

# CAPH.WUI.ENGINE.RENDERING.PLANEGEOMETRY

PlaneGeometry is typically used for creating a plane rectangle with user defined 'width' and 'height'.

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## Constructor

PlaneGeometry	
Description	
Geometry 'PlaneGeometry' method allows you to create plane geometry for an object. Return a factory to create PlanGeometry.	
Emulator Support	Y
SDK Constraint	None
Example	
<pre>var AccRendering = caph.wui.engine.rendering;  var basePage = new AccRendering.BasePage();  var geometry = new AccRendering.PlanGeometry().build(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 'PlaneGeometry.build' method allows you to create plane geometry for an object.

Parameters	<ul style="list-style-type: none"> <li>■width <ul style="list-style-type: none"> <li>- Number</li> <li>- Width along the X axis.</li> </ul> </li> <li>■height <ul style="list-style-type: none"> <li>- Number</li> <li>- Height along the Y axis.</li> </ul> </li> <li>■widthSegments (Optional) <ul style="list-style-type: none"> <li>- Number</li> <li>- [default : 1]</li> </ul> </li> <li>■heightSegments (Optional) <ul style="list-style-type: none"> <li>- Number</li> <li>- [default : 1]</li> </ul> </li> </ul>
Return	<ul style="list-style-type: none"> <li>■Object <ul style="list-style-type: none"> <li>- An instance of THREE.PlaneGeometry</li> </ul> </li> </ul>
Emulator Support	Y
SDK Constraint	none

#### Example

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

var basePage = new AccRendering.BasePage();

var geometry = new AccRendering.PlanGeometry().build(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);
```

## PlaneGeometry

#### Description

(Constructor) Geometry 'PlaneGeometry' method allows you to create plane geometry for an object. Return a factory to create PlanGeometry.

Parameters	<ul style="list-style-type: none"> <li>■Void</li> </ul>
Return	<ul style="list-style-type: none"> <li>■Object <ul style="list-style-type: none"> <li>- A factory to create a PlaneGeometry</li> </ul> </li> </ul>
Emulator Support	Y
SDK Constraint	none

#### Example

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

var basePage = new AccRendering.BasePage();

var geometry = new AccRendering.PlanGeometry().build(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);
```