

# ifTextureManager

## Implemented By

- [roTextureManager](#)

## Supported Methods

- [RequestTexture\(req as Object\) as Void](#)
- [CancelRequest\(req as Object\) as Void](#)
- [UnloadBitmap\(url as String\) as Void](#)
- [Cleanup\(\) as Void](#)

## Description of Methods

### **RequestTexture(req as Object) as Void**

req should be an [roTextureRequest](#). Makes a request for an roBitmap with the attributes specified by the roTextureRequest. The roTextureManager will pass an [roTextureRequestEvent](#) to the message port when completed.

### **CancelRequest(req as Object) as Void**

Cancels the request specified by req, which should be an [roTextureRequest](#) previously passed to RequestTexture().

### **UnloadBitmap(url as String) as Void**

Removes a bitmap from the roTextureManager with the specified URL.

### **Cleanup() as Void**

Removes all bitmaps from the roTextureManager.