

ifTextureRequest

Implemented By

- roTextureRequest

Supported Methods

- GetId() as Integer
- GetState() as Integer
- SetAsync(async as Boolean) as Integer
- SetSize(width as Integer, height as Integer) as Void
- SetScaleMode(mode as Integer)

Description of Methods

GetId() as Integer

Returns a unique id for the request.

GetState() as Integer

Returns the state of the request.

Value	State
0	Requested
1	Downloading
2	Downloaded
3	Ready
4	Failed
5	Cancelled

SetAsync(async as Boolean) as Integer

Sets the request to be either asynchronous (true) or synchronous (false). The default is asynchronous.

SetSize(width as Integer, height as Integer) as Void

Set the desired size of the roBitmap. The default is to return a bitmap in its native size.

SetScaleMode(mode as Integer)

Set the scaling mode to be used. The default is zero.

Value	Scaling mode
0	Nearest neighbor (fast)
1	Bilinear (smooth)