

# CAPH.WUI.WIDGET.SPINNER

Spinner represents a widget with a number in the center text area. The number can add one when clicking the up button and minus one when clicking the down button. The spinner widget is main used to achieve counting function.

## Contents

### Constructor

#### Spinner

### Methods

#### setAbsolutePosition

#### setCenterPosition

#### getCenterPosition

#### setPosition

#### getPosition

#### setOptions

#### removeCls

#### addCls

#### render

#### show

#### getDomEl

#### removeEventListener

#### addEventListener

#### isEnabled

#### isVisible

#### destroy

#### disable

#### disableHighLight

#### enable

#### enableHighLight

#### hide

#### blur

#### click

#### focus

#### getChildNodes

#### getCType

#### clone

#### equals

#### getParentNode

#### setCycle

#### setHeight

#### setMaxNum

#### setNum

#### getNum

#### setOpacity

#### getOpacity

#### setRotation

#### getRotation

#### setScale

#### getScale

#### setSize

#### setWidth

#### getSize

#### Spinner

## Constructor

Spinner

Description		
The constructor of spinner widget, in order to create spinner object.		
Parameters		
option	Object	the options are some properties to a json object, some options is the same as parent class view, other different as below * options.isCycle : (Boolean) * options.maxNum : (Number) * options.num : (Number)
Emulator Support	Y	
SDK Constraint	None	
Example		

```
var Spinner = caph.wui.widget.Spinner;
var options = {
  'frame': {
    'width': '100',
    'height': '150',
  }
  'center-position': {
    'x': 800,
    'y': 500,
    'z': 1
  },
  'isCycle': true,
  'num': 3,
  'maxNum': 15
};
var spinner = new Spinner(options);
```

# Methods

## setAbsolutePosition

### Description

Sets absolute position of widget in the screen, x,y value of the top and left of the screen is (0,8).

Parameters	<div> <div> <b>x</b> </div> <div>           - 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.         </div> </div> <div> <div> <b>y</b> </div> <div>           - 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         </div> </div> <div> <div> <b>z</b> </div> <div>           - 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         </div> </div>
------------	--

Return	<b>Void</b>
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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 Spinner = caph.wui.widget.Spinner;

var info = {x: 300, y: 300 ,z:0};
var p = new UIContext();
var options = {
  'width': '100',
  'height': '150'
};
var spinner = new Spinner(options);
spinner.setAbsolutePosition (info.x, info.y, info.z);
spinner.render(p);
p.show();
```

## 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 (0,7).

Parameters	<div> <div> <b>x</b> </div> <div>           - Number            - The x coordinate of 3D object, the unit is pixels.         </div> </div> <div> <div> <b>y</b> </div> <div>           - Number            - The y coordinate of 3D object, the unit is pixels.         </div> </div> <div> <div> <b>z</b> </div> <div>           - Numbe            - The z coordinate defines the order of overlap widgets, if z is too big, the widget will display above.         </div> </div>
------------	---

Return	<b>Void</b>
--------	-------------

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

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

### Example

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

var info = {x: 300, y: 300 ,z:0};
var p = new UIContext();
var options = {
  'width': '100',
  'height': '150'
};
var spinner = new Spinner(options);
spinner.setCenterPosition (info.x, info.y, info.z);
spinner.render(p);
p.show();
```

## 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 (0,8).

Parameters	<b>Void</b>
Return	<div> <div> <b>Object</b> </div> <div>           - 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.         </div> </div>

Emulator Support	Y
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SDK Constraint	none
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### Example

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

var info = {x: 300, y: 300 ,z:0};
var p = new UIContext();
var options = {
    'width':100,
    'height':150
};
var spinner = new Spinner(options);
spinner.setCenterPosition (info.x, info.y, info.z);
var pos = spinner.getCenterPosition()
spinner.render(p);
p.show();
```

setPosition

Description

Sets top and left position of widget in the parent widget.

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 z 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

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

var info = {x: 300, y: 300 ,z:0};
var p = new UIContext();
var options = {
    'width':100,
    'height':150
};
var spinner = new Spinner(options);
spinner.setPosition (info.x, info.y, info.z);
spinner.render(p);
p.show();
```

getPosition

Description

Returns top and left position of widget in the parent widget, include x,y,z coordinate. xy value of the top and left of the parent widget is (0,8).

Parameters	■Void
Return	<div> <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> </div>
Emulator Support	Y
SDK Constraint	none

Example

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

var info = {x: 300, y: 300 ,z:0};
var p = new UIContext();
var options = {
    'width':100,
    'height':150
};
var spinner = new Spinner(options);
spinner.setPosition (info.x, info.y, info.z);
var pos = spinner.getPosition();
spinner.render(p);
p.show();
```

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> <div>■options (Optional)</div> <div>- Object</div> <div>* id : (Number) The id of widget.</div> <div>* name : (String) The name of widget.</div> </div>
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

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

var p = new UIContext();
var options = {
  'width':100,
  'height':150
};
var spinner = new Spinner();
spinner.setOptions(options);
spinner.render(p);
p.show();
```

## 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.
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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 Spinner = caph.wui.widget.Spinner;

var p = new UIContext();
var options = {
  'width':100,
  'height':150
};
var spinner = new Spinner(options);
spinner.addCls('myview');
spinner.removeCls('myview');
spinner.render(p);
p.show();
```

## 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
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SDK Constraint	none
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### Example

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

var p = new UIContext();
var options = {
  'width':100,
  'height':150
};
var spinner = new Spinner(options);
spinner.addCls('myview');
spinner.render(p);
p.show();
```

## 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
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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 Spinner = caph.wui.widget.Spinner;

var p = new UIContext();
var options = {
  'width':100,
  'height':150
};
var spinner = new Spinner(options);
spinner.render(p);
p.show();
```

## show

### Description

Shows the widget to make it visible on the screen, registered listeners for this are invoked, if duration is greater than 7, that is there exists a fade animation, registered listeners will be invoked during the animation.



[illegible]

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

var p = new UIContext();
var options = {
  'width':100,
  'height':150
};
var spinner = new Spinner(options);
spinner.render(p);
p.show();
spinner.addEventListener('click', function() {
  spinner.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

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

var p = new UIContext();
var options = {
  'width':100,
  'height':150
};
var spinner = new Spinner(options);
spinner.render(p);
p.show();
spinner.addEventListener('click', function() {
  spinner.disable();
});
```

## 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

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

var p = new UIContext();
var options = {
  'width':100,
  'height':150
};
var spinner = new Spinner(options);
spinner.render(p);
p.show();
spinner.addEventListener('click', function() {
  spinner.disableHighLight();
});
```

## 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 Spinner = caph.wui.widget.Spinner;

var p = new UIContext();
var options = {
  'width':100,
  'height':150
};
var spinner = new Spinner(options);
spinner.render(p);
p.show();
spinner.addEventListener('click', function() {
  spinner.enable();
});
```

## enableHighLight

### Description

Recovers the highlight effect on a widget.

Parameters	■Void
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Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var Spinner = caph.wui.widget.Spinner;  var p = new UIContext(); var options = {   'width':100,   'height':150' }; var spinner = new Spinner(options); spinner.render(p); p.show(); spinner.addEventListener('click', function() {   spinner.enableHighLight(); });</pre>	
<b>hide</b>	
Description	
Hides widget to make it invisible on the screen, registered listeners for this are invoked, if duration is greater than 8 , 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	
<pre>var UIContext = caph.wui.widget.UIContext; var Spinner = caph.wui.widget.Spinner;  var p = new UIContext(); var options = {   'width':100,   'height':150' }; var spinner = new Spinner(options); spinner.render(p); p.show(); spinner.addEventListener('click', function() {   spinner.hide(); });</pre>	
<b>blur</b>	
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 Spinner = caph.wui.widget.Spinner;  var p = new UIContext(); var options = {   'width':100,   'height':150' }; var spinner = new Spinner(options); spinner.render(p); p.show(); spinner.blur(); //call the view blur method</pre>	
<b>click</b>	
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 Spinner = caph.wui.widget.Spinner;  var p = new UIContext(); var options = {   'width':100,   'height':150' }; var spinner = new Spinner(options); spinner.render(p); p.show(); spinner.click(); //call the view click method</pre>	
<b>focus</b>	



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 Spinner = caph.wui.widget.Spinner;  var p = new UIContext(); var options = {     'width':100,     'height':150 }; var spinner = new Spinner(options); spinner.render(p); p.show(); spinner.focus(); //call the view focus method</pre>	
<b>getChildNodes</b>	
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	
<pre>var UIContext = caph.wui.widget.UIContext; var Spinner = caph.wui.widget.Spinner;  var p = new UIContext(); var options = {     'width':100,     'height':150 }; var spinner = new Spinner(options); spinner.render(p); p.show(); var childList = spinner.getChildNodes();</pre>	

<b>getCType</b>	
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	
<pre>var UIContext = caph.wui.widget.UIContext; var Spinner = caph.wui.widget.Spinner;  var p = new UIContext(); var options = {     'width':100,     'height':150 }; var spinner = new Spinner(options); spinner.render(p); p.show(); var ctype = spinner.getCType();</pre>	

<b>clone</b>	
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 Spinner = caph.wui.widget.Spinner;

var p = new UIContext();
var options = {
  'width':100,
  'height':150
};
var spinner = new Spinner(options);
spinner.render(p);
p.show();
var obj = spinner.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
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SDK Constraint	none
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Example

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

var p = new UIContext();
var options = {
  'width':100,
  'height':150
};
var spinner = new Spinner(options);
spinner.render(p);
p.show();
var obj = spinner.clone();
var isequal = spinner.equals(obj);
```

## 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
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SDK Constraint	none
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Example

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

var p = new UIContext();
var options = {
  'width':100,
  'height':150
};
var spinner = new Spinner(options);
spinner.render(p);
p.show();
var parentList = spinner.getParentNodes();
```

## setCycle

Description

Set the cycle status of the spinner widget

Parameters	■status - Boolean - when the number in the text area of the spinner component reaches the maximum or minimum value defined, if true, the spinner can recount value, if false, the spinner can't recount value, e.g. true
------------	--

Return	■Void
--------	-------

Emulator Support	Y
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SDK Constraint	none
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Example

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

var p = new UIContext();
var options = {
  'width':100,
  'height':150
};
var spinner = new Spinner(options);
spinner.setCycle(true);
spinner.render(p);
p.show();
```

## setHeight

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 UIContext = caph.wui.widget.UIContext; var Spinner = caph.wui.widget.Spinner;  var p = new UIContext(); var options = {     'width':100,     'height':150 }; var spinner = new Spinner(options); spinner.setHeight(300); spinner.render(p); p.show();</pre>	
<b>setMaxNum</b>	
Description	
Set the maximum value can be shown in the text area of the spinner widget	
Parameters	■num - Number - The maximum value will be set to be shown in the text area of the spinner, e.g. 15
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var Spinner = caph.wui.widget.Spinner;  var p = new UIContext(); var options = {     'width':100,     'height':150 }; var spinner = new Spinner(options); spinner.setMaxNum(15); spinner.render(p); p.show();</pre>	
<b>setNum</b>	
Description	
Set the number be shown in the text area of the spinner widget.	
Parameters	■num - Number - The number will be set to show in the text area of the spinner component, it should between minimum and maximum values, e.g. 3
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var Spinner = caph.wui.widget.Spinner;  var p = new UIContext(); var options = {     'width':100,     'height':150 }; var spinner = new Spinner(options); spinner.setNum(3); spinner.render(p); p.show();</pre>	
<b>getNum</b>	
Description	
Return the number shown in the text area of the spinner widget	
Parameters	■Void
Return	■Number - The shown number in the text area of the spinner, it should between minimum and maximum values.
Emulator Support	Y
SDK Constraint	none
Example	

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

var p = new UIContext();
var options = {
  'width':100,
  'height':150
};
var spinner = new Spinner(options);
spinner.setNum(3);
var num = spinner.getNum();
spinner.render(p);
p.show();
```

## setOpacity

Description

Sets opacity of the widget.

Parameters	<b>■</b> opacity - Number - Opacity value of the widget, range from 0.0 to 1.0. e.g. 0.5.
Return	<b>■</b> Void
Emulator Support	Y
SDK Constraint	none

Example

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

var p = new UIContext();
var options = {
  'width':100,
  'height':150
};
var spinner = new Spinner(options);
spinner.setOpacity(0.5);
spinner.render(p);
p.show();
```

## getOpacity

Description

Returns opacity of the widget.

Parameters	<b>■</b> Void
Return	<b>■</b> 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 Spinner = caph.wui.widget.Spinner;

var p = new UIContext();
var options = {
  'width':100,
  'height':150
};
var spinner = new Spinner(options);
spinner.setOpacity(0.5);
var op =spinner.getOpacity();
spinner.render(p);
p.show();
```

## setRotation

Description

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

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

Example

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

var p = new UIContext();
var options = {
  'width':100,
  'height':150
};
var spinner = new Spinner(options);
spinner.setRotation(Math.PI/4, 0, 0);
spinner.render(p);
p.show();
```

## 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 Spinner = caph.wui.widget.Spinner;  var p = new UIContext(); var options = {     'width':100,     'height':150 }; var spinner = new Spinner(options); spinner.setRotation(Math.PI/4, 0, 0); var rot = spinner.getRotation(); spinner.render(p); p.show();</pre>	
<b>setScale</b>	
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	■ <b>x</b> - Number - The x coordinate for scale position of the view. ■ <b>y</b> - Number - The y coordinate for scale position of the view. ■ <b>z</b> - Number - The z coordinate for scale position of the view.
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var Spinner = caph.wui.widget.Spinner;  var p = new UIContext(); var options = {     'width':100,     'height':150 }; var spinner = new Spinner(options); spinner.setScale(0.8, 0.5, 0); spinner.render(p); p.show();</pre>	
<b>getScale</b>	
Description	
Returns the scale value of the widget, including x, y, z coordinates.	
Parameters	■Void
Return	■Object - 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 Spinner = caph.wui.widget.Spinner;  var p = new UIContext(); var options = {     'width':100,     'height':150 }; var spinner = new Spinner(options); spinner.setScale(0.8, 0.5, 0); var scalePosValue = spinner.getScale(); spinner.render(p); p.show();</pre>	
<b>setSize</b>	
Description	
Set the size of spinner widget, because the icon size on the spinner is fixed, so the size of spinner can't be set to too big nor too small	
Parameters	■width - Number - pixel :The width of spinner component, the maximum is 300, minimum is 60, the unit is pixel(px), e.g. 250 ■height - Number - pixel : The height of spinner component, the maximum is 350, minimum is 100, the unit is pixel(px).

Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var UIContext = caph.wui.widget.UIContext; var Spinner = caph.wui.widget.Spinner;  var p = new UIContext(); var options = {   'width':100,   'height':150 }; var spinner = new Spinner(options); spinner.setSize(300, 600); spinner.render(p); p.show();</pre>	
<b>setWidth</b>	
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 UIContext = caph.wui.widget.UIContext; var Spinner = caph.wui.widget.Spinner;  var p = new UIContext(); var options = {   'width':100,   'height':150 }; var spinner = new Spinner(options); spinner.setWidth(300); spinner.render(p); p.show();</pre>	
<b>getSize</b>	
Description	
Returns the size of the container. If user don't set the size, it will return {width:0,height:3}.	
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 UIContext = caph.wui.widget.UIContext; var Spinner = caph.wui.widget.Spinner;  var p = new UIContext(); var options = {   'width':100,   'height':150 }; var spinner = new Spinner(options); var size = spinner.getSize(); spinner.render(p); p.show();</pre>	
<b>Spinner</b>	
Description	
(Constructor) The constructor of spinner widget, in order to create spinner 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 * options.isCycle : (Boolean) * options.maxNuml : (Number) * options.num : (Number)
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	

```
var Spinner = caph.wui.widget.Spinner;
var options = {
  'frame': {
    'width': 100,
    'height': 150,
  }
  'center-position': {
    'x': 800,
    'y': 500,
    'z': 1
  },
  'isCycle': true,
  'num': 3,
  'maxNum': 15
};
var spinner = new Spinner(options);
```