**Getting Started - Chapter 2 - Web App Layout**

**@@启程-第二章-网页应用布局@@**

**Varying Web App Layout**

**@@修改网页应用布局@@**

Whilst you probably want your game or app to take up most of the page you might want some space for instructions as an example. Just place your *<canvas>* element in a *<div>* and arrange the elements as you need.

@@你可能希望在你的游戏或应用占用大部分页面的同时，留出一些空间放置例如说明一类的内容。你只需将<canvas>标签放在一个<div>标签中，然后根据你的需要安排标签的布局。@@

<div id = "holder">

<canvas id="renderCanvas" touch-action="none"></canvas> <!-- touch-action="none" for best results from PEP -->

</div>

<div id = "instructions">

<br/>

<h2>Instructions</h2>

<br/>

Instructions Instructions Instructions Instructions Instructions

Instructions Instructions Instructions Instructions Instructions

</div>

with additional styles

@@带有额外的样式@@

<style>

#holder {

width: 80%;

height: 100%;

float: left;

}

#instructions {

width: 20%;

height: 100%;

float: left;

background-color: grey;

}

</style>

[Example App and Instructions](https://doc.babylonjs.com/webpages/app3.html) importing the model village

@@带有说明区的应用例子，导入村庄模型@@

https://doc.babylonjs.com/webpages/app3

You could of course still build your scene completely from code

@@当然你仍然可以完全通过代码建立你的场景@@

[Example App and Instructions](https://doc.babylonjs.com/webpages/app4.html) building the village from code

@@应用与说明的例子，通过代码建造村庄@@

https://doc.babylonjs.com/webpages/app4

During the next stage in developing the world we are going to add movement by animating a very basic car. A car needs wheels that turn independently of the car body. To see how this is achieved we need to look at parenting the wheels to the body.

@@在建造世界的下一个阶段，我们将通过为一个非常基础的小车添加动画，来为世界引入运动。一辆车需要相对于车体独立转动的轮子，要了解如何做到这一点，我们需要看一看如何把轮子设置为车体的子元素（译者注：注意区分“网格合并章节的‘子网格’，与运动计算时的‘自元素’”）@@