

CAPH.WUI.ENGINE.RENDERING.AREALIGHT

With AreaLight, object will illuminate in the scene with given properties. Emanating shape (usually rectangular or circular) can be declared.

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Constructor

AreaLight

Description

constructs a AreaLight

Parameters

hex	Number	Numeric value of the RGB component of the color.
intensity	Number	Numeric value of the light's strength/intensity.
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.AreaLight().build(0xFFFFF00);
light.position.set(500, 0, 0);
basePage.scene.add(light);

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

Methods

build

Description

AreaLight 'build' method is used to build AreaLight object

Parameters

- hex
 - Number
 - Numeric value of the RGB component of the color.
- intensity
 - Number
 - Numeric value of the light's strength/intensity.

Return

- Object
 - An instance of THREE.AreaLight

Emulator Support

Y

SDK Constraint

none

Example

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

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

var light = new AccRendering.AreaLight().build(0xFFFFF0);
light.position.set(500, 0, 0);
basePage.scene.add(light);

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

AreaLight

Description

(Constructor) constructs a AreaLight

Parameters

- hex
 - Number
 - Numeric value of the RGB component of the color.
- intensity
 - Number
 - Numeric value of the light's strength/intensity.

Return

- Object
 - An instance of AreaLight

Emulator Support

Y

SDK Constraint

none

Example

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

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