

# How To Use The Renderer



NOTE: This page currently describes an older way of using the Renderer. We are in the process of updating the documentation.

## Recommended Ways of Using the Renderer

### New in v1.3: Option 1: Renderer-bearing Component

Error rendering macro 'excerpt-include'

No link could be created for 'Renderer-bearing Components'.

**IMPORTANT NOTE:** This functionality is [Sneak Peek Status](#), so the APIs *will* change. Please use it only if you are not dependent to a stable API.

For more information on how to work with renderer-bearing components, see [Renderer Components](#).

### Option 2: `fluid.render`

If you are not using `fluid.initRendererComponent`, you can use the primary renderer function, `fluid.render`:

```
var template = fluid.render(source, target, tree, options);
```

This function can be used at any time to render a component tree. This function will render the component tree into the `target` node, using the `source` (which either references a DOM node or contains a string) as the template.

For detailed information on how to use this function, see [fluid.render](#).

### Option 3: `fluid.selfRender`

This function is similar to [fluid.render](#), except that it assumes that the markup used to source the template is within the target node:

```
var template = fluid.selfRender(node, tree, options);
```

For detailed information on how to use this function, see [fluid.selfRender](#).

## Other Renderer Functions

In addition to these primary ways of using the Renderer, there are a several other functions that are useful in certain circumstances. These are described here.

### `fluid.reRender`

For detailed information on how to use this function, see [fluid.reRender](#).

### `fluid.fetchResources`

For detailed information on how to use this function, see [fluid.fetchResources](#).