

mago3d

- github : <https://github.com/Gaia3D/mago3djs>

src

engine

- cesium
- webworldwind

mago3d

- api
- core
- domain
- extern
- f4d
- geometry
- message
- rederer
- shader
- util
- worker

snippet.javascript

```
magoStart(null, "magoContainer", imagePath)
loadData(viewer, renderDivId, serverPolicy);
managerFactory = new ManagerFactory(viewer, renderDivId, serverPolicy,
null, null, null, imagePath);
```

ManagerFactory

snippet.javascript

```
//          object   rendering
function draw()
{
    if (MagoConfig.getPolicy().geo_view_library === Constant.CESIUM)
```

```

    {
        drawCesium();
    }
    else if (MagoConfig.getPolicy().geo_view_library ===
Constant.WORLDWIND)
    {
        //initWwwMago();
    }
    else if (MagoConfig.getPolicy().geo_view_library ===
Constant.MAGOWORLD)
    {
        drawMagoWorld();
    }
}

```

snippet.javascript

```

/**
 * start rendering.
 * @param scene
 * @param isLastFrustum
 */
MagoManager.prototype.startRender = function(scene, isLastFrustum,
frustumIdx, numFrustums)
MagoManager.prototype.updateCamera = function(resultCamera)

```

snippet.javascript

```

MagoManager.prototype.startRender = function(scene, isLastFrustum,
frustumIdx, numFrustums)
{
    if (!this.isCameraMoving && !this.mouseLeftDown &&
!this.mouseMiddleDown)
    {
        ////this.updateSceneStateMatrices(this.sceneState);
        this.updateCamera(this.myCameraSCX);
        this.doMultiFrustumCullingSmartTiles(this.myCameraSCX);
    }
}

```

startRender

snippet.javascript

```

MagoManager.prototype.start = function(scene, pass, frustumIdx,
numFrustums)

```

```
MagoManager.prototype.renderOrdered = function(dc)
```

snippet.javascript

```
function render(){  
    magoWorld.renderScene();  
}
```

- [OPEN](#)
- [OPEN](#)

From:
<http://jace.link/> - **Various Ways**

Permanent link:
<http://jace.link/open/mago3d>

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