

CAPH.WUI.ENGINE.RENDERING.COMMONOBJECT

CommonObject basically provides basic methods for CssObjects and Mesh3D classes. Basic methods include 'setPosition', 'getPosition', 'getXPosition', 'getYPosition', 'getZPosition', 'setRotation', 'getRotation', 'getXRotation', 'getYRotation', 'getZRotation', 'setRotationOrigin', 'setScale', 'getScale', 'getXScale', 'getYScale', 'getZScale', 'setXRotation', 'setXRotationOrigin', 'setXScale', 'setYRotation', 'setYRotationOrigin', 'setYScale', 'setZRotation', 'setZRotationOrigin', 'setZScale', 'applyMatrix', 'CommonObject', 'setPosition', 'getPosition', 'setYPosition', 'setZPosition' and so on.

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Constructor

CommonObject

Description

The constructor of CommonObject, in order to create CommonObject object.

Emulator Support

Y

SDK Constraint

None

Example

```
var AccRendering = caph.wui.engine.rendering;  
var obj = new AccRendering.CommonObject();
```

Methods

setPosition

Description

caph.wui.engine.rendering.CommonObject 'setPosition' method used to change X,Y,Z position of CommonObject . This method takes an x,y,z as an argument.

Parameters

- x
 - Number
 - The coordinates of the required x position.
- y
 - Number
 - The coordinates of the required y position.
- z
 - Number
 - The coordinates of the required z position.

Return

■Void

Emulator Support

Y

SDK Constraint

none

Example

```
var AccRendering = caph.wui.engine.rendering;  
var basePage = new AccRendering.BasePage();  
  
var element = document.createElement('div');  
element.style.width = '100px';  
element.style.height = '100px';  
element.style.background = '#00AAAA';  
  
var obj = new AccRendering.CommonObject(element);  
basePage.add(obj);  
  
obj.setPosition(100, 100, 100);  
  
var renderer = new AccRendering.CssRenderer();  
renderer.render(basePage);
```

getPosition

Description

caph.wui.engine.rendering.CommonObject 'getPosition' method allows you to get X,Y,Z position value of DOM Element.

Parameters

■Void

Return

- Object
 - Object
 - x : x value, y : y value, z : z value
 - Object of x coordinate, y coordinate, z coordinate values

Emulator Support	Y
SDK Constraint	none
Example	
<pre> var AccRendering = caph.wui.engine.rendering; var basePage = new AccRendering.BasePage(); var element = document.createElement('div'); element.style.width = '100px'; element.style.height = '100px'; element.style.background = '#00AAAA'; var obj = new AccRendering.CommonObject(element); basePage.add(obj); obj.setPosition(100, 100, 100); obj.getPosition(); var renderer = new AccRendering.CssRenderer(); renderer.render(basePage); </pre>	
getXPosition	
Description	
caph.wui.engine.rendering.CommonObject 'getXPosition' method allows you to get X position value of DOMElement.	
Parameters	■Void
Return	■Number - The coordinate in pixels
Emulator Support	Y
SDK Constraint	none
Example	
<pre> var AccRendering = caph.wui.engine.rendering; var basePage = new AccRendering.BasePage(); var element = document.createElement('div'); element.style.width = '100px'; element.style.height = '100px'; element.style.background = '#00AAAA'; var obj = new AccRendering.CommonObject(element); basePage.add(obj); obj.setPosition(100, 100, 100); obj.getXPosition(); var renderer = new AccRendering.CssRenderer(); renderer.render(basePage); </pre>	
getYPosition	
Description	
caph.wui.engine.rendering.CommonObject 'getYPosition' method allows you to get Y position value of DOMElement.	
Parameters	■Void
Return	■Number - The coordinate in pixels
Emulator Support	Y
SDK Constraint	none

Example	
<pre> var AccRendering = caph.wui.engine.rendering; var basePage = new AccRendering.BasePage(); var element = document.createElement('div'); element.style.width = '100px'; element.style.height = '100px'; element.style.background = '#00AAAA'; var obj = new AccRendering.CommonObject(element); basePage.add(obj); obj.setPosition(100, 100, 100); obj.getYPosition(); var renderer = new AccRendering.CssRendererer(); renderer.render(basePage); </pre>	
getZPosition	
Description	
caph.wui.engine.rendering.CommonObject 'getZPosition' method allows you to get Z position value of DOMElement.	
Parameters	<div>■Void</div>
Return	<div>■Number</div> <div>- The coordinate in pixels</div>
Emulator Support	Y
SDK Constraint	none
Example	
<pre> var AccRendering = caph.wui.engine.rendering; var basePage = new AccRendering.BasePage(); var element = document.createElement('div'); element.style.width = '100px'; element.style.height = '100px'; element.style.background = '#00AAAA'; var obj = new AccRendering.CommonObject(element); basePage.add(obj); obj.setPosition(100, 100, 100); obj.getZPosition(); var renderer = new AccRendering.CssRendererer(); renderer.render(basePage); </pre>	
setRotation	
Description	
caph.wui.engine.rendering.CommonObject 'setRotation' method used to set rotation around X, Y and Z axis . This method takes an x,y,z as an argument.	
Parameters	<div>■x</div> <div>- Number</div> <div>- The coordinates of the required x rotation</div> <div>■y</div> <div>- Number</div> <div>- The coordinates of the required y rotation</div> <div>■z</div> <div>- Number</div> <div>- The coordinates of the required z rotation</div>
Return	<div>■Void</div>

Emulator Support	Y
SDK Constraint	none
Example	
<pre> var AccRendering = caph.wui.engine.rendering; var basePage = new AccRendering.BasePage(); var element = document.createElement('div'); element.style.width = '100px'; element.style.height = '100px'; element.style.background = '#00AAAA'; var obj = new AccRendering.CommonObject(element); basePage.add(obj); obj.setRotation(0.1, 0.1, 0); var renderer = new AccRendering.CssRendererer(); renderer.render(basePage); </pre>	
getRotation	
Description	
caph.wui.engine.rendering.CommonObject 'getRotation' method return rotation object with x, y, z values of DOMElement.	
Parameters	■Void
Return	■Object - Object - x : x value, y : y value, z : z value - Object of x rotate, y rotate, z rotate values
Emulator Support	Y
SDK Constraint	none
Example	
<pre> var AccRendering = caph.wui.engine.rendering; var basePage = new AccRendering.BasePage(); var element = document.createElement('div'); element.style.width = '100px'; element.style.height = '100px'; element.style.background = '#00AAAA'; var obj = new AccRendering.CommonObject(element); basePage.add(obj); obj.setRotation(0.1, 0.1, 0); obj.getRotation(); var renderer = new AccRendering.CssRendererer(); renderer.render(basePage); </pre>	
getXRotation	
Description	
caph.wui.engine.rendering.CommonObject 'getXRotation' method return X rotation value of DOMElement.	
Parameters	■Void
Return	■Number - The rotation value
Emulator Support	Y
SDK Constraint	none

Example

```
var AccRendering = caph.wui.engine.rendering;
var basePage = new AccRendering.BasePage();

var element = document.createElement('div');
element.style.width = '100px';
element.style.height = '100px';
element.style.background = '#00AAAA';

var obj = new AccRendering.CommonObject(element);
basePage.add(obj);

obj.setRotation(0.1, 0.1, 0);
obj.getXRotation();

var renderer = new AccRendering.CssRenderer();
renderer.render(basePage);
```

getYRotation

Description	
caph.wui.engine.rendering.CommonObject 'getYRotation' method return Y rotation value of DOMElement.	
Parameters	■Void
Return	■Number - The rotation value
Emulator Support	Y
SDK Constraint	none

Example

```
var AccRendering = caph.wui.engine.rendering;
var basePage = new AccRendering.BasePage();

var element = document.createElement('div');
element.style.width = '100px';
element.style.height = '100px';
element.style.background = '#00AAAA';

var obj = new AccRendering.CommonObject(element);
basePage.add(obj);

obj.setRotation(0.1, 0.1, 0);
obj.getYRotation();

var renderer = new AccRendering.CssRenderer();
renderer.render(basePage);
```

getZRotation

Description	
caph.wui.engine.rendering.CommonObject 'getZRotation' method return Z rotation value of DOMElement.	
Parameters	■Void
Return	■Number - The rotation value
Emulator Support	Y
SDK Constraint	none

Example

```

var AccRendering = caph.wui.engine.rendering;
var basePage = new AccRendering.BasePage();

var element = document.createElement('div');
element.style.width = '100px';
element.style.height = '100px';
element.style.background = '#00AAAA';

var obj = new AccRendering.CommonObject(element);
basePage.add(obj);

obj.setRotation(0.1, 0.1, 0);
obj.getZRotation();

var renderer = new AccRendering.CssRenderer();
renderer.render(basePage);

```

setRotationOrigin

Description

caph.wui.engine.rendering.CommonObject 'setRotationOrigin' method used to set rotation origin of CommonObject, rotated around X, Y and Z axis with given degrees respectively. This method takes an x,y,z,degX,degY,degZ as argument.

Parameters

- x
 - Number
 - The coordinates of the required x rotation
- y
 - Number
 - The coordinates of the required y rotation
- z
 - Number
 - The coordinates of the required z rotation
- degx
 - Number
 - The rotation value of the required x rotation
- degy
 - Number
 - The rotation value of the required y rotation
- degz
 - Number
 - The rotation value of the required z rotation

Return

- Number
 - -1 : if fails
 - undefined : otherwise.

Emulator Support

Y

SDK Constraint

none

Example

```

var AccRendering = caph.wui.engine.rendering;
var basePage = new AccRendering.BasePage();

var element = document.createElement('div');
element.style.width = '100px';
element.style.height = '100px';
element.style.background = '#00AAAA';

var obj = new AccRendering.CommonObject(element);
basePage.add(obj);

obj.setRotationOrigin(300, 300, 0, 0.1, 0.1, 0.1);

var renderer = new AccRendering.CssRenderer();
renderer.render(basePage);

```

setScale

Description	
caph.wui.engine.rendering.CommonObject 'setScale' method used to scale CommonObject along x, y,z direction. This method takes x,y,z as argument.	
Parameters	<div> <div>■x</div> <div>- Number</div> <div>- x values required scale</div> </div> <div> <div>■y</div> <div>- Number</div> <div>- y values required scale</div> </div> <div> <div>■z</div> <div>- Number</div> <div>- z values required scale</div> </div>
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre> var AccRendering = caph.wui.engine.rendering; var basePage = new AccRendering.BasePage(); var element = document.createElement('div'); element.style.width = '100px'; element.style.height = '100px'; element.style.background = '#00AAAA'; var obj = new AccRendering.CommonObject(element); basePage.add(obj); obj.setScale(1.5, 1.5, 1.5); var renderer = new AccRendering.CssRenderer(); renderer.render(basePage); </pre>	
getScale	
Description	
caph.wui.engine.rendering.CommonObject 'getScale' method returns scale object with x, y ,z scale values of DOM Element.	
Parameters	■Void
Return	<div> <div>■Object</div> <div>- Object</div> <div>- {x: x value, y: y value, z: z value}</div> <div>Object of x scale, y scale z scale values</div> </div>
Emulator Support	Y
SDK Constraint	none
Example	


```
var AccRendering = caph.wui.engine.rendering;
var basePage = new AccRendering.BasePage();

var element = document.createElement('div');
element.style.width = '100px';
element.style.height = '100px';
element.style.background = '#00AAAA';

var obj = new AccRendering.CommonObject(element);
basePage.add(obj);

obj.setScale(2, 2, 2);
obj.getScale();

var renderer = new AccRendering.CssRenderer();
renderer.render(basePage);
```

getXScale

Description	
caph.wui.engine.rendering.CommonObject 'getXScale' method returns scale x value of DOM Element.	
Parameters	■Void
Return	■Number - integer - object's scale x value
Emulator Support	Y
SDK Constraint	none

Example

```
var AccRendering = caph.wui.engine.rendering;
var basePage = new AccRendering.BasePage();

var element = document.createElement('div');
element.style.width = '100px';
element.style.height = '100px';
element.style.background = '#00AAAA';

var obj = new AccRendering.CommonObject(element);
basePage.add(obj);

obj.setScale(2, 2, 2);
obj.getXScale();

var renderer = new AccRendering.CssRenderer();
renderer.render(basePage);
```

getYScale

Description	
caph.wui.engine.rendering.CommonObject 'getYScale' method returns scale y value of DOM Element.	
Parameters	■Void
Return	■Number - integer - object's scale y value
Emulator Support	Y
SDK Constraint	none

Example

```
var AccRendering = caph.wui.engine.rendering;
var basePage = new AccRendering.BasePage();

var element = document.createElement('div');
element.style.width = '100px';
element.style.height = '100px';
element.style.background = '#00AAAA';

var obj = new AccRendering.CommonObject(element);
basePage.add(obj);

obj.setScale(2, 2, 2);
obj.getYScale();

var renderer = new AccRendering.CssRenderer();
renderer.render(basePage);
```

getZScale

Description

caph.wui.engine.rendering.CommonObject 'getYScale' method returns scale y value of DOM Element.

Parameters	■Void
Return	■Number - object's scale z value
Emulator Support	Y
SDK Constraint	none

Example

```
var AccRendering = caph.wui.engine.rendering;
var basePage = new AccRendering.BasePage();

var element = document.createElement('div');
element.style.width = '100px';
element.style.height = '100px';
element.style.background = '#00AAAA';

var obj = new AccRendering.CommonObject(element);
basePage.add(obj);

obj.setScale(2, 2, 2);
obj.getZScale();

var renderer = new AccRendering.CssRenderer();
renderer.render(basePage);
```

setXRotation

Description

caph.wui.engine.rendering.CommonObject 'setRotation' method used to set rotation around X, Y and Z axis . This method takes an x,y,z as an argument.

Parameters	■x - Number - The coordinates of the required x rotation
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

```
var AccRendering = caph.wui.engine.rendering;
var basePage = new AccRendering.BasePage();

var element = document.createElement('div');
element.style.width = '100px';
element.style.height = '100px';
element.style.background = '#00AAAA';

var obj = new AccRendering.CommonObject(element);
basePage.add(obj);

obj.setXRotation(0.1);

var renderer = new AccRendering.CssRenderer();
renderer.render(basePage);
```

setXRotationOrigin

Description

caph.wui.engine.rendering.CommonObject 'setXRotationOrigin' method used to set rotation origin of CommonObject around X axis to a given degree from origin point x, y, z. This method takes an x,y,z,deg as argument.

Parameters	<div>■x</div> <div>- Number</div> <div>- The coordinates of the required x rotation</div> <div>■y</div> <div>- Number</div> <div>- The coordinates of the required y rotation</div> <div>■z</div> <div>- Number</div> <div>- The coordinates of the required z rotation</div> <div>■degx</div> <div>- Number</div> <div>- The rotation value of the required x rotation</div>
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

```
var AccRendering = caph.wui.engine.rendering;
var basePage = new AccRendering.BasePage();

var element = document.createElement('div');
element.style.width = '100px';
element.style.height = '100px';
element.style.background = '#00AAAA';

var obj = new AccRendering.CommonObject(element);
basePage.add(obj);

obj.setXRotationOrigin(300, 300, 0, 0.1);

var renderer = new AccRendering.CssRenderer();
renderer.render(basePage);
```

setXScale

Description

caph.wui.engine.rendering.CommonObject 'setYScale' method used to scale CommonObject along y direction. This method takes y scale value as arguments

Parameters	<div>■x</div> <div>- Number</div> <div>- x values required scale</div>
------------	--

Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

```
var AccRendering = caph.wui.engine.rendering;
var basePage = new AccRendering.BasePage();

var element = document.createElement('div');
element.style.width = '100px';
element.style.height = '100px';
element.style.background = '#00AAAA';

var obj = new AccRendering.CommonObject(element);
basePage.add(obj);

obj.setXScale(1.5);

var renderer = new AccRendering.CssRenderer();
renderer.render(basePage);
```

setYRotation

Description

caph.wui.engine.rendering.CommonObject 'setRotation' method used to set rotation around X, Y and Z axis . This method takes an x,y,z as an argument.

Parameters	■y - Number - The coordinates of the required y rotation
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

```
var AccRendering = caph.wui.engine.rendering;
var basePage = new AccRendering.BasePage();

var element = document.createElement('div');
element.style.width = '100px';
element.style.height = '100px';
element.style.background = '#00AAAA';

var obj = new AccRendering.CommonObject(element);
basePage.add(obj);

obj.setYRotation(0.1);

var renderer = new AccRendering.CssRenderer();
renderer.render(basePage);
```

setYRotationOrigin

Description

caph.wui.engine.rendering.CommonObject 'setXRotationOrigin' method used to set rotation origin of CommonObject around Y axis to a given degree from origin point x, y, z. This method takes an x,y,z,deg as argument.

Parameters	<ul style="list-style-type: none"> ■x <ul style="list-style-type: none"> - Number - The coordinates of the required x rotation ■y <ul style="list-style-type: none"> - Number - The coordinates of the required y rotation ■z <ul style="list-style-type: none"> - Number - The coordinates of the required z rotation ■deg <ul style="list-style-type: none"> - Number - The rotation value of the required y rotation
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

```
var AccRendering = caph.wui.engine.rendering;
var basePage = new AccRendering.BasePage();

var element = document.createElement('div');
element.style.width = '100px';
element.style.height = '100px';
element.style.background = '#00AAAA';

var obj = new AccRendering.CommonObject(element);
basePage.add(obj);

obj.setYRotationOrigin(300, 300, 0, 0.1);

var renderer = new AccRendering.CssRenderer();
renderer.render(basePage);
```

setYScale

Description

caph.wui.engine.rendering.CommonObject 'setYScale' method used to scale CommonObject along y direction. This method takes y scale value as arguments

Parameters	<ul style="list-style-type: none"> ■y <ul style="list-style-type: none"> - Number - y values required scale
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

```
var AccRendering = caph.wui.engine.rendering;
var basePage = new AccRendering.BasePage();

var element = document.createElement('div');
element.style.width = '100px';
element.style.height = '100px';
element.style.background = '#00AAAA';

var obj = new AccRendering.CommonObject(element);
basePage.add(obj);

obj.setYScale(1.5);

var renderer = new AccRendering.CssRenderer();
renderer.render(basePage);
```

setZRotation

Description

caph.wui.engine.rendering.CommonObject 'setRotation' method used to set rotation around X, Y and Z axis . This method takes an x,y,z as an argument.

Parameters	<div><div>■Z</div><div><ul style="list-style-type: none">- Number- The coordinates of the required z rotation</div></div>
------------	--

Return	<div><div>■Void</div></div>
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Emulator Support	Y
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SDK Constraint	none
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Example

```
var AccRendering = caph.wui.engine.rendering;
var basePage = new AccRendering.BasePage();

var element = document.createElement('div');
element.style.width = '100px';
element.style.height = '100px';
element.style.background = '#00AAAA';

var obj = new AccRendering.CommonObject(element);
basePage.add(obj);

obj.setZRotation(0.1);

var renderer = new AccRendering.CssRenderer();
renderer.render(basePage);
```

setZRotationOrigin

Description

caph.wui.engine.rendering.CommonObject 'setZRotationOrigin' method used to set rotation origin of CommonObject around Z axis to a given degree from origin point x, y, z. This method takes an x,y,z,deg as argument.

Parameters	<div><div>■x</div><div><ul style="list-style-type: none">- Number- The coordinates of the required x rotation</div><div><div>■y</div><div><ul style="list-style-type: none">- Number- The coordinates of the required y rotation</div></div><div><div>■Z</div><div><ul style="list-style-type: none">- Number- The coordinates of the required z rotation</div></div><div><div>■degz</div><div><ul style="list-style-type: none">- Number- The rotation value of the required z rotation</div></div></div>
------------	--

Return	<div><div>■Void</div></div>
--------	-----------------------------

Emulator Support	Y
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SDK Constraint	none
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Example

```
var AccRendering = caph.wui.engine.rendering;
var basePage = new AccRendering.BasePage();
```

```
var element = document.createElement('div');
element.style.width = '100px';
element.style.height = '100px';
element.style.background = '#00AAAA';
```

```
var obj = new AccRendering.CommonObject(element);
basePage.add(obj);
```

```
obj.setZRotationOrigin(300, 300, 0, 0.1);
```

```
var renderer = new AccRendering.CssRenderer();
renderer.render(basePage);
```

setZScale

Description

caph.wui.engine.rendering.CommonObject 'setZScale' method used to scale CommonObject along z direction. This method takes z scale value as arguments

Parameters	■z - Number - z values required scale
------------	---

Return	■Void
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Emulator Support	Y
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SDK Constraint	none
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Example

```
var AccRendering = caph.wui.engine.rendering;
var basePage = new AccRendering.BasePage();
```

```
var element = document.createElement('div');
element.style.width = '100px';
element.style.height = '100px';
element.style.background = '#00AAAA';
```

```
var obj = new AccRendering.CommonObject(element);
basePage.add(obj);
```

```
obj.setZScale(1.5);
```

```
var renderer = new AccRendering.CssRenderer();
renderer.render(basePage);
```

applyMatrix

Description

caph.wui.engine.rendering.CommonObject 'applyMatrix' method allows you multiply 4x4 matrix to the CSSObject Object. This method takes 16 matrix values as arguments.

Parameters	■m1, m2, m3,..., m16 - Number - 4x4 matrix values
------------	---

Return	■Void
--------	-------

Emulator Support	Y
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SDK Constraint	none
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Example

```
var AccRendering = caph.wui.engine.rendering;
var basePage = new AccRendering.BasePage();
```

```
var element = document.createElement('div');
element.style.width = '100px';
element.style.height = '100px';
element.style.background = '#00AAAA';
```

```
var obj = new AccRendering.CssObject(element);
basePage.add(obj);
```

```
obj.applyMatrix(0,0,0,0, 0,0,0,0, 0,0,0,0, 0,300,0,1);
```

```
var renderer = new AccRendering.CssRenderer();
renderer.render(basePage);
```

CommonObject

Description

(Constructor) The constructor of CommonObject, in order to create CommonObject object.

Parameters	■Void
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Return	■Object - An instance of CommonObject
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Emulator Support	Y
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SDK Constraint	none
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Example

```
var AccRendering = caph.wui.engine.rendering;
var obj = new AccRendering.CommonObject();
```

setPosition

Description

caph.wui.engine.rendering.CommonObject 'setPosition' method used to change X position of CommonObject . This method takes an x as an argument.

Parameters	■x - Number - The coordinates of the required x position.
------------	---

Return	■Void
--------	-------

Emulator Support	Y
------------------	---

SDK Constraint	none
----------------	------

Example

```
var AccRendering = caph.wui.engine.rendering;
var obj = new AccRendering.CommonObject();
obj.setPosition(100);
```

setYPosition

Description

caph.wui.engine.rendering.CommonObject 'setPosition' method used to change Y position of CommonObject . This method takes an y as an argument.

Parameters	■y - Number - The coordinates of the required y position.
------------	---

Return	■Void
--------	-------

Emulator Support	Y
SDK Constraint	none
Example	
<pre>var AccRendering = caph.wui.engine.rendering; var obj = new AccRendering.CommonObject(); obj.setYPosition(100);</pre>	
setZPosition	
Description	
<p>caph.wui.engine.rendering.CommonObject 'setPosition' method used to change Z position of CommonObject . This method takes an z as an argument.</p>	
Parameters	<p>■Z</p> <ul style="list-style-type: none"> - Number - The coordinates of the required z position.
Return	■Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre>var AccRendering = caph.wui.engine.rendering; var obj = new AccRendering.CommonObject(); obj.setZPosition(100);</pre>	