orxGRAPHIC structure

Summary

```
[GraphicTemplate]
Texture       = path/to/ImageFile
TextureCorner = <vector>
TextureSize   = <vector>
Text          = TextTemplate
Alpha         = <float>
BlendMode     = alpha | multiply | add | none
Color         = <vector>
Flip          = x | y | both
Pivot         = center(+truncate | round) | left | right | top | bottom |
<vector>;
Repeat        = <vector>
Smoothing     = <bool>
```

Details

Here's a list of the available properties for an `orxGRAPHIC` structure:

- `Texture`: Specifies which bitmap file to use as texture for our graphic object. If none is provided, a valid orxTEXT should be given in the property `Text`.
- `TextureCorner`: Specifies the top left corner to use in the bitmap file, in pixels (Z coordinate being ignored). By default its value is (0, 0, 0) which means the texture for the graphic object will begin at the top left of the bitmap file. This property is ignored for Text data.
- `TextureSize`: Specifies the size, in pixels, of the bitmap file to use as texture (Z coordinate being ignored). By default it will use the whole bitmap, ie. its value will be the size of the bitmap. This property is ignored for Text data.
- `Text`: If no `Texture` is provided, this needs to be a valid orxTEXT entry that will be used as content for the graphic object.
- `Alpha`: Defines the opacity for this graphic object (ranges between 0.0 and 1.0).
- `BlendMode`: Defines which blend mode will be used when rendering this graphic object. By default its value is none which means its owner object will determine which blend mode will be used (generally alpha blending).
- `Color`: Specifies a color applied on top of the graphic object (ie. a teint). If none is specified, white color will be used (ie. no teint).
- `Flip`: Defines if the graphic object should be flipped when rendered. It can be flipped on either X or Y axis or both. By default, no flipping is used. this property is ignored for Text data.
- `Pivot`: Defines where the pivot [1] of the graphic object is. It can be defined either relatively using the center, top, bottom, left and right keywords [2], or absolutely by giving a coordinate vector (in pixels).
- `Repeat`: Specifies if the graphic object should be repeated (so as to achieve a tiling effect) when rendered. This only works for textures and not texts! The vector specifies the number of times it will be repeated on X and Y axes (Z being ignored). By default, its value is (1, 1, 0), ie. no repeat. This property is ignored for Text data.
- `Smoothing`: Specifies if the graphic object should be rendered with antialising or not. By

default its value is `default` which means its owner object will decide if it will use antialiasing or not. This property is ignored for Text data.

1)

aka HotSpot

2)

additionnaly, truncate or round can be used for centered pivot when its coordinates wouldn't be integers

From:
https://www.orx-project.org/wiki/ - **Orx Learning**

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