

# BrightScript Support

Several BrightScript functions and components cannot be used in SceneGraph component scripts. Many of the BrightScript components that cannot be used provide duplicate rendering functionality as SceneGraph nodes, and cannot be used for that reason. You should use the equivalent SceneGraph nodes instead, if available. Other BrightScript functions and components can only be used in SceneGraph applications in a **Task** node.

The following are the BrightScript functions and components that cannot be used in the component scripts of a SceneGraph application, with additional information for many, such as:

- SceneGraph nodes to use instead, if available
- a function or component that can only be used in a **Task** node

BrightScript	Notes
ParseJson()	Can only be used in a <b>Task</b> node
parseXml()	Can only be used in a <b>Task</b> node
ReadAsciiFile()	Can only be used in a <b>Task</b> node
roAppInfo	Can only be used in a <b>Task</b> node
roAppManager	User interface component, cannot be used in a SceneGraph application
roAudioMetadata	Cannot be used in a SceneGraph application
roAudioPlayer	Cannot be used in a SceneGraph application
roAudioResource	Cannot be used in a SceneGraph application
roCaptionRenderer	User interface component, cannot be used in a SceneGraph application
roChannelStore	Can only be used in a <b>Task</b> node or in the main BrightScript thread
roCodeRegistrationScreen	User interface component, cannot be used in a SceneGraph application
roCompositor	User interface component, cannot be used in a SceneGraph application
roDatagramSocket	Can only be used in a <b>Task</b> node
roFileSystem	Cannot be used in a SceneGraph application
roFont	Use the SceneGraph <b>Font</b> node instead
roFontRegistry	Cannot be used in a SceneGraph application
roGridScreen	Use a SceneGraph grid node instead
roImageCanvas	User interface component, cannot be used in a SceneGraph application
roImageMetadata	Cannot be used in a SceneGraph application
roKeyboardScreen	Use a SceneGraph keyboard node type instead
roList	Use a SceneGraph list node instead
roMessageDialog	Use a SceneGraph dialog node instead
roMessagePort	This can be used when the SceneGraph application is launched, but not within the application component scripts

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roOneLineDialog	Use a SceneGraph dialog node instead
roParagraphScreen	User interface component, cannot be used in a SceneGraph application
roPinEntryScreen	Use a SceneGraph PinPad instead
roPosterScreen	User interface component, cannot be used in a SceneGraph application
roRegion	User interface component, cannot be used in a SceneGraph application
roRegistry	Can only be used in a <b>Task</b> node
roRegistrySection	Can only be used in a <b>Task</b> node
roRSA	Cannot be used in a SceneGraph application
roScreen	User interface component, cannot be used in a SceneGraph application
roSearchScreen	User interface component, cannot be used in a SceneGraph application
roSearchHistory	Cannot be used in a SceneGraph application
roSlideshow	User interface component, cannot be used in a SceneGraph application
roSocketAddress	Can only be used in a <b>Task</b> node
roSpringboardScreen	User interface component, cannot be used in a SceneGraph application
roSprite	User interface component, cannot be used in a SceneGraph application
roStreamSocket	Can only be used in a <b>Task</b> node
roSystemLog	Cannot be used in a SceneGraph application
roTextScreen	User interface component, cannot be used in a SceneGraph application
roTextureManager	User interface component, cannot be used in a SceneGraph application
roTextureRequest	User interface component, cannot be used in a SceneGraph application
roUrlTransfer	Can only be used in a <b>Task</b> node
roVideoPlayer	Use the SceneGraph <b>Video</b> node instead
roVideoScreen	Use the SceneGraph <b>Video</b> node instead