
X3DOM Documentation

Release 1.2

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CONTENTS



Welcome to X3DOM's documentation. This documentation is divided into different parts. We recommend that you get started with *installation* and then head over to the *quickstart*. Besides the quickstart there is also a more detailed *tutorial* that shows how to create a complete (albeit small) applications with X3DOM. If you'd rather dive into the internals of X3DOM, check out the *api* documentation.

USER'S GUIDE

This part of the documentation, which is mostly prose, begins with some background information about X3DOM, then focuses on step-by-step instructions for web development with X3DOM.

1.1 Foreword

Read this before you get started with X3DOM. This hopefully answers some questions about the purpose and goals of the project, and when you should or should not be using it.

1.1.1 Blah

Blubber

API REFERENCE

If you are looking for information on a specific function, class or method, this part of the documentation is for you.

2.1 Runtime API

Place for the official user API documentation (not the code doc generated automatically).

2.2 The param element

The X3D element supports a param tag which allows to set configuration for the runtime.

2.2.1 Usage

The param element behaves just like any other HTML element. It must be nested below the scene element. For XHTML you can use the self-closing syntax, for HTML a closing tag is mandatory:

```
<x3d>
  <scene> <param name="showLog" value="true" ></param> ...
</scene>
</x3d>
```

2.2.2 Options

The following table lists the parameters currently supported.

Parameter	Values	De-fault	Description
showLog	true, false	false	Hide or display the logging console
showStat	true, false	false	Hide or display the statistics overlay
Primitive-Quality	High, Medium, Low, float	High/1.0	Render quality (tessellation level) for Box, Cone, Cylinder, Sphere.

ADDITIONAL NOTES

Design notes, legal information and changelog are here for the interested.