

CAPH.WUI.WIDGET.CAROUSEL

Carousel represents a container that consists of many rectangle pages, the pages distributes averagely from left to right, or from top to bottom on the screen.

- One page(the 2nd page) is flat to user, and this page is fully presented to user. Other pages have a rotation angle along the y-axis or x-axis(depends on the container is horizontal or vertical), so the pages look not fully presented. A user could make the pages transfer circularly and alternately in the meantime, one page would be at the place of its previous page's place or next page's place, and the last one would replace the first one, but the second page is always flat. The effect looks like the carousel of amusement park, so the container is called 'carousel'.

- Each page could add sub widget on it.

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Constructor

Carousel		
Description		
The constructor of carousel component, in order to create carousel object.		
Parameters		
obj	Object	the options are some properties to a json object, some options is the same as parent class view, other different as below: frame.maxsize(Number),frame.isVertical(Boolean)

Emulator Support	Y
SDK Constraint	None
Example	
<pre>var Carousel = caph.wui.widget.Carousel; var opt = { frame: { width: 800, height: 500, maxsize: 4, isVertical: false } }; var carousel = new Carousel(opt);</pre>	

Methods

addItem

Description	
Add a new widget to an existing page of the container. The widget would be painted to the page.	
Parameters	<ul style="list-style-type: none">■index<ul style="list-style-type: none">- Number- The index of the page ready to add widgets. e.g. 1.■pageItem<ul style="list-style-type: none">- Object- An existing widget to be added to the page.
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example	
<pre>var UIContext = caph.wui.widget.UIContext; var Carousel = caph.wui.widget.Carousel; var Box = caph.wui.widget.Box; var opt = { frame: { width: 800, height: 500, maxsize: 4, isVertical: false } }; var uicontext = new UIContext(); var carousel = new Carousel(opt); var box = new Box(); carousel.setPosition(500, 500, 1); carousel.render(uicontext); carousel.addItem(0, box);</pre>	

addItemList

Description	
Add a list of widgets to an existing page of the container.	
Parameters	<ul style="list-style-type: none">■itemList<ul style="list-style-type: none">- Array- It should be a array of component. e.g. [image1,image2]■index<ul style="list-style-type: none">- Number- The page number of the carousel. The index should between 0 to the max number of the carousel.
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example	
<pre>var UIContext = caph.wui.widget.UIContext; var Carousel = caph.wui.widget.Carousel; var Box = caph.wui.widget.Box; var opt = { frame: { width: 800, height: 500, maxsize: 4, isVertical: false } }; var uicontext = new UIContext(); var carousel = new Carousel(opt); var box = new Box(); carousel.setPosition(500, 500, 1); carousel.render(uicontext); carousel.addItemList([box], 0);</pre>	

setIndex

Description	
Make the page whose index is 'tarIdx' facing to user, with no animation.	
Parameters	<ul style="list-style-type: none">■tarIdx<ul style="list-style-type: none">- Number- The index of the page that to be flat shown to users. If null, 0 would be set.
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	

```
var UIContext = caph.wui.widget.UIContext;
var Carousel = caph.wui.widget.Carousel;
var Box = caph.wui.widget.Box;
var opt = {
  frame: {
    width: 800,
    height: 500,
    maxSize: 4,
    isVertical: false
  }
};
var uiContext = new UIContext();
var carousel = new Carousel(opt);
var box = new Box();
carousel.setPosition (500, 500, 1);
carousel.render(uiContext);
carousel.setIndex(1);
```

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	■Void
--------	-------

Emulator Support	Y
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SDK Constraint	none
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Example

```
var UIContext = caph.wui.widget.UIContext;
var Carousel = caph.wui.widget.Carousel;
var opt = {
  frame: {
    width: 800,
    height: 500,
    maxSize: 4,
    isVertical: false
  }
};
var uiContext = new UIContext();
var carousel = new Carousel();
carousel.setOptions(opt);
carousel.setCenterPosition (500, 500, 1);
carousel.render(uiContext);
```

setAbsolutePosition

Description

Sets absolute position of widget in the screen, xy value of the top and left of the screen is (0,16).

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

Example

```
var UIContext = caph.wui.widget.UIContext;
var Carousel = caph.wui.widget.Carousel;
var opt = {
  frame: {
    width: 800,
    height: 500,
    maxSize: 4,
    isVertical: false
  }
};
var uiContext = new UIContext();
var carousel = new Carousel(opt);
carousel.setAbsolutePosition (500, 500, 1);
carousel.render(uiContext);
```

setCenterPosition

Description

Sets center position of the widget in the parent widget, include x,y,z coordinate. xy 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 Carousel = caph.wui.widget.Carousel;
var opt = {
  frame: {
    width: 800,
    height: 500,
    maxSize: 4,
    isVertical: false
  }
};
var uicontext = new UIContext();
var carousel = new Carousel(opt);
carousel.setCenterPosition (500, 500, 1);
carousel.render(uicontext);
```

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 Carousel = caph.wui.widget.Carousel;
var opt = {
  frame: {
    width: 800,
    height: 500,
    maxSize: 4,
    isVertical: false
  }
};
var uicontext = new UIContext();
var carousel = new Carousel(opt);
carousel.setCenterPosition (500, 500, 1);
carousel.render(uicontext);
carousel.destroy();
```

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 (0,16).

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 Carousel = caph.wui.widget.Carousel;
var opt = {
  frame: {
    width: 800,
    height: 500,
    maxSize: 4,
    isVertical: false
  }
};
var uicontext = new UIContext();
var carousel = new Carousel(opt);
carousel.setCenterPosition (500, 500, 1);
carousel.render(uicontext);
var pos =carousel.getCenterPosition();
```

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 Carousel = caph.wui.widget.Carousel;
var opt = {
  frame: {
    width: 800,
    height: 500,
    maxSize: 4,
    isVertical: false
  }
};
var uicontext = new UIContext();
var carousel = new Carousel(opt);
carousel.setPosition(500, 500, 1);
carousel.addCls("abc");
carousel.removeCls("abc");
carousel.render(uicontext);
```

addCls

Description

Add specified css class for the label in the tag, which is convert from the input text, when css is added successfully, new style will apply on the

Parameters	■ cls - String - The class name for the current widget.
------------	--

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 Carousel = caph.wui.widget.Carousel;
var opt = {
  frame: {
    width: 800,
    height: 500,
    maxSize: 4,
    isVertical: false
  }
};
var uicontext = new UIContext();
var carousel = new Carousel(opt);
carousel.setPosition(500, 500, 1);
carousel.addCls("abc");
carousel.render(uicontext);
```

render

Description

All widget inherits View's render method. But, Carousel widget defined a new render method.

Parameters	■ obj - Object - An existing widget that this widget will be rendered on.
------------	--

Return	■ Void
--------	---------------

Emulator Support	Y
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SDK Constraint	none
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Example

```
var UIContext = caph.wui.widget.UIContext;
var Carousel = caph.wui.widget.Carousel;
var opt = {
  frame: {
    width: 800,
    height: 500,
    maxSize: 4,
    isVertical: false
  }
};
var uicontext = new UIContext();
var carousel = new Carousel(opt);
carousel.setPosition(500, 500, 1);
carousel.render(uicontext);
```

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 Carousel = caph.wui.widget.Carousel;
var opt = {
  frame: {
    width: 800,
    height: 500,
    maxSize: 4,
    isVertical: false
  }
};
var uicontext = new UIContext();
var carousel = new Carousel(opt);
carousel.setPosition (500, 500, 1);
carousel.render(uicontext);
```

removeItem

Description

Remove a widget on an existing page of the container. The widget would disappear from the page that it was rendered of container.

Parameters	<div>■index</div> <div>- Number</div> <div>- The index of item to be removed.</div> <div>■pageIndex</div> <div>- Number</div> <div>- The index of page that contains the item to be removed.</div>
------------	--

Return	■Void
--------	-------

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

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

Example

```
var UIContext = caph.wui.widget.UIContext;
var Carousel = caph.wui.widget.Carousel;
var opt = {
  frame: {
    width: 800,
    height: 500,
    maxSize: 4,
    isVertical: false
  }
};
var uicontext = new UIContext();
var carousel = new Carousel(opt);
carousel.setPosition (500, 500, 1);
carousel.render(uicontext);
carousel.addItemList([box], 0);
carousel.removeItem(0, 0);
```

addPage

Description

Add a new page to the container. The new add page would be placed at the last of existing pages, the index of the page is one more than the maximum index of all pages.

Parameters	<div>■pageContent (Optional)</div> <div>- Array</div> <div>- An existing widget to be painted to the page that to be added.</div>
------------	---

Return	■Void
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Emulator Support	Y
------------------	---

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

Example

```
var UIContext = caph.wui.widget.UIContext;
var Carousel = caph.wui.widget.Carousel;
var opt = {
  frame: {
    width: 800,
    height: 500,
    maxSize: 4,
    isVertical: false
  }
};
var uicontext = new UIContext();
var carousel = new Carousel(opt);
carousel.setPosition (500, 500, 1);
carousel.render(uicontext);
carousel.addPage();
```

addPageChangeListener

Description

Add a function to monitor the current shown page switching. The function will be called when current page is changed.

Parameters	<div>■pcb (Optional)</div> <div>- Function</div> <div>- Successful Occurs when current shown page is switched.</div>
------------	--

Return	■Void
--------	-------

Emulator Support	Y
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SDK Constraint	none
----------------	------

Example

```
var UIContext = caph.wui.widget.UIContext;
var Carousel = caph.wui.widget.Carousel;
var opt = {
  frame: {
    width: 800,
    height: 500,
    maxSize: 4,
    isVertical: false
  }
};
var uicontext = new UIContext();
var carousel = new Carousel(opt);
carousel.setPosition (500, 500, 1);
carousel.render(uicontext);
carousel.addPageChangeListener(function() {console.log("pcb")});
```

addStartPageChangeListener

Description

Add a function to monitor the initial shown page switching. The function will be called when current page begin to change.

Parameters	■pcb (Optional) - Function - Occurs when current the initial shown page is switched.
------------	--

Return	■Void
--------	-------

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

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

Example

```
var UIContext = caph.wui.widget.UIContext;
var Carousel = caph.wui.widget.Carousel;
var opt = {
  frame: {
    width: 800,
    height: 500,
    maxSize: 4,
    isVertical: false
  }
};
var uicontext = new UIContext();
var carousel = new Carousel(opt);
carousel.setPosition (500, 500, 1);
carousel.render(uicontext);
carousel.addStartPageChangeListener(function() {console.log("pcb")});
```

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
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Return	■Void
--------	-------

Emulator Support	Y
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SDK Constraint	none
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Example

```
var UIContext = caph.wui.widget.UIContext;
var Carousel = caph.wui.widget.Carousel;
var opt = {
  frame: {
    width: 800,
    height: 500,
    maxSize: 4,
    isVertical: false
  }
};
var uicontext = new UIContext();
var carousel = new Carousel(opt);
carousel.setPosition (500, 500, 1);
carousel.render(uicontext);
carousel.blur();
```

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
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Return	■Void
--------	-------

Emulator Support	Y
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SDK Constraint	none
----------------	------

Example

```
var UIContext = caph.wui.widget.UIContext;
var Carousel = caph.wui.widget.Carousel;
var opt = {
  frame: {
    width: 800,
    height: 500,
    maxSize: 4,
    isVertical: false
  }
};
var uicontext = new UIContext();
var carousel = new Carousel(opt);
carousel.setPosition (500, 500, 1);
carousel.render(uicontext);
carousel.click();
```

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 Carousel = caph.wui.widget.Carousel; var opt = { frame: { width: 800, height: 500, maxSize: 4, isVertical: false } }; var uicontext = new UIContext(); var carousel = new Carousel(opt); carousel.setPosition (500, 500, 1); carousel.render(uicontext); carousel.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 Carousel = caph.wui.widget.Carousel; var opt = { frame: { width: 800, height: 500, maxSize: 4, isVertical: false } }; var uicontext = new UIContext(); var carousel = new Carousel(opt); carousel.setPosition (500, 500, 1); carousel.render(uicontext); carousel.disable(); var isEnabled = carousel.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 Carousel = caph.wui.widget.Carousel; var opt = { frame: { width: 800, height: 500, maxSize: 4, isVertical: false } }; var uicontext = new UIContext(); var carousel = new Carousel(opt); carousel.setPosition (500, 500, 1); carousel.render(uicontext); carousel.disableHighLight();</pre>	

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 Carousel = caph.wui.widget.Carousel;
var opt = {
  frame: {
    width: 800,
    height: 500,
    maxsize: 4,
    isVertical: false
  }
};
var uicontext = new UIContext();
var carousel = new Carousel(opt);
carousel.setPosition (500, 500, 1);
carousel.render(uicontext);
carousel.disableHighLight();
carousel.enableHighLight();
```

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 Carousel = caph.wui.widget.Carousel;
var opt = {
  frame: {
    width: 800,
    height: 500,
    maxsize: 4,
    isVertical: false
  }
};
var uicontext = new UIContext();
var carousel = new Carousel(opt);
carousel.setPosition (500, 500, 1);
carousel.render(uicontext);
carousel.enable();
```

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 Carousel = caph.wui.widget.Carousel;
var opt = {
  frame: {
    width: 800,
    height: 500,
    maxsize: 4,
    isVertical: false
  }
};
var uicontext = new UIContext();
var carousel = new Carousel(opt);
carousel.setPosition (500, 500, 1);
carousel.render(uicontext);
carousel.focus();
```

hide

Description

Hides widget to make it invisible on the screen, registered listeners for this are invoked, if duration is greater than 2 , that is there exists a fade animation, registred 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 Carousel = caph.wui.widget.Carousel;
var opt = {
  frame: {
    width: 800,
    height: 500,
    maxsize: 4,
    isVertical: false
  }
};
var uicontext = new UIContext();
var carousel = new Carousel(opt);
carousel.setPosition (500, 500, 1);
carousel.render(uicontext);
carousel.hide();
```

next

Description

Make the page in the latter shown to user. The current page will disappear with an animation, and the latter shown page will show in front of screen with an animation

Parameters	<div><div>■count</div><div>- Number</div><div>- Which page in the previous of current shown page to be shown. e.g. 1 means the next one page, 2 means the second page latter.</div></div> <div><div>■cbk (Optional)</div><div>- Function</div><div>- Successful occurs after the target page shown to users successfully.</div></div>
------------	---

Return	■Void
--------	-------

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

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

Example

```
var UIContext = caph.wui.widget.UIContext;
var Carousel = caph.wui.widget.Carousel;
var opt = {
  frame: {
    width: 800,
    height: 500,
    maxSize: 4,
    isVertical: false
  }
};
var uicontext = new UIContext();
var carousel = new Carousel(opt);
carousel.setPosition(500, 500, 1);
carousel.render(uicontext);
carousel.next(1);
```

prev

Description

Make the page in the previous shown to user. The current page will disappear with an animation, and the latter shown page will show in front of screen with an animation.

Parameters	<div><div>■count</div><div>- Number</div><div>- Which page in the previous of current shown page to be shown. e.g. 1 means the last one page, 2 means the sencond page previous.</div></div> <div><div>■cbk (Optional)</div><div>- Function</div><div>- Successful occurs after the target page shown to users successfully.</div></div>
------------	--

Return	■Void
--------	-------

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

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

Example

```
var UIContext = caph.wui.widget.UIContext;
var Carousel = caph.wui.widget.Carousel;
var opt = {
  frame: {
    width: 800,
    height: 500,
    maxSize: 4,
    isVertical: false
  }
};
var uicontext = new UIContext();
var carousel = new Carousel(opt);
carousel.setPosition(500, 500, 1);
carousel.render(uicontext);
carousel.prev(1);
```

removePage

Description

Remove a page from the container by its index, the latter pages would fill up the blank of the removed page, and the latter pages' index minus 1 in order.

Parameters	<div><div>■index</div><div>- Number</div><div>- The index of the page ready to add widgets. e.g. 1.</div></div>
------------	---

Return	■Void
--------	-------

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

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

Example

```
var UIContext = caph.wui.widget.UIContext;
var Carousel = caph.wui.widget.Carousel;
var opt = {
  frame: {
    width: 800,
    height: 500,
    maxSize: 4,
    isVertical: false
  }
};
var uicontext = new UIContext();
var carousel = new Carousel(opt);
carousel.setPosition(500, 500, 1);
carousel.render(uicontext);
carousel.removePage(3);
```

setCurIndex

Description

Make the page whose index is 'tarIdx' facing to user , with rotate animation.	
Parameters	<div>■tarIdx</div> <div>- Number</div> <div>- The index of the page that to be flat shown to users.</div> <div>■scb (Optional)</div> <div>- Function</div> <div>- Successful occurs after the target page shown to users successfully.</div>
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var Carousel = caph.wui.widget.Carousel; var opt = { frame: { width: 800, height: 500, maxSize: 4, isVertical: false } }; var uiContext = new UIContext(); var carousel = new Carousel(opt); carousel.setPosition (500, 500, 1); carousel.render(uiContext); carousel.setCurIndex(1);</pre>	
<h2>getCurIndex</h2>	
Description	
Get the index of page which is now fully shown to users.	
Parameters	■Void
Return	<div>■index</div> <div>- Number</div> <div>- The index of the page which is now fully shown to users.</div>
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var Carousel = caph.wui.widget.Carousel; var opt = { frame: { width: 800, height: 500, maxSize: 4, isVertical: false } }; var uiContext = new UIContext(); var carousel = new Carousel(opt); carousel.setPosition (500, 500, 1); carousel.render(uiContext); carousel.setCurIndex(1); var curl = carousel.getCurIndex();</pre>	
<h2>setOpacity</h2>	
Description	
Sets opacity of the widget.	
Parameters	<div>■opacity</div> <div>- Number</div> <div>- Opacity value of the widget, range from 0.0 to 1.0. e.g. 0.5.</div>
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var Carousel = caph.wui.widget.Carousel; var opt = { frame: { width: 800, height: 500, maxSize: 4, isVertical: false } }; var uiContext = new UIContext(); var carousel = new Carousel(opt); carousel.setPosition (500, 500, 1); carousel.render(uiContext); carousel.setOpacity(0.6);</pre>	
<h2>getOpacity</h2>	
Description	
Returns opacity of the widget.	
Parameters	■Void
Return	<div>■Number</div> <div>- Opacity value of the widget,range from 0.0 to 1.0. e.g. 0.5.</div>
Emulator Support	Y

SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var Carousel = caph.wui.widget.Carousel; var opt = { frame: { width: 800, height: 500, maxSize: 4, isVertical: false } }; var uicontext = new UIContext(); var carousel = new Carousel(opt); carousel.setPosition (500, 500, 1); carousel.render(uicontext); carousel.setOpacity(0.6); var opa = carousel.getOpacity();</pre>	
setRotation	
Description	
Sets rotation of widget , rotation angle of the widget will be changed.	
Parameters	<div>■x</div> <div>- Number</div> <div>- The x coordinate to rotate position of the view.</div> <div>■y</div> <div>- Number</div> <div>- The y coordinate to rotate position of the view.</div> <div>■z</div> <div>- Number</div> <div>- The z coordinate to rotate position of the view.</div>
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var Carousel = caph.wui.widget.Carousel; var opt = { frame: { width: 800, height: 500, maxSize: 4, isVertical: false } }; var uicontext = new UIContext(); var carousel = new Carousel(opt); carousel.setPosition (500, 500, 1); carousel.render(uicontext); carousel.setRotation(0 ,0, 0);</pre>	
getRotation	
Description	
Returns widget rotation property.	
Parameters	■Void
Return	■Object <div>- Position object, including x, y, z value.</div> <div>* The x coordinate to rotate position of the view.</div> <div>* The y coordinate to rotate position of the view.</div> <div>* The z coordinate to rotate position of the view.</div>
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var Carousel = caph.wui.widget.Carousel; var opt = { frame: { width: 800, height: 500, maxSize: 4, isVertical: false } }; var uicontext = new UIContext(); var carousel = new Carousel(opt); carousel.setPosition (500, 500, 1); carousel.render(uicontext); carousel.setRotation(0 ,0, 0); var rot = carousel.getRotation();</pre>	
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	
<pre>var UIContext = caph.wui.widget.UIContext; var Carousel = caph.wui.widget.Carousel; var opt = { frame: { width: 800, height: 500, maxSize: 4, isVertical: false } }; var uicontext = new UIContext(); var carousel = new Carousel(opt); carousel.setPosition (500, 500, 1); carousel.render(uicontext); carousel.setScale(1, 1, 1);</pre>	
getScale	
Description	
Returns the scale value of the widget, including x, y, z coordinates.	
Parameters	■Void
Return	■Object <ul style="list-style-type: none">- 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	
<pre>var UIContext = caph.wui.widget.UIContext; var Carousel = caph.wui.widget.Carousel; var opt = { frame: { width: 800, height: 500, maxSize: 4, isVertical: false } }; var uicontext = new UIContext(); var carousel = new Carousel(opt); carousel.setPosition (500, 500, 1); carousel.render(uicontext); carousel.setScale(1, 1, 1); var scale = carousel.getScale();</pre>	
show	
Description	
Shows the widget to make it visible on the screen, registred listeners for this are invoked, if duration is greater than 15, that is there exists a fade animation, registred listeners will be invoked during the animation.	
Parameters	■duration (Optional) <ul style="list-style-type: none">- 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 Carousel = caph.wui.widget.Carousel; var opt = { frame: { width: 800, height: 500, maxSize: 4, isVertical: false } }; var uicontext = new UIContext(); var carousel = new Carousel(opt); carousel.setPosition (500, 500, 1); carousel.render(uicontext); carousel.show();</pre>	
getChildNodes	
Description	
Returns child nodes of current widget, child nodes are those widgets rendered on the current widget.	
Parameters	■Void
Return	■Array <ul style="list-style-type: none">- The child nodes list.
Emulator Support	Y
SDK Constraint	none
Example	

```
var UIContext = caph.wui.widget.UIContext;
var Carousel = caph.wui.widget.Carousel;
var opt = {
  frame: {
    width: 800,
    height: 500,
    maxSize: 4,
    isVertical: false
  }
};
var uicontext = new UIContext();
var carousel = new Carousel(opt);
carousel.setPosition(500, 500, 1);
carousel.render(uicontext);
var child = carousel.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 Carousel = caph.wui.widget.Carousel;
var opt = {
  frame: {
    width: 800,
    height: 500,
    maxSize: 4,
    isVertical: false
  }
};
var uicontext = new UIContext();
var carousel = new Carousel(opt);
carousel.setPosition(500, 500, 1);
carousel.render(uicontext);
var ctype = carousel.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

```
var UIContext = caph.wui.widget.UIContext;
var Carousel = caph.wui.widget.Carousel;
var opt = {
  frame: {
    width: 800,
    height: 500,
    maxSize: 4,
    isVertical: false
  }
};
var uicontext = new UIContext();
var carousel = new Carousel(opt);
carousel.setPosition(500, 500, 1);
carousel.render(uicontext);
var dom = carousel.getDomEl();
```

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 Carousel = caph.wui.widget.Carousel;
var opt = {
  frame: {
    width: 800,
    height: 500,
    maxsize: 4,
    isVertical: false
  }
};
var uicontext = new UIContext();
var carousel = new Carousel(opt);
carousel.setPosition(500, 500, 1);
carousel.render(uicontext);
var func = function(){
  console.log('predick');
};
carousel.addEventListener('predick', func);
```

removeEventListener

Description

Removes all listeners according the type and event.

Parameters	<div> <div> <div>■</div> <div>type</div> </div> <div> <div>- String</div> <div> <div> <div>- Listener type of event, including 'onfocus', 'onblur', 'onkeydown'.</div> <div>* onfocus'- the type of function will be called when the widget is focused.</div> <div>* onblur'- the type of function will be called when the widget is blurred.</div> <div>* onkeydown' - the type of fun</div> </div> </div> </div> <div> <div>■</div> <div>func</div> </div> <div> <div>- Function</div> <div>- The callback to remove</div> </div> </div>
Return	<div> <div>■</div> <div>Void</div> </div>
Emulator Support	Y
SDK Constraint	none

Example

```
var UIContext = caph.wui.widget.UIContext;
var Carousel = caph.wui.widget.Carousel;
var opt = {
  frame: {
    width: 800,
    height: 500,
    maxsize: 4,
    isVertical: false
  }
};
var uicontext = new UIContext();
var carousel = new Carousel(opt);
carousel.setPosition(500, 500, 1);
carousel.render(uicontext);
var func = function(){
  console.log('predick');
};
carousel.addEventListener('predick', func);
carousel.removeEventListener('predick', func);
```

isSpinning

Description

Return true if the carousel is spinning.

Parameters	<div> <div> <div>■</div> <div>Void</div> </div> </div>
Return	<div> <div>■</div> <div>Boolean</div> <div>- Indicates whether the carousel is spinning. If it is spinning, return true.</div> </div>
Emulator Support	Y
SDK Constraint	none

Example

```
var UIContext = caph.wui.widget.UIContext;
var Carousel = caph.wui.widget.Carousel;
var opt = {
  frame: {
    width: 800,
    height: 500,
    maxsize: 4,
    isVertical: false
  }
};
var uicontext = new UIContext();
var carousel = new Carousel(opt);
carousel.setPosition(500, 500, 1);
carousel.render(uicontext);
var isSpin = carousel.isSpinning();
```

isVisible

Description

Indicates whether the widget is visible or not.

Parameters	<div> <div> <div>■</div> <div>Void</div> </div> </div>
Return	<div> <div>■</div> <div>Boolean</div> <div>- true : visible</div> <div>- false : otherwise</div> </div>
Emulator Support	Y
SDK Constraint	none

Example

```
var UIContext = caph.wui.widget.UIContext;
var Carousel = caph.wui.widget.Carousel;
var opt = {
  frame: {
    width: 800,
    height: 500,
    maxSize: 4,
    isVertical: false
  }
};
var uicontext = new UIContext();
var carousel = new Carousel(opt);
carousel.setPosition (500, 500, 1);
carousel.render(uicontext);
var isVisible = carousel.isVisible();
```

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 Carousel = caph.wui.widget.Carousel;
var opt = {
  frame: {
    width: 800,
    height: 500,
    maxSize: 4,
    isVertical: false
  }
};
var uicontext = new UIContext();
var carousel = new Carousel(opt);
carousel.setPosition (500, 500, 1);
carousel.render(uicontext);
var obj = carousel.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 Carousel = caph.wui.widget.Carousel;
var opt = {
  frame: {
    width: 800,
    height: 500,
    maxSize: 4,
    isVertical: false
  }
};
var uicontext = new UIContext();
var carousel = new Carousel(opt);
carousel.setPosition (500, 500, 1);
carousel.render(uicontext);
var obj = carousel.clone();
var isEqual = obj.equals(carousel);
```

getCurPage

Description

Get the current page.

Parameters	■Void
Return	■Number - The index of the page which is now fully shown to users.
Emulator Support	Y
SDK Constraint	none

Example


```
var UIContext = caph.wui.widget.UIContext;
var Carousel = caph.wui.widget.Carousel;
var opt = {
  frame: {
    width: 800,
    height: 500,
    maxSize: 4,
    isVertical: false
  }
};
var uicontext = new UIContext();
var carousel = new Carousel(opt);
carousel.setPosition (500, 500, 1);
carousel.render(uicontext);
var page = carousel.getCurPage();
```

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 Carousel = caph.wui.widget.Carousel;
var opt = {
  frame: {
    width: 800,
    height: 500,
    maxSize: 4,
    isVertical: false
  }
};
var uicontext = new UIContext();
var carousel = new Carousel(opt);
carousel.setPosition (500, 500, 1);
carousel.render(uicontext);
var parent = carousel.getParentNode();
```

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 (0,16).

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 Carousel = caph.wui.widget.Carousel;
var opt = {
  frame: {
    width: 800,
    height: 500,
    maxSize: 4,
    isVertical: false
  }
};
var uicontext = new UIContext();
var carousel = new Carousel(opt);
carousel.setPosition (500, 500, 1);
carousel.render(uicontext);
var pos =carousel.getPosition();
```

Carousel

Description

(Constructor) The constructor of carousel component, in order to create carousel 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: frame.maxSize(Number),frame.isVertical(Boolean)
------------	---

Return	■Object - instance of carousel
--------	-----------------------------------

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

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

Example

```
var Carousel = caph.wui.widget.Carousel;
var opt = {
  frame: {
    width: 800,
    height: 500,
    maxSize: 4,
    isVertical: false
  }
};
var carousel = new Carousel(opt);
```

