

# fluid.renderer.makeProtoExpander



This functionality is [Sneak Peek](#) status. This means that the **APIs may change**. We welcome your feedback, ideas, and code, but please use caution if you use this new functionality.



This page is in the process of being drafted and is still incomplete.

## fluid.renderer.makeProtoExpander(expandOptions)

Create a "protoComponent expander" with the supplied set of options.

```
fluid.renderer.makeProtoExpander( expandOptions );
```

**File name:** `RendererUtilities.js`

### Parameters

<b>expandOptions</b>	(Object) Options for controlling the expansion. For more information, see <a href="#">#Options</a> below.
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### Return Value

<b>Function</b>	A function which accepts a <a href="#">protoComponent</a> tree as argument, and returns a fully expanded <a href="#">Component Tree</a> suitable for supplying to the renderer.
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### See Also

- [fluid.initRendererComponent](#)
- [fluid.renderer.createRendererFunction](#)

### Options

Name	Description	Values	Default
<code>ELstyle</code>	The format to be used for identifying values to be expanded in the protoComponent tree.	String	"\${}"
<code>IDescape</code>		String	"\\\\"
<code>model</code>	Configuration functions to be applied to any data retrieved from the model	Object	none
<code>resolverGetConfig</code>	Configuration functions to be applied to any data retrieved from the model.	Array of functions	none

### Example

```
example here
```

In this example, description here...