

SceneGraph BrightScript

Table of Contents

- [BrightScript SceneGraph Scene Creation](#)
- [roSGNode](#)
- [roSGScreen](#)
- [Typical Usage](#)

Two new BrightScript objects, **roSGScreen** and **roSGNode**, have been defined to allow our SceneGraph technology to be used in scripting.

BrightScript SceneGraph Scene Creation

Currently, a fairly strict ordering must be used in BrightScript to create a screen and set up its Scene node.

```
screen = CreateObject("roSGScreen")      ' create the roSGScreen
m.port = CreateObject("roMessagePort")
screen.setMessagePort(m.port)
scene = screen.CreateScene("Scene")      ' create a Scene node
screen.show()                             ' display the screen
```

roSGNode

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

roSGScreen

The **roSGScreen** object is a SceneGraph canvas that displays the contents of a SceneGraph **Scene** node instance. The object is created by calling:

```
CreateObject("roSGScreen")
```

Typical Usage

`CreateScene()` takes one argument, the name of the scene component. A channel will typically extend `Scene` to define its own channel specific `Scene` type (such as `MyScene`, etc.) This `Scene` component name is passed to `CreateScene()`.

roSGScreen Typical Usage Example

```
screen = CreateObject("roSGScreen")
scene  = screen.CreateScene("Scene")
screen.show()
```

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- [BrightScript Support](#)
 - [BrightScript/XML Markup Equivalence](#)
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