

# ifSGNodeHttpAgentAccess

*Available since firmware version 7.2*

The **ifSGNodeHttpAgentAccess** interface allows you to get an **roHttpAgent** object from a SceneGraph node, and set an **roHttpAgent** object for a node.

## Implemented By

- **roSGNode**

## Supported Methods

- **getHttpAgent()** as Object
- **setHttpAgent(HTTP\_agent as Object)** as Boolean

## Description of Methods

### **getHttpAgent()** as Object

Returns the **roHttpAgent** object for the node. This will either be:

- the node **roHttpAgent** object, if it was set using **setHttpAgent ( )**
- the **roHttpAgent** object of the closest ancestor node that has an **roHttpAgent** set
- the default **roHttpAgent** object for the application that contains the node

### **setHttpAgent(HTTP\_agent as Object)** as Boolean

Sets an **roHttpAgent** object for the node. Returns true if the **roHttpAgent** object was successfully set, false otherwise.