

# CAPH.WUI.WIDGET.PROGRESSBAR

Progressbar represents the progress of current application. It is mainly used by Data Transfer, Download, Format, Auto Scan and software upgrade scene and so on. ProgressBar widget is one type of basic widget. The style of ProgressBar widget can be changed by CSS file. The main APIs of indicator is 'start', 'updateText', 'setCurrProgress', 'setIncrement' and 'cancelProgress.'

Contents

**Constructor**

**ProgressBar**

**Methods**

clone  
equals  
render  
addCls  
removeCls  
click  
destroy  
disable  
isEnabled  
disableHighLight  
enableHighLight  
focus  
blur  
hide  
isVisible  
setAbsolutePosition  
setCenterPosition  
getCenterPosition  
setIncrement  
setOpacity  
getOpacity  
setPosition  
getPosition  
setRotation  
getRotation  
setScale  
getScale  
show  
start  
cancelProgress  
updateText  
getChildNodes  
getCType  
getDomEl  
addEventListener  
removeEventListener  
setOptions  
getParentNode  
setCurrProgress  
ProgressBar

## Constructor

ProgressBar

Description		
The constructor of ProgressBar widget, in order to create progressBar object.		
Parameters		
options	Object	some of the options are the same with arguments of parent class box, other differences as below:
progress	Number	the current progress value of the operation, it can be set to 0~1.0, e.g. 0.1. * increment : (Number) the increm
Emulator Support	Y	
SDK Constraint	None	
Example		

```
var ProgressBar = caph.wui.widget.ProgressBar;
var options = {
  'frame': {
    'width': 400
  },
  'progress': 0,
  'increment': 0.1,
  'center-position': {
    x: 400,
    y: 200,
    z: 2
  }
};
var progressbar = new ProgressBar(options);
```

# Methods

## 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 ProgressBar = window.caph.wui.widget.ProgressBar;
var progressbar =new ProgressBar();
var obj = progressbar.clone();
```

## 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 ProgressBar = window.caph.wui.widget.ProgressBar;
var progressbar =new ProgressBar();
var obj = progressbar.clone();
var isequal = obj.equals(progressbar);
```

## 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 ProgressBar = caph.wui.widget.ProgressBar;
var uicontext = new UIContext();
var progressbar = new ProgressBar({
  'progress': 0,
  'increment': 0.1,
  'center-position': {
    x: 400,
    y: 200,
    z: 2
  }
});
progressbar.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
SDK Constraint	none

### Example

```
var UIContext = caph.wui.widget.UIContext;
var ProgressBar = caph.wui.widget.ProgressBar;
var uicontext = new UIContext();
var progressbar = new ProgressBar({
  'progress': 0,
  'increment': 0.1,
  'center-position': {
    x: 400,
    y: 200,
    z: 2
  }
});
progressbar.render(uicontext);
progressbar.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
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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 ProgressBar = caph.wui.widget.ProgressBar;
var uicontext = new UIContext();
var progressbar = new ProgressBar({
  'progress': 0,
  'increment': 0.1,
  'center-position': {
    x: 400,
    y: 200,
    z: 2
  }
});
progressbar.render(uicontext);
progressbar.addCls('abc');
progressbar.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
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SDK Constraint	none
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Example

```
var UIContext = caph.wui.widget.UIContext;
var ProgressBar = caph.wui.widget.ProgressBar;
var uicontext = new UIContext();
var progressbar = new ProgressBar({
  'progress': 0,
  'increment': 0.1,
  'center-position': {
    x: 400,
    y: 200,
    z: 2
  }
});
progressbar.render(uicontext);
progressbar.click();
```

## destroy

Description

Destroys the widget itself, the widget will disappear.

Parameters	■Void
------------	-------

Return	■Void
--------	-------

Emulator Support	Y
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SDK Constraint	none
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Example

```
var UIContext = caph.wui.widget.UIContext;
var ProgressBar = caph.wui.widget.ProgressBar;
var uicontext = new UIContext();
var progressbar = new ProgressBar({
  'progress': 0,
  'increment': 0.1,
  'center-position': {
    x: 400,
    y: 200,
    z: 2
  }
});
progressbar.render(uicontext);
progressbar.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	
<pre>var UIContext = caph.wui.widget.UIContext; var ProgressBar = caph.wui.widget.ProgressBar; var uicontext = new UIContext(); var progressbar = new ProgressBar({   'progress': 0,   'increment': 0.1,   'center-position': {     x: 400,     y: 200,     z: 2   } }); progressbar.render(uicontext); progressbar.disable();</pre>	
<b>isEnabled</b>	
Description	
Returns the current status of widget, return true when the widget is activated.	
Parameters	■Void
Return	■Boolean - true : if enabled - false : otherwise
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var ProgressBar = caph.wui.widget.ProgressBar; var uicontext = new UIContext(); var progressbar = new ProgressBar({   'progress': 0,   'increment': 0.1,   'center-position': {     x: 400,     y: 200,     z: 2   } }); progressbar.render(uicontext); progressbar.disable(); var isVisible = progressbar.isEnabled();</pre>	
<b>disableHighLight</b>	
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 ProgressBar = caph.wui.widget.ProgressBar; var uicontext = new UIContext(); var progressbar = new ProgressBar({   'progress': 0,   'increment': 0.1,   'center-position': {     x: 400,     y: 200,     z: 2   } }); progressbar.render(uicontext); progressbar.disableHighLight();</pre>	
<b>enableHighLight</b>	
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 ProgressBar = caph.wui.widget.ProgressBar;
var uicontext = new UIContext();
var progressbar = new ProgressBar({
  'progress': 0,
  'increment': 0.1,
  'center-position': {
    x: 400,
    y: 200,
    z: 2
  }
});
progressbar.render(uicontext);
progressbar.disableHighLight();
progressbar.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 ProgressBar = caph.wui.widget.ProgressBar;
var uicontext = new UIContext();
var progressbar = new ProgressBar({
  'progress': 0,
  'increment': 0.1,
  'center-position': {
    x: 400,
    y: 200,
    z: 2
  }
});
progressbar.render(uicontext);
progressbar.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 ProgressBar = caph.wui.widget.ProgressBar;
var uicontext = new UIContext();
var progressbar = new ProgressBar({
  'progress': 0,
  'increment': 0.1,
  'center-position': {
    x: 400,
    y: 200,
    z: 2
  }
});
progressbar.render(uicontext);
progressbar.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 ProgressBar = caph.wui.widget.ProgressBar;
var uicontext = new UIContext();
var progressbar = new ProgressBar({
  'progress': 0,
  'increment': 0.1,
  'center-position': {
    x: 400,
    y: 200,
    z: 2
  }
});
progressbar.render(uicontext);
progressbar.focus();
progressbar.blur();
```

## hide

### Description

Hides widget to make it invisible on the screen, registered listeners for this are invoked, if duration is greater than 9 , that is there exists a fade animation, registd listeners will be invoked during the animation.

Parameters	<div>■duration (Optional)</div> <div>- Number</div> <div>- (ms) If duration is greater than 0, view will have a fade animation to hide itself, the unit is milliseconds.</div>
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var ProgressBar = caph.wui.widget.ProgressBar; var uicontext = new UIContext(); var progressbar = new ProgressBar({   'progress': 0,   'increment': 0.1,   'center-position': {     x: 400,     y: 200,     z: 2   } }); progressbar.render(uicontext); progressbar.hide();</pre>	
<b>isVisible</b>	
Description	
Indicates whether the widget is visible or not.	
Parameters	■Void
Return	<div>■Boolean</div> <div>- true : if visible</div> <div>- false : otherwise</div>
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var ProgressBar = caph.wui.widget.ProgressBar; var uicontext = new UIContext(); var progressbar = new ProgressBar({   'progress': 0,   'increment': 0.1,   'center-position': {     x: 400,     y: 200,     z: 2   } }); progressbar.render(uicontext); progressbar.hide(); var isVisible = progressbar.isVisible();</pre>	
<b>setAbsolutePosition</b>	
Description	
Sets absolute position of widget in the screen, x,y value of the top and left of the screen is (0,9).	
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 y coordinate, can be a percentage or a number ,like 50% or 500,50% means 50% of the screen, the unit is pixel</div>
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var ProgressBar = caph.wui.widget.ProgressBar; var uicontext = new UIContext(); var progressbar = new ProgressBar({   'progress': 0,   'increment': 0.1,   'center-position': {     x: 400,     y: 200,     z: 2   } }); progressbar.render(uicontext); progressbar.setAbsolutePosition(100, 150, 0);</pre>	
<b>setCenterPosition</b>	
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 (0,8).	
Parameters	<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>

Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var ProgressBar = caph.wui.widget.ProgressBar; var uiContext = new UIContext(); var progressBar = new ProgressBar({   'progress': 0,   'increment': 0.1,   'center-position': {     x: 400,     y: 200,     z: 2   } }); progressbar.render(uiContext); progressbar.setCenterPosition(100, 150, 0);</pre>	
<b>getCenterPosition</b>	
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 (0,9).	
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 ProgressBar = caph.wui.widget.ProgressBar; var uiContext = new UIContext(); var progressBar = new ProgressBar({   'progress': 0,   'increment': 0.1,   'center-position': {     x: 400,     y: 200,     z: 2   } }); progressbar.render(uiContext); progressbar.setCenterPosition(100, 150, 0); var pos = progressBar.getCenterPosition();</pre>	
<b>setIncrement</b>	
Description	
Set the increment of ProgressBar for the current operation by user, it can be set to 0~1.0 by one second.	
Parameters	■increment - Number - the increment updated in one second. It can be set to 0~1.0. InputType: Number, eg, 0.2.
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var ProgressBar = caph.wui.widget.ProgressBar; var uiContext = new UIContext(); var progressBar = new ProgressBar({   'progress': 0,   'increment': 0.1,   'center-position': {     x: 400,     y: 200,     z: 2   } }); progressbar.render(uiContext); progressbar.setIncrement(0.2);</pre>	
<b>setOpacity</b>	
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 ProgressBar = caph.wui.widget.ProgressBar;
var uicontext = new UIContext();
var progressbar = new ProgressBar({
  'progress': 0,
  'increment': 0.1,
  'center-position': {
    x: 400,
    y: 200,
    z: 2
  }
});
progressbar.render(uicontext);
progressbar.setOpacity(0.5);
```

## 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 ProgressBar = caph.wui.widget.ProgressBar;
var uicontext = new UIContext();
var progressbar = new ProgressBar({
  'progress': 0,
  'increment': 0.1,
  'center-position': {
    x: 400,
    y: 200,
    z: 2
  }
});
progressbar.render(uicontext);
progressbar.setOpacity(0.5);
var opa = progressbar.getOpacity();
```

## setPosition

Description

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

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

Example

```
var UIContext = caph.wui.widget.UIContext;
var ProgressBar = caph.wui.widget.ProgressBar;
var uicontext = new UIContext();
var progressbar = new ProgressBar({
  'progress': 0,
  'increment': 0.1,
  'center-position': {
    x: 400,
    y: 200,
    z: 2
  }
});
progressbar.render(uicontext);
progressbar.setPosition(100, 150, 0);
```

## getPosition

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 (0,9).

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 ProgressBar = caph.wui.widget.ProgressBar;
var uicontext = new UIContext();
var progressbar = new ProgressBar({
  'progress': 0,
  'increment': 0.1,
  'center-position': {
    x: 400,
    y: 200,
    z: 2
  }
});
progressbar.render(uicontext);
progressbar.setPosition(100, 150, 0);
var pos = progressbar.getPosition();
```

## setRotation

Description

Sets rotation of widget , rotation angle of the widget will be changed.

Parameters	<div>■<b>x</b></div> <div>- Number</div> <div>- The x coordinate for rotate position of the view.</div> <div>■<b>y</b></div> <div>- Number</div> <div>- The y coordinate for rotate position of the view.</div> <div>■<b>z</b></div> <div>- Number</div> <div>- The z coordinate for rotate position of the view.</div>
------------	---

Return	■Void
--------	-------

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

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

Example

```
var UIContext = caph.wui.widget.UIContext;
var ProgressBar = caph.wui.widget.ProgressBar;
var uicontext = new UIContext();
var progressbar = new ProgressBar({
  'progress': 0,
  'increment': 0.1,
  'center-position': {
    x: 400,
    y: 200,
    z: 2
  }
});
progressbar.render(uicontext);
progressbar.setRotation(0, 0, 0);
```

## getRotation

Description

Returns widget rotation property.

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

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

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

Example

```
var UIContext = caph.wui.widget.UIContext;
var ProgressBar = caph.wui.widget.ProgressBar;
var uicontext = new UIContext();
var progressbar = new ProgressBar({
  'progress': 0,
  'increment': 0.1,
  'center-position': {
    x: 400,
    y: 200,
    z: 2
  }
});
progressbar.render(uicontext);
progressbar.setRotation(0, 0, 0);
var rot = progressbar.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>■<b>x</b></div> <div>- Number</div> <div>- The x coordinate for scale position of the view.</div> <div>■<b>y</b></div> <div>- Number</div> <div>- The y coordinate for scale position of the view.</div> <div>■<b>z</b></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 ProgressBar = caph.wui.widget.ProgressBar;
var uicontext = new UIContext();
var progressbar = new ProgressBar({
  'progress': 0,
  'increment': 0.1,
  'center-position': {
    x: 400,
    y: 200,
    z: 2
  }
});
progressbar.render(uicontext);
progressbar.setScale(1, 1, 0);
```

## getScale

Description

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

Parameters	■Void
Return	■Object - Position object, including x, y, z value. * The x coordinate for scale position of the view. * The y coordinate for scale position of the view. * The z coordinate for scale position of the view.
Emulator Support	Y
SDK Constraint	none

Example

```
var UIContext = caph.wui.widget.UIContext;
var ProgressBar = caph.wui.widget.ProgressBar;
var uicontext = new UIContext();
var progressbar = new ProgressBar({
  'progress': 0,
  'increment': 0.1,
  'center-position': {
    x: 400,
    y: 200,
    z: 2
  }
});
progressbar.render(uicontext);
progressbar.setScale(1, 1, 0);
var scale = progressbar.getScale();
```

## show

Description

Shows the widget to make it visible on the screen, registered listeners for this are invoked, if duration is greater than 8, 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 ProgressBar = caph.wui.widget.ProgressBar;
var uicontext = new UIContext();
var progressbar = new ProgressBar({
  'progress': 0,
  'increment': 0.1,
  'center-position': {
    x: 400,
    y: 200,
    z: 2
  }
});
progressbar.render(uicontext);
progressbar.show();
```

## start

Description

Start the current process operation, call run function every 1s, the progress will continue to be updated until finish.

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

Example

```
var UIContext = caph.wui.widget.UIContext;
var ProgressBar = caph.wui.widget.ProgressBar;
var uicontext = new UIContext();
var progressbar = new ProgressBar({
  'progress': 0,
  'increment': 0.1,
  'center-position': {
    x: 400,
    y: 200,
    z: 2
  }
});
progressbar.render(uicontext);
progressbar.start();
```

## cancelProgress

Description

When user wants to stop the upgrade of the progress to ProgressBar and remove the elements , he or she can call this method and remove all components of ProgressBar.

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

Example

```
var UIContext = caph.wui.widget.UIContext;
var ProgressBar = caph.wui.widget.ProgressBar;
var uiContext = new UIContext();
var progressBar = new ProgressBar({
  'progress': 0,
  'increment': 0.1,
  'center-position': {
    x: 400,
    y: 200,
    z: 2
  }
});
progressbar.render(uiContext);
progressbar.start();
progressbar.cancelProgress();
```

## updateText

Description

Update the progress bar text in order to show the progress to user.

Parameters	■text - String - the string to display in the text element of progress , e.g. 'normal'.
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

```
var UIContext = caph.wui.widget.UIContext;
var ProgressBar = caph.wui.widget.ProgressBar;
var uiContext = new UIContext();
var progressBar = new ProgressBar({
  'progress': 0,
  'increment': 0.1,
  'center-position': {
    x: 400,
    y: 200,
    z: 2
  }
});
progressbar.render(uiContext);
progressbar.updateText('normal');
```

## 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 ProgressBar = caph.wui.widget.ProgressBar;
var uiContext = new UIContext();
var progressBar = new ProgressBar({
  'progress': 0,
  'increment': 0.1,
  'center-position': {
    x: 400,
    y: 200,
    z: 2
  }
});
progressbar.render(uiContext);
var child = progressBar.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 ProgressBar = caph.wui.widget.ProgressBar;
var uicontext = new UIContext();
var progressbar = new ProgressBar({
  'progress': 0,
  'increment': 0.1,
  'center-position': {
    x: 400,
    y: 200,
    z: 2
  }
});
progressbar.render(uicontext);
var ctype = progressbar.getCType();
```

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 ProgressBar = caph.wui.widget.ProgressBar;
var uicontext = new UIContext();
var progressbar = new ProgressBar({
  'progress': 0,
  'increment': 0.1,
  'center-position': {
    x: 400,
    y: 200,
    z: 2
  }
});
progressbar.render(uicontext);
var domEl = progressbar.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 ProgressBar = caph.wui.widget.ProgressBar;
var uicontext = new UIContext();
var progressbar = new ProgressBar({
  'progress': 0,
  'increment': 0.1,
  'center-position': {
    x: 400,
    y: 200,
    z: 2
  }
});
progressbar.render(uicontext);
var func = function() {
  console.log(1);
}
progressbar.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 ProgressBar = caph.wui.widget.ProgressBar;
var uicontext = new UIContext();
var progressbar = new ProgressBar({
  'progress': 0,
  'increment': 0.1,
  'center-position': {
    x: 400,
    y: 200,
    z: 2
  }
});
progressbar.render(uicontext);
var func = function() {
  console.log(1);
}
progressbar.addEventListener('click', func);
progressbar.removeEventListener('click', func);
```

## 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 be 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

```
var UIContext = caph.wui.widget.UIContext;
var ProgressBar = caph.wui.widget.ProgressBar;
var uicontext = new UIContext();
var progressbar = new ProgressBar({
  'progress': 0,
  'increment': 0.1,
  'center-position': {
    x: 400,
    y: 200,
    z: 2
  }
});
progressbar.render(uicontext);
var opt = {
  'center-position': {
    x: 300,
    y: 200,
    z: 1
  }
};
progressbar.setOptions(opt);
```

## getParentNode

### Description

Returns parent node of current widget, parent node is the widget which the current widget will render on it.

Parameters	■Void
Return	■Array - The parent node.
Emulator Support	Y
SDK Constraint	none

### Example

```
var UIContext = caph.wui.widget.UIContext;
var ProgressBar = caph.wui.widget.ProgressBar;
var uicontext = new UIContext();
var progressbar = new ProgressBar({
  'progress': 0,
  'increment': 0.1,
  'center-position': {
    x: 400,
    y: 200,
    z: 2
  }
});
progressbar.render(uicontext);
var parent = progressbar.getParentNode();
```

## setCurrProgress

### Description

Set the current progress value of the operation, when user needs upload a file to server, if it's completing 20%, so it can be set to 0.2.

Parameters	■progress - Number - the current progress value of the operation. It can be set to 0~1.0. InputType: Number, eg, 0.8.
Return	■Void
Emulator Support	Y
SDK Constraint	none

### Example

```
var UIContext = caph.wui.widget.UIContext;
var ProgressBar = caph.wui.widget.ProgressBar;
var uicontext = new UIContext();
var progressbar = new ProgressBar({
  'progress': 0,
  'increment': 0.1,
  'center-position': {
    x: 400,
    y: 200,
    z: 2
  }
});
progressbar.setCurrProgress(0.8);
progressbar.render(uicontext);
```

## ProgressBar

### Description

(Constructor) The constructor of ProgressBar widget, in order to create progressBar object.

### Parameters

- options (Optional)
  - Object
  - some of the options are the same with arguments of parent class box, other differences as below:
- progress
  - Number
  - the current progress value of the operation, it can be set to 0~1.0, e.g. 0.1.
  - \* increment : (Number) the increm

### Return

■Void

### Emulator Support

Y

### SDK Constraint

none

### Example

```
var ProgressBar = caph.wui.widget.ProgressBar;
var options = {
  'frame': {
    'width': 400
  },
  'progress': 0,
  'increment': 0.1,
  'center-position': {
    x: 400,
    y: 200,
    z: 2
  }
};
var progressbar = new ProgressBar(options);
```