

CAPH.WUI.WIDGET.GRIDWIDGET

GridWidget represents a container of a set of widgets, the container can display some widgets in a two-dimensional. A user can set the layout of widget, add or remove the basic widget such as image widget, also add them automatically in linear mode.

Contents

Constructor

[GridWidget](#)

Methods

[GridWidget](#)
[addItemList](#)
[appendItem](#)
[loadItemListener](#)
[removeCls](#)
[addCls](#)
[blur](#)
[click](#)
[getDomEl](#)
[clone](#)
[equals](#)
[getParentNode](#)
[getSize](#)
[setAbsolutePosition](#)
[setCenterPosition](#)
[getCenterPosition](#)
[setHeight](#)
[setOpacity](#)
[show](#)
[getOpacity](#)
[disable](#)
[enable](#)
[hide](#)
[focus](#)
[getCType](#)
[isVisible](#)
[isEnabled](#)
[setOptions](#)
[setPosition](#)
[getPosition](#)
[setRotation](#)
[getRotation](#)
[setScale](#)
[getScale](#)
[setSize](#)
[destroy](#)
[setWidth](#)
[render](#)
[removeEventListener](#)
[addEventListener](#)
[getChildNodes](#)
[setCurlItem](#)
[getActiveItem](#)
[removeItem](#)
[removeItemByIndex](#)
[getBlockNum](#)
[getItem](#)
[getItems](#)
[setLayout](#)
[disableHighLight](#)
[enableHighLight](#)

Constructor

GridWidget		
Description		
The constructor of gridWidget component, in order to create gridWidget object.		
Parameters		
obj	Object	some options is the same with arguments of parent class view, other differences as below: * interval : (Number-unit) pixel * colInterval : (Number-unit) pixel * itemCycle : (Boolean) * appendNum : (Number) * autoFlag : (Boolean) * iSelect : (Boolean) * frame.layout : (Json object) * frame.cycle : (Boolean) * item.margin : (Number-unit) pixel

Emulator Support	Y
SDK Constraint	None
Example	
<pre>caph._setBasePath(".././build"); //set caph path var UIContext = caph.wui.widget.UIContext; var GridWidget = caph.wui.widget.GridWidget; var Image = caph.wui.widget.Image; var HighLight = caph.wui.widget.HighlightHelper; var Panel = caph.wui.widget.Panel; var options = { 'frame': { 'width': 1100, // 'width' can be 0 ~ 9999 by integer value or 0% ~ 100% by percentage value 'height': 900, // 'height' can be 0 ~ 9999 by integer value or 0% ~ 100% by percentage value 'layout': { 'row': 4, 'column': 4 }, 'cycle': false, 'focusHighlightCLS': 'u-gridwidget-normal-focus-d', // 'u-gridwidget-focus' class must have 'focusClsTargetWidth' and 'focusClsTargetHeight' property 'focusOffset': { 'x': 0, 'y': 0, 'z': 1 } }, 'center-position': { 'x': 800, 'y': 550, 'z': 1 }, 'topleft_position': { 'x': 0, 'y': 20 }, 'item': { 'margin': '10 10' } }; var gridWidget = new GridWidget(options);</pre>	

Methods

GridWidget	
Description	
(Constructor) The constructor of gridWidget component, in order to create gridWidget object.	
Parameters	<div>■options (Optional)</div> <div>- Object</div> <div>- some options is the same with arguments of parent class view, other differences as below:</div> <div>* interval : (Number-unit) pixel</div> <div>* colInterval : (Number-unit) pixel</div> <div>* itemCycle : (Boolean)</div> <div>* appendNum : (Number)</div> <div>* autoFlag : (Boolean)</div> <div>* iSelect : (Boolean)</div> <div>* frame.layout : (Json object)</div> <div>* frame.cycle : (Boolean)</div> <div>* item.margin : (Number-unit) pixel</div>
Return	<div>■Object</div> <div>- instance of gridWidget</div>
Emulator Support	Y
SDK Constraint	none
Example	

```
caph._setBasePath(".././build"); //set caph path
var UIContext = caph.wui.widget.UIContext;
var GridWidget = caph.wui.widget.GridWidget;
var Image = caph.wui.widget.Image;
var HighLight = caph.wui.widget.HighlightHelper;
var Panel = caph.wui.widget.Panel;
var options = {
  'frame': {
    'width': 1100, // 'width' can be 0 ~ 9999 by integer value or 0% ~ 100% by percentage value
    'height': 900, // 'height' can be 0 ~ 9999 by integer value or 0% ~ 100% by percentage value
    'layout': {
      'row': 4,
      'column': 4
    },
    'cycle': false,
    'focusHighlightCLS': 'u-gridwidget-normal-focus-d', // 'u-gridwidget-focus' class must have 'focusClsTargetWidth' and 'focusClsTargetHeight' property
    'focusOffset': {
      'x': 0,
      'y': 0,
      'z': 1
    }
  },
  'center-position': {
    'x': 800,
    'y': 550,
    'z': 1
  },
  'topleft_position': {
    'x': 0,
    'y': 20
  },
  'item': {
    'margin': '10 10'
  }
};
var gridWidget = new GridWidget(options);
```

addItemList

Description
Add multiple items to the GridWidget once a time.

Parameters	■itemObjList - Array - object array type, the object list which added on the gridWidget. Such as [image1,image2,panel3,...]
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	

```
var GridWidget = caph.wui.widget.GridWidget;
var UIContext = caph.wui.widget.UIContext;
var HighLight = caph.wui.widget.HighlightHelper;
var Panel = caph.wui.widget.Panel;
var gridWidget = new GridWidget();
```

```
var options_Panel = [{
  'width': 223,
  'height': 198,
  text: {
    'normalTextCls': 'aa',
    'data': 'Valentine's Day',
    'text-height': 45,
    'margin': '18 0'
  },
  'url': '/testImages/1.jpg'
}, {
  'width': 223,
  'height': 198,
  text: {
    'normalTextCls': 'aa',
    'data': 'Mamma Mia',
    'text-height': 45,
    'margin': '18 0'
  },
  'url': '/testImages/2.jpg'
}, {
  'width': 223,
  'height': 198,
  text: {
    'normalTextCls': 'aa',
    'data': 'The Simpsons Movie',
    'text-height': 45,
    'margin': '18 0'
  },
  'url': '/testImages/3.jpg'
}, {
  'width': 223,
  'height': 198,
  text: {
    'normalTextCls': 'aa',
    'data': 'Harry Potter',
    'text-height': 45,
    'margin': '18 0'
  },
  'url': '/testImages/4.jpg'
}, {+L728
  'width': 223,
  'height': 198,
  text: {
    'normalTextCls': 'aa',
    'data': 'Music and Lyrics',
    'text-height': 45,
    'margin': '18 0'
  },
  'labelScroll': false,
  'url': '/testImages/5.jpg'
}, {
  'width': 223,
  'height': 198,
  text: {
    'normalTextCls': 'aa',
    'data': 'Avatar',
    'text-height': 45,
    'margin': '18 0'
  },
  'labelScroll': false,
  'url': '/testImages/6.jpg'
}, {
  'width': 223,
  'height': 198,
  text: {
    'normalTextCls': 'aa',
    'data': 'Toy Story 3',
    'text-height': 45,
    'margin': '18 0'
  },
  'url': '/testImages/7.jpg'
}, {
  'width': 223,
  'height': 198,
  text: {
    'normalTextCls': 'aa',
    'data': 'The Hangover Part 2',
    'text-height': 45,
    'margin': '18 0'
  },
  'url': '/testImages/8.jpg'
}, {
  'width': 223,
  'height': 198,
  text: {
    'normalTextCls': 'aa',
    'data': 'Rango',
    'text-height': 45,
    'margin': '18 0'
  },
  'url': '/testImages/9.jpg'
}];
var page = new UIContext();
var gridWidget = new GridWidget(options);

var itemObjList = [];
var panel;
for (i = 0; i < options_Panel.length; i++) {
  panel = new Panel(options_Panel[i]);
  itemObjList.push(panel);
}
gridWidget.addItemList(itemObjList);
gridWidget.render(page);
//HighLight
HighLight.init(page);
page.show();
caph.wui.widget.KeyControl.init();
```

appendItemList

Description

Provide automatic loading resources for user, if users want to the gridwidget add automatically, users can set the loading resource by calling this method.

Parameters

- **itemList**
 - Type : Array
 - The loading resources, which included a set of components.
- **cb** (Callback, Optional)
 - Type : Function
 - the function which used in callback function for setting the loading resources' properties.

Return

■ **Void**

Emulator Support

Y

SDK Constraint

none

Example

```
var GridWidget = caph.wui.widget.GridWidget;
var Image = caph.wui.widget.Image;
var gridWidget = new GridWidget();
var domContainerList = [];
for(var i=0; i<1000; i++){
  var img = new Image();
  domContainerList.push(img);
}
var layout = {'row': 1, 'column': 15};
gridWidget.setLayOut(layout);
gridWidget.addItemList(domContainerList);
gridWidget.autoFlag =true;
gridWidget.appendNum = 6;
var itemList = domContainerList.slice(16, 1000);
var cnt = 0;
gridWidget.loadItemListener(function() {
  var m = cnt + gridWidget.appendNum;
  if(m> itemList.length){
  }else{
    gridWidget.appendItemList(itemList.slice(cnt,m));
  }
  cnt = m;
});
gridWidget.render(page);
page.show();
```

loadItemListener

Description

Listener of automatic loading data, when gridwidget's item is added automatically and trigger the keydown event, this listener will be called.

Parameters

- **pcb** (Optional)
 - Function
 - the callback function for user.

Return

■ **Void**

Emulator Support

Y

SDK Constraint

none

Example

```
var GridWidget = caph.wui.widget.GridWidget;
var Image = caph.wui.widget.Image;
var gridWidget = new GridWidget();
var domContainerList = [];
for(var i=0; i<1000; i++){
  var img = new Image();
  domContainerList.push(img);
}
var layout = {'row': 1, 'column': 15};
gridWidget.setLayOut(layout);
gridWidget.addItemList(domContainerList);
gridWidget.autoFlag =true;
gridWidget.loadItemListener(function(){
});
```

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**

Emulator Support

Y

SDK Constraint

none

Example

```
var UIContext = caph.wui.widget.UIContext;
var GridWidget = caph.wui.widget.GridWidget;
var options = {
  'frame': {
    'width' : 600
    'height' : 700
    'layout' : {
      'row' : 4,
      'column' : 4
    },
  },
},
'center-position' : {
  'x': 800,
  'y': 550,
  'z': 1
},
};
var page = new UIContext();
var gridwidget = new GridWidget(options);
gridwidget.addCls('myview');
gridwidget.removeCls('myview');
gridwidget.render(page);
page.show();
```

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 GridWidget = caph.wui.widget.GridWidget;
var options = {
  'frame': {
    'width' : 600
    'height' : 700
    'layout' : {
      'row' : 4,
      'column' : 4
    },
  },
},
'center-position' : {
  'x': 800,
  'y': 550,
  'z': 1
},
};
var page = new UIContext();
var gridwidget = new GridWidget(options);
gridwidget.addCls('myview');
gridwidget.render(page);
page.show();
```

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 GridWidget = caph.wui.widget.GridWidget;
var options = {
  'frame': {
    'width' : 600
    'height' : 700
    'layout' : {
      'row' : 4,
      'column' : 4
    },
  },
},
'center-position' : {
  'x': 800,
  'y': 550,
  'z': 1
},
};
var page = new UIContext();
var gridwidget = new GridWidget(options);
gridwidget.render(page);
page.show();

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

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	
<pre>var UIContext = caph.wui.widget.UIContext; var GridWidget = caph.wui.widget.GridWidget; var options = { 'frame': { 'width': 600 'height': 700 'layout': { 'row': 4, 'column': 4 }, }, }; 'center-position': { 'x': 800, 'y': 550, 'z': 1 }, }; var page = new UIContext(); var gridwidget = new GridWidget(options); gridwidget.render(page); page.show(); gridwidget.click(); //call the view click method</pre>	
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	
<pre>var UIContext = caph.wui.widget.UIContext; var GridWidget = caph.wui.widget.GridWidget; var options = { 'frame': { 'width': 600 'height': 700 'layout': { 'row': 4, 'column': 4 }, }, }; 'center-position': { 'x': 800, 'y': 550, 'z': 1 }, }; var page = new UIContext(); var gridwidget = new GridWidget(options); gridwidget.render(page); page.show(); var dom = gridwidget.getDomEl(); //call the view getDomEl method</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	■Void
Return	■Object - The cloned object.
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var GridWidget = caph.wui.widget.GridWidget; var options = { 'frame': { 'width': 600 'height': 700 'layout': { 'row': 4, 'column': 4 }, }, }; 'center-position': { 'x': 800, 'y': 550, 'z': 1 }, }; var page = new UIContext(); var gridwidget = new GridWidget(options); gridwidget.render(page); page.show(); var obj = gridwidget.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	■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 UIContext = caph.wui.widget.UIContext;
var GridWidget = caph.wui.widget.GridWidget;
var options = {
  'frame': {
    'width': 600
    'height': 700
    'layout': {
      'row': 4,
      'column': 4
    },
  },
  'center-position': {
    'x': 800,
    'y': 550,
    'z': 1
  },
};
var page = new UIContext();
var gridwidget = new GridWidget(options);
gridwidget.render(page);
page.show();
var obj = gridwidget.clone();
var isequal = gridwidget.equals(obj);
```

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 GridWidget = caph.wui.widget.GridWidget;
var options = {
  'frame': {
    'width': 600
    'height': 700
    'layout': {
      'row': 4,
      'column': 4
    },
  },
  'center-position': {
    'x': 800,
    'y': 550,
    'z': 1
  },
};
var page = new UIContext();
var gridwidget = new GridWidget(options);
gridwidget.render(page);
page.show();
var parentList = gridwidget.getParentNodes();
```

getSize

Description

Returns the size of the container. If user don't set the size, it will return {width:0,height:4}.

Parameters	■Void
Return	■Size - Object - The size of box with width and height, their units are pixel(px). e.g. {width:100, height:100}.
Emulator Support	Y
SDK Constraint	none

Example


```
var UIContext = caph.wui.widget.UIContext;
var GridWidget = caph.wui.widget.GridWidget;
var options = {
    'frame': {
        'width' : 600
        'height' : 700
        'layout' : {
            'row' : 4,
            'column' : 4
        },
    },
    'center-position' : {
        'x':800,
        'y':550,
        'z':1
    },
};
var page = new UIContext();
var gridwidget = new GridWidget(options);
gridwidget.render(page);
page.show();
var size = gridwidget.getSize();
```

setAbsolutePosition

Description

Sets absolute position of widget in the screen, x,y value of the top and left of the screen is (0,11).

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

```
var UIContext = caph.wui.widget.UIContext;
var GridWidget = caph.wui.widget.GridWidget;
var options = {
    'frame' : {
        'width' : 600
        'height' : 700
        'layout' : {
            'row' : 4,
            'column' : 4
        },
    },
    'center-position' : {
        'x':800,
        'y':550,
        'z':1
    },
};
var page = new UIContext();
var gridwidget = new GridWidget(options);
gridwidget.setAbsolutePosition(700,700,1);
gridwidget.render(page);
page.show();
```

setCenterPosition

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 (0,10).

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

```
var UIContext = caph.wui.widget.UIContext;
var GridWidget = caph.wui.widget.GridWidget;
var options = {
  'frame': {
    'width' : 600
    'height' : 700
    'layout' : {
      'row' : 4,
      'column' : 4
    },
  },
  'center-position' : {
    'x':800,
    'y':550,
    'z':1
  },
};
var page = new UIContext();
var gridwidget = new GridWidget(options);
gridwidget.setCenterPosition(700,700,1);
gridwidget.render(page);
page.show();
```

getCenterPosition

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 (0,11).

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 GridWidget = caph.wui.widget.GridWidget;
var options = {
  'frame': {
    'width' : 600
    'height' : 700
    'layout' : {
      'row' : 4,
      'column' : 4
    },
  },
  'center-position' : {
    'x':800,
    'y':550,
    'z':1
  },
};
var page = new UIContext();
var gridwidget = new GridWidget(options);
gridwidget.setCenterPosition(700,700,1);
var cenPos = widget.getCenterPosition();
gridwidget.render(page);
page.show();
```

setHeight

Description

Set the height of widget, the height of widget will be changed after user invokes the function.

Parameters	■height - Number - pixel : The height of label, the unit is pixel(px), if null or negative, the value will be ignore, e.g. 100.
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

```
var UIContext = caph.wui.widget.UIContext;
var GridWidget = caph.wui.widget.GridWidget;
var options = {
  'frame': {
    'width' : 600
    'height' : 700
    'layout' : {
      'row' : 4,
      'column' : 4
    },
  },
  'center-position' : {
    'x':800,
    'y':550,
    'z':1
  },
};
var page = new UIContext();
var gridwidget = new GridWidget(options);
gridwidget.setHeight(500);
gridwidget.render(page);
page.show();
```

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 GridWidget = caph.wui.widget.GridWidget; var options = { 'frame': { 'width': 600 'height': 700 'layout': { 'row': 4, 'column': 4 }, }, 'center-position': { 'x': 800, 'y': 550, 'z': 1 }, }; var page = new UIContext(); var gridwidget = new GridWidget(options); gridwidget.setOpacity(0.5); gridwidget.render(page); page.show();</pre>	
show	
Description	
Shows the widget to make it visible on the screen, registered listeners for this are invoked, if duration is greater than 10, 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 GridWidget = caph.wui.widget.GridWidget; var options = { 'frame': { 'width': 600 'height': 700 'layout': { 'row': 4, 'column': 4 }, }, 'center-position': { 'x': 800, 'y': 550, 'z': 1 }, }; var page = new UIContext(); var gridwidget = new GridWidget(options); gridwidget.setOpacity(0.5); var op = gridwidget.getOpacity(); gridwidget.render(page); page.show();</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	

```
var UIContext = caph.wui.widget.UIContext;
var GridWidget = caph.wui.widget.GridWidget;
var options = {
    'frame': {
        'width' : 600
        'height' : 700
        'layout' : {
            'row' : 4,
            'column' : 4
        },
    },
    'center-position' : {
        'x':800,
        'y':550,
        'z':1
    },
};
var page = new UIContext();
var gridwidget = new GridWidget(options);
gridwidget.setOpacity(0.5);
var op = gridwidget.getOpacity();
gridwidget.render(page);
page.show();
```

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

```
var UIContext = caph.wui.widget.UIContext;
var GridWidget = caph.wui.widget.GridWidget;
var options = {
    'frame': {
        'width' : 600
        'height' : 700
        'layout' : {
            'row' : 4,
            'column' : 4
        },
    },
    'center-position' : {
        'x':800,
        'y':550,
        'z':1
    },
};
var page = new UIContext();
var gridwidget = new GridWidget(options);
gridwidget.setOpacity(0.5);
var op = gridwidget.getOpacity();
gridwidget.render(page);
page.show();
gridwidget.addEventListener('click', function() {
    gridwidget.disable();
});
```

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 GridWidget = caph.wui.widget.GridWidget;
var options = {
    'frame': {
        'width' : 600
        'height' : 700
        'layout' : {
            'row' : 4,
            'column' : 4
        },
    },
    'center-position' : {
        'x':800,
        'y':550,
        'z':1
    },
};
var page = new UIContext();
var gridwidget = new GridWidget(options);
gridwidget.setOpacity(0.5);
var op = gridwidget.getOpacity();
gridwidget.render(page);
page.show();
gridwidget.addEventListener('click', function() {
    gridwidget.enable();
});
```

hide

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

```
var UIContext = caph.wui.widget.UIContext;
var GridWidget = caph.wui.widget.GridWidget;
var options = {
  'frame': {
    'width' : 600
    'height' : 700
    'layout' : {
      'row' : 4,
      'column' : 4
    },
  },
  'center-position' : {
    'x':800,
    'y':550,
    'z':1
  },
};
var page = new UIContext();
var gridwidget = new GridWidget(options);
gridwidget.setOpacity(0.5);
var op = gridwidget.getOpacity();
gridwidget.render(page);
page.show();
gridwidget.addEventListener('click', function() {
  page.hide();
});
```

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 GridWidget = caph.wui.widget.GridWidget;
var options = {
  'frame': {
    'width' : 600
    'height' : 700
    'layout' : {
      'row' : 4,
      'column' : 4
    },
  },
  'center-position' : {
    'x':800,
    'y':550,
    'z':1
  },
};
var page = new UIContext();
var gridwidget = new GridWidget(options);
gridwidget.setOpacity(0.5);
var op = gridwidget.getOpacity();
gridwidget.render(page);
page.show();
gridwidget.focus(); //call the view focus method
```

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 GridWidget = caph.wui.widget.GridWidget;
var options = {
  'frame': {
    'width' : 600
    'height' : 700
    'layout' : {
      'row' : 4,
      'column' : 4
    },
  },
},
'center-position' : {
  'x' : 800,
  'y' : 550,
  'z' : 1
},
};
var page = new UIContext();
var gridwidget = new GridWidget(options);
gridwidget.setOpacity(0.5);
var op = gridwidget.getOpacity();
gridwidget.render(page);
page.show();
var ctype = gridwidget.getCType();
```

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	
<pre>var UIContext = caph.wui.widget.UIContext; var GridWidget = caph.wui.widget.GridWidget; var options = { 'frame': { 'width' : 600 'height' : 700 'layout' : { 'row' : 4, 'column' : 4 }, }, }, 'center-position' : { 'x' : 800, 'y' : 550, 'z' : 1 }, }; var page = new UIContext(); var gridwidget = new GridWidget(options); gridwidget.setOpacity(0.5); var op = gridwidget.getOpacity(); gridwidget.render(page); page.show(); var rc = gridwidget.isVisible();</pre>	

isEnabled

Description	
Returns the current status of widget, return true when the widget is activated.	
Parameters	■Void
Return	■Boolean - true : if visible - false : otherwise
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var GridWidget = caph.wui.widget.GridWidget; var options = { 'frame': { 'width' : 600 'height' : 700 'layout' : { 'row' : 4, 'column' : 4 }, }, }, 'center-position' : { 'x' : 800, 'y' : 550, 'z' : 1 }, }; var page = new UIContext(); var gridwidget = new GridWidget(options); gridwidget.setOpacity(0.5); var op = gridwidget.getOpacity(); gridwidget.render(page); page.show(); var rc =gridwidget.isEnabled();</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	<div>■options (Optional)</div> <div>- Object</div> <div>* id : (Number) The id of widget.</div> <div>* name : (String) The name of widget.</div>
------------	--

Return	<div>■Void</div>
--------	------------------

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

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

Example

```
var UIContext = caph.wui.widget.UIContext;
var GridWidget = caph.wui.widget.GridWidget;
var options = {
  'frame': {
    'width': 600
    'height': 700
    'layout': {
      'row': 4,
      'column': 4
    },
  },
  'center-position': {
    'x': 800,
    'y': 550,
    'z': 1
  },
};
var page = new UIContext();
var gridwidget = new GridWidget(options);
gridwidget.setOptions(options);
gridwidget.render(page);
page.show();
```

setPosition

Description

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

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 z coordinate, can be a percentage or a number ,like 50% or 500,50% means 50% of the screen, the unit is pixel</div>
------------	---

Return	<div>■Void</div>
--------	------------------

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

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

Example

```
var UIContext = caph.wui.widget.UIContext;
var GridWidget = caph.wui.widget.GridWidget;
var options = {
  'frame': {
    'width': 600
    'height': 700
    'layout': {
      'row': 4,
      'column': 4
    },
  },
  'center-position': {
    'x': 800,
    'y': 550,
    'z': 1
  },
};
var page = new UIContext();
var gridwidget = new GridWidget(options);
gridwidget.setPosition(700,700,1);
gridwidget.render(page);
page.show();
```

getPosition

Description

Returns top and left position of widget in the parent widget, include x,y,z coordinate. xy value of the top and left of the parent widget is (0,11).

Parameters	<div>■Void</div>
------------	------------------

Return	<div>■Object</div> <div>- Position object, including x, y, z value.</div> <div>* x : (Number) The xcoordinate of 3D object, the unit is pixels.</div> <div>* y : (Number) The y coordinate of 3D object, the unit is pixels.</div> <div>* 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.</div>
--------	---

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

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

Example

```
var UIContext = caph.wui.widget.UIContext;
var GridWidget = caph.wui.widget.GridWidget;
var options = {
  'frame': {
    'width' : 600
    'height' : 700
    'layout' : {
      'row' : 4,
      'column' : 4
    },
  },
  'center-position' : {
    'x': 800,
    'y': 550,
    'z': 1
  },
};
var page = new UIContext();
var gridwidget = new GridWidget(options);
gridwidget.setPosition(700,700,1);
var pos = widget.getPosition();
gridwidget.render(page);
page.show();
```

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

```
var UIContext = caph.wui.widget.UIContext;
var GridWidget = caph.wui.widget.GridWidget;
var options = {
  'frame': {
    'width' : 600
    'height' : 700
    'layout' : {
      'row' : 4,
      'column' : 4
    },
  },
  'center-position' : {
    'x': 800,
    'y': 550,
    'z': 1
  },
};
var page = new UIContext();
var gridwidget = new GridWidget(options);
gridwidget.setRotation(1,2,1);
gridwidget.render(page);
page.show();
```

getRotation

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

```
var UIContext = caph.wui.widget.UIContext;
var GridWidget = caph.wui.widget.GridWidget;
var options = {
  'frame': {
    'width' : 600
    'height' : 700
    'layout' : {
      'row' : 4,
      'column' : 4
    },
  },
  'center-position' : {
    'x': 800,
    'y': 550,
    'z': 1
  },
};
var page = new UIContext();
var gridwidget = new GridWidget(options);
gridwidget.setRotation(1,2,1);
var rot = gridwidget.getRotation();
gridwidget.render(page);
page.show();
```


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

```
var UIContext = caph.wui.widget.UIContext;
var GridWidget = caph.wui.widget.GridWidget;
var options = {
  'frame' : {
    'width' : 600
    'height' : 700
    'layout' : {
      'row' : 4,
      'column' : 4
    },
  },
  'center-position' : {
    'x':800,
    'y':550,
    'z':1
  },
};
var page = new UIContext();
var gridwidget = new GridWidget(options);
gridwidget.setScale(2,2,1);
gridwidget.render(page);
page.show();
```

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 GridWidget = caph.wui.widget.GridWidget;
var options = {
  'frame' : {
    'width' : 600
    'height' : 700
    'layout' : {
      'row' : 4,
      'column' : 4
    },
  },
  'center-position' : {
    'x':800,
    'y':550,
    'z':1
  },
};
var page = new UIContext();
var gridwidget = new GridWidget(options);
gridwidget.setScale(2,2,1);
var scalePosValue = gridwidget.getScale();
gridwidget.render(page);
page.show();
```

setSize

Description

Sets the width and height of the widget, the widget's size would be changed by right called.

Parameters

- **width**
 - Number
 - pixel : The height of label, if null or negative, the value will be ignore. The unit is pixel(px), e.g. 10.
- **height**
 - Number
 - pixel : The height of label, if null or negative, the value will be ignore. The unit is pixel(px), e.g. 10.

Return

■ Void

Emulator Support

Y

SDK Constraint

none

Example

```
var UIContext = caph.wui.widget.UIContext;
var GridWidget = caph.wui.widget.GridWidget;
var options = {
  'frame': {
    'width': 600
    'height': 700
    'layout': {
      'row': 4,
      'column': 4
    },
  },
},
'center-position': {
  'x': 800,
  'y': 550,
  'z': 1
},
};
var page = new UIContext();
var gridwidget = new GridWidget(options);
gridwidget.setSize(300, 600);
gridwidget.render(page);
page.show();
```

destroy

Description

Destroys the widget itself, the widget will disappear.

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

Example

```
var UIContext = caph.wui.widget.UIContext;
var GridWidget = caph.wui.widget.GridWidget;
var options = {
  'frame': {
    'width': 600
    'height': 700
    'layout': {
      'row': 4,
      'column': 4
    },
  },
},
'center-position': {
  'x': 800,
  'y': 550,
  'z': 1
},
};
var page = new UIContext();
var gridwidget = new GridWidget(options);
gridwidget.setWidth(500);
gridwidget.render(page);
gridwidget.destroy();
page.show();
```

setWidth

Description

Set the width of the widget, the width of the widget will be changed after user invokes the function.

Parameters	■width - Number - The width of label, the unit is pixel(px), if null or negative, the value will be ignore, e.g. 300.
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

```
var UIContext = caph.wui.widget.UIContext;
var GridWidget = caph.wui.widget.GridWidget;
var options = {
  'frame': {
    'width': 600
    'height': 700
    'layout': {
      'row': 4,
      'column': 4
    },
  },
},
'center-position': {
  'x': 800,
  'y': 550,
  'z': 1
},
};
var page = new UIContext();
var gridwidget = new GridWidget(options);
gridwidget.setWidth(500);
gridwidget.render(page);
page.show();
```

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


```
var UIContext = caph.wui.widget.UIContext;
var GridWidget = caph.wui.widget.GridWidget;
var options = {
    'frame': {
        'width' : 600
        'height' : 700
        'layout' : {
            'row' : 4,
            'column' : 4
        },
    },
    'center-position' : {
        'x':800,
        'y':550,
        'z':1
    },
};
var page = new UIContext();
var gridwidget = new GridWidget(options);
var itemObjList = [];
var panel;
for ( i = 0; i <options._Panel.length; i++) {
    panel = new Panel(options._Panel[i]);
    itemObjList.push(panel);
}
gridwidget.addItemList(itemObjList);
gridwidget.addEventListener('click',function(){
});
gridwidget.render(page);
page.show();
```

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 GridWidget = caph.wui.widget.GridWidget;
var options = {
    'frame': {
        'width' : 600
        'height' : 700
        'layout' : {
            'row' : 4,
            'column' : 4
        },
    },
    'center-position' : {
        'x':800,
        'y':550,
        'z':1
    },
};
var page = new UIContext();
var gridwidget = new GridWidget(options);
var itemObjList = [];
var panel;
for ( i = 0; i <options._Panel.length; i++) {
    panel = new Panel(options._Panel[i]);
    itemObjList.push(panel);
}
gridwidget.addItemList(itemObjList);
gridwidget.render(page);
page.show();
var childList = gridwidget.getChildNodes();
```

addItem

Description

Add one item to the GridWidget once a time, the item is basic component which will be rendered in GridWidget.

Parameters	■ItemObj - Object - The item object which will be removed from the gridWidget. e.g. Image or Panel ■ItemIndex - String - object or integer type, the item added index, e.g. {row:10,column:10} or 18.
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

```
var UIContext = caph.wui.widget.UIContext;
var GridWidget = caph.wui.widget.GridWidget;
var HighLight = caph.wui.widget.HighlightHelper;
var Panel = caph.wui.widget.Panel;

var page = new UIContext();
var gridwidget = new GridWidget(options);

var image0 = new Image({'width' : 223,'height' : 198,'url': './img/photo0.jpg'});
var image1 = new Image({'width' : 223,'height' : 198,'url': './img/photo1.jpg'});
var image2 = new Image({'width' : 223,'height' : 198,'url': './img/photo2.jpg'});
gridWidget.addItem(image0,0);
gridWidget.addItem(image1,1);
gridWidget.addItem(image2,2);
gridwidget.render(page);
page.show();
```

setCurItem

Description

Set the index of item focused, the specified item will be focused.

Parameters	■index - Number - The index of the item in GridWidget, the index value is in accordance with up-down or left-right. e.g. 6.
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

```
var UIContext = caph.wui.widget.UIContext;
var GridWidget = caph.wui.widget.GridWidget;
var HighLight = caph.wui.widget.HighlightHelper;
var Panel = caph.wui.widget.Panel;
```

```
var page = new UIContext();
var gridwidget = new GridWidget(options);
```

```
var itemObjList = [];
var panel;
for ( i = 0; i <options_Panel.length; i++) {
    panel = new Panel(options_Panel[i]);
    itemObjList.push(panel);
}
gridwidget.addItemList(itemObjList);
gridwidget.setCurItem(3);
gridwidget.render(page);
page.show();
```

getActiveItem

Description

Return the item which has focus, if the focus is not on GridWidget, it will return null.

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

Example

```
var UIContext = caph.wui.widget.UIContext;
var GridWidget = caph.wui.widget.GridWidget;
var HighLight = caph.wui.widget.HighlightHelper;
var Panel = caph.wui.widget.Panel;
```

```
var page = new UIContext();
var gridwidget = new GridWidget(options);
```

```
var itemObjList = [];
var panel;
for ( i = 0; i <options_Panel.length; i++) {
    panel = new Panel(options_Panel[i]);
    itemObjList.push(panel);
}
gridwidget.addItemList(itemObjList);
gridwidget.setCurItem(3);
var item = gridwidget.getActiveItem();
gridwidget.render(page);
//HighLight
HighLight.init(page);
page.show();
caph.wui.widget.KeyControl.init();
```

removeItem

Description

Remove element from gridwidget according to the item object.

Parameters	■ItemObj - Object - The item object which will be removed from the gridWidget. e.g. Image or Panel
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

```
var UIContext = caph.wui.widget.UIContext;
var GridWidget = caph.wui.widget.GridWidget;
var Panel = caph.wui.widget.Panel;

var page = new UIContext();
var gridwidget = new GridWidget(options);

var itemObjList = [];
var panel;
for ( i = 0; i <options._Panel.length; i++) {
    panel = new Panel(options._Panel[i]);
    itemObjList.push(panel);
}
gridwidget.addItemToList(itemObjList);
gridwidget.removeItem(options._Panel[1]);
gridwidget.render(page);
page.show();
```

removeItemByIndex

Description

Remove element from gridwidget according to the item index.

Parameters	■itemIndex - Number - The item index which will be removed from the GridWidget.
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

```
var UIContext = caph.wui.widget.UIContext;
var GridWidget = caph.wui.widget.GridWidget;
var Panel = caph.wui.widget.Panel;

var page = new UIContext();
var gridwidget = new GridWidget(options);

var itemObjList = [];
var panel;
for ( i = 0; i <options._Panel.length; i++) {
    panel = new Panel(options._Panel[i]);
    itemObjList.push(panel);
}
gridwidget.addItemToList(itemObjList);
gridwidget.removeItemByIndex(2);
gridwidget.render(page);
page.show();
```

getBlockNum

Description

Get the product of layout's row and column.

Parameters	■Void
Return	■blocknum - Number - The number by the row Multiply column of layout.
Emulator Support	Y
SDK Constraint	none

Example

```
var UIContext = caph.wui.widget.UIContext;
var GridWidget = caph.wui.widget.GridWidget;
var Panel = caph.wui.widget.Panel;

var page = new UIContext();
var gridwidget = new GridWidget(options);

var itemObjList = [];
var panel;
for ( i = 0; i <options._Panel.length; i++) {
    panel = new Panel(options._Panel[i]);
    itemObjList.push(panel);
}
gridwidget.addItemToList(itemObjList);
var blockNum = gridwidget.getBlockNum();
gridwidget.render(page);
page.show();
```

getItem

Description

Get item by index, users can get the specified item, the item is basic component which rendered in GridWidget.

Parameters	■itemIndex - String - The item index, the input type can be object or number. e.g. {row:10, column:10} or 10.
Return	■itemObj - Object - The specified items which rendered in GridWidget.
Emulator Support	Y
SDK Constraint	none

Example

```
var UIContext = caph.wui.widget.UIContext;
var GridWidget = caph.wui.widget.GridWidget;
var Panel = caph.wui.widget.Panel;
```

```
var page = new UIContext();
var gridwidget = new GridWidget(options);
```

```
var itemObjList = [];
var panel;
for ( i = 0; i <options._Panel.Length; i++) {
    panel = new Panel(options._Panel[i]);
    itemObjList.push(panel);
}
gridwidget.addItemToList(itemObjList);
var item1 = gridwidget.getItem(2);
var item2 = gridwidget.getItem({row:2,column:2});
gridwidget.render(page);
page.show();
```

getItems

Description

Get all items in GridWidget.

Parameters	■Void
Return	■map - Object - Map : a map which include all items in GridWidget.
Emulator Support	Y
SDK Constraint	none

Example

```
var UIContext = caph.wui.widget.UIContext;
var GridWidget = caph.wui.widget.GridWidget;
var Panel = caph.wui.widget.Panel;
```

```
var page = new UIContext();
var gridwidget = new GridWidget(options);
```

```
var itemObjList = [];
var panel;
for ( i = 0; i <options._Panel.Length; i++) {
    panel = new Panel(options._Panel[i]);
    itemObjList.push(panel);
}
gridwidget.addItemToList(itemObjList);
var items = gridwidget.getItems();
gridwidget.render(page);
page.show();
```

setLayout

Description

Set the layout of GridWidget, gridwidge's layout can be rendered.

Parameters	■layout - Object - object which included row and column, e.g. {row:10, column:10}
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

```
var UIContext = caph.wui.widget.UIContext;
var GridWidget = caph.wui.widget.GridWidget;
var Panel = caph.wui.widget.Panel;
```

```
var page = new UIContext();
var gridwidget = new GridWidget(options);
```

```
var itemObjList = [];
var panel;
for ( i = 0; i <options._Panel.Length; i++) {
    panel = new Panel(options._Panel[i]);
    itemObjList.push(panel);
}
var layout = {
    row :3,
    column:3
};
gridwidget.setLayout(layout);
gridwidget.addItemToList(itemObjList);
gridwidget.render(page);
page.show();
```

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 HighLight = caph.wui.widget.HighlightHelper;
var GridWidget = caph.wui.widget.GridWidget;
var options = {
    'frame': {
        'width' : 600
        'height' : 700
        'layout' : {
            'row' : 4,
            'column' : 4
        },
    },
    'center-position' : {
        'x':800,
        'y':550,
        'z':1
    },
};
var page = new UIContext();
var gridwidget = new GridWidget(options);
gridwidget.setOpacity(0.5);
var op = gridwidget.getOpacity();
gridwidget.render(page);
gridwidget.addEventListener('click', function() {
    gridwidget.disableHighLight();
});
//HighLight
HighLight.init(page);
page.show();
caph.wui.widget.KeyControl.init();
```

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;
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var options = {
    'frame': {
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    },
    'center-position' : {
        'x':800,
        'y':550,
        'z':1
    },
};
var page = new UIContext();
var gridwidget = new GridWidget(options);
gridwidget.setOpacity(0.5);
var op = gridwidget.getOpacity();
gridwidget.render(page);
gridwidget.addEventListener('click', function() {
    gridwidget.enableHighLight();
});
//HighLight
HighLight.init(page);
page.show();
caph.wui.widget.KeyControl.init();
```