

initRendererComponent Options

Name	Description	Values	Default
model	The "data model" to which value bindings expressed within the tree will be expressed	Object	none
resources	A list of resources (such as HTML files, CSS files, data files) that are required by the component.	Object as required by fluid.fetchResources	none
resolverGetConfig	Configuration functions to be applied to any data retrieved from the model	Array of functions	The raw value will be retrieved unchanged.
resolverSetConfig	Configuration functions to be applied to any data being saved in the model	Array of functions	The raw value will be saved unchanged.
rendererOptions	Options that will be included in the <code>rendererFnOptions</code> as <code>rendererOptions</code>	Object	
rendererFnOptions	Options that will be passed directly to the renderer creation function	Object	See the documentation for fluid.renderer.createRendererSubcomponent
selectors	A set of named selectors that will be converted to cutpoints for use by the renderer	Object	none
repeatingSelectors	A list of any of the named <code>selectors</code> that reference elements that will be repeated when rendered (e.g. rows in a table)	Array of Strings	none
selectorsToIgnore	A list of any of the named <code>selectors</code> that should <i>not</i> be included in the renderer cutpoints	Array of Strings	none
protoTree	A data structure that represents the binding between the contents and data. Also see Renderer Component Trees for more detail.	Object	none
produceTree	A user-defined function that returns <code>protoTree</code>	a function	none
renderOnInit	A flag indicating whether or not the component should render itself automatically after initialization.	boolean	false