New issue

How does the 'prefix' work in a canvas renderer? #530

⊘ Closed   **louy2** opened this issue on Mar 18, 2015 · 4 comments

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🟦 **louy2** commented on Mar 18, 2015

I am writing a canvas node renderer which displays more information than `x`, `y`, and `size` from a node. So my node looks like:

```
{
  x: 1,
  y: 1,
  size: 1,
  name: 'Physics',
  number: 101
}
```

And I want to display `number` inside the node, and `name` in the label.

I noticed in the `def` renderer `x` and `y` are not directly obtained but through a `prefix`. Regarding that the wiki states:

> With the Canvas renderer, to keep all these steps independants from each other, every of these routines takes a prefix as input and sets the coordinates with a new output. This makes possible to have multiple cameras running at the same time in the same sigma instance.

In the same spirit I tried to obtain `number` in a similar fashion by `node[prefix + 'number']`, but it returned `undefined`. Direct access by `node.number` is working, but why is prefix not?

☺

🐄 **21stcaveman** commented on May 5, 2015

I second this, a little bit confused about the 'prefix' thing.

☺

louy2 commented on May 5, 2015   `Author`

Now that I come back to it, the purpose of the prefix is to separate cameras, and in such case only `x` and `y` , namely the position, changes. All other properties should not change, otherwise the nodes displayed in different cameras will not be referring to the same node in the graph.

🙂

Yomguithereal commented on May 5, 2015   `Collaborator`

Hello **@21stcaveman** and **@louy2**, indeed the prefix only applies to the "geographical" properties of the node such as `x` , `y` and `size` . They are the mapping of your node's properties within different referentials such as the actually rendered position and the virtual camera position. This is made so because you might need them and so you can bind several cameras and/or renderers to a single graph.

🙂

21stcaveman commented on May 5, 2015

@Yomguithereal , **@louy2** Thank you, this clears things up!

🙂

🚫 **louy2** closed this on May 6, 2015

21stcaveman mentioned this issue on May 11, 2015

Control Points for edges #566

⚠ Closed

Assignees

No one assigned

Labels

None yet

Projects

None yet

Milestone

No milestone

Linked pull requests

Successfully merging a pull request may close this issue.

None yet

3 participants