

lode Three

This helper module simplifies loading lode-generated LOD artifacts in a Three.js application.

Usage

Import the module and the lode-manifest and create the `lodeContext` by calling the `createContext` method.

```
1 import * as lodLoader from '@kreativwebdesign/lode-three'
2 import manifest from './lode-build/lode-manifest.json';
3
4 const lodeContext = lodLoader.createContext({
5   basePath: './lode-build',
6   manifest,
7 });
```

and then load the artifacts:

```
1 lodLoader.loadModel({
2   lodeContext,
3   artifactName: 'path-to/artifact',
4 })
```

API

`createContext`

This method accepts the `basePath` to the lode-build output and the lode-manifest.

```
1 {
2   basePath: './lode-build', // Relative path to the lode-build
   output
3   manifest, // the manifest generated by the lode-build, by
   default at lode-build/lode-manifest.json
4 }
```

`loadModel`

This method accepts the `basePath` of the generated artifacts where all the artifacts are and the specific artifact name.

```
1 {
2   lodeContext, // Object returned from the createContext method
3   artifactName: 'path-to/artifact', // path to the artifact
   base
4 }
```

This would work for the following folder structure:

```
1 |-index.js // where the code is
2 |-lode-build
3   |-lode-manifest.json
4   |-path-to
5     |-artifact
6       |-lod-0
7         | |-artifact.gltf
8         | |-artifact.bin
9         |-lod-1
10          | |-artifact.gltf
11          | |-artifact.bin
```

Outlook

- Add culled lod at the end of each lod if the last one is not set to infinity.
- Add helper for loading manifest async
- Add helper to progressively load LOD-artifacts

Dev

Run `yarn setup` to get up and running

Publish

- Prepare versions and ensure clean setup state
- `npm publish --access public`