

roSGNode

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The **roSGNode** object is the BrightScript equivalent of SceneGraph XML file [node](#) creation.

Supported Interfaces

- [ifAssociativeArray](#)
- [ifSGNodeChildren](#)
- [ifSGNodeField](#)
- [ifSGNodeDict](#)
- [ifSGNodeFocus](#)
- [ifSGNodeBoundingRect](#)
- [ifSGNodeHttpAgentAccess](#)

Supported Events

- [roSGNodeEvent](#)

Description

To create an **roSGNode** object for a specific node class, call:

```
CreateObject("roSGNode", "nodetype")
```

Where *nodetype* is a string specifying the node class to be created. For example, the following creates an object of the SceneGraph **Poster** node class:

```
CreateObject("roSGNode", "Poster")
```

Reference information on all SceneGraph node classes can be found in this [SceneGraph API Reference](#).

Prior to creating an **roSGScreen** object and calling its `show()` function, creating **roSGNode** objects and using their interfaces is not guaranteed to work correctly. If you need to create some **roSGNode** objects and/or use **roSGNode** interfaces prior to calling an **roSGScreen** object `show()` function, you can use an **roSGScreen** object `createScene()` function to create an instance of a SceneGraph XML component that does any required setup and initialization prior to the **roSGScreen** object being displayed.

In addition, **roSGNode** implements the `ifAssociativeArray` interface as a wrapper for `ifSGNodeField` so that the convenient *node.field* notation may be using for setting, getting, and observing fields.