<https://aframe.io/docs/1.0.0/core/component.html>

**1.\_ Register a Component ?**

AFRAME.registerComponent (name, definition)

* {string} name - Component name
* {Object} definition - Component definition

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| --- | --- |
| // Registering foo component  AFRAME.registerComponent('foo', {  schema: {},  init: function () {},  update: function () {},  tick: function () {},  remove: function () {},  pause: function () {},  play: function () {}  }); | <!-- Usage of `foo` component. --> <html>  <head>  <script src="aframe.min.js"></script>  <script src="foo-component.js"></script>  </head>  <body>  <a-scene>  <a-entity foo></a-entity>  </a-scene>  </body> </html> |

**Propriétés : schema** : propriétés du composant /

**property: {type: '**type**', default:** value**}**

schema: {type: 'number'} // default: 0

schema: {type: 'string'} // default: ''

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| AFRAME.registerComponent('bar', {  schema: {  color: {default: '#FFF'},  size: {type: 'int', default: 5}  } } | <a-scene>  <a-entity  bar="color: red; size: 20">  </a-entity> </a-scene> |

**Méthodes**

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| Method | Description |
| init  update  remove  tick  tock  play  pause  update Schema | Called when the component is initialized.  Used to set up initial state and instantiate variables.  Called when the component is initialized  Called whenever any of the component’s properties is updated (e.g, via setAttribute).  Used to modify the entity.  Called when the component is removed from the entity (e.g., via removeAttribute)  Called when the entity is detached from the scene.  Used to undo all previous modifications to the entity.  Called on each render loop or tick of the scene.  Used for continuous changes or checks.  Called on each render loop or tick of the scene after the scene has rendererd.  Used for post processing that needs to happen after the scene has been drawn.  Called whenever the scene or entity plays to add any background or dynamic behavior.  Called once when the component is initialized.  Used to start or resume behavior.  Called whenever the scene or entity pauses to remove any background or dynamic behavior.  Called when the component is removed from entity or when the entity is detached from scene.  Used to pause behavior.  Called whenever any of the component’s properties is updated.  Can be used to dynamically modify the schema. |

**Component Prototype Properties**

Within the methods, we have access to the component prototype via this:

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| Property | Description |
| this.data  this.el  this.el.sceneEl  this.id | Parsed component properties from the schema default values, mixins, and entity’s attributes.  Important: Do not modify the data attribute directly. It is updated internally by A-Frame.  To modify a component, use setAttribute.  Reference to the entity as an HTML element.  Reference to the scene as an HTML element.  If the component can have multiple instances, the ID of the individual instance |

**.init ()**

.init () is called once at the beginning of the component’s lifecycle.

* when the component is statically set on the entity in the HTML file and the page is loaded.
* when the component is set on an attached entity via setAttribute.
* when the component is set on an unattached entity, and the entity is then attached via appendChild.

The init handler is often used to:

* Set up initial state and variables
* Bind methods
* Attach event listeners

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| AFRAME.registerComponent('cursor', {  // ...  init: function () { // Set up initial state and variables.  this.intersection = null; // Bind methods.  this.onIntersection = AFRAME.utils.bind(this.onIntersection, this);  // Attach event listener.  this.el.addEventListener('raycaster-intersection', this.onIntersection);  }  // ... |

Source code of A-Frame’s standard components.

<https://github.com/aframevr/aframe/tree/master/src/components>

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<https://aframe.io/docs/1.0.0/introduction/writing-a-component.html>