

# XML Components

An XML-based markup language has been added to the SceneGraph API that allows new SceneGraph components to be defined consisting of a set of SceneGraph nodes loaded from a declarative description, with interactive or animated behaviors added using Brightscript, similar to how HTML and Javascript are used in web development.

Once a XML component has been defined, it can be used just like any of the built-in SceneGraph node types. For example, if a XML component named `Gizmo` has been defined, an instance of the component can be created by either declaring it in another XML component file:

```
<Gizmo id="MyGizmo" />
```

Or using the `createObject()` function to create an `roSGNode` object:

```
createObject("roSGNode", "Gizmo")
```

Each component XML file defines a top-level `<component>` XML element that may contain an `<interface>` element, zero or more `<script>` elements, and zero or more elements defining child SceneGraph nodes.

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- [Defining SceneGraph Components](#)
  - [SceneGraph Compilation](#)
  - [Component Initialization Order](#)
  - [Creating Custom Components](#)
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