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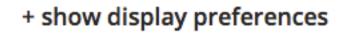
fluid.function.

The framework's built-in component grades

The Infusion Framework already contains several predefined component grades that normally form the initial building blocks for external components and grades. The following table describes these grades and how they relate to each other.

Grade Name	Description
fluid.component Changed in version 2.5.3: this component has been added	A plain fluid.component is the most basic component: it support defaults (Components), as well as instantiating event firers based (onCreate, onDestroy, afterDestroy) and events declared in the Components). All Infusion components are derived from this grade derived from this grade are non-components (e.g. plain functions, transforms, etc.)
fluid.modelComponent	A model component is a component that additionally provides sup model, and operations on it (Tutorial - Model Components). These machine known as a ChangeApplier which is automatically const component. As well as exposing a programmatic API, this also all and relationships to be enforced by means of the model relay syste
fluid.viewComponent	A view component is a fluid.modelComponent that is bound to a a DOM Binder and supports a view (Tutorial - View Components).
fluid.rendererComponent	A renderer component is a view component that also bears a rend features provided by this component grade specified on the Useful of the Tutorial - Renderer Components page

Specifying Parent Grades



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Function Grades

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Most grades represent Infusion components - these are derived from the base grade fluid.component. However, some grades describe plain JavaScript functions - these are derived from the base grade fluid.function. The purpose of the Fluid API call fluid.defaults could be understood as providing *metadata* about some element of the system. In the case of a full component grade, this metadata is sufficient to allow the framework to automatically construct the creator function for the component. In the case of a function grade which describes an already existing function with a global name, the metadata supplies hints to the user about how to call the function and its purpose.

Registering a global function

A global function is registered within infusion at a stable place in its global namespace by working with the core API functions fluid.registerNamespace and fluid.setGlobalValue - in practice the latter is rarely used, in favour of directly setting members on namespace objects.

If you are working in the browser, the global object (traditionally named window) coincides with Fluid's global object (which can be retrieved from fluid.global - assuming that you have already managed to resolve the fluid object itself). If you are working in node is, you need to make calls to

