

CAPH.WUI.WIDGET.BUTTON

Button represents a widget, which provides the user a simple way to trigger and event. A button can be customized. It has ability of setting aligned icons, setting size and defining the style of this widget by setting the CSS file. Some codes will be triggered when user clicks the widget.

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Constructor

Button

Description		
The constructor of button component, in order to create button 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 * hasIcon(Boolean) * iconURL(String) * iconAlign(Enum) * text(String) * disable(Boolean) * pressedMode(Boolean)
Emulator Support	Y	
SDK Constraint	None	
Example		

```
var Button = caph.wui.widget.Button;
var options = {
  hasIcon:true, //new the button object
  iconURL:'/t1.png',
  iconAlign:'left'
};
btn.setText("imgleft");
var btn = new Button(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 Button = caph.wui.widget.Button;
var widget = new Button();
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 : they are equal - false : they aren't equal
Emulator Support	Y
SDK Constraint	none

Example

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

setText

Description

Set the button with the text.

Parameters	■text - String - string type, the new text in the button can be set.
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

```
var Button = caph.wui.widget.button;
var button = new Button();
button.setText("text");
```

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

getSize

Description

Returns the size of the container. If user don't set the size, it will return {width:0,height:9}.	
Parameters	■Void
Return	■size - Object - The size of box with width and height, their units are pixel(px). e.g. (width:100, height:100).
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var Button = caph.wui.widget.Button; var widget = new Button(); var size = widget.getSize();</pre>	
<h2>setHeight</h2>	
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	
<pre>var Button = caph.wui.widget.Button; var widget = new Button(); widget.setHeight(300);</pre>	
<h2>setSize</h2>	
Description	
Sets the width and height of the widget, the widget's size would be changed by right called.	
Parameters	■width - Number - pixel : The height of label, if null or negative, the value will be ignore. The unit is pixel(px), e.g. 10. ■height - Number - pixel : The height of label, if null or negative, the value will be ignore. The unit is pixel(px), e.g. 10.
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var Button = caph.wui.widget.Button; var widget = new Button(); widget.setSize(300, 600);</pre>	
<h2>setWidth</h2>	
Description	
Set the width of the widget, the width of the widget 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 Button = caph.wui.widget.Button; var widget = new Button(); widget.setWidth(300);</pre>	
<h2>setPressedMode</h2>	
Description	
Sets pressed mode state of the button, pressed mode is after clicking the button, button will keep the press state until the button is clicked again.	
Parameters	■pressedMode - Boolean - Boolean value, to indicate whether button is pressed - indicating the button is not pressed. If true, when clicking button, button will be in pressed mode state, if false, button isn't in pressed mode state. - [default : false]
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var Button = caph.wui.widget.button; var button = new Button(); button.setPressedMode(true);</pre>	
<h2>getText</h2>	
Description	

Return the text content of the button.	
Parameters	■Void
Return	■text - String - string type, The text content of the button.
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var Button = caph.wui.widget.button; var button = new Button(); button.setText("text"); var str = button.getText();</pre>	
getPressedMode	
Description	
Get the pressed mode state.	
Parameters	■Void
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var Button = caph.wui.widget.button; var button = new Button(); var pressmode = button.getPressedMode();</pre>	
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 Button = caph.wui.widget.Button; var info = {x: 300, y: 300 ,z:0, width:300, height:300}; var uicontext = new UIContext(); var widget = new Button(); var dom = widget.getDomEl(); //call the view getDomEl method</pre>	
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	
<pre>var UIContext = caph.wui.widget.UIContext; var Button = caph.wui.widget.Button; var info = {x: 300, y: 300 ,z:0, width:300, height:300}; var uicontext = new UIContext(); var widget = new Button(); widget.blur(); //call the view blur method</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	
<pre>var UIContext = caph.wui.widget.UIContext; var Button = caph.wui.widget.Button; var info = {x: 300, y: 300 ,z:0, width:300, height:300}; var uicontext = new UIContext(); var widget = new Button(); widget.focus(); //call the view focus method</pre>	
setAbsolutePosition	

Description	
Sets absolute position of widget in the screen, xy value of the top and left of the screen is (0,17).	
Parameters	<div><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></div>
Return	■ Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var Button = caph.wui.widget.Button; var info = {x: 300 ,y: 300 ,z:0 ,width:300 ,height:300}; var uicontext = new UIContext(); var widget = new Button(); widget.setAbsolutePosition(info.x, info.y, info.z); //call the view setAbsolutePosition method</pre>	
setCenterPosition	
Description	
Sets center position of the widget in the parent widget, include xyz coordinate. xy value of the top and left of the parent widget is (0,11).	
Parameters	<div><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></div>
Return	■ Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var Button = caph.wui.widget.Button; var info = {x: 300 ,y: 300 ,z:0 ,width:300 ,height:300}; var uicontext = new UIContext(); var widget = new Button(); widget.setCenterPosition (info.x, info.y, info.z);</pre>	
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	
<pre>var UIContext = caph.wui.widget.UIContext; var Button = caph.wui.widget.Button; var info = {x: 300 ,y: 300 ,z:0 ,width:300 ,height:300}; var uicontext = new UIContext(); var widget = new Button(); widget.setCenterPosition (info.x, info.y, info.z); widget.click(); //call the view click method</pre>	
destroy	
Description	
Destroys the widget itself, the widget will disappear.	
Parameters	■ Void
Return	■ Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var Button = caph.wui.widget.Button; var info = {x: 300 ,y: 300 ,z:0 ,width:300 ,height:300}; var uicontext = new UIContext(); var widget = new Button(); widget.setCenterPosition (info.x, info.y, info.z); widget.destroy(); //call the view destroy method</pre>	
removeEventListener	

Description	
Removes all listeners according the type and event.	
Parameters	<div>■type</div> <div>- String</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>■func</div> <div>- Function</div> <div>- The callback to remove</div>
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

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

var info = {x: 300, 'y': 300 ,z:0, width:300, height:300};
var uicontext  = new UIContext();
var widget = new Button();
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	<div>■object</div> <div>- Json object</div> <div>- An existing widget that this widget will be rendered on.</div>
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

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

var info = {x: 300, 'y': 300 ,z:0, width:300, height:300};
var uicontext  = new UIContext();
var widget = new Button();
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	<div>■Array</div> <div>- The child nodes list.</div>
Emulator Support	Y
SDK Constraint	none

Example

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

var info = {x: 300, 'y': 300 ,z:0, width:300, height:300};
var uicontext  = new UIContext();
var widget = new Button();
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	<div>■String</div> <div>- 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</div>
Emulator Support	Y
SDK Constraint	none

Example

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

var info = {x: 300, 'y': 300 ,z:0, width:300, height:300};
var uicontext  = new UIContext();
var widget = new Button();
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	
<pre>var UIContext = caph.wui.widget.UIContext; var Button = caph.wui.widget.Button; var info = {x: 300 ,y: 300 ,z:0, width:300, height:300}; var uicontext = new UIContext(); var widget = new Button(); widget.setCenterPosition (info.x, info.y, info.z); var parentList = widget.getParentNodes();</pre>	
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 (0,17).	
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	
<pre>var UIContext = caph.wui.widget.UIContext; var Button = caph.wui.widget.Button; var info = {x: 300 ,y: 300 ,z:0, width:300, height:300}; var uicontext = new UIContext(); var widget = new Button(); widget.setCenterPosition (info.x, info.y, info.z); var pos = widget.getCenterPosition()</pre>	
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	
<pre>var UIContext = caph.wui.widget.UIContext; var Button = caph.wui.widget.Button; var info = {x: 300 ,y: 300 ,z:0, width:300, height:300}; var uicontext = new UIContext(); var widget = new Button(); widget.setCenterPosition (info.x, info.y, info.z); var rot = widget.getIRotation();</pre>	
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
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var Button = caph.wui.widget.Button; var info = {x: 300 ,y: 300 ,z:0, width:300, height:300}; var uicontext = new UIContext(); var widget = new Button(); widget.setCenterPosition (info.x, info.y, info.z); widget.addCls('myview');</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	
<pre>var UIContext = caph.wui.widget.UIContext; var Button = caph.wui.widget.Button; var info = {x: 300 ,y: 300 ,z:0 ,width:300 ,height:300}; var uicontext = new UIContext(); var widget = new Button(); widget.setCenterPosition (info.x, info.y, info.z); widget.addCls('myview'); widget.removeCls('myview');</pre>	
hide	
Description	
Hide the color tag when current uicontext is home uicontext or detail uicontext.	
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	
<pre>var UIContext = caph.wui.widget.UIContext; var Button = caph.wui.widget.Button; var info = {x: 300 ,y: 300 ,z:0 ,width:300 ,height:300}; var uicontext = new UIContext(); var widget = new Button(); widget.setCenterPosition (info.x, info.y, info.z); widget.hide();</pre>	
show	
Description	
Shows the widget to make it visible on the screen, registered listeners for this are invoked, if duration is greater than 16, 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	
<pre>var UIContext = caph.wui.widget.UIContext; var Button = caph.wui.widget.Button; var info = {x: 300 ,y: 300 ,z:0 ,width:300 ,height:300}; var uicontext = new UIContext(); var widget = new Button(); widget.setCenterPosition (info.x, info.y, info.z); widget.hide(); widget.show();</pre>	
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 Button = caph.wui.widget.Button; var info = {x: 300 ,y: 300 ,z:0 ,width:300 ,height:300}; var uicontext = new UIContext(); var widget = new Button(); widget.setCenterPosition (info.x, info.y, info.z); widget.hide(); widget.show(); widget.disable();</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 Button = caph.wui.widget.Button; var info = {x: 300 ,y: 300 ,z:0, width:300, height:300}; var uicontext = new UIContext(); var widget = new Button(); widget.setCenterPosition (info.x, info.y, info.z); widget.hide(); widget.show(); widget.enable();</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 Button = caph.wui.widget.Button; var info = {x: 300 ,y: 300 ,z:0, width:300, height:300}; var uicontext = new UIContext(); var widget = new Button(); widget.setCenterPosition (info.x, info.y, info.z); widget.render(uicontext); widget.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 Button = caph.wui.widget.Button; var info = {x: 300 ,y: 300 ,z:0, width:300, height:300}; var uicontext = new UIContext(); var widget = new Button(); widget.setCenterPosition (info.x, info.y, info.z); widget.render(uicontext); widget.enableHighLight();</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 Button = caph.wui.widget.Button; var info = {x: 300 ,y: 300 ,z:0, width:300, height:300}; var uicontext = new UIContext(); var widget = new Button(); widget.setCenterPosition (info.x, info.y, info.z); widget.render(uicontext); widget.hide(); widget.show(); widget.disable(); widget.enable(); var rc = widget.isEnabled();</pre>	
isVisible	
Description	
Indicates whether the widget is visible or not.	
Parameters	■Void
Return	■Boolean - true : if visible - false : otherwise
Emulator Support	Y
SDK Constraint	none

Example

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

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

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

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

var info = {x: 300, y: 300 ,z:0, width:300, height:300};
var uicontext = new UIContext();
var widget = new Button();
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	<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 Button = caph.wui.widget.Button; var info = {x: 300, y: 300 ,z:0, width:300, height:300}; var uicontext = new UIContext(); var widget = new Button(); widget.setCenterPosition (info.x, info.y, info.z); widget.setScale(0.8, 0.5, 0);</pre>	
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	
<pre>var UIContext = caph.wui.widget.UIContext; var Button = caph.wui.widget.Button; var info = {x: 300, y: 300 ,z:0, width:300, height:300}; var uicontext = new UIContext(); var widget = new Button(); widget.setCenterPosition (info.x, info.y, info.z); widget.setScale(0.8, 0.5, 0); var scalePosValue = widget.getScale();</pre>	
setPosition	
Description	
Sets top and left position of widget in the parent widget.	
Parameters	<div>■x</div> <div>- Numbers</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>
Return	■ Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var Button = caph.wui.widget.Button; var info = {x: 300, y: 300 ,z:0, width:300, height:300}; var uicontext = new UIContext(); var widget = new Button(); widget.setPosition (info.x, info.y, info.z);</pre>	
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 (0,17).	
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
SDK Constraint	none
Example	

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

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

addEventListener

Description

Appends an event handler to the widget.

Parameters	<ul style="list-style-type: none"> ■type <ul style="list-style-type: none"> - 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 <ul style="list-style-type: none"> - Function - the callback to add
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

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

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

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

Button

Description

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

Parameters	<ul style="list-style-type: none"> ■options (Optional) <ul style="list-style-type: none"> - Object - the options are some properties to a json object, some options is the same as parent class view, other different as below * hasIcon(Boolean) * iconURL(String) * iconAlign(Enum) * text(String) * disable(Boolean) * pressedMode(Boolean)
Return	<ul style="list-style-type: none"> ■Object - instance of button
Emulator Support	Y
SDK Constraint	none

Example

```
var Button = caph.wui.widget.Button;
var options = {
  hasIcon:true, //new the button object
  iconURL: './t1.png',
  iconAlign:'left'
};
btn.setText("imleft");
var btn = new Button(options);
```