

CAPH.WUI.ENGINE.RENDERING.CSSOBJECT

CssObject is a DOM object which is rendered in CSSRenderer.

Contents

Constructor

CssObject

Methods

- addEvent
- removeEvent
- applyMatrix
- getPosition
- getYPosition
- hide
- show
- setOpacity
- setPosition
- getXPosition
- getZPosition
- setRotation
- getRotation
- getXRotation
- getYRotation
- getZRotation
- setRotationOrigin
- setScale
- getScale
- getXScale
- getYScale
- getZScale
- setXPosition
- setXRotation
- setXRotationOrigin
- setXScale
- setYPosition
- setYRotation
- setYRotationOrigin
- setYScale
- setZPosition
- setZRotation
- setZRotationOrigin
- setZScale
- addPreSibling
- appendChild
- addNextSibling
- CssObject

Constructor

CssObject

Description		
The constructor of CSSObject, in order to create CSSObject object.		
Parameters		
dom	DocumentElement	A DocumentElement to embed
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);
```

Methods

addEvent

Description

caph.wui.engine.rendering.CssObject 'addEvent' method used to add event of DOM Element. This method takes type and listener as arguments.

Parameters	<div><div>■eventName</div><div>- String</div><div>- type of event It can be of following types: 'click', 'touch', 'release','drag','dragstart','dragend', 'swipe', 'swipeleft', 'swiperight', 'swipeup','swipedown','pinch','transformstart','transform','transformend'</div><div>- listener : listener attach</div><div>■handler</div><div>- Function</div><div>- callback function</div><div>■options (Optional)</div><div>- Object</div><div>- optional options - deprecated</div></div>
Return	<div>■Void</div>
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.add(obj);

obj.addEvent('click', eventFn);
obj.removeEvent('click', eventFn);

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

function eventFn() {
    obj.setXPosition(obj.getXPosition()+10);
}
```

removeEvent

Description

caph.wui.engine.rendering.CSSObject 'removeEvent' method allows you to remove event of CSSObject. This method takes type and listener as arguments.

Parameters	<div><div>■eventName</div><div>- String</div><div>- type of event It can be of following types : 'click', 'touch', 'release','drag','dragstart','dragend', 'swipe', 'swipeleft', 'swiperight', 'swipeup','swipedown','pinch','transformstart','transform','transformend'</div><div>■handler</div><div>- Function</div><div>- callback function</div></div>
Return	<div>■Void</div>
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.add(obj);

obj.addEvent('click', eventFn);
obj.removeEvent('click', eventFn);

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

function eventFn() {
    obj.setPosition(obj.getPosition()+10);
}
```

applyMatrix

Description	
caph.wui.engine.rendering.CssObject 'applyMatrix' method allows you multiply 4x4 matrix to the CSSObject Object. This method takes 16 matrix values as arguments.	
Parameters	■m 1, m2, m3,..., m16 - Number - 4x4 matrix values
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.add(obj);

obj.applyMatrix(0,0,0,0, 0,0,0,0, 0,0,0,0, 0,300,0,1);

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

getPosition

Description	
caph.wui.engine.rendering.CssObject 'getRotation' method return rotation object with x, y, z values of DOM Element.	
Parameters	■Void
Return	■Object - Object - x : x value, y : y value, z : z value - Object of x coordinate, y coordinate, z coordinate values
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.add(obj);

obj.getPosition();

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

getYPosition

Description	
caph.wui.engine.rendering.CssObject 'getRotation' method return rotation object with x, y, z values of DOM Element.	
Parameters	■Void

Return	■Number - integer - object's position y value
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.add(obj);

obj.getYPosition();

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

hide

Description

caph.wui.engine.rendering.CssObject 'hide' method used to hide CSSObject.

Parameters	■Void
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.add(obj);

obj.hide();

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

show

Description

caph.wui.engine.rendering.CssObject 'show' method allows you to make the CSSObject visible.

Parameters	■Void
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.add(obj);

obj.hide();
obj.show();

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

setOpacity

Description

caph.wui.engine.rendering.CssObject 'setOpacity' method used to set the opacity of CSSObject. This method takes opacity value as an argument.

--

Parameters	■value - Number - Required opacity value
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); obj.setOpacity(0.5); var renderer = new AccRendering.CssRenderer(); renderer.render(basePage);</pre>	
setPosition	
Description	
caph.wui.engine.rendering.CssObject 'setPosition' method used to change X,Y,Z position of CSSObject . This method takes an x,y,z as an argument.	
Parameters	■x - Number - The coordinates of the required x position. ■y - Number - The coordinates of the required y position. ■z - Number - The coordinates of the required z position.
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); obj.setPosition(100, 100, 100); var renderer = new AccRendering.CssRenderer(); renderer.render(basePage);</pre>	
getXPosition	
Description	
caph.wui.engine.rendering.CssObject 'getXPosition' method allows you to get X position value of DOM Element.	
Parameters	■Void
Return	■Number - The coordinate in pixels
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.add(obj);

obj.setPosition(100, 100, 100);
obj.getXPosition();

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

getZPosition

Description

caph.wui.engine.rendering.CssObject 'getZPosition' method allows you to get Z position value of DOM Element.

Parameters	■Void
Return	■Number - The coordinate in pixels
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.add(obj);

obj.setPosition(100, 100, 100);
obj.getZPosition();

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

setRotation

Description

caph.wui.engine.rendering.CssObject 'setRotation' method used to set rotation around X, Y and Z axis . This method takes an x,y,z as an argument.

Parameters	■x - Number - The coordinates of the required x rotation ■y - Number - The coordinates of the required y rotation ■z - Number - The coordinates of the required z rotation
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.add(obj);

obj.setRotation(0.1, 0.1, 0);

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

getRotation

Description

caph.wui.engine.rendering.CssObject 'getRotation' method return rotation object with x, y, z values of DOM Element.

Parameters	■Void
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Return	■Object - Object - x : x value, y : y value, z : z value - Object of x coordinate, y coordinate, z coordinate values
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); obj.setRotation(0.1, 0.1, 0); obj.getRotation(); var renderer = new AccRendering.CssRenderer(); renderer.render(basePage);</pre>	
<h2>getXRotation</h2>	
Description	
caph.wui.engine.rendering.CssObject 'getXRotation' method return X rotation value of DOM Element.	
Parameters	■Void
Return	■Number - The rotation value
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); obj.setRotation(0.1, 0.1, 0); obj.getXRotation(); var renderer = new AccRendering.CssRenderer(); renderer.render(basePage);</pre>	
<h2>getYRotation</h2>	
Description	
caph.wui.engine.rendering.CssObject 'getYRotation' method return Y rotation value of DOM Element.	
Parameters	■Void
Return	■Number - The rotation value
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); obj.setRotation(0.1, 0.1, 0); obj.getYRotation(); var renderer = new AccRendering.CssRenderer(); renderer.render(basePage);</pre>	
<h2>getZRotation</h2>	
Description	

caph.wui.engine.rendering.CssObject 'getZRotation' method return Z rotation value of DOM Element.	
Parameters	<div> <div>■Void</div> </div>
Return	<div> <div>■Number</div> <div>- The rotation value</div> </div>
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); obj.setRotation(0.1, 0.1, 0); obj.getZRotation(); var renderer = new AccRendering.CssRenderer(); renderer.render(basePage); </pre>	
setRotationOrigin	
Description	
caph.wui.engine.rendering.CssObject 'setRotationOrigin' method used to set rotation origin of CSSObject, rotated around X, Y and Z axis with given degrees respectively. This method takes an x,y,z,degX,degY,degZ as argument.	
Parameters	<div> <div> <div>■x</div> <div>- Number</div> <div>- The coordinates of the required x rotation</div> </div> <div> <div>■y</div> <div>- Number</div> <div>- The coordinates of the required y rotation</div> </div> <div> <div>■z</div> <div>- Number</div> <div>- The coordinates of the required z rotation</div> </div> </div>
Return	<div> <div>■Number</div> <div>--1 : fails</div> <div>- undefined : otherwise.</div> </div>
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); obj.setRotationOrigin(300, 300, 0, 0.1, 0.1, 0.1); var renderer = new AccRendering.CssRenderer(); renderer.render(basePage); </pre>	
setScale	
Description	
caph.wui.engine.rendering.CssObject 'setScale' method used to scale CSSObject along x, y,z direction. This method takes x,y,z as argument.	
Parameters	<div> <div> <div>■x</div> <div>- Number</div> <div>- x values required scale</div> </div> <div> <div>■y</div> <div>- Number</div> <div>- y values required scale</div> </div> <div> <div>■z</div> <div>- Number</div> <div>- z values required scale</div> </div> </div>
Return	<div> <div>■Void</div> </div>
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.add(obj);

obj.setScale(1.5, 1.5, 1.5);

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

getScale

Description

caph.wui.engine.rendering.CssObject 'getScale' method returns scale object with x, y, z scale values of DOMElement.

Parameters	■Void
Return	■Object - Object - x : x value, y : y value, z : z value - Object of x rotation, y rotation, z rotation values
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.add(obj);

obj.setScale(2, 2, 2);
obj.getScale();

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

getXScale

Description

caph.wui.engine.rendering.CssObject 'getXScale' method returns scale x value of DOMElement.

Parameters	■Void
Return	■Number - integer - object's scale x value
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.add(obj);

obj.setScale(2, 2, 2);
obj.getXScale();

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

getYScale

Description

caph.wui.engine.rendering.CssObject 'getYScale' method returns scale y value of DOMElement.

Parameters	■Void
Return	■Number - integer - object's scale y value
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); obj.setScale(2, 2, 2); obj.getYScale(); var renderer = new AccRendering.CssRenderer(); renderer.render(basePage);</pre>	
getZScale	
Description	
caph.wui.engine.rendering.CssObject 'getYScale' method returns scale y value of DOMElement.	
Parameters	■Void
Return	■Number - object's rotation z value
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); obj.setScale(2, 2, 2); obj.getZScale(); var renderer = new AccRendering.CssRenderer(); renderer.render(basePage);</pre>	
setXPosition	
Description	
caph.wui.engine.rendering.CssObject 'setXPosition' method used to change X position of CSSObject . This method takes an x as an argument.	
Parameters	■x - Number - The coordinates of the required x position.
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); obj.setXPosition(100); var renderer = new AccRendering.CssRenderer(); renderer.render(basePage);</pre>	
setXRotation	
Description	
caph.wui.engine.rendering.CssObject 'setRotation' method used to set rotation around X, Y and Z axis . This method takes an x,y,z as an argument.	
Parameters	■x - Number - The coordinates of the required x rotation
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); obj.setXRotation(0.1); var renderer = new AccRendering.CssRenderer(); renderer.render(basePage);</pre>	
setXRotationOrigin	
Description	
caph.wui.engine.rendering.CssObject 'setXRotationOrigin' method used to set rotation origin of CSSObject around X axis to a given degree from origin point x, y, z. This method takes an x,y,z,deg as argument.	
Parameters	<div>■x</div> <div>- Number</div> <div>- The coordinates of the required x rotation</div>
Return	<div>■Void</div>
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); obj.setXRotationOrigin(300, 300, 0, 0.1); var renderer = new AccRendering.CssRenderer(); renderer.render(basePage);</pre>	
setXScale	
Description	
caph.wui.engine.rendering.CssObject 'setXScale' method used to scale CSSObject along y direction. This method takes y scale value as arguments	
Parameters	<div>■x</div> <div>- Number</div> <div>- x values required scale</div>
Return	<div>■Void</div>
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); obj.setXScale(1.5); var renderer = new AccRendering.CssRenderer(); renderer.render(basePage);</pre>	
setYPosition	
Description	
caph.wui.engine.rendering.CssObject 'setYRotation' method used to change rotation of CSSObject around y axis. This method takes an y coordinate as an argument.	
Parameters	<div>■y</div> <div>- Number</div> <div>- The coordinates of the required y position.</div>

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); obj.setYPosition(100); var renderer = new AccRendering.CssRenderer(); renderer.render(basePage);</pre>	
setYRotation	
Description	
caph.wui.engine.rendering.CssObject 'setRotation' method used to set rotation around X, Y and Z axis . This method takes an x,y,z as an argument.	
Parameters	■y - Number - The coordinates of the required y rotation
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); obj.setYRotation(0.1); var renderer = new AccRendering.CssRenderer(); renderer.render(basePage);</pre>	
setYRotationOrigin	
Description	
caph.wui.engine.rendering.CssObject 'setXRotationOrigin' method used to set rotation origin of CSSObject around Y axis to a given degree from origin point x, y, z. This method takes an x,y,z,deg as argument.	
Parameters	■y - Number - The coordinates of the required y rotation
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); obj.setYRotationOrigin(300, 300, 0, 0.1); var renderer = new AccRendering.CssRenderer(); renderer.render(basePage);</pre>	
setYScale	
Description	
caph.wui.engine.rendering.CssObject 'setYScale' method used to scale CSSObject along y direction. This method takes y scale value as arguments	

Parameters	■y - Number - y values required scale
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); obj.setYScale(1.5); var renderer = new AccRendering.CssRenderer(); renderer.render(basePage);</pre>	
setZPosition	
Description	
caph.wui.engine.rendering.CssObject 'getRotation' method return rotation object with x, y, z values of DOM Element.	
Parameters	■Z - Number - The coordinates of the required z position.
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); obj.setZPosition(100); var renderer = new AccRendering.CssRenderer(); renderer.render(basePage);</pre>	
setZRotation	
Description	
caph.wui.engine.rendering.CssObject 'setRotation' method used to set rotation around X, Y and Z axis . This method takes an x,y,z as an argument.	
Parameters	■Z - Number - The coordinates of the required z rotation
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); obj.setZRotation(0.1); var renderer = new AccRendering.CssRenderer(); renderer.render(basePage);</pre>	
setZRotationOrigin	
Description	

caph.wui.engine.rendering.CssObject 'setZRotationOrigin' method used to set rotation origin of CSSObject around Z axis to a given degree from origin point x, y, z. This method takes an xyzdeg as argument.	
Parameters	■Z - Number - The coordinates of the required z rotation
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); obj.setZRotationOrigin(300, 300, 0, 0.1); var renderer = new AccRendering.CssRenderer(); renderer.render(basePage);</pre>	
setZScale	
Description	
caph.wui.engine.rendering.CssObject 'setZScale' method used to scale CSSObject along z direction. This method takes z scale value as arguments	
Parameters	■Z - Number - z values required scale
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); obj.setZScale(1.5); var renderer = new AccRendering.CssRenderer(); renderer.render(basePage);</pre>	
addPreSibling	
Description	
caph.wui.engine.rendering.CssObject 'addPreSibling' method used to add the sibling before the DOMElement. This method takes an object which to be added as sibling as an arguments.	
Parameters	■object - Object - sibling obj
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.add(obj);

var element2 = document.createElement('div');
element2.style.width = '100px';
element2.style.height = '100px';
element2.style.background = '#00AAAA';

var obj2 = new AccRendering.CssObject(element2);

obj.addPreSibling(obj2);

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

appendChild

Description

caph.wui.engine.rendering.CSSObject 'appendChild' method allows you to append an object as a child element to CSSObject. This method takes child object as an argument.

Parameters	■object - Object - The child object to be appended.
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.add(obj);

var element2 = document.createElement('div');
element2.style.width = '100px';
element2.style.height = '100px';
element2.style.background = '#00AAAA';

var obj2 = new AccRendering.CssObject(element2);

obj.appendChild(obj2);

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

addNextSibling

Description

add the next sibling

Parameters	■obj - Object - Object to link
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.add(obj);
```

```
var element2 = document.createElement('div');
element2.style.width = '100px';
element2.style.height = '100px';
element2.style.background = '#00AAAA';
```

```
var obj2 = new AccRendering.CssObject(element2);
basePage.add(obj2);
```

```
obj.hide();
obj.show();
obj2.hide();
obj2.show();
obj.addNextSibling(obj2);
```

CssObject

Description

(Constructor) The constructor of CSSObject, in order to create CSSObject object.

Parameters	■dom - DocumentElement - A DocumentElement to embed
------------	---

Return	■Object - Object - An instance of CssObject
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Emulator Support	Y
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SDK Constraint	none
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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);
```