

OpalBinding - 控件

- vars更新, mark_dirty 触发 控件重绘

```
<%= input binding: :text, value:0 %>
```

JS

生成的前端HTML代码, 每个widget生成唯一的id

HTML

```
<input type='text' value='0' id='text_ABCDEF'>
```

OpalBinding中保存的对应关系

```
binding = [ [:text, :text_ABCDEF, ...] ]  
vars = [:text => 0]
```

```
$dirty_vars = [:text, xx, xx]  
cur_dirty = $dirty_vars.pop -> 处理队列第一个
```

```
$document[:text_ABCDEF].value = $vars[:text]
```

Customized Widgets - Timer

```
class Timer
  def self.gen_html(option)
    timer_jsrb = ''
    $$[:setInterval].call( -> {
      var_set("timer",Time.now.to_s)
      trigger_on_change("timer")
    },1000)
    ''

    RenderWrap.before_jsrb("timer.javascript",timer_jsrb)

    widget_id = OpalBinding.binding(option[:binding],nil,self)
    "<span id='#{widget_id}'></span>"
  end

  def self.update_change
    "inner_html="
  end

  def self.fetch_change
    "inner_html"
  end

  def self.change_event
    ""
  end

end

def timer(option)
  Timer.gen_html(option)
end
```

```
RenderWrap.load(Task.load("#{task.name}::Timer"))
RenderWrap.load(Task.load("#{task.name}::timer"))

RenderWrap.html =
  ''
  <h4>Timer</h4>
  Current Time: <%= timer binding: :timer %><br/>
  counter: <%= text binding: :counter %>
  <%= var :counter, 1 %>

  <%= on_change :timer, %(
    :counter = :counter + 1
    mark_dirty("counter")
  )%>
  ''
```

Timer

Current Time:
counter: 1