

## Animate model with JavaScript

JavaScript code:

```
scene.lightScheme = scene.LIGHT_MODE_DAY;
var myTimeHandler = new TimeEventHandler();
myTimeHandler.onEvent = function(event)
{
var mesh = scene.meshes.getByIndex(0);
mesh.transform.rotateAboutZInPlace(0.02);
}
runtime.addEventHandler(myTimeHandler);
```