

roTextureRequestEvent

The `roTextureManager` sends the `roTextureRequestEvent` after completing a request.

GetId() as Integer

Returns the unique id of the request.

GetState() as Integer

Returns the state of the request. See `ifTextureRequest.GetState()` for the list of states.

GetURI() as String

Returns the URI of the request.

GetBitmap() as Object

Returns an `roBitmap` from the request if the state is ready.