

ifCompositor

Implemented By

- `roCompositor`

Supported Methods

- `SetDrawTo(destBitmap as Object, rgbaBackground as Integer) as Void`
- `Draw() as Void`
- `DrawAll() as Void`
- `NewSprite(x as Integer, y as Integer, region as Object, z as Integer) as Object`
- `NewAnimatedSprite(x as Integer, y as Integer, regionArray as Object, z as Integer) as Object`
- `AnimationTick(duration as Integer) as Void`
- `ChangeMatchingRegions(oldRegion as Object, newRegion as Object) as Void`

Description of Methods

SetDrawTo(destBitmap as Object, rgbaBackground as Integer) as Void

Set the `destBitmap` (`roBitmap` or `roScreen`) and the background color.

Draw() as Void

Draw any dirty sprites (that is, whatever is new or has changed since the last `Draw`). No compositor or sprite operations will be reflected on the display until `Draw()` is called.

After calling `Draw()`, you must call `Finish()` (if single buffered) or `SwapBuffers()` (if double buffered) before the changes will be user visible.

DrawAll() as Void

Redraw all sprites even if not dirty.

After calling `Draw()`, you must call `Finish()` (if single buffered) or `SwapBuffers()` (if double buffered) before the changes will be user visible.

NewSprite(x as Integer, y as Integer, region as Object, z as Integer) as Object

Returns an `roSprite` object

Create a new sprite, using an `roRegion` to define the sprite's bitmap. Position the sprite at coordinate `x,y`.

If `z` is provided, position the sprite in front of all other sprites with equal or lower `z` value. Sprites with negative `z` values are not rendered or displayed on the screen.

NewAnimatedSprite(x as Integer, y as Integer, regionArray as Object, z as Integer) as Object

Returns an [roSprite](#) object.

Create a new sprite that consists of a sequence of frames to be animated. The frames are defined by the regionArray which is an [roArray](#) of [roRegions](#)

Position the sprite at coordinate x,y.

If z is provided, position the sprite in front of all other sprites with equal or lower z value

AnimationTick(duration as Integer) as Void

Duration is the number of ms since the last call.

Moves all animated sprites.

Sprites will not animate unless you call this function regularly.

ChangeMatchingRegions(oldRegion as Object, newRegion as Object) as Void

Global search and replace of Sprite [roRegions](#).

Replaces regions that match oldRegion with newRegion.