

Site3D Configurator API Documentation

Access to the widget

To start working with the Site 3D Configurator API, you need to access the 3D widget object (Site3dWidget) of the desired configurator. There are several ways to do this:

- Through an object property `window[`site3dWidget_${id}`]`, where `id` – a widget identifier (it can be seen at the last step of creating the project)
- Through the array of all widgets available in the object property `window['site3dWidgets']`

To check whether the widget is currently loaded, use the `isLoad` property.

To further explore the capabilities of the Site3dWidget class, please refer to the documentation of the Site3D library at <https://doc.site3d.site>.

Loading widgets

To process the loading process of all widgets on the page, it is necessary to define the `site3dConfiguratorLoadStatus` function of the global `window` object, where `info` is an object with the result of the current stage of loading widgets (`loaded` is true if the loading process is completed, `message` is a description of the loading stage, `percent` is the percentage of completion of the current stage (may be missing)).

Below is an example of a loader in a React application:

```
useEffect(() =>
{
  window.site3dConfiguratorLoadStatus = info =>
  {
    if (info.loaded)
    {
      dispatch(loader(false)); // Hide loader
      return;
    }

    dispatch(loader(true, info.message, info.percent)); // Show loader
  };
}, []);
```