

ifSGNodeHttpAgentAccess

Available since firmware version 7.2

The **ifSGNodeHttpAgentAccess** interface allows you to get an **roHttpAgent** object from a SceneGraph node, and set an **roHttpAgent** object for a node.

Implemented By

- **roSGNode**

Supported Methods

- **getHttpAgent()** as Object
- **setHttpAgent(HTTP_agent as Object)** as Boolean

Description of Methods

getHttpAgent() as Object

Returns the **roHttpAgent** object for the node. This will either be:

- the node **roHttpAgent** object, if it was set using **setHttpAgent ()**
- the **roHttpAgent** object of the closest ancestor node that has an **roHttpAgent** set
- the default **roHttpAgent** object for the application that contains the node

setHttpAgent(HTTP_agent as Object) as Boolean

Sets an **roHttpAgent** object for the node. Returns true if the **roHttpAgent** object was successfully set, false otherwise.