


```
const CubeMesh = () => {  
  const ref = useRef();  
  useFrame(() => (ref.current.rotation.y += 0.01));  
}
```



```
return (  
    <mesh ref={ref}>  
        <boxBufferGeometry attach="geometry" args={[1, 1, 1]} />  
        <meshNormalMaterial attach="material" />  
    </mesh>  
);  
};
```



```
// This is equivalent to  
requestAnimationFrame(() => mesh.rotation.y += 0.01);
```





const CubeMesh => {

const ref = useRef();

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



```
<meshNormalMat[MaterialName]='mat_0' />
```

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

const CubeMesh => {

const ref = useRef();

useFrame(()=>(ref.current.rotation.y+=0.01));





</mesh>

return(

<meshref=={ref}>

```
<meshNormalMatrinalah="matrinal"/>
```


<boxBufferGeometry.setAttribute='geometry' args=[1,1,1]/>