

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. To do this, you need to know its identifier (`id`).

Example of getting access to the 3D widget object with `id = 1`:

```
const widget = window['site3dWidget_1'];
```

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
  };
}, []);
```