

CAPH.WUI.ENGINE.RENDERING.BASICMATERIAL

BasicMaterial will render as flat polygons, showing the model in flat color.

Contents

Constructor

BasicMaterial

Methods

build

BasicMaterial

Constructor

BasicMaterial	
Description	
Material 'basicMaterial' method allows you to set image as texture. This method doesn't take any argument.	
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.CanvasRenderer(); renderer.render(basePage);</pre>	

Methods

build
Description
Build a material to use

Parameters	<ul style="list-style-type: none"> ■option (Optional) <ul style="list-style-type: none"> - Object <ul style="list-style-type: none"> * color : geometry color in hexadecimal. <ul style="list-style-type: none"> - [default : 0xfffff] * wireframe : render geometry as wireframe. <ul style="list-style-type: none"> - [default : false] * wireframeLinewidth : Line thickness. <ul style="list-style-type: none"> - [default : 1] * wireframeLinecap : Define appearance of line ends. <ul style="list-style-type: none"> - [default : 'round'] * wireframeLinejoin : Define appearance of line joints. <ul style="list-style-type: none"> - [default : 'round'] * shading : Define shading type. <ul style="list-style-type: none"> - [default : THREE.SmoothShading] * vertexColors : Define whether the material uses vertex colors, or not. <ul style="list-style-type: none"> - [default : false] * fog : Define whether the material color is affected by global fog settings. <ul style="list-style-type: none"> - [default : true] * lightMap : Set light map. <ul style="list-style-type: none"> - [default : null] * specularMap : Set specular map. <ul style="list-style-type: none"> - [default : null] * envMap : Set env map. <ul style="list-style-type: none"> - [default : null] * skinning : Define whether the material uses skinning <ul style="list-style-type: none"> - [default : false] * morphTargets : Define whether the material uses morphTargets. <ul style="list-style-type: none"> - [default : false]
Return	<ul style="list-style-type: none"> ■Object <ul style="list-style-type: none"> - An instance of BasicMaterial that has been built.
Emulator Support	Y
SDK Constraint	none
<p>Example</p> <pre> var AccRendering = caph.wui.engine.rendering; var basePage = new AccRendering.BasePage(); var geometry = new AccRendering.CubeGeometry().build(100, 100, 100); // Create a BasicMaterial. var matrial = new AccRendering.BasicMaterial(); // Call material.build() with parameters var object = new AccRendering.Mesh3d(geometry, matrial.build({ color: Math.random() * 0xfffff, opacity: 0.5 })); basePage.add(object); var renderrer = new AccRendering.CanvasRenderrer(); renderrer.render(basePage); </pre>	
<h2>BasicMaterial</h2>	
<p>Description</p> <p>(Constructor) Material 'basicMaterial' method allows you to set image as texture. This method doesn't take any argument.</p>	
Parameters	<ul style="list-style-type: none"> ■Void
Return	<ul style="list-style-type: none"> ■Object <ul style="list-style-type: none"> - An factory to create BasicMaterial
Emulator Support	Y
SDK Constraint	none
<p>Example</p>	

```
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.CanvasRenderrer();
renderer.render(basePage);
```