

**.ui-off-canvas-view .ui-left-side-visible**

**.ui-container .left-side**

**.pathListView**

**.ui-navigation-bar**



On right side: **ui-glyph-plus**

**.ui-scroll-container**

**.ui-list**

**.ui-avoid-navigation-bar**

**.ui-list-item**

**.ui-list-item-content**

**.ui-list-action-group**

**.ui-container .right-side**

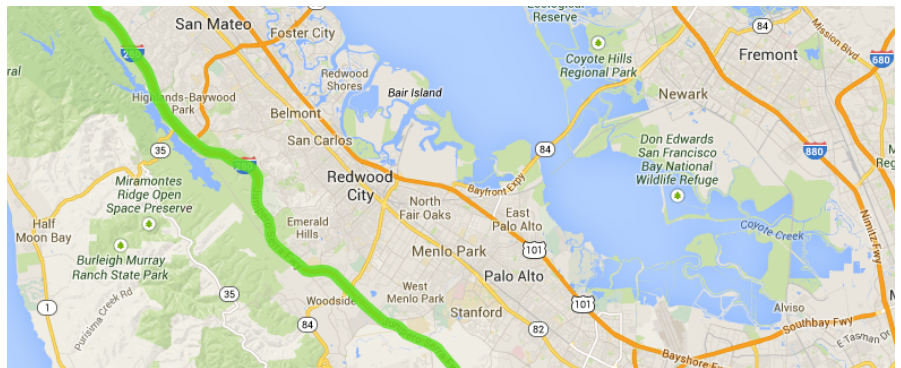
**.pathEditView**

**.ui-navigation-bar**



On left side: **ui-glyph-menu**; on right side: **ui-glyph-gps-locate**, **ui-glyph-circle-outlined**

**.map-container**



place	
r/o	.altitude
r/o	.formattedLatitudeLongitude
r/o	.googleLatitudeLongitude
r/o	.heading
r/w	.JSON
r/o	.latitude
r/o	.longitude
r/w	.position
r/o	.speed
r/o	.timestamp
p	__getGoogleMarker()
o	init ( UID )
	initWithJSON ( JSON )
↖	positionChanged

path	
r/o	.createdDate
r/o	.JSON
r/w	.name
r/o	.modifiedDate
r/w	.places[]
r/w	.uid
	addPlace()
o	init ( UID )
	initWithJSON ( JSON )
o	initWithOptions ( options )
↖	nameChanged
↖	pathChanged
↖	uidChanged

pathStorage	
p	__paths
r/o	.collection
	createPath()
	getPathAtIndex( index )
	getPathByUID ( UID )
	getPathIndexByUID ( UID )
	loadCollection()
	removePathAtIndex ( index )
	removePathByUID ( UID )
	saveCollection()
	savePath ( note )
p	__collectionChangeListener
o	init()
↖	collectionChanged
↖	collectionFailedLoading
↖	collectionFailedSaving
↖	collectionLoading
↖	collectionLoaded
↖	collectionSaving
↖	collectionSaved
↖	pathChanged
↖	pathCreated
↖	pathFailedRemoving
↖	pathFailedSaving
↖	pathRemoved
↖	pathSaved

. property    **r/w** read/write    **r/o** read-only  
**p** private    **o** override    **↖** notification

pathListView	
p	_navigationBar
p	_scrollContainer
p	_pathList
p	_addPathButton
p	_menuButton
p	_displayEditView ( view )
	createNewPath()
	deleteExistingPath()
	editExistingPath()
	exposeActionsForPath()
	hideActionsForPath()
	onOrientationChanged()
o	render()
o	renderToElement()
	renderList()
	quitApp()
o	init( parentElement )
o	initWithOptions( options )
o	destroy()

staticView	
p	_menuButton
o	render()
o	renderToElement()
o	init( parentElement )
o	initWithOptions( options )
o	destroy()

. property    **r/w** read/write    **r/o** read-only  
**p** private    **o** override    **↖** notification

pathEditView	
p	_backButton
p	_currentPositionMarker
p	_isRecording
p	_keepMapCentered
p	_lastKnownPosition
p	_locateButton
p	_map
p	_mapContainer
p	_menuButton
p	_nameEditor
p	_navigationBar
p	_path
p	_polyline
p	_recordButton
p	_scrollContainer
p	_watchID
p	_geolocationError()
p	_updateLastKnownPosition ( position )
	centerMapAroundLocation()
	togglePathRecording()
	getPathUID()
	goBack()
	popView()
	releaseBackButton()
o	render()
o	renderToElement()
	savePath()
o	init( parentElement )
o	initWithOptions( options )
o	destroy()