

CAPH.WUI.ENGINE.RENDERING.AMBIENT LIGHT

AmbientLight has no position or direction. This illuminates a BasePage equally throughout.

Contents

Constructor

AmbientLight

Methods

build

AmbientLight

Constructor

AmbientLight

Description		
AmbientLight 'build' method is used to build AmbientLight object		
Parameters		
hex	Number	-Numeric value of the RGB component of the color. -This creates an Ambientlight with a color.
Emulator Support	Y	
SDK Constraint	None	
Example		
<pre>var AccRendering = caph.wui.engine.rendering; var basePage = new AccRendering.BasePage(); var geometry = new AccRendering.SphereGeometry().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 light = new AccRendering.AmbientLight().build(0xFFFF00); light.position.set(500, 0, 0); basePage.scene.add(light); var renderer = new AccRendering.CanvasRenderer(); renderer.render(basePage);</pre>		

Methods

build
Description

AmbientLight 'build' method is used to build AmbientLight object	
Parameters	<div> <div>■hex</div> <div> - Number - Numeric value of the RGB component of the color. - This creates an Ambientlight with a color. </div> </div>
Return	<div> <div>■Object</div> <div> - An instance of THREE.AmbientLight </div> </div>
Emulator Support	Y
SDK Constraint	none
Example	
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Emulator Support	Y
SDK Constraint	none
Example	

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

var basePage = new AccRendering.BasePage();

var geometry = new AccRendering.SphereGeometry().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 light = new AccRendering.AmbientLight().build(0xFFFF00);
light.position.set(500, 0, 0);
basePage.scene.add(light);

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