

CAPH.APP.EVENT.ENGINEEVENTHANDLER

EngineEventHandler is a small class that provides event handling functions for the engine. Main APIs of EngineEventHandler are 'init' and 'resize.' Using init method, a user can initialize EngineEventHandler instance. Using resize method, a user can register a 'resize' event listener to window's resize event.

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Constructor

EngineEventHandler	
Description	
Construct an EngineEventHandler	
Emulator Support	Y
SDK Constraint	None
Example	
<pre>var EngineEventHandler = caph.app.event.EngineEventHandler; var engineeventhandler = new EngineEventHandler();</pre>	

Methods

EngineEventHandler	
Description	
(Constructor) Construct an EngineEventHandler	
Parameters	■Void
Return	■Object - Object, an instance of an EngineEventHandler
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var EngineEventHandler = caph.app.event.EngineEventHandler; var engineeventhandler = new EngineEventHandler();</pre>	

resize

Description

Register a 'resize' event listener to window's resize event.

Parameters

■basePage
- BasePage
- A BasePage of concern

Return

■Void

Emulator Support

Y

SDK Constraint

none

Example

```
var EngineEventHandler = caph.app.event.EngineEventHandler;  
var engineeventhandler = new EngineEventHandler();  
  
var basePage = new caph.wui.engine.rendering.BasePage;  
engineeventhandler.resize(basePage);
```

init

Description

Initialize an EngineEventHandler

Parameters

■Void

Return

■Void

Emulator Support

Y

SDK Constraint

none

Example

```
var EngineEventHandler = caph.app.event.EngineEventHandler;  
var engineeventhandler = new EngineEventHandler();  
engineeventhandler.init();
```