

NavigationWindow

Demonstrates how to navigate a hierarchy of content using the `NavigationWindow` object.



Example App Source Location

You can find this example app in the Alloy repository under [samples/apps/ui/navwindow](#). Check the [instructions](#) how to run these sample projects.

A `NavigationWindow` implements a specialized view that manages the navigation of hierarchical content. You call the `NavigationWindow` object's `openWindow()` method to open a new window in the navigation group, `closeWindow()` to remove it.



The sample's main `index.xml` view declares a `NavigationWindow` element named `navWindow`.

app/views/ios/index.xml

```
<Alloy>
  <NavigationWindow>
    <Window id="main" title="Main Window">
      <Label class="space">Click the button below to "push" a new window onto
the navigation stack</Label>
      <Button class="space" onClick="Alloy.Globals.openWindow">push</Button>
    </Window>
  </NavigationWindow>
</Alloy>
```



As of Titanium 8.0.0, you don't need to specify the platform type (e.g. `<NavigationWindow platform="ios">`).

When the "Push" button is clicked, it invokes the `Alloy.Globals.openWindow()` function. This function is defined in the application's `alloy.js` file, and calls the `navWindow`'s `openWindow()` method, passing it a new window created from the `app/views/win.xml` view. It also initializes a global counter variable named `ctr` that's displayed by each window added to the navigation stack.

app/alloy.js

```
Alloy.Globals = {
  ctr: 0,
  openWindow: function(e) {
    Alloy.Globals.ctr++;
    Alloy.Globals.navwindow.openWindow(Alloy.createController('win').getView());
  }
};
```

Each newly created window displays left and right navigation buttons that let you push a new window on the navigation stack, or pop the current window off the stack. The "Push" button calls the same global `openWindow()` function, and the "Pop" button calls the view-controller's `closeWindow()` function, which calls `closeWindow()` on the `navWindow` object.

app/views/ios/win.xml

```
<Alloy>
  <Window layout="vertical">
    <LeftNavButton>
      <Button onClick="closeWindow">pop</Button>
    </LeftNavButton>
    <RightNavButton>
      <Button onClick="Alloy.Globals.openWindow">push</Button>
    </RightNavButton>
    <Label class="space">Click the left nav button above to pop this window off
the navigation stack. Click the right one to push another window onto the
stack.</Label>
    <Label id="windowNumber" class="space"/>
  </Window>
</Alloy>
```

The view-controller for each window pushed onto the navigation stack displays the value of the global `ctr` in a `Label`, as well as property in the window's title.

app/controllers/ios/win.js

```
function closeWindow(e) {
  Alloy.Globals.ctr--;
  Alloy.Globals.navwindow.closeWindow($.win);
}
$.win.title = "Window #" + Alloy.Globals.ctr;
$.windowNumber.text = "I'm window #" + Alloy.Globals.ctr + " on the stack";
```