

CAPH.WUI.ENGINE.RENDERING.CUBEGEOMETRY

CubeGeometry is typically used for creating a cube with user defined 'width', 'height', and 'depth' constructor arguments.

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Constructor

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Description	
Geometry 'CubeGeometry' method allows you to create cube geometry for an object. Return a factory to create CubeGeometry.	
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
Geometry 'CubeGeometry' method allows you to create cube geometry for an object.

Parameters	<ul style="list-style-type: none"> ■width <ul style="list-style-type: none"> - Number - Width of the sides on the X axis. ■height <ul style="list-style-type: none"> - Number - Height of the sides on the Y axis. ■depth <ul style="list-style-type: none"> - Number - Depth of the sides on the Z axis. ■widthSegments (Optional) <ul style="list-style-type: none"> - Number - Optional. Number of segmented faces along the width of the sides. Default is 1. ■heightSegments (Optional) <ul style="list-style-type: none"> - Number - Optional. Number of segmented faces along the height of the sides. Default is 1. ■depthSegments (Optional) <ul style="list-style-type: none"> - Number - Number of segmented faces along the depth of the sides. Default is 1.
Return	<ul style="list-style-type: none"> ■Object <ul style="list-style-type: none"> - An instance of THREE.CubeGeometry
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 renderrer = new AccRendering.CanvasRenderrer();
renderrer.render(basePage);
```

CubeGeometry

Description

(Constructor) Geometry 'CubeGeometry' method allows you to create cube geometry for an object. Return a factory to create CubeGeometry.

Parameters	<ul style="list-style-type: none"> ■Void
Return	<ul style="list-style-type: none"> ■Object <ul style="list-style-type: none"> - A factory create a CubeGeometry
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 renderrer = new AccRendering.CanvasRenderrer();
renderrer.render(basePage);
```