

# CAPH.WUI.ENGINE.RENDERING.POINTLIGHT

PointLight can be referred to as a light bulb. It affects all LambertMaterial or PhongMaterial objects in the same way as long as they are within the range.

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#### PointLight

## Constructor

PointLight	
Description	
Return a factory to construct a PointLight	
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() * 0xffffffff, opacity: 0.5 }));  basePage.add(object);  var light = new AccRendering.PointLight().build(0xFFFFF00); light.position.set(500, 0, 0); basePage.scene.add(light);  var renderrer = new AccRendering.CanvasRenderer(); renderrer.render(basePage);</pre>	

## Methods

build
Description
PointLight 'build' method is used to build PointLight object

Parameters	<ul style="list-style-type: none"> <li>■hex <ul style="list-style-type: none"> <li>- Number</li> <li>- Numeric value of the RGB component of the color.</li> </ul> </li> <li>■intensity (Optional) <ul style="list-style-type: none"> <li>- Number</li> <li>-Numeric value of the light's strength/intensity.</li> </ul> </li> <li>■distance (Optional) <ul style="list-style-type: none"> <li>- Number</li> <li>- Numeric value of the distance.</li> </ul> </li> </ul>
Return	<ul style="list-style-type: none"> <li>■Object <ul style="list-style-type: none"> <li>- An instance of THREE.PointLight</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.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.PointLight().build(0xFFFFF00);
light.position.set(500, 0, 0);
basePage.scene.add(light);

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

## PointLight

#### Description

(Constructor) Return a factory to construct a PointLight

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>- An instance of PointLight</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.SphereGeometry().build(100, 100, 100);

var matrial = new AccRendering.BasicMaterial();
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basePage.add(object);

var light = new AccRendering.PointLight().build(0xFFFFF00);
light.position.set(500, 0, 0);
basePage.scene.add(light);

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

