

CAPH.WUI.WIDGET.HIGHLIGHTHELPER

HighlightHelper represents a selector for highlight effect, it's alternative terms could be cursor or focus that can be generally controlled by user's remote control, it moves over widgets or UI templates, it always knows where it should move when any input events like up, down, left and right happens. This widget using the singleton pattern, users do not need to use the 'new' operator. It extends from BasicObject.

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Methods

moveTo	
Description	
Focuses widget, when this method is invoked, the highlight effect will display on the widget. caph.wui.widget.HighlightHelper.moveTo	
Parameters	<div>■para</div> <div>- Object or String</div> <div>- The id of the widget or a widget object.</div> <div>■event (Optional)</div> <div>- String</div> <div>- Key events, such as mouseover, keydown or none, this parameter is optional. 'mouseover', the type of function will be called when the mouse is over on the widget. 'keydown', the type of function will be called when the widget has hi</div>
Return	<div>■Void</div>
Emulator Support	Y
SDK Constraint	none
Example	
<pre>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 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.LaddItem(itemObjList); gridwidget.setCurlItem(3); var item = gridwidget.getActiveItem(); gridwidget.render(page); //HighLight HighLight.init(page); page.show(); caph.wui.widget.KeyControl.init(); HighLight.moveTo(gridwidget.getItem(3),true);</pre>	
getCurrentFocusedWidget	
Description	
Returns the focused widget.	
Parameters	<div>■Void</div>
Return	<div>■ItemObj</div> <div>- Object</div> <div>- The focused widget that has highlight effect.</div>
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 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.addItemLists(itemObjList);
gridwidget.setCurtItem(3);
var item = gridwidget.getActiveItem();
gridwidget.render(page);
//HighLight
HighLight.init(page);
page.show();
caph.wui.widget.KeyControl.init();
var currentWidget = HighLight.getCurrentFocusedWidget();
```

getDomEl

Description	
Returns the highlight object which is the DOM elements corresponding to highlight effect.	
Parameters	■Void
Return	■highlightelement - Object - The Object gets highlight effect.
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 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.addItemLists(itemObjList);
gridwidget.setCurtItem(3);
var item = gridwidget.getActiveItem();
gridwidget.render(page);
//HighLight
HighLight.init(page);
page.show();
caph.wui.widget.KeyControl.init();
var highlightWidget = HighLight.getDomEl();
highlightWidget.hide();
```

init

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 HighLight = caph.wui.widget.HighlightHelper;
var page = new UIContext();
HighLight.init(page);
page.show();
caph.wui.widget.KeyControl.init();
```

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 UIContext = caph.wui.widget.UIContext;
var HighLight = caph.wui.widget.HighlightHelper;
var page = new UIContext();
HighLight.init(page);
page.show();
caph.wui.widget.KeyControl.init();
var obj = HighLight.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 UIContext = caph.wui.widget.UIContext;
var HighLight = caph.wui.widget.HighlightHelper;
var page = new UIContext();
HighLight.init(page);
page.show();
caph.wui.widget.KeyControl.init();
var obj = HighLight.clone();
var isEqual = HighLight.equals(obj);
```