

Zerofractal Spotlight (Data provider edition) Class Reference

Class spotlightDataProvider

Package

com.zerofractal

Class

public class spotlightDataProvider

Inheritance

spotlightDataProvider → UIComponent → Sprite → DisplayObjectContainer → InteractiveObject → DisplayObject → EventDispatcher → Object

Implements

IFocusManagerComponent

Language version

ActionScript 3.0

Player version:

Flash Player 9.0.28

Public Properties

closeButton

closeButton : Boolean [read-write]

Enables or disables the close button.

The default value is *true*

Implementation

```
public function get closeButton(): Boolean  
public function set closeButton(value : Boolean):void
```

closeButtonOffsetX

closeButtonOffsetX : Number [read-write]

Gets or sets the horizontal offset distance for the spotlight close button.

The default value is -2

Implementation

```
public function get closeButtonOffsetX(): Number  
public function set closeButtonOffsetX(value : Number):void
```

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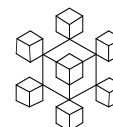
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T (031) 2566763

bogota@zerofractal.com

<http://www.zerofractal.com>



closeButtonOffsetY

closeButtonOffsetY : *Number* [read-write]

Gets or sets the vertical offset distance for the spotlight close button.

The default value is *0*

Implementation

```
public function get closeButtonOffsetY(): Number
public function set closeButtonOffsetY(value : Number):void
```

destinationDataProvider

destinationDataProvider : *DataProvider* [read-write]

Gets or sets the destination *DataProvider* instance. The destination *DataProvider* refers to the *DataProvider* of the control whose contents you want to control through the spotlight component, usually a Flash AS3 UI data component such as a *grid*, *list* or *tileList*.

Any change on the *sourceDataProvider* or on the spotlight text affects the destination's *DataProvider*

The default value is *null*

Implementation

```
public function get destinationDataProvider(): DataProvider
public function set destinationDataProvider(value : DataProvider):void
```

embedFonts

embedFonts : *Boolean* [read-write]

Sets the text field for the spotlight's embedFonts Property. If true, fonts are loaded from the library.

The default value is false

Implementation

```
public function get embedFonts(): Boolean
public function set embedFonts(value : Boolean):void
```

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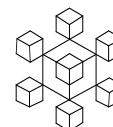
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fields

fields : Array [read-write]

Gets or sets an *Array* of strings used to restrict the fields from the *sourceDataProvider* upon which the spotlight will search.

An empty *Array* will force the search to go over every field available in the *sourceDataProvider*.

The default value is []

Implementation

```
public function get fields(): Array  
public function set fields(value : Array):void
```

spotlightType

spotlightType : String [read-write]

Defines the items to include within the spotlight search. Valid values are: files, folders, both.

Files will only display leaf nodes (nodes with no children), Folders will only display branches (nodes with children) and Both displays any node.

The default value is *FILES*

Implementation

```
public function get spotlightType(): String  
public function set spotlightType(value : String):void
```

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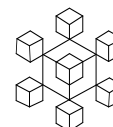
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skinCloseButton

skinCloseButton : String [write]

Sets the linkage name to a class in the library to a *SimpleButton* to customize the close button. The button will be loaded in the right edge of the spotlight component, and may be offset via the *closeButtonOffsetX* and *closeButtonOffsetY* properties.

The symbol must be made available to Actionscript.

The default value is *close_btn*

Implementation

```
public function set skinCloseButton(value : String):void
```

skinLeft

skinLeft : String [write]

Sets the linkage name to a class in the library to a *MovieClip* to customize the left edge of the spotlight component.

The symbol must be made available to Actionscript.

The default value is *left_mc*

Implementation

```
public function set skinLeft(value : String):void
```

skinMiddle

skinMiddle : String [write]

Sets the linkage name to a class in the library to a *MovieClip* to customize the middle part of the spotlight component. This symbol will be stretched horizontally to meet the component width.

The symbol must be made available to Actionscript.

The default value is *middle_mc*

Implementation

```
public function set skinMiddle(value : String):void
```

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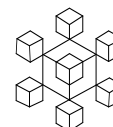
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skinRight

skinRight : *String* [write]

Sets the linkage name to a class in the library to a *MovieClip* to customize the right edge of the spotlight component. This side will contain the close button when visible.

The symbol must be made available to Actionscript.

The default value is *right_mc*

Implementation

```
public function set skinRight(value : String):void
```

sourceDataProvider

sourceDataProvider : *DataProvider* [read-write]

Gets or sets the source *DataProvider* instance. The source *DataProvider* refers to the *DataProvider* containing the actual data to be used. The *DataProvider* is linked to the spotlight component for it feed the filtered data to the ui component via the *destinationDataProvider*.

Any change on the *sourceDataProvider* will affect the *destinationDataProvider*.

The default value is *null*

Implementation

```
public function get sourceDataProvider(): DataProvider  
public function set sourceDataProvider(value : DataProvider):void
```

text

text : *String* [read-write]

Gets or sets the content for the spotlight text field. Changing the text property will automatically filter the *destinationDataProvider*. It can be set from the component palette or from ActionScript to create custom searches.

The default value is *empty*

Implementation

```
public function get text(): String  
public function set text(value : String):void
```

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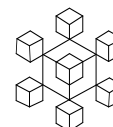
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textFormat

textFormat : *TextFormat* [read-write]

Gets or sets the TextFormat for the spotlight String.

The default value is *null*

Implementation

```
public function get textFormat(): TextFormat
public function set textFormat(value : TextFormat):void
```

Public Methods

destroy

public function destroy():void

Destroys the current instance of tree3D.

Public Events

spotlightChange

Event Object Type: *flash.events.Event*

Type property: *com.zerofractal.spotlight.spotlightEvent.SPOTLIGHT_CHANGE*

Dispatched after whenever the spotlight search changes.

Defines the value of the *type* property of a event object.

This event has the following properties:

Property	Value
<i>bubbles:Boolean</i>	FALSE
<i>cancelable:Boolean</i>	FALSE

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