

# CAPH.WUI.ENGINE.RENDERING.BASEPAGE

BasePage allows you to set up what and where to be rendered by "Caph / Rendering Core." This is where you place objects.

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## Constructor

BasePage

Description		
Create an instance of BasePage		
Parameters		
position_option (Optional)	Object	* position_option.x : X position of the BasePage * position_option.y : Y position of the BasePage
size_option (Optional)	Object	* size_option.width : Width of the BasePage * size_option.height : Height of the BasePage
Emulator Support	Y	
SDK Constraint	None	
Example		

```

var AccRendering = caph.wui.engine.rendering;

// position_option and size_option are optional.
// When none is given, default position and default size are used.
// The default is to fill the whole screen.
var basePage = new AccRendering.BasePage();

// Create a CssObject
var element = document.createElement('div');
element.style.width = '100px';
element.style.height = '100px';
element.style.background = '#00AAAA';

var obj = new AccRendering.CssObject(element);
basePage.add(obj);

var renderer = new AccRendering.CssRenderer();
// Use the basePage that has been created.
renderer.render(basePage);

```

## Methods

### BasePage

Description

(Constructor) Create an instance of BasePage

Parameters	<ul style="list-style-type: none"> <li>■ position_option (Optional) <ul style="list-style-type: none"> <li>- Object</li> <li>* position_option.x : X position of the BasePage</li> <li>* position_option.y : Y position of the BasePage</li> </ul> </li> <li>■ size_option (Optional) <ul style="list-style-type: none"> <li>- Object</li> <li>* size_option.width : Width of the BasePage</li> <li>* size_option.height : Height of the BasePage</li> </ul> </li> </ul>
Return	<ul style="list-style-type: none"> <li>■ BasePage</li> <li>- An instance of BasePage</li> </ul>
Emulator Support	Y
SDK Constraint	none

Example

```

var AccRendering = caph.wui.engine.rendering;

// position_option and size_option are optional.
// When none is given, default position and default size are used.
// The default is to fill the whole screen.
var basePage = new AccRendering.BasePage();

// Create a CssObject
var element = document.createElement('div');
element.style.width = '100px';
element.style.height = '100px';
element.style.background = '#00AAAA';

var obj = new AccRendering.CssObject(element);
basePage.add(obj);

var renderer = new AccRendering.CssRenderer();
// Use the basePage that has been created.
renderer.render(basePage);

```

### dispose

Description

dispose scene, camera, renderer on basePage	
Parameters	■\Void
Return	■\Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre> var AccRendering = caph.wui.engine.rendering; var basePage = new AccRendering.BasePage();  var element = document.createElement('div'); element.style.width = '100px'; element.style.height = '100px'; element.style.background = '#00AAAA';  var obj = new AccRendering.CssObject(element); basePage.(obj);  var renderer = new AccRendering.CssRenderer(); renderer.render(basePage);  basePage.dispose(); renderer.render(basePage); </pre>	
<b>add</b>	
Description	
BasePage 'add' method allows you to set up what to be rendered by Web UI Adaptation Engine. This method takes an object as an argument.	
Parameters	■object - Object - An object of type Object to be added to the BasePage
Return	■\Void
Emulator Support	Y
SDK Constraint	none
Example	
<pre> var AccRendering = caph.wui.engine.rendering; var basePage = new AccRendering.BasePage();  var element = document.createElement('div'); element.style.width = '100px'; element.style.height = '100px'; element.style.background = '#00AAAA';  var obj = new AccRendering.CssObject(element); basePage.add(obj);  var renderer = new AccRendering.CssRenderer(); renderer.render(basePage); </pre>	
<b>remove</b>	
Description	
BasePage 'remove' method allows you to remove an object from the renderer. This method takes an object and renderer as arguments.	

Parameters	<ul style="list-style-type: none"> <li>■object <ul style="list-style-type: none"> <li>- Object</li> <li>- An object of type Object to be added to the BasePage</li> </ul> </li> <li>■renderer <ul style="list-style-type: none"> <li>- Object</li> <li>- The renderer from which the object is to be removed.</li> </ul> </li> </ul>
Return	■Void
Emulator Support	Y
SDK Constraint	none

#### Example

```
var AccRendering = caph.wui.engine.rendering;
var basePage = new AccRendering.BasePage();
```

```
var element = document.createElement('div');
element.style.width = '100px';
element.style.height = '100px';
element.style.background = '#00AAAA';
```

```
var obj = new AccRendering.CssObject(element);
basePage.remove(obj);
```

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

## setPreventDefault

#### Description

prevent touchstart, touchmove, touchend event

Parameters	■Void
Return	<ul style="list-style-type: none"> <li>■Boolean <ul style="list-style-type: none"> <li>- false : Always return false.</li> </ul> </li> </ul>
Emulator Support	Y
SDK Constraint	none

#### Example

```
var AccRendering = caph.wui.engine.rendering;
var basePage = new AccRendering.BasePage();
```

```
var element = document.createElement('div');
element.style.width = '100px';
element.style.height = '100px';
element.style.background = '#00AAAA';
```

```
var obj = new AccRendering.CssObject(element);
basePage.remove(obj);
basePage.setPreventDefault();
var renderer = new AccRendering.CssRenderer();
renderer.render(basePage);
```