

CAPH.WUI.ENGINE.RENDERING.TEXTURE

This document is to explain caph.wui.engine.rendering.Texture.

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Methods

Texture	
Description	
The constructor of Texture component, in order to create Texture object. Return a factory to create a Texture component.	
Parameters	■Void
Return	■Object - a factory to create a Texture
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 texture = new AccRendering.Texture().loadImage("../res/memorial.png", {repeatX: 3, repeatY: 2}, function () { renderer.render(basePage); }); var matrial = new AccRendering.BasicMaterial(); var object = new AccRendering.Mesh3d(geometry, material.build({map: texture})); basePage.add(object); var renderer = new AccRendering.WebglRenderer(); renderer.render(basePage);</pre>	
loadImage	
Description	
Texture 'loadImage' method allows you to set image as texture. This method takes a url,an option and onLoadCB as arguments.	

Parameters	<ul style="list-style-type: none"> ■url <ul style="list-style-type: none"> - String - url of the image ■option <ul style="list-style-type: none"> - Object - "options for load image" <ul style="list-style-type: none"> * repeatX : (Number) image mapping along the width of the sides - [default : 1] * repeatY : (Number) image mapping along the height of the sides - [default : 1] - onLoadCB : callback function
Return	■Void
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 texture = new AccRendering.Texture().loadImage("../res/memorial.png", {repeatX: 3, repeatY: 2}, function () { renderer.render(basePage); }); var matrial = new AccRendering.BasicMaterial(); var object = new AccRendering.Mesh3d(geometry, material.build({map: texture})); basePage.add(object); var renderer = new AccRendering.WebglRenderer(); renderer.render(basePage); </pre>	