BrightScript Components

Two new BrightScript components, **roSGScreen** and **roSGNode**, have been defined to allow our SceneGraph technology to be used in scripting.

Currently, a fairly strict ordering must be used in BrightScript to create a SceneGraph screen and set up its **Scene** node.

```
screen = CreateObject("roSGScreen")                ' create the roSGScreen
    m.port = CreateObject("roMessagePort")
    screen.setMessagePort(m.port)
    scene = screen.CreateScene("Scene")               ' create a Scene node
    screen.show()                                     ' display the screen
```

- SceneGraph Components
- SceneGraph Interfaces
- SceneGraph Events