

const CubeMesh => {

const ref = useRef();

```
use Frame => (ref.current.rotation.y += 0.01);
```





return(

</mesh>

<meshref=={ref}>

<meshNormalMaterial.setAttribute='normal'/>

<bboxBufferGeometryattach='geometry'args={ [1,1,1] } />

const CubeMesh => {

const ref = useRef();

```
use Frame(<()=>(ref.cursor.rotation.y += 0.01));
```





return(

</mesh>

$$\langle meshref \equiv \{ref\} \rangle$$

```
<meshNormalMatr[ia[1]at[ia[1]]='matr[ia[1]]'/>
```

<boxBufferGeometryattach='geometry'args={1,1,1}/>