

CAPH.DAL.PRELOADER

Preloader is a class that loads resources ahead of time. For example, a user can load an image, a text or an audio clip in the background, which can be hidden to a user interface. Main APIs of Preloader are 'load', 'loadWithPriorityManifest' and 'loadWithDependencyManifest.' Using load method, a user can load URLs in the argument. Using loadWithPriorityManifest method, a user can load resources that have certain priority attributes. Using loadWithDependencyManifest method, a user can load resources with dependency constraints.

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Constructor

Preloader

Description

Construct a BaseLoader

Emulator Support

Y

SDK Constraint

None

Example

```
var Preloader = caph.dal.Preloader;
var preloader = new Preloader();
```

Methods

Preloader

Description

(Constructor) Construct a Preloader

Parameters

■Void

Return

■Preloader
- An instance of a Preloader

Emulator Support

Y

SDK Constraint

none

Example

```
var Preloader = caph.dal.Preloader;
var preloader = new Preloader();
```

onCacheItemFound

Description

on a cache item found

Parameters

■jobItem
- Object
- An object represents a job item
- [default : null]
■item
- String
- A data URL string represents a data
- [default : null]

Return

■Void

Emulator Support

Y

SDK Constraint

none

Example

```
var Preloader = caph.dal.Preloader;
var preloader = new Preloader();
```

```
// Let's say jobItem and item is given
preloader.onCacheItemFound(jobItem, item);
```

processItem

Description	
process an item	
Parameters	<div>■jobItem</div> <ul style="list-style-type: none"> - Object - An object represents a job item - [default : null]
Return	<div>■Void</div>
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var Preloader = caph.dal.Preloader; var preloader = new Preloader(); // Let's say jobItem is given preloader.processItem(jobItem);</pre>	
buildResultItem	
Description	
Build a JavaScript object as a result	
Parameters	<div>■loader</div> <ul style="list-style-type: none"> - Object - A loader - [default : null] <div>■flagSuccess</div> <ul style="list-style-type: none"> - Boolean - flag to indicate success or not - [default : null]
Return	<div>■Object</div> <ul style="list-style-type: none"> - An object represents a result * flagSuccess: success or not * url : URL * id : unique ID * typeId : type ID * blob : Blob
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var Preloader = caph.dal.Preloader; var preloader = new Preloader(); // Let's say loader is given. var resultItem = preloader.buildResultItem(loader, true);</pre>	
onItemComplete	
Description	
on an item completion	
Parameters	<div>■preloader (Optional)</div> <ul style="list-style-type: none"> - Object - An object represents a Preloader - [default : null]
Return	<div>■Void</div>
Emulator Support	Y

SDK Constraint	none
Example	
<pre>var Preloader = caph.dal.Preloader; var preloader = new Preloader(); // Let's say preloading item is completed. preloader.onItemComplete(preloader);</pre>	
onItemError	
Description	
on an item error	
Parameters	<ul style="list-style-type: none"> ■preloader (Optional) <ul style="list-style-type: none"> - Object - An object represents a Preloader - [default : null]
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var Preloader = caph.dal.Preloader; var preloader = new Preloader(); // Let's say there's an error on an item. preloader.onItemError(preloader);</pre>	
subscribe	
Description	
subscribe to an event	
Parameters	<ul style="list-style-type: none"> ■typeString <ul style="list-style-type: none"> - String - K397:K403 - type string of an event - [default : null] ■callback: <ul style="list-style-type: none"> - Function - A callback function to be called - [default : null]
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var Preloader = caph.dal.Preloader; var preloader = new Preloader(); function foo() { console.log('in function foo'); } preloader.subscribe('oncomplete', foo); preloader.publish('oncomplete', window, 'foofoo');</pre>	
unsubscribe	
Description	

unsubscribe to an event	
Parameters	<div> <div>■typeString</div> <div> <div>- String</div> <div>- type string of an event</div> <div>- [default : null]</div> </div> </div> <div> <div>■callback:</div> <div> <div>- Function</div> <div>- A callback function to be called</div> <div>- [default : null]</div> </div> </div>
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre> var Preloader = caph.dal.Preloader; var preloader = new Preloader(); function foo() { console.log('in function foo'); } preloader.subscribe('oncomplete', foo); preloader.publish('oncomplete', window, 'foofoo'); preloader.unsubscribe('oncomplete', foo); </pre>	
cleanup	
Description	
Clean up itself.	
Parameters	■Void
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre> var Preloader = caph.dal.Preloader; var preloader = new Preloader(); preloader.cleanup(); </pre>	
init	
Description	
Initialize Preloader	
Parameters	■Void
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre> var Preloader = caph.dal.Preloader; var preloader = new Preloader(); preloader.init(); </pre>	

loadWithPriorityManifest

Description

load with a manifest. The manifest MUST contain priority attributes

Parameters	■manifest - Object - { files: [{url: 'http://...', typeId: TYPE_....}, {url: 'http://...', typeId: TYPE_ }] }
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

```
var Preloader = caph.dal.Preloader;
var preloader = new Preloader();

preloader.init();
var manifest = { files: [ {url: 'http://foo.com/a.jpg', typeId: caph.core.dal.Constant.TYPE_JPEG, priority:1},
                        {url: 'http://bar.com/b.jpg', typeId: caph.core.dal.Constant.TYPE_JPEG, priority:3} ] };
preloader.loadWithPriorityManifest(manifest);
```

loadWithDependencyManifest

Description

load with a manifest and a dependency graph

Parameters	■manifest - Object - manifest {Preloader.DependencyGraph} graph : Dependency Graph
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

```
var Preloader = caph.dal.Preloader;
var preloader = new Preloader();

preloader.init();
var manifest = { files: [ {url: 'http://foo.com/a.jpg', typeId: caph.core.dal.Constant.TYPE_JPEG, priority:1},
                        {url: 'http://bar.com/b.jpg', typeId: caph.core.dal.Constant.TYPE_JPEG, priority:3} ] };
var graph = new Preloader.DependencyGraph();
graph.init(6);
graph.addEdge(0,4);
graph.addEdge(0,5);
preloader.loadWithDependencyManifest(manifest, graph);
```

load

Description

load files in the argument, manifest.files. Here, any priority is ignored. All item has the same priority

Parameters	■manifest - Object - { files: [{url: 'http://...', typeId: TYPE_....}, {url: 'http://...', typeId: TYPE_ }] }
Return	■Boolean - false, if fails; undefined, otherwise;
Emulator Support	Y
SDK Constraint	none

Example	
<pre> var Preloader = caph.dal.Preloader; var preloader = new Preloader(); preloader.init(); var manifest = { files: [{url: 'http://foo.com/a.jpg', typeId: caph.core.dal.Constant.TYPE_JPEG}, {url: 'http://bar.com/b.jpg', typeId: caph.core.dal.Constant.TYPE_JPEG}] }; preloader.load(manifest); </pre>	
processNext	
Description	
process the next item	
Parameters	■Void
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre> var Preloader = caph.dal.Preloader; var preloader = new Preloader(); preloader.processNext(); </pre>	
publish	
Description	
publish an event	
Parameters	■typeString <ul style="list-style-type: none"> - String - type string of an event - [default : null] ■callbackThis: <ul style="list-style-type: none"> - Any - A callback parameter to be transferred as this - [default : null] ■callbackData: <ul style="list-style-type: none"> - Any - A callback parameter to be transferred as data - [default : null]
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre> var Preloader = caph.dal.Preloader; var preloader = new Preloader(); preloader.publish('oncomplete', preloader, 'foo'); </pre>	
setCrossDomainAllowed	
Description	
set the cross-domain-allowed flag value from the value of the parameter flag	

Parameters	■flag <ul style="list-style-type: none"> - Boolean - to set flag of cross-domain-allowed - [default : null]
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example <pre> var Preloader = caph.dal.Preloader; var preloader = new Preloader(); preloader.setCrossDomainAllowed(true); </pre>	
setFlagSync	
Description	
Set the synced -or-not flag	
Parameters	■flagSync <ul style="list-style-type: none"> - boolean - synced-or-not flag. flagSync's default value is "false". this mean loader processes multiple commands. (not sync) - [default : 'false']
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example <pre> var Preloader = caph.dal.Preloader; var preloader = new Preloader(); preloader.setFlagSync(true); </pre>	
setFlagThrottled	
Description	
Set the throttled -or-not flag	
Parameters	■flagThrottled <ul style="list-style-type: none"> - Boolean - Throttled-or-not flag. flagThrottled's default value is "false". this mean not throttled - [default : 'false']
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example <pre> var Preloader = caph.dal.Preloader; var preloader = new Preloader(); preloader.setFlagThrottled(true); </pre>	
setFlagUseCache	
Description	
set the flag to use cache or not	

Parameters	<ul style="list-style-type: none"> ■flag - Boolean - to set flag of using caching - [default : null]
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var Preloader = caph.dal.Preloader; var preloader = new Preloader(); preloader.setFlagUseCache(true);</pre>	
setMaxIssuePerTurn	
Description	
Set the max issue per turn.	
Parameters	<ul style="list-style-type: none"> ■maxIssuePerTurn - Number - Max issue per turn. It must be greater than zero.
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var Preloader = caph.dal.Preloader; var preloader = new Preloader(); preloader.setMaxIssuePerTurn(1);</pre>	
start	
Description	
start to load	
Parameters	■Void
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var Preloader = caph.dal.Preloader; var preloader = new Preloader(); preloader.start();</pre>	
startProcessing	
Description	
start preloader processing	
Parameters	■Void
Return	■Void

Emulator Support	Y
SDK Constraint	none
Example	
<pre>var Preloader = caph.dal.Preloader; var preloader = new Preloader(); preloader.startProcessing();</pre>	
getFlagThrottled	
Description	
get the throttled- or-not flag	
Parameters	■Void
Return	■Boolean - Flag of throttled-or-not setting
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var Preloader = caph.dal.Preloader; var preloader = new Preloader(); var flag = preloader.getFlagThrottled();</pre>	
isCaching	
Description	
Return true, if caching	
Parameters	■Void
Return	■Boolean - A flag to indicate caching or not
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var Preloader = caph.dal.Preloader; var preloader = new Preloader(); var flag = preloader.isCaching(); //return true or false</pre>	
isCrossDomainAllowed	
Description	
Return true, if cross-domain allowed	
Parameters	■Void
Return	■Boolean - A flag to indicate cross-domain allowed or not
Emulator Support	Y
SDK Constraint	none
Example	

```
var Preloader = caph.dal.Preloader;
var preloader = new Preloader();

var flag = preloader.isCrossDomainAllowed(); //return true or false
```

isValidStateToStartProcessing

Description

is it in a valid state to start processing?

Parameters	■Void
Return	■Boolean - A flag to indicate a valid state or not
Emulator Support	Y
SDK Constraint	none

Example

```
var Preloader = caph.dal.Preloader;
var preloader = new Preloader();

var flag = preloader.isValidStateToStartProcessing(); //return true or false
```

getFlagSync

Description

Get the synced -or-not flag

Parameters	■Void
Return	■Boolean - Flag of synced-or-not setting
Emulator Support	Y
SDK Constraint	none

Example

```
var Preloader = caph.dal.Preloader;
var preloader = new Preloader();

var flagSync = preloader.getFlagSync();
```

setCache

Description

set the cache object. set the cache (a cache that inherits BaseCache).

Parameters	■cache - Object - A cache that inherits BaseCache - [default : null]
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

```
var Preloader = caph.dal.Preloader;  
var preloader = new Preloader();
```

```
var LocalStorageCache = caph.dal.LocalStorageCache();  
var localstoragecache = new LocalStorageCache();
```

```
preloader.setCache(localstoragecache);
```

getMaxIssuePerTurn

Description

Get the max issue per turn

Parameters	■Void
Return	■Number - Number of loaders
Emulator Support	Y
SDK Constraint	none

Example

```
var Preloader = caph.dal.Preloader;  
var preloader = new Preloader();  
  
var maxValue = preloader.getMaxIssuePerTurn();
```

isStarted

Description

isStarted is check that preloader is started

Parameters	■Void
Return	■Boolean - True : if preloader is started - false, otherwise.
Emulator Support	Y
SDK Constraint	none

Example

```
var Preloader = caph.dal.Preloader;  
var preloader = new Preloader();  
  
var result = preloader.isStarted();           //return true or false
```