
Plane3D class – ActionScript 3 version – help file

Example code:

```
import fl.transitions.Tween;
import fl.transitions.easing.*;
import net.chamboow.tiny3D.plane.Plane3D;

var pW = 200; // plane width
var pH = 200; // plane height

var myPlane3D = new Plane3D(pW,pH); // new plane instance
addChild(myPlane3D); // add to display list

// set plane front-side to solid color (0xFF0000)
myPlane3D.setFrontTexture(0xFF0000);

// set plane back-side to solid color (0xFFFF00)
myPlane3D.setBackTexture(0xFFFF00);

myPlane3D.startRender(); // start rendering

// rotate plane by Y axis, from 0 to 360 degrees, in 4 seconds
var tw = new Tween(myPlane3D, "yRotation", Regular.easeOut, 0,
360, 4, true);
```

Plane3D class constructor:

```
new Plane3D(pW:Number, pH:Number, fillHitArea:Boolean)
```

pW (default value: **200**)
plane width (in pixels)

pH (default value: **200**)
plane height (in pixels)

fillHitArea (default value: **false**)

if set to **'true'** – hit area in plane instance is created. Helpful when using plane as button (as rollover/rollout area).

Plane3D setting plane textures:

```
setFrontTexture(fillType:*, smoothing:Boolean,  
startTexturePoint:Point)
```

```
setBackTexture(fillType:*, smoothing:Boolean,  
startTexturePoint:Point)
```

fillType (default value: **0xFFFF00**)

type of texture filling - you can use:

- Solid color
`setFrontTexture(0xDD0000);`
- Bitmap
`setFrontTexture(new BitmapClass(0,0));`
- Sprite
`setFrontTexture(new Sprite());`
- MovieClip (animated)
`setFrontTexture(new MovieClip());`

smoothing (default value: **true**)

if set to **'true'** – smoothing used in texture mapping

startTexturePoint (default value: **null**)

top left position on original texture (texture mapping starts from this point)

Plane3D parametres you can use:

focalLength (default value: **800**)

focal length value

xRotation (default value: **0**)

plane rotation in X axis (value range: **0-360** [degrees])

yRotation (default value: **0**)

plane rotation in Y axis (value range: **0-360** [degrees])

zRotation (default value: **0**)

plane rotation in Z axis (value range: **0-360** [degrees])

xTranslation (default value: **0**)

plane translation in X axis

yTranslation (default value: **0**)
plane translation in Y axis

zTranslation (default value: **0**)
plane translation in Z axis

xScale (default value: **1**)
plane scale in X axis (value range: **0-1**)

yScale (default value: **1**)
plane scale in Y axis (value range: **0-1**)

zScale (default value: **1**)
plane scale in Z axis (value range: **0-1**)

Plane3D methods you can use:

startRender ()
starts rendering

stopRender ()
stops rendering

renderFrame ()
instead of using startRender/stopRender (which is onEnterFrame event based), you can use renderFrame() method for single frame render

Check our other flash items on: <http://flashden.net/user/Chamboow>

Good Luck using the file in your projects!