

SF.SCENE

**** This class will not be supported in 2015.**

All functionalities of `sf.scene` class are more improved, integrating with CAPH. Therefore `sf.scene` class is not supported since 2015 Smart TV. To use functions of `sf.scene` class, refer to [here](#).

This class defines the Scene Manager functions.

Add the following line for `sf.scene` class into a html file your own :

```
<script type="text/javascript" src="$MANAGER_WIDGET/Common/af/2.0.0/loader.js"></script>
```

You can declare `sf.scene` class like this :

```
ex) var scene = sf.scene;
```

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Methods

clearKeyHandler

Description

This function clear all keyhandler.

Parameters	none
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Return	■Void
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Emulator Support	N
SDK Constraint	None
Example	
sf.scene.clearKeyHandler()	
focus	
Description	
This function binds the framework's keyHandler to the Scene keyHandler. The focused Scene keyHandler is used when remote key pressed. When used, the handleFocus method of the current scene and the handleBlur method of the scene that was previously focused are called. When the user presses a key on the remote control, the handleKeyDown method of the focused scene is called.	
Parameters	<ul style="list-style-type: none"> ■key <ul style="list-style-type: none"> - String - Scene ID ■data (Optional) <ul style="list-style-type: none"> - Any type - Data to be passed to the Scene. Use Array or JavaScript object to pass multiple values.
Return	■Void
Emulator Support	N
SDK Constraint	None
Example	
sf.scene.focus(SCENE_ID);	
get	
Description	
This function gets the Scene instance.	
Parameters	<ul style="list-style-type: none"> ■key <ul style="list-style-type: none"> - String - Scene ID
Return	<ul style="list-style-type: none"> ■Object <ul style="list-style-type: none"> - Scene instance
Emulator Support	N
SDK Constraint	None
Example	
sf.scene.get('Popup').popupcallback(rlt);	
getFocused	
Description	
This function gets current focused Scene ID. If the Scene ID is specified, gets whether the scene is focused.	
Parameters	<ul style="list-style-type: none"> ■sceneid (Optional) <ul style="list-style-type: none"> - String - If this "sceneid" is specified, get whether the Scene is focused or not.

Return	<div> <div>[if "sceneid" is not passed]</div> <div> <div>■String</div> <div>- Current focused scene ID.</div> </div> </div> <div> <div>[if "sceneid" is passed]</div> <div> <div>■Boolean</div> <div>- true : the scene is focused</div> <div>- false : the scene is not focused</div> </div> </div>
Emulator Support	N
SDK Constraint	None
Example	
var scene = sf.scene.getFocused();	
getKeyHandler	
Description	
This function gets keyhandler based on scene ID.	
Parameters	none
Return	<div> <div>■Object</div> <div>- Object containing the 'handler' and 'context' of the handler.</div> </div>
Emulator Support	N
SDK Constraint	None
Example	
sf.scene.getKeyHandler();	
getState	
Description	
This function gets status(visible, hidden, focused) of the Scene.	
Parameters	<div> <div>■sceneID</div> <div>- String</div> <div>- scene ID</div> </div>
Return	<div> <div>■String</div> <div>- status of the scene</div> </div>
Emulator Support	N
SDK Constraint	None
Example	
var a = sf.scene.getState("Env");	
getVisible	
Description	
This function gets whether the Scene is visible or not.	
Parameters	<div> <div>■sceneID</div> <div>- String</div> <div>- scene ID</div> </div>
Return	<div> <div>■Boolean</div> <div>- true : the scene is visible</div> <div>- false : the scene is not visible.</div> </div>
Emulator Support	N

SDK Constraint	None
Example	
<pre>var a = sf.scene.getVisible("PIG")</pre>	
hide	
Description	
<p>This function hides the Scene. When used, the handleHide method of the scene is called. The container DIV (id: Scene[SceneID]) of the Scene is hidden by setting the visibility property as hidden.</p>	
Parameters	<ul style="list-style-type: none"> ■key <ul style="list-style-type: none"> - String - Scene ID ■data (Optional) <ul style="list-style-type: none"> - Any type - Data to be passed to the Scene. Use Array or JavaScript object to pass multiple values.
Return	■Void
Emulator Support	N
SDK Constraint	None
Example	
<pre>sf.scene.hide(SCENE_ID);</pre>	
loadScenes	
Description	
<p>This function loads scenes and initialize instances.</p>	
Parameters	<ul style="list-style-type: none"> ■scenes <ul style="list-style-type: none"> - Array<String> - Array of scene id to load ■callback <ul style="list-style-type: none"> - Function - Callback function to be called when the scenes are loaded.
Return	■Void
Emulator Support	N
SDK Constraint	None
Example	
<pre>sf.scene.loadScenes(['Main', 'TitleList'], function () { // The scenes are loaded });</pre>	
popKeyHandler	
Description	
<p>This function deletes keyhandler on the top.</p>	
Parameters	none
Return	<ul style="list-style-type: none"> ■Object <ul style="list-style-type: none"> - Object containing the 'handler' and 'context' of the handler.
Emulator Support	N
SDK Constraint	None
Example	

```
sf.scene.popKeyHandler();
```

pushKeyHandler

Description

This function registers keyhandler and get handler ID.

Parameters

- handler
 - Function
 - key handler to push.
- options
 - Object
 - Object containing options of handler.
 - 'context' : (Object) context of the handler.

Return

- Number
 - ID number of the registered handler.

Emulator Support

N

SDK Constraint

None

Example

```
var id = sf.scene.pushKeyHandler(function () {}, {context: this});
```

removeKeyHandler

Description

This function deletes keyhandler.

Parameters

- id
 - Number
 - Handler's id to remove.

Return

- Void

Emulator Support

N

SDK Constraint

None

Example

```
var id = sf.scene.pushKeyHandler(function () {}, {context: this});  
sf.scene.removeKeyHandler(id);
```

returnFocus

Description

This function returns focus to the framework scene manager.

Parameters

none

Return

- Void

Emulator Support

N

SDK Constraint

None

Example

```
sf.scene.returnFocus();
```

show

Description

This function shows the Scene. When used, the `handleShow` method of Scene is called. The container DIV (id: `Scene[SceneID]`) of the Scene is shown by setting the visibility property as visible. If the Scene HTML is not loaded to the body, because the scene is used for the first time, the Scene Manager creates the scene container and the `initialize` method of the Scene is called.

Parameters	<ul style="list-style-type: none">■key<ul style="list-style-type: none">- String- Scene ID■data (Optional)<ul style="list-style-type: none">- Any type- Data to be passed to the Scene. Use Array or JavaScript object to pass multiple values.
Return	■Void
Emulator Support	N
SDK Constraint	None
Example	
<pre>sf.scene.show(SCENE_ID);</pre>	