

CAPH.WUI.ENGINE.RENDERING.WEBGLRENDERER

The WebGL renderer displays your beautifully crafted BasePage using WebGL. In most of the cases, this renderer has better performance than CanvasRenderer.

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Constructor

WebglRenderer		
Description		
The constructor of WebglRenderer component, in order to create WebglRenderer object.		
Emulator Support	Y	
SDK Constraint	None	
Example		
<pre>var AccRendering = caph.wui.engine.rendering; var basePage = new AccRendering.BasePage(); var geometry = new AccRendering.CubeGeometry().build(100, 100, 100); var matrial = new AccRendering.BasicMaterial(); var object = new AccRendering.Mesh3d(geometry, matrial.build({ color: Math.random() * 0xfffff, opacity: 0.5 })); basePage.add(object); var renderer = new AccRendering.WebglRenderer(); renderer.render(basePage);</pre>		
render		
Description		
Renders objects in the base page.		
Parameters		
basePage	Object	An object of type BasePage
Emulator Support	Y	

SDK Constraint	None
Example	
<pre> var AccRendering = caph.wui.engine.rendering; var basePage = new AccRendering.BasePage(); var geometry = new AccRendering.CubeGeometry().build(100, 100, 100); var matrial = new AccRendering.BasicMaterial(); var object = new AccRendering.Mesh3d(geometry, matrial.build({ color: Math.random() * 0xfffff, opacity: 0.5 })); basePage.add(object); var renderer = new AccRendering.WebglRenderer(); renderer.render(basePage); </pre>	

Methods

WebglRenderer

Description

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

Parameters	■Void
Return	■Object - instance of WebglRenderer
Emulator Support	Y
SDK Constraint	none

Example

```

var AccRendering = caph.wui.engine.rendering;

var basePage = new AccRendering.BasePage();

var geometry = new AccRendering.CubeGeometry().build(100, 100, 100);

var matrial = new AccRendering.BasicMaterial();
var object = new AccRendering.Mesh3d(geometry, matrial.build({ color: Math.random() * 0xfffff, opacity: 0.5 }));

basePage.add(object);

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

```

render

Description

Renders objects in the base page.

Parameters	■basepage - Object - An object of type BasePage
Return	■Void
Emulator Support	Y
SDK Constraint	none

Example

```
var AccRendering = caph.wui.engine.rendering;

var basePage = new AccRendering.BasePage();

var geometry = new AccRendering.CubeGeometry().build(100, 100, 100);

var matrial = new AccRendering.BasicMaterial();
var object = new AccRendering.Mesh3d(geometry, matrial.build({ color: Math.random() * 0xfffff, opacity: 0.5 }));

basePage.add(object);

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