代码：

self:setTitle{

text = s\_glb\_str.s\_select\_country,

}

local search = UI.InputView{

width = "95%",

show\_border = true, --是否显示边框，默认为 true

placeholder = s\_glb\_str.s\_team\_find, --文本 搜索

background\_color = "white",

placeholder\_style = {

content\_color = '#000000',

align = FrameAlign.Left,

size = 32

},

margin = {15, 30, 0, 30},

input\_delegate = {

on\_change = function(\_)

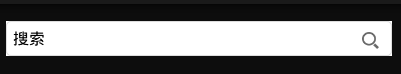
self:RefreshData(\_.text)

end

}

}

样式：



重新发送倒计时

--重新发送倒计时效果

function RegisterStepTwo:startSendAgainClock( view,isForce,timeLeft)

log.e("startSendAgainClock isForce ============= "..tostring(isForce))

log.e("startSendAgainClock timeLeft =============== "..tostring(timeLeft))

if view.time\_tips\_handle == nil then

local time = 60

if isForce then

time = timeLeft

end

view.v\_index\_time = time

local update\_view = function ( )

--更新显示

if view.v\_index\_time > 0 then --[[%d s后发送]]

view.richtext = {{text = string.format(s\_glb\_str.s\_send\_after\_x\_scend, view.v\_index\_time), size=30, color = Colorf(100/255, 100/255, 100/255, 110/255)}}

else

view.richtext = {{text = s\_glb\_str.s\_send\_again, size=30, color = Colorf(170/255, 170/255, 170/255, 160/255)}}

view.time\_tips\_handle:cancel()

view.time\_tips\_handle = nil

isPunishment = false

checkButtonEnable(self)

end

end

--先更新一次

update\_view()

view.time\_tips\_handle = RunLoop.schedule(function ( )

--执行读秒

view.v\_index\_time = view.v\_index\_time - 1

--更新

update\_view()

end, 1, 1)

return true

else

if isForce then

view.v\_index\_time = timeLeft

end

return false

end

end