

CAPH.WUI.WIDGET.LABEL

Label represents a container which can display text. A user can change text and the size of widget.

Contents

Constructor

Label

Methods

- clone
- equals
- setOptions
- render
- addCls
- removeCls
- click
- destroy
- disable
- isEnable
- disableHighLight
- enableHighLight
- focus
- blur
- hide
- isVisible
- setAbsolutePosition
- setCenterPosition
- getCenterPosition
- setHeight
- setLineHeight
- setOpacity
- getOpacity
- setPosition
- getPosition
- setRotation
- getRotation
- setScale
- getScale
- setSize
- getSize
- setText
- setWidth
- show
- getChildNodes
- getCType
- getDomEl
- addEventListener
- removeEventListener
- getParentNode
- Label

Constructor

Label

Description		
The constructor of label widget, in order to create label object.		
Parameters		
options	Object	the options are some properties to a json object, some options is the same as parent class view, other different as below: * lineHeight : (Number-unit) pixel * center-position.x, center-position.y, center-position.z, * text.data : (String) * text.normalTextCls(String) * text.focusedTextCls(String)
Emulator Support	Y	
SDK Constraint	None	
Example		

```
var Label = caph.wui.widget.Label;
var options = {
  'frame': {
    'width': '10%',
    'height': 100
  },
  'center-position': {
    'x': 300,
    'y': 300,
    'z': 0
  },
  'text': {
    'data': 'string ',
    'normalTextCls': 'bbqq',
    'focusedTextCls': 'jjww'
  }
}
var label = new Label(options);
```

Methods

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 Label = window.caph.wui.widget.Label;
var label = new Label();
var obj = label.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 Label = window.caph.wui.widget.Label;
var label = new Label();
var obj = label.clone();
var isequal = obj.equals(label);
```

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 Label = caph.wui.widget.Label;
var uicontext = new UIContext();
var opt = {
  'disableHighlight': true,
  'frame': {
    'width': '10%',
    'height': 100
  },
  'center-position': {
    'x': 300,
    'y': 300,
    'z': 0
  },
  'text': {
    'data': 'string ',
    'normalTextCls': 'bbqq',
    'focusedTextCls': 'jjww'
  }
}
};
var label = new Label();
label.setOptions(opt);
label.render(uicontext);
```

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	
<pre>var UIContext = caph.wui.widget.UIContext; var Label = caph.wui.widget.Label; var uicontext = new UIContext(); var opt = { 'disableHighlight': true, 'frame': { 'width': '10%', 'height': 100 }, 'center-position': { 'x': 300, 'y': 300, 'z': 0 }, 'text': { 'data': 'string ', 'normalTextCls': 'bbqq', 'focusedTextCls': 'jjww' } }; var label = new Label(opt); label.render(uicontext);</pre>	
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	
<pre>var UIContext = caph.wui.widget.UIContext; var Label = caph.wui.widget.Label; var uicontext = new UIContext(); var opt = { 'disableHighlight': true, 'frame': { 'width': '10%', 'height': 100 }, 'center-position': { 'x': 300, 'y': 300, 'z': 0 }, 'text': { 'data': 'string ', 'normalTextCls': 'bbqq', 'focusedTextCls': 'jjww' } }; var label = new Label(opt); label.render(uicontext); label.addCls('abc');</pre>	
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 Label = caph.wui.widget.Label;
var uicontext = new UIContext();
var opt = {
  'disableHighlight': true,
  'frame': {
    'width': '10%',
    'height': 100
  },
  'center-position': {
    'x': 300,
    'y': 300,
    'z': 0
  },
  'text': {
    'data': 'string ',
    'normalTextCls': 'bbqq',
    'focusedTextCls': 'jjww'
  }
};
var label = new Label(opt);
label.render(uicontext);
label.addCls('abc');
label.removeCls('abc');
```

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 Label = caph.wui.widget.Label;
var uicontext = new UIContext();
var opt = {
  'disableHighlight': true,
  'frame': {
    'width': '10%',
    'height': 100
  },
  'center-position': {
    'x': 300,
    'y': 300,
    'z': 0
  },
  'text': {
    'data': 'string ',
    'normalTextCls': 'bbqq',
    'focusedTextCls': 'jjww'
  }
};
var label = new Label(opt);
label.render(uicontext);
label.click();
```

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 Label = caph.wui.widget.Label;
var uicontext = new UIContext();
var opt = {
  'disableHighlight': true,
  'frame': {
    'width': '10%',
    'height': 100
  },
  'center-position': {
    'x': 300,
    'y': 300,
    'z': 0
  },
  'text': {
    'data': 'string ',
    'normalTextCls': 'bbqq',
    'focusedTextCls': 'jjww'
  }
};
var label = new Label(opt);
label.render(uicontext);
label.destroy();
```

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	
<pre>var UIContext = caph.wui.widget.UIContext; var Label = caph.wui.widget.Label; var uicontext = new UIContext(); var opt = { 'disableHighlight': true, 'frame': { 'width': '10%', 'height': 100 }, 'center-position': { 'x': 300, 'y': 300, 'z': 0 }, 'text': { 'data': 'string ', 'normalTextCls': 'bbqq', 'focusedTextCls': 'jjww' } }; var label = new Label(opt); label.render(uicontext); label.disable();</pre>	
isEnabled	
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	
<pre>var UIContext = caph.wui.widget.UIContext; var Label = caph.wui.widget.Label; var uicontext = new UIContext(); var opt = { 'disableHighlight': true, 'frame': { 'width': '10%', 'height': 100 }, 'center-position': { 'x': 300, 'y': 300, 'z': 0 }, 'text': { 'data': 'string ', 'normalTextCls': 'bbqq', 'focusedTextCls': 'jjww' } }; var label = new Label(opt); label.render(uicontext); label.disable(); var isEnabled = label.isEnabled();</pre>	
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	
<pre>var UIContext = caph.wui.widget.UIContext; var Label = caph.wui.widget.Label; var uicontext = new UIContext(); var opt = { 'disableHighlight': true, 'frame': { 'width': '10%', 'height': 100 }, 'center-position': { 'x': 300, 'y': 300, 'z': 0 }, 'text': { 'data': 'string ', 'normalTextCls': 'bbqq', 'focusedTextCls': 'jjww' } }; var label = new Label(opt); label.render(uicontext); label.disableHighLight();</pre>	
enableHighLight	
Description	

Recovers the highlight effect on a widget.	
Parameters	■Void
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var Label = caph.wui.widget.Label; var uicontext = new UIContext(); var opt = { 'disableHighlight': true, 'frame': { 'width': '10%', 'height': 100 }, 'center-position': { 'x': 300, 'y': 300, 'z': 0 }, 'text': { 'data': 'string ', 'normalTextCls': 'bbqq', 'focusedTextCls': 'jjww' } }; var label = new Label(opt); label.render(uicontext); label.disableHighLight(); label.enableHighLight();</pre>	

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	
<pre>var UIContext = caph.wui.widget.UIContext; var Label = caph.wui.widget.Label; var uicontext = new UIContext(); var opt = { 'disableHighlight': true, 'frame': { 'width': '10%', 'height': 100 }, 'center-position': { 'x': 300, 'y': 300, 'z': 0 }, 'text': { 'data': 'string ', 'normalTextCls': 'bbqq', 'focusedTextCls': 'jjww' } }; var label = new Label(opt); label.render(uicontext); label.enable();</pre>	

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 Label = caph.wui.widget.Label;
var uicontext = new UIContext();
var opt = {
  'disableHighlight': true,
  'frame': {
    'width': '10%',
    'height': 100
  },
  'center-position': {
    'x': 300,
    'y': 300,
    'z': 0
  },
  'text': {
    'data': 'string ',
    'normalTextCls': 'bbqq',
    'focusedTextCls': 'jjww'
  }
};
var label = new Label(opt);
label.render(uicontext);
label.focus();
```

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 Label = caph.wui.widget.Label;
var uicontext = new UIContext();
var opt = {
  'disableHighlight': true,
  'frame': {
    'width': '10%',
    'height': 100
  },
  'center-position': {
    'x': 300,
    'y': 300,
    'z': 0
  },
  'text': {
    'data': 'string ',
    'normalTextCls': 'bbqq',
    'focusedTextCls': 'jjww'
  }
};
var label = new Label(opt);
label.render(uicontext);
label.focus();
label.blur();
```

hide

Description

Hides widget to make it invisible on the screen, registered listeners for this are invoked, if duration is greater than 3 , 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 Label = caph.wui.widget.Label;
var uicontext = new UIContext();
var opt = {
  'disableHighlight': true,
  'frame': {
    'width': '10%',
    'height': 100
  },
  'center-position': {
    'x': 300,
    'y': 300,
    'z': 0
  },
  'text': {
    'data': 'string ',
    'normalTextCls': 'bbqq',
    'focusedTextCls': 'jjww'
  }
};
var label = new Label(opt);
label.render(uicontext);
label.hide();
```

isVisible

Description

Indicates whether the widget is visible or not.

Parameters	■Void
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Return	■Boolean - true : if visible - false : otherwise
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var Label = caph.wui.widget.Label; var uicontext = new UIContext(); var opt = { 'disableHighlight': true, 'frame': { 'width': '10%', 'height': 100 }, 'center-position': { 'x': 300, 'y': 300, 'z': 0 }, 'text': { 'data': 'string ', 'normalTextCls': 'bbqq', 'focusedTextCls': 'jjww' } }; var label = new Label(opt); label.render(uicontext); label.hide(); var isVisible = label.isVisible();</pre>	
setAbsolutePosition	
Description	
Sets absolute position of widget in the screen, x,y value of the top and left of the screen is (0,3).	
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	
<pre>var UIContext = caph.wui.widget.UIContext; var Label = caph.wui.widget.Label; var uicontext = new UIContext(); var opt = { 'disableHighlight': true, 'frame': { 'width': '10%', 'height': 100 }, 'center-position': { 'x': 300, 'y': 300, 'z': 0 }, 'text': { 'data': 'string ', 'normalTextCls': 'bbqq', 'focusedTextCls': 'jjww' } }; var label = new Label(opt); label.render(uicontext); label.setAbsolutePosition(100, 100, 1);</pre>	
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 (0,3).	
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 Label = caph.wui.widget.Label;
var uicontext = new UIContext();
var opt = {
'disableHighlight': true,
  'frame': {
    'width': '10%',
    'height': 100
  },
  'center-position': {
    'x': 300,
    'y': 300,
    'z': 0
  },
  'text': {
    'data': 'string ',
    'normalTextCls': 'bbqq',
    'focusedTextCls': 'jjww'
  }
};
var label = new Label(opt);
label.render(uicontext);
label.setCenterPosition(100, 100, 1);
```

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 (0,3).

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 Label = caph.wui.widget.Label;
var uicontext = new UIContext();
var opt = {
'disableHighlight': true,
  'frame': {
    'width': '10%',
    'height': 100
  },
  'center-position': {
    'x': 300,
    'y': 300,
    'z': 0
  },
  'text': {
    'data': 'string ',
    'normalTextCls': 'bbqq',
    'focusedTextCls': 'jjww'
  }
};
var label = new Label(opt);
label.render(uicontext);
label.setCenterPosition(100, 100, 1);
var pos = label.getCenterPosition();
```

setHeight

Description

Set the height of label, the height of label 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 Label = caph.wui.widget.Label;
var uicontext = new UIContext();
var opt = {
'disableHighlight': true,
  'frame': {
    'width': '10%',
    'height': 100
  },
  'center-position': {
    'x': 300,
    'y': 300,
    'z': 0
  },
  'text': {
    'data': 'string ',
    'normalTextCls': 'bbqq',
    'focusedTextCls': 'jjww'
  }
};
var label = new Label(opt);
label.render(uicontext);
label.setHeight(50);
```

setLineHeight

Description

Set the Line Height of label, the Line Height of label will be changed after user invokes the function.	
Parameters	■lineHeight - Number - pixel : The lineHeight of the label, the unit is pixel(px), e.g. 10.
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var Label = caph.wui.widget.Label; var uicontext = new UIContext(); var opt = { 'disableHighlight': true, 'frame': { 'width': '10%', 'height': 100 }, 'center-position': { 'x': 300, 'y': 300, 'z': 0 }, 'text': { 'data': 'string ', 'normalTextCls': 'bbqq', 'focusedTextCls': 'jjww' } }; var label = new Label(opt); label.render(uicontext); label.setLineHeight(10);</pre>	
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 Label = caph.wui.widget.Label; var uicontext = new UIContext(); var opt = { 'disableHighlight': true, 'frame': { 'width': '10%', 'height': 100 }, 'center-position': { 'x': 300, 'y': 300, 'z': 0 }, 'text': { 'data': 'string ', 'normalTextCls': 'bbqq', 'focusedTextCls': 'jjww' } }; var label = new Label(opt); label.render(uicontext); label.setOpacity(0.5);</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 Label = caph.wui.widget.Label;
var uicontext = new UIContext();
var opt = {
  'disableHighlight': true,
  'frame': {
    'width': '10%',
    'height': 100
  },
  'center-position': {
    'x': 300,
    'y': 300,
    'z': 0
  },
  'text': {
    'data': 'string ',
    'normalTextCls': 'bbqq',
    'focusedTextCls': 'jjww'
  }
};
var label = new Label(opt);
label.render(uicontext);
label.setOpacity(0.5);
var opa = label.getOpacity();
```

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>
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Return	■Void
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Emulator Support	Y
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SDK Constraint	none
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Example

```
var UIContext = caph.wui.widget.UIContext;
var Label = caph.wui.widget.Label;
var uicontext = new UIContext();
var opt = {
  'disableHighlight': true,
  'frame': {
    'width': '10%',
    'height': 100
  },
  'center-position': {
    'x': 300,
    'y': 300,
    'z': 0
  },
  'text': {
    'data': 'string ',
    'normalTextCls': 'bbqq',
    'focusedTextCls': 'jjww'
  }
};
var label = new Label(opt);
label.render(uicontext);
label.setPosition(100, 100, 1);
```

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 (0,3).

Parameters	■Void
Return	<div>■Object</div> <div>- Position object, including x, y, z value.</div> <div>* x : (Number) The x coordinate 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
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SDK Constraint	none
----------------	------

Example

```
var UIContext = caph.wui.widget.UIContext;
var Label = caph.wui.widget.Label;
var uicontext = new UIContext();
var opt = {
  'disableHighlight': true,
  'frame': {
    'width': '10%',
    'height': 100
  },
  'center-position': {
    'x': 300,
    'y': 300,
    'z': 0
  },
  'text': {
    'data': 'string ',
    'normalTextCls': 'bbqq',
    'focusedTextCls': 'jjww'
  }
};
var label = new Label(opt);
label.render(uicontext);
label.setPosition(100, 100, 1);
var pos = label.getPosition();
```

setRotation

Description

Sets rotation of widget , rotation angle of the widget will be changed.

Parameters	<div> <div> <div>■</div> <div>x</div> </div> <div>- Number</div> <div>- The x coordinate to rotate position of the view.</div> </div> <div> <div> <div>■</div> <div>y</div> </div> <div>- Number</div> <div>- The y coordinate for rotate position of the view.</div> </div> <div> <div> <div>■</div> <div>z</div> </div> <div>- Number</div> <div>- The z coordinate for rotate position of the view.</div> </div>
------------	--

Return	■Void
--------	-------

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

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

Example

```
var UIContext = caph.wui.widget.UIContext;
var Label = caph.wui.widget.Label;
var uicontext = new UIContext();
var opt = {
  'disableHighlight': true,
  'frame': {
    'width': '10%',
    'height': 100
  },
  'center-position': {
    'x': 300,
    'y': 300,
    'z': 0
  },
  'text': {
    'data': 'string ',
    'normalTextCls': 'bbqq',
    'focusedTextCls': 'jjww'
  }
};
var label = new Label(opt);
label.render(uicontext);
label.setRotation(1, 1, 1);
```

getRotation

Description

Returns widget rotation property.

Parameters	■Void
Return	<div> <div> <div>■</div> <div>Object</div> </div> <div>- Position object, including x, y, z value.</div> <div>* The x coordinate for rotate position of the view.</div> <div>* The y coordinate for rotate position of the view.</div> <div>* The z coordinate for rotate position of the view.</div> </div>

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

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

Example

```
var UIContext = caph.wui.widget.UIContext;
var Label = caph.wui.widget.Label;
var uicontext = new UIContext();
var opt = {
  'disableHighlight': true,
  'frame': {
    'width': '10%',
    'height': 100
  },
  'center-position': {
    'x': 300,
    'y': 300,
    'z': 0
  },
  'text': {
    'data': 'string ',
    'normalTextCls': 'bbqq',
    'focusedTextCls': 'jjww'
  }
};
var label = new Label(opt);
label.render(uicontext);
label.setRotation(100, 100, 1);
var rot = label.getRotation();
```

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	<div>■x</div> <div>- Number</div> <div>- The x coordinate for scale position of the view.</div> <div>■y</div> <div>- Number</div> <div>- The y coordinate for scale position of the view.</div> <div>■z</div> <div>- Number</div> <div>- The z coordinate for scale position of the view.</div>
Return	■ Void
Emulator Support	Y
SDK Constraint	none

Example

```
var UIContext = caph.wui.widget.UIContext;
var Label = caph.wui.widget.Label;
var uicontext = new UIContext();
var opt = {
  'disableHighlight': true,
  'frame': {
    'width': '10%',
    'height': 100
  },
  'center-position': {
    'x': 300,
    'y': 300,
    'z': 0
  },
  'text': {
    'data': 'string ',
    'normalTextCls': 'bbqq',
    'focusedTextCls': 'jjww'
  }
};
var label = new Label(opt);
label.render(uicontext);
label.setScale(1, 1, 1);
```

getScale

Description

Returns the scale value of the widget, including x, y, z coordinates.

Parameters	■ Void
Return	<div>■Object</div> <div>- Position object, including x, y, z value.</div> <div>* The x coordinate for scale position of the view.</div> <div>* The y coordinate for scale position of the view.</div> <div>* The z coordinate for scale position of the view.</div>
Emulator Support	Y
SDK Constraint	none

Example

```
var UIContext = caph.wui.widget.UIContext;
var Label = caph.wui.widget.Label;
var uicontext = new UIContext();
var opt = {
'disableHighlight': true,
  'frame': {
    'width': '10%',
    'height': 100
  },
  'center-position': {
    'x': 300,
    'y': 300,
    'z': 0
  },
  'text': {
    'data': 'string ',
    'normalTextCls': 'bbqq',
    'focusedTextCls': 'jjww'
  }
};
var label = new Label(opt);
label.render(uicontext);
label.setScale(1, 1, 1);
var scale = label.getScale();
```

setSize

Description

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

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

Return	■Void
--------	-------

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

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

Example

```
var UIContext = caph.wui.widget.UIContext;
var Label = caph.wui.widget.Label;
var uicontext = new UIContext();
var opt = {
'disableHighlight': true,
  'frame': {
    'width': '10%',
    'height': 100
  },
  'center-position': {
    'x': 300,
    'y': 300,
    'z': 0
  },
  'text': {
    'data': 'string ',
    'normalTextCls': 'bbqq',
    'focusedTextCls': 'jjww'
  }
};
var label = new Label(opt);
label.render(uicontext);
label.setSize(100, 120);
```

getSize

Description

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

Parameters	■Void
Return	<div>■size</div> <div>- Object</div> <div>- The size of box with width and height, their units are pixel(px). e.g. {width:100, height:100}.</div>

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

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

Example

```
var UIContext = caph.wui.widget.UIContext;
var Label = caph.wui.widget.Label;
var uicontext = new UIContext();
var opt = {
'disableHighlight': true,
  'frame': {
    'width': '10%',
    'height': 100
  },
  'center-position': {
    'x': 300,
    'y': 300,
    'z': 0
  },
  'text': {
    'data': 'string ',
    'normalTextCls': 'bbqq',
    'focusedTextCls': 'jjww'
  }
};
var label = new Label(opt);
label.render(uicontext);
label.setSize(120, 120);
var size = label.getSize();
```

setText

Description	
Set the label with the text.	
Parameters	■text - String - string type, the new text in the label can be set.
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var Label = caph.wui.widget.Label; var uicontext = new UIContext(); var opt = { 'disableHighlight': true, 'frame': { 'width': '10%', 'height': 100 }, 'center-position': { 'x': 300, 'y': 300, 'z': 0 }, 'text': { 'data': 'string ', 'normalTextCls': 'bbqq', 'focusedTextCls': 'jjww' } }; var label = new Label(opt); label.render(uicontext); label.setText('text');</pre>	
setWidth	
Description	
Set the width of label, the width of label 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	
<pre>var UIContext = caph.wui.widget.UIContext; var Label = caph.wui.widget.Label; var uicontext = new UIContext(); var opt = { 'disableHighlight': true, 'frame': { 'width': '10%', 'height': 100 }, 'center-position': { 'x': 300, 'y': 300, 'z': 0 }, 'text': { 'data': 'string ', 'normalTextCls': 'bbqq', 'focusedTextCls': 'jjww' } }; var label = new Label(opt); label.render(uicontext); label.setWidth(50);</pre>	
show	
Description	
Shows the widget to make it visible on the screen, registered listeners for this are invoked, if duration is greater than 2, 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 Label = caph.wui.widget.Label;
var uicontext = new UIContext();
var opt = {
  'disableHighlight': true,
  'frame': {
    'width': '10%',
    'height': 100
  },
  'center-position': {
    'x': 300,
    'y': 300,
    'z': 0
  },
  'text': {
    'data': 'string ',
    'normalTextCls': 'bbqq',
    'focusedTextCls': 'jjww'
  }
};
var label = new Label(opt);
label.render(uicontext);
label.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 Label = caph.wui.widget.Label;
var uicontext = new UIContext();
var opt = {
  'disableHighlight': true,
  'frame': {
    'width': '10%',
    'height': 100
  },
  'center-position': {
    'x': 300,
    'y': 300,
    'z': 0
  },
  'text': {
    'data': 'string ',
    'normalTextCls': 'bbqq',
    'focusedTextCls': 'jjww'
  }
};
var label = new Label(opt);
label.render(uicontext);
var child = label.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 Label = caph.wui.widget.Label;
var uicontext = new UIContext();
var opt = {
  'disableHighlight': true,
  'frame': {
    'width': '10%',
    'height': 100
  },
  'center-position': {
    'x': 300,
    'y': 300,
    'z': 0
  },
  'text': {
    'data': 'string ',
    'normalTextCls': 'bbqq',
    'focusedTextCls': 'jjww'
  }
};
var label = new Label(opt);
label.render(uicontext);
var ctype = label.getCType();
```

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 Label = caph.wui.widget.Label; var uiContext = new UIContext(); var opt = { 'disableHighlight': true, 'frame': { 'width': '10%', 'height': 100 }, 'center-position': { 'x': 300, 'y': 300, 'z': 0 }, 'text': { 'data': 'string ', 'normalTextCls': 'bbqq', 'focusedTextCls': 'jjww' } }; var label = new Label(opt); label.render(uiContext); var domEl = label.getDomEl();</pre>	
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	
<pre>var UIContext = caph.wui.widget.UIContext; var Label = caph.wui.widget.Label; var uiContext = new UIContext(); var opt = { 'disableHighlight': true, 'frame': { 'width': '10%', 'height': 100 }, 'center-position': { 'x': 300, 'y': 300, 'z': 0 }, 'text': { 'data': 'string ', 'normalTextCls': 'bbqq', 'focusedTextCls': 'jjww' } }; var label = new Label(opt); label.render(uiContext); var func = function() { console.log(1); }; label.addEventListener('click', func);</pre>	
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 Label = caph.wui.widget.Label;
var uicontext = new UIContext();
var opt = {
  'disableHighlight': true,
  'frame': {
    'width': '10%',
    'height': 100
  },
  'center-position': {
    'x': 300,
    'y': 300,
    'z': 0
  },
  'text': {
    'data': 'string ',
    'normalTextCls': 'bbqq',
    'focusedTextCls': 'jjww'
  }
};
var label = new Label(opt);
label.render(uicontext);
var func = function() {
  console.log(1);
};
label.addEventListener('click', func);
label.removeEventListener('click', func);
```

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 Label = caph.wui.widget.Label;
var uicontext = new UIContext();
var opt = {
  'disableHighlight': true,
  'frame': {
    'width': '10%',
    'height': 100
  },
  'center-position': {
    'x': 300,
    'y': 300,
    'z': 0
  },
  'text': {
    'data': 'string ',
    'normalTextCls': 'bbqq',
    'focusedTextCls': 'jjww'
  }
};
var label = new Label(opt);
label.render(uicontext);
var parent = label.getParentNode();
```

Label

Description

(Constructor) The constructor of label widget, in order to create label object.

Parameters	■options (Optional) - Object - the options are some properties to a json object, some options is the same as parent class view, other different as below: * lineHeight : (Number-unit) pixel * center-position.x, center-position.y, center-position.z * text.data : (String) * text.normalTextCls(String) * text.focusedTextCls(String)
Return	■Object - instance of label
Emulator Support	Y
SDK Constraint	none

Example

```
var Label = caph.wui.widget.Label;
var options = {
  'frame': {
    'width': '10%',
    'height': 100
  },
  'center-position': {
    'x': 300,
    'y': 300,
    'z': 0
  },
  'text': {
    'data': 'string ',
    'normalTextCls': 'bbqq',
    'focusedTextCls': 'jjww'
  }
}
var label = new Label(options);
```