

Spinner control

(Description and Example taken from the DroidScript documentation)

Description

Create Spinners using the **CreateSpinner** method of the [app](#) object:

```
spin = app.CreateSpinner( list, width, height, options );
```

You can allow the Spinner to auto-size by leaving out the dimensions or you can specify a width and/or height as decimal fractions of the screen's width and height.

Use the **SetOnChange** method of your spinner to set the name of a function you want to be called when the user selects an item.

You can get the current selection of the Spinner button at any time using the **GetText** method and replace the option list at any time by using the SetList method.

Use the **SelectItem** method to select a particular item in code

Example

```
function OnStart()
{
    lay = app.CreateLayout( "Linear", "VCenter,FillXY" );

    spin = app.CreateSpinner( "Bilbo,Frodo,Gandalf", 0.4 );
    spin.SetOnChange( ShowSelection );
    spin.SelectItem( "Frodo" );
    lay.AddChild( spin );

    app.AddLayout( lay );
}

function ShowSelection( item )
{
    app.ShowPopup( "Selected = " + item );
}
```

Methods

Some controls use the same methods.

For examples of the **same methods** look here.

Method	Description
Spinner.GetAbsHeight()	
Spinner.GetAbsWidth()	
Spinner.GetHeight()	
Spinner.GetPosition()	
Spinner.GetText()	
Spinner.GetTextSize(mode)	
Spinner.GetType()	
Spinner.GetVisibility()	
Spinner.GetWidth()	
Spinner.SelectItem(item)	See the info
Spinner.SetBackColor(colorcode)	
Spinner.SetBackGradient(p1,p2,p3,p4,p5,p6,p7)	
Spinner.SetBackGradientRadial(p1,p2,p3,p4,p5,p6,p7)	
Spinner.SetList(list, p2)	
Spinner.SetMargins(left,top,right,bottom)	
Spinner.SetOnChange(callback)	Note: callback runs only when selection changes, not necessarily touched.
Spinner.SetOnTouch(callback)	Deprecated: same as SetOnChange
Spinner.SetPadding(left,top,right,bottom)	
Spinner.SetPosition(left,top,width,height)	
Spinner.SetScale(x,y)	
Spinner.SetSize(width,height)	
Spinner.SetText(text)	
Spinner.SetTextColor(colorcode)	
Spinner.SetTextSize(size,mode)	
Spinner.SetVisibility(HideShow)	

Info to Version 1.15 and before

If the SelectItem method is called before the spinner and the layout is added to the app-object the OnChange event of the spinner is fired only after the second manual selection change.

[spinnerSelectItem.js](#)

```
function onStart()
{
    lay = app.CreateLayout( "Linear", "VCenter,FillXY" );

    spin = app.CreateSpinner( "Bilbo,Frodo,Gandalf", 0.4 );
    spin.SetOnChange( ShowSelection );
    //spin.SelectItem( "Frodo" ); Dont write it here!
    lay.AddChild( spin );
}
```

```
app.AddLayout( lay );  
//Select the Item after app.AddLayout or  
//it will not work right!  
spin.SelectItem( "Frodo" );  
}  
  
function ShowSelection( item )  
{  
    app.ShowPopup( "Selected = " + item );  
}
```

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