CAPH.WUI.WIDGET.INPUTBOX

InputBox represents a widget with basic text field, it can be used as a direct replacement for traditional text inputs. A user can input some types of string, including password, number and so on. It is an interface for user to input in order to interact with other modules. The main APIs of InputBox is 'setTextAlign', 'setText', 'getText'.

Contents

Constructor

InputBox

Description		
The constructor of inputbox component, in order to create inputbox object.		
Parameters		
option	Object	some options is the same with arguments of parent class box, other different as below * inputType : (String) * text : (String) * maxLength : (Number) * textAlign : (Enum)
Emulator Support	Y	
SDK Constraint	None	
Example		

```
caph._setBasePath('../../../build');
var InputBox = caph.wui.widget.InputBox;
var options= {
 'frame': {
  'width': 290,
  'height': 64
 },
 'text': {
  'type': 'text',
  'value': 'a36h',
  'max-length': 10,
  'align': 'left'
  'cls' : 'bb'
 },
 'topleft-position': {
  x: window.innerWidth / 2 - 500,
  y: window.innerHeight / 2,
  z: 0
 }
};
var inputbox = new InputBox(options);
```

Methods

setText

Description	
Sets the text to InputBox widget.	
Parameters	■text - String - string type, he text will show in the text area of InputBox.
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

```
var InputBox = caph.wui.widget.InputBox;
var inputbox = new InputBox();
inputbox.setText("inputbox");
```

setTextAlign

Description	
Sets the text align of InputBox widget.	
Parameters	■align - String - the align style of text in the InputBox widget, it can be 'left', 'right' or 'center'."
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

```
var InputBox = caph.wui.widget.InputBox;
var inputbox = new InputBox();
inputbox.setTextAlign("center");
```

getText

Description	
Returns the text content of InputBox, if the text content is null, return null.	
Parameters	■Void
Return	■text - String - string type, The text content of InputBox.
Emulator Support	Y
SDK Constraint	none

Example

```
var InputBox = caph.wui.widget.InputBox;
var inputbox = new InputBox();
var text = inputbox.getText();
```

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 InputBox = caph.wui.widget.InputBox;
var widget = new InputBox();
var obj = widget.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 InputBox = caph.wui.widget.InputBox;
var widget = new InputBox();
var obj = widget.clone();
var isequal = obj.equals(widget);
```

setAbsolutePosition

Description

Sets absolute position of widget in the screen, x,y value of the top and left of the screen is (0,7).

Parameters	■x -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. ■y - 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 ■z - 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
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

```
var UIContext = caph.wui.widget.UIContext;
var InputBox = caph.wui.widget.InputBox;

var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext = new UIContext();
var box = new InputBox();

box.setAbsolutePosition(x, y, z);  //call the view setAbsolutePosition method
```

getDomEl

Description

Returns the DOM element 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 InputBox = caph.wui.widget.InputBox;

var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext = new UIContext();
var widget = new InputBox();

var dom = widget.getDomEl();  //call the view getDomEl method
```

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	■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 InputBox  = caph.wui.widget.InputBox;

var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext   = new UIContext();
var widget = new InputBox();

var options = {
 id:'testID',
 name:'testName',
 cls:'testCls',
 frame:{
    width:100,
    height:100
 }
};
widget.setOptions(options);
```

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 InputBox  = caph.wui.widget.InputBox;

var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext   = new UIContext();
var widget = new InputBox();

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

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 InputBox  = caph.wui.widget.InputBox;

var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext   = new UIContext();
var widget = new InputBox();

widget.focus();  //call the view focus method
```

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 (0,6).

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

Example

```
var UIContext = caph.wui.widget.UIContext;
var InputBox  = caph.wui.widget.InputBox;

var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext   = new UIContext();
var widget = new InputBox();
widget.setCenterPosition (info.x, info.y, info.z);
```

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 InputBox  = caph.wui.widget.InputBox;

var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext   = new UIContext();
var widget = new InputBox();
widget.setCenterPosition (info.x, info.y, info.z);

widget.addEventListener('resize', function(){  //listen the resize event
        //console.log(widget.id + ' >>>>>>>>>>>>>>>>>>>> resized');
});
```

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

```
var UIContext = caph.wui.widget.UIContext;
var InputBox  = caph.wui.widget.InputBox;

var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext   = new UIContext();
var widget = new InputBox();
widget.setCenterPosition (info.x, info.y, info.z);

widget.click();  //call the view click method
```

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 InputBox  = caph.wui.widget.InputBox;

var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext   = new UIContext();
var widget = new InputBox();
widget.setCenterPosition (info.x, info.y, info.z);

widget.destroy();  //call the view destroy method
```

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 InputBox  = caph.wui.widget.InputBox;

var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext   = new UIContext();
var widget = new InputBox();
widget.setCenterPosition (info.x, info.y, info.z);

widget.removeEventListener('click', function(){  //listen the remove event
});
```

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 InputBox  = caph.wui.widget.InputBox;

var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext   = new UIContext();
var widget = new InputBox();
widget.setCenterPosition (info.x, info.y, info.z);

widget.render(uicontext);
```

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 InputBox  = caph.wui.widget.InputBox;

var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext   = new UIContext();
var widget = new InputBox();
widget.setCenterPosition (info.x, info.y, info.z);
var childList = widget.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 InputBox  = caph.wui.widget.InputBox;

var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext   = new UIContext();
var widget = new InputBox();
widget.setCenterPosition (info.x, info.y, info.z);
var ctype = widget.getCtype();
```

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 InputBox  = caph.wui.widget.InputBox;

var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext   = new UIContext();
var widget = new InputBox();
widget.setCenterPosition (info.x, info.y, info.z);
var parentList = widget.getParentNodes();l
```

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 (0,7).

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 InputBox  = caph.wui.widget.InputBox;

var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext   = new UIContext();
var widget = new InputBox();
widget.setCenterPosition (info.x, info.y, info.z);
var pos = widget.getCenterPosition()
```

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 InputBox  = caph.wui.widget.InputBox;

var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext   = new UIContext();
var widget = new InputBox();
widget.setCenterPosition (info.x, info.y, info.z);
var rot = widget.getRotation();
```

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 InputBox  = caph.wui.widget.InputBox;

var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext   = new UIContext();
var widget = new InputBox();
widget.setCenterPosition (info.x, info.y, info.z);
widget.addCls('myview');
```

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 InputBox  = caph.wui.widget.InputBox;

var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext   = new UIContext();
var widget = new InputBox();
widget.setCenterPosition (info.x, info.y, info.z);
widget.addCls('myview');
widget.removeCls('myview');
```

hide

Description

Hides widget to make it invisible on the screen, registered listeners for this are invoked, if duration is greater than 7 , that is there exists a fade animation, registered listeners will be invoked during the animation.

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 InputBox = caph.wui.widget.InputBox;

var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext  = new UIContext();
var widget = new InputBox();
widget.setCenterPosition (info.x, info.y, info.z);
widget.hide();
```

show

Description

Shows the widget to make it visible on the screen, registered listeners for this are invoked, if duration is greater than 6, 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 InputBox = caph.wui.widget.InputBox;

var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext  = new UIContext();
var widget = new InputBox();
widget.setCenterPosition (info.x, info.y, info.z);
widget.hide();
widget.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 InputBox = caph.wui.widget.InputBox;

var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext  = new UIContext();
var widget = new InputBox();
widget.setCenterPosition (info.x, info.y, info.z);
widget.hide();
widget.show();
widget.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 InputBox = caph.wui.widget.InputBox;

var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext  = new UIContext();
var widget = new InputBox();
widget.setCenterPosition (info.x, info.y, info.z);
widget.hide();
widget.show();
widget.enable();
```

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 InputBox  = caph.wui.widget.InputBox;

var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext   = new UIContext();
var widget = new InputBox();
widget.setCenterPosition (info.x, info.y, info.z);
widget.render(uicontext);
widget.disableHighLight();
```

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;
var InputBox  = caph.wui.widget.InputBox;

var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext   = new UIContext();
var widget = new InputBox();
widget.setCenterPosition (info.x, info.y, info.z);
widget.render(uicontext);
widget.enableHighLight();
```

isEnable

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

```
var UIContext = caph.wui.widget.UIContext;
var InputBox  = caph.wui.widget.InputBox;

var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext   = new UIContext();
var widget = new InputBox();
widget.setCenterPosition (info.x, info.y, info.z);
widget.render(uicontext);
widget.hide();
widget.show();
widget.disable();
widget.enable();

var rc = widget.isEnable();
```

isVisible

Description

Indicates whether the widget is visible or not.

Parameters	■Void
Return	■Boolean - true : if enabled - false : otherwise
Emulator Support	Y
SDK Constraint	none

Example

```
var UIContext = caph.wui.widget.UIContext;
var InputBox  = caph.wui.widget.InputBox;

var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext   = new UIContext();
var widget = new InputBox();
widget.setCenterPosition (info.x, info.y, info.z);
widget.render(uicontext);
widget.hide();
widget.show();
widget.disable();
widget.enable();

var rc = widget.isVisible();
```

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

```
var UIContext = caph.wui.widget.UIContext;
var InputBox  = caph.wui.widget.InputBox;

var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext   = new UIContext();
var widget = new InputBox();
widget.setCenterPosition (info.x, info.y, info.z);
widget.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 InputBox  = caph.wui.widget.InputBox;

var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext   = new UIContext();
var widget = new InputBox();
widget.setCenterPosition (info.x, info.y, info.z);
widget.setOpacity(0.5);
var op = widget.getOpacity();
```

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 InputBox  = caph.wui.widget.InputBox;

var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext   = new UIContext();
var widget = new InputBox();
widget.setCenterPosition (info.x, info.y, info.z);
widget.setRotation(Math.PI/4, 0, 0);
```

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 InputBox  = caph.wui.widget.InputBox;

var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext   = new UIContext();
var widget = new InputBox();
widget.setCenterPosition (info.x, info.y, info.z);
widget.setScale(0.8, 0.5, 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 InputBox  = caph.wui.widget.InputBox;

var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext   = new UIContext();
var widget = new InputBox();
widget.setCenterPosition (info.x, info.y, info.z);
widget.setScale(0.8, 0.5, 0);
var scalePosValue = widget.getScale();
```

setPosition

Description

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

Parameters	■x - 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. ■y - 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 ■z - 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 InputBox  = caph.wui.widget.InputBox;

var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext   = new UIContext();
var widget = new InputBox();
widget.setPosition (info.x, info.y, info.z);
```

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 (0,7).

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 InputBox  = caph.wui.widget.InputBox;

var info = {'x': 300, 'y': 300 ,'z':0, width:300, height:300};
var uicontext   = new UIContext();
var widget = new InputBox();
widget.setPosition (info.x, info.y, info.z);
var pos = widget.getPosition();
```

InputBox

Description

(Constructor) The constructor of inputbox component, in order to create inputbox object.

Parameters	■options (Optional) - Object - some options is the same with arguments of parent class box, other different as below * inputType : (String) * text : (String) * maxLength : (Number) * textAlign : (Enum)
Return	■Object - instance of inputbox
Emulator Support	Y
SDK Constraint	none

Example

```
caph._setBasePath('../../../build');
var InputBox = caph.wui.widget.InputBox;
var options = {
  'frame': {
    'width': 290,
    'height': 64
  },
  'text': {
    'type': 'text',
    'value': 'a36h',
    'max-length': 10,
    'align': 'left'
    'cls' : 'bb'
  },
  'topleft-position': {
    x: window.innerWidth / 2  -  500,
    y: window.innerHeight / 2,
    z: 0
  }
};
var inputbox = new InputBox(options);
```