| 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 | |
| <pre>var UIContext = caph.wui.widget.UIContext; var Navigator = caph.wui.widget.Navigator; var info = {x: 300, 'y': 300 ,'z':0, width:300, height:300}; var uicontext = new UIContext(); var widget = new Navigator(); widget.setPosition (info.x, info.y, info.z);</pre> | |
| getPosition | |
| Description | |
| Returns top and left position of widget in the parent widget, include xy,z coordinate. xy value of the top and left of the parent widget is (0,14). | |
| 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 | |
| <pre>var UIContext = caph.wui.widget.UIContext; var Navigator = caph.wui.widget.Navigator; var info = {x: 300, 'y': 300 ,'z':0, width:300, height:300}; var uicontext = new UIContext(); var widget = new Navigator(); widget.setPosition (info.x, info.y, info.z); var pos = widget.getPosition();</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) <ul style="list-style-type: none">- 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 Navigator = caph.wui.widget.Navigator; var widget = new Navigator(); var options = { id:'testID', name:'testName', cls:'testCls', frame:{ width:100, height:100 } }; widget.setOptions(options);</pre> | |

Navigator

Description

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

Parameters

- options
 - Object
 - some options is the same with arguments of parent class view, other differences as below
 - * frame.labelCls : (String)
 - * frame.interval : (Number-unit) pixel
 - * frame.maxSize : (Number)
 - * frame.cycle : (Boolean)
 - * focusHighlightCls : (String)
 - * focusClsTargetWidth : (Number-unit) pixel
 - * focusClsTargetHeight : (Number-unit) pixel

Return

- Object
 - Navigator
 - An instance of Navigator

Emulator Support

Y

SDK Constraint

none

Example

```
var Navigator = caph.wui.widget.Navigator;
var options = {
  'frame': {
    'width': 450,
    'height': 90,
    'focusHighlightCls': '',
    'focusClsTargetWidth': 90,
    'focusClsTargetHeight': 90
  },
  'center_position': {
    'x': 1000,
    'y': 50,
    'z': 1,
  },
  'labelCls': 'bb',
  'maxSize': 5,
  'cycle': false,
  'interval': 10
};
var navigator = new Navigator(options);
var state0 = { 'normal': './img/social_normal.png', 'focus': './img/social_focus2.png', 'select': './img/social_selected.png', 'hover': './img/social_over.png', 'text': 'Social' };
.....

// Let's say index and stateOptions are given
// In case that the number of parameters is 2, the second parameter is considered as stateOptions
navigator.addItem( 0, state0 );
.....
```