

## 5.18 Layout API

You, as an analytic application developer, can directly set a widget's size and position in a parent container in the *Styling* panel. In addition to that, by leveraging the layout-related script API, you can allow application users to dynamically set a widget's size and position according to the application logic and window size.

```
LayoutUnit.Pixel // sets the unit of the layout as Pixel
LayoutUnit.Auto // sets the unit of the layout as Auto
LayoutUnit.Percent // sets the unit of the layout as Percent
LayoutValue.create(value: number, LayoutUnit: Unit) // sets the layout value by
creating a value with a certain unit

getLayout(): Layout // gets the layout of a widget
Layout.getLeft(): Unit; // returns the left margin between the widget that you
define layout for and the widget's parent container.
Layout.setLeft(value: Unit); // sets the left margin between the widget that you
define layout for and the widget's parent container.
Layout.getRight(): Unit; // returns the right margin between the widget that you
define layout for and the widget's parent container.
Layout.setRight(value: Unit); // sets the right margin between the widget that you
define layout for and the widget's parent container.
Layout.getTop(): Unit; // returns the top margin between the widget that you define
layout for and the widget's parent container.
Layout.setTop(value: Unit); // sets the top margin between the widget that you
define layout for and the widget's parent container.
Layout.getBottom(): Unit; // returns the bottom margin between the widget that you
define layout for and the widget's parent container.
Layout.setBottom(value: Unit); // sets the bottom margin between the widget that
you define layout for and the widget's parent container.
Layout.getWidth(): Unit; // returns the width of the widget that you define layout
for.
Layout.setWidth(value: Unit); // sets the width of the widget that you define
layout for.
Layout.getHeight(): Unit; // returns the height of the widget that you define
layout for.
Layout.setHeight(value: Unit); // sets the height of the widget that you define
layout for.

// Application Canvas Resize Event, the event is cached to be
// dispatched every 500ms when the application window resizes.
Application.onResize() = function() {
};

Application.innerHeight() // If Canvas' size is fixed, it returns the height of
the Canvas; if dynamic, returns the height of the viewport, the visible area of the
window.
Application.innerWidth() // If Canvas' size is fixed, it returns the width of
the Canvas; if dynamic, returns the width of the viewport, the visible area of the
window.
```