

# ImageView

The image viewer manager class which provides access to the image view API. This exposes the image viewing API to provide functionalities for showing images on the display.

Add the following line for imageView class into a html file your own :

```
<script type="text/javascript" src="$MANAGER_WIDGET/Common/webapi/1.0/deviceapis.js"></script>
```

You can declare imageView class like this :

```
ex) var imageView = deviceapis.imageview;
```

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## Constants

Name	Value	Description
EFFECT_INIT	-1	This identifier indicates an initial image transition effect.
EFFECT_FADE_1	0	This identifier indicates a fade 1 image transition effect.
EFFECT_FADE_2	1	This identifier indicates a fade 2 image transition effect.
EFFECT_BLIND	2	This identifier indicates a blind image transition effect.
EFFECT_SPIRAL	3	This identifier indicates a spiral image transition effect.
EFFECT_CHECKER	4	This identifier indicates a checker image transition effect.
EFFECT_LINEAR	5	This identifier indicates a linear image transition effect.
EFFECT_STAIRS	6	This identifier indicates a stairs image transition effect.
EFFECT_WIPE	7	This identifier indicates a wipe image transition effect.
EFFECT_RANDOM	8	This identifier indicates a random image transition effect.
EFFECT_NORMAL	9	This identifier indicates a normal image transition effect.
IMAGEVIEW_STATE_IDLE	0	This identifier indicates ImageView is in idle state.
IMAGEVIEW_STATE_INITIALIZED	1	This identifier indicates ImageView has been initialized.
IMAGEVIEW_STATE_PREPARED	3	This identifier indicates ImageView is prepared to draw.

IMAGEVIEW_STATE_DRAWN	4	This identifier indicates that drawing of an image is complete.
IMAGEVIEW_STATE_STOPPED	5	This identifier indicates ImageView is stopped.

## Methods

### clear

Description

Deletes images displaying on the page

Parameters none

Return ■Void

Emulator Support Y

SDK Constraint None

Example

.

### draw

Description

Reset network information

Parameters ■SuccessCallback  
- Function  
■ErrorCallback  
- Function

Return ■Void

Emulator Support Y

SDK Constraint None

Example

.

### getTransitionEffectList

Description

Reset network information

Parameters none

Return ■Array  
- EffectListArray

Emulator Support Y

SDK Constraint None

Example

.

### hide

Description

Hides the display area on the tv screen.

Parameters none

Return ■Boolean  
- true : success  
- false : failure

Emulator Support Y

SDK Constraint None

Example

<pre>var glImageViewObj;  function onClickHide() {     glImageViewObj.hide(); }</pre>	
<b>init</b>	
Description	
This method initializes the ImageView with the proper option.	
Parameters	<ul style="list-style-type: none"> <li>■option <ul style="list-style-type: none"> <li>- ImageViewOption</li> </ul> </li> </ul>
Return	<ul style="list-style-type: none"> <li>■Void</li> </ul>
Emulator Support	Y
SDK Constraint	None
Example	
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<b>prepare</b>	
Description	
Prepares to load the image to execute transition effect in slideshow mode	
Parameters	<ul style="list-style-type: none"> <li>■SuccessCallback <ul style="list-style-type: none"> <li>- Function</li> <li>- This callback occurs when the image displays completely on the screen. If transition effect is used, the event occurs at the point when effect animation is ended.</li> </ul> </li> <li>■ErrorCallback <ul style="list-style-type: none"> <li>- Function</li> <li>- called it occurs decoding error url option</li> </ul> </li> <li>■url <ul style="list-style-type: none"> <li>- DOMString</li> </ul> </li> <li>■option (Optional) <ul style="list-style-type: none"> <li>- ImageOption</li> </ul> </li> </ul>
Return	<ul style="list-style-type: none"> <li>■Void</li> </ul>
Emulator Support	Y
SDK Constraint	None
Example	
deviceapis.imageview.prepare(onSuccess, onError, "http://test.jpg", {});	

<b>setDisplayArea</b>	
Description	
The SetDisplayArea function sets the display area for video content in TV screen.	
Parameters	<ul style="list-style-type: none"> <li>■x <ul style="list-style-type: none"> <li>- Number</li> <li>- Specifies the initial x-coordinate of display area in TV screen coordinates. This x value is smaller than TV screen width, 960.</li> </ul> </li> <li>■y <ul style="list-style-type: none"> <li>- Number</li> <li>- Specifies the initial y-coordinate of display area in TV screen coordinates. This y value is smaller than TV screen height, 540.</li> </ul> </li> <li>■width <ul style="list-style-type: none"> <li>- Number</li> <li>- The width of display area. This value is smaller than width of TV screen.</li> </ul> </li> <li>■height <ul style="list-style-type: none"> <li>- Number</li> <li>- The height of display area from source image. This value is smaller than height of source image.</li> </ul> </li> </ul>
Return	<ul style="list-style-type: none"> <li>■Boolean <ul style="list-style-type: none"> <li>- true : success</li> <li>- false : failure</li> </ul> </li> </ul>
Emulator Support	Yes
SDK Constraint	None
Example	

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<b>setDisplayRect</b>	
Description	
Sets the area where images are marked. Images are displayed within the area	
Parameters	<div>■displayRect</div> <div>- Rect</div>
Return	<div>■Void</div>
Emulator Support	Y
SDK Constraint	None
Example	
.	
<b>setSlideShow</b>	
Description	
set slide show	
Parameters	<div>■start</div> <div>- Boolean</div>
Return	<div>■Void</div>
Emulator Support	Y
SDK Constraint	None
Example	
.	
<b>setTransitionEffect</b>	
Description	
The SetTransitionEffect function sets transition effect for slide show.	
Parameters	<div>■effect</div> <div>- Number</div> <div>- Specifies the effect type. The effect types are as follows:</div> <div>* none : -2,</div> <div>* INIT : -1,</div> <div>* FADE1 : 0</div> <div>* FADE2 : 1,</div> <div>* BLIND : 2,</div> <div>* SPIRAL : 3,</div> <div>* CHECKER : 4,</div> <div>* LINEAR : 5,</div> <div>* STAIRS : 6,</div> <div>* WIPE : 7,</div> <div>* RANDOM : 8</div>
Return	<div>■Boolean</div> <div>- true : success</div> <div>- false : failure</div>
Emulator Support	Yes
SDK Constraint	None
Example	
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<b>setZIndex</b>	
Description	
This function sets the z-index of the ImageViewer.	
Parameters	<div>■zIndex</div> <div>- Number</div> <div>- z-index</div>
Return	<div>■Void</div>

Emulator Support	Y
SDK Constraint	None
Example	
.	
<b>show</b>	
Description	
Shows the display area on the tv screen.	
Parameters	none
Return	■Boolean - true : success - false : failure
Emulator Support	Y
SDK Constraint	None
Example	
<pre>var glImageViewObj;  function onClickShow() {     glImageViewObj.show(); }</pre>	