



## UltraFractal Prop3D v1.0.0 - Class Reference

### Class prop3D

#### Package

com.zerofractal

#### Class

public class prop3D

#### Inheritance

prop3D → UIComponent → Sprite → DisplayObjectContainer → InteractiveObject → DisplayObject → EventDispatcher → Object

#### Implements

IFocusManagerComponent

#### Language version

ActionScript 3.0

#### Player version:

Flash Player 9.0.28

## Public Properties

### cameraDistance

*cameraDistance* : Number [read-write]

Gets or sets the camera distance from the prop. The distance is measured in 3D space units rather than pixels. Higher values shrink the prop, while lower values enlarge it.

The default value is *250*

#### Implementation

```
public function get cameraDistance(): String  
public function set cameraDistance(value : String):void
```

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[www.ultrashock.com](http://www.ultrashock.com)**cameraY***cameraY* : Number [read-write]

Gets or sets Y axis position for the 3D camera. The distance is measured in 3D space units rather than pixels. A value of zero leaves the current node centered within the component.

The default value is 0

## Implementation

*public function get cameraY(): String**public function set cameraY(value : String):void***cameraZoom***cameraZoom* : Number [read-write]

Gets or sets zoom for the 3D camera. The distance is measured in 3D space units rather than pixels.

The default value is 60

## Implementation

*public function get cameraZoom(): String**public function set cameraZoom(value : String):void***mediaPlayList***mediaPlayList* : String [read-write]

Gets or sets the playlist XML that has the list of media files that the prop will play.

The default value is ""

## Implementation

*public function get mediaPlayList(): TextField**public function set mediaPlayList(value : TextField):void*



### **playerControls**

*playerControls* : String [read-write]

Enables or disables the player controls for the prop, also setting its position on the viewport. Possible values are "Bottom", "Top" or "Disabled".

The default value is "Bottom"

Implementation

```
public function get playerControls(): String
public function set playerControls(value : String):void
```

### **playerAlign**

*playerAlign* : String [read-write]

Aligns the player controls relative to the component size. Possible values are "Left", "Right" or "Center".

The default value is "Center"

Implementation

```
public function get playerAlign(): String
public function set playerAlign(value : String):void
```

### **propX**

*propX* : Number [read-write]

Gets or sets the horizontal position of the current prop. The distance is measured in 3D space units rather than pixels. A value of zero leaves the current prop centered within the component.

The default value is 0

Implementation

```
public function get propX(): Number
public function set propX(value : Number):void
```

### **propY**

*propY* : Number [read-write]

Gets or sets the vertical position of the current tree node. The distance is measured in 3D space units rather than pixels. A value of zero leaves the current node centered within the component.

The default value is 0

Implementation

```
public function get propY(): Number
public function set propY(value : Number):void
```

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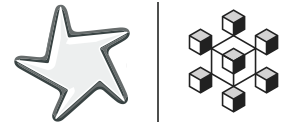
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### **propZ**

*propZ* : Number [read-write]

Gets or sets the depth position of the current tree node. The distance is measured in 3D space units rather than pixels. A value of zero leaves the current prop centered within the component.

The default value is 0

Implementation

```
public function get propZ(): Number  
public function set propZ(value : Number):void
```

### **propRotation**

*propRotation* : Number [read-write]

Gets or sets the Y axis rotation. The rotation is measured in degrees. A value of zero leaves the current prop facing towards the camera.

The default value is 0

Implementation

```
public function get propRotation(): Number  
public function set propRotation(value : Number):void
```

### **propCOLLADA**

*propCOLLADA* : String [read-write]

Gets or sets the COLLADA file that the component loads as the prop.

The default value is ""

Implementation

```
public function get propCOLLADA(): String  
public function set propCOLLADA(value : String):void
```

### **propShadow**

*propShadow* : Boolean [read-write]

Enables or disables the prop shadow visibility.

The default value is false

Implementation

```
public function get propShadow(): Boolean  
public function set propShadow(value : Boolean):void
```

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### **pvPrecise**

*pvPrecise* : *Boolean* [read-write]

Enables or disables the precision parameter to each item's material within the Papervision 3D engine.

The default value is false

#### Implementation

```
public function get pvPrecise(): Boolean  
public function set pvPrecise(value : Boolean):void
```

### **pvSmooth**

*pvSmooth* : *Boolean* [read-write]

Enables or disables the bitmap smoothing for each item within the Papervision 3D engine.

The default value is true

#### Implementation

```
public function get pvSmooth(): Boolean  
public function set pvSmooth(value : Boolean):void
```

### **renderEngine**

*renderEngine* : *String* [read-write]

Gets or sets the render engine type within Papervision 3D for better graphics qualities. Possible values are "Quad" or "Basic".

The default value is "Basic" wich is faster

#### Implementation

```
public function get renderEngine(): Boolean  
public function set renderEngine(value : Boolean):void
```

### **wallpaperURL**

*wallpaperURL* : *String* [read-write]

Gets or sets the URL of the image file that the component loads as the wallpaper for the player.

The default value is ""

#### Implementation

```
public function get wallpaperURL(): Number  
public function set wallpaperURL(value : Number):void
```



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### **autoSpin**

*autoSpin*: Boolean [read-write]

Enables or disables auto spinning for each item within the prop3D component

The default value is false

#### Implementation

```
public function get autoSpin(): Boolean  
public function set autoSpin(value : Boolean):void
```

### **spinSpeed**

*spinSpeed*: Number [read-write]

Gets or sets the speed of the autoSpin property of the prop. A value of zero stops spinning the prop.

The default value is 0.

#### Implementation

```
public function get spinSpeed(): Number  
public function set spinSpeed(value : Number):void
```

### **mouseTrackingX**

*mouseTrackingX*: Boolean [read-write]

Enables or disables mouse tracking in the X axis for each item within the prop3D component. If true the model will rotate slightly towards the X position of the mouse.

The default value is false

#### Implementation

```
public function get mouseTrackingX(): Boolean  
public function set mouseTrackingX(value : Boolean):void
```

### **mouseTrackingY**

*mouseTrackingY*: Boolean [read-write]

Enables or disables mouse tracking in the Y axis for each item within the prop3D component. If true the model will rotate slightly towards the Y position of the mouse.

The default value is false

#### Implementation



*public function get mouseTrackingY(): Boolean*  
*public function set mouseTrackingY(value : Boolean):void*

## Public Methods

### loadMedia

*public function loadMedia(n:Number):void*

Loads the media from the playlist defined by the number parameter.

Parameters

*n* - The id number of the file in the playlist.

### destroy

*public function destroy():void*

Destroys the current instance of tree3D.

## Public Events

### loadProgress

Event Object Type:

Type property:

Dispatched after while the prop is being loaded.

### loadComplete

Event Object Type:

Type property:

Dispatched after the props has been loaded.

### mediaChanged

Event Object Type:

Type property:

Dispatched after an playlist has loads a new media file or restart playing a currently paused file media.

Defines the value of the *type* property of a *itemAdded* event object.

This event has the following properties:

Property	Value
<i>bubbles:Boolean</i>	FALSE
<i>cancelable:Boolean</i>	FALSE

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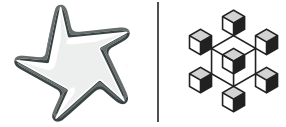
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**Property***item:Object***Value**

An object containing the item just added. It contains the following:

*data:XML* - the xml node corresponding to the item*level:int* - the depth level of the item*movie:MovieClip* - the instance of the item's icon movieclip**Zerofractal Bogotá**

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