orxGRAPHIC structure

Summary

```
[GraphicTemplate]
Texture       = path/to/ImageFile
TextureOrigin = <vector>
TextureSize   = <vector>
KeepInCache   = <Bool>
Text          = TextTemplate
RGB           = <vector>
HSL           = <vector>
HSV           = <vector>
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`. If the value is `pixel`, a `1×1` white bitmap with full opacity will be used.
- `TextureOrigin`: 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.
- `KeepInCache`: If true, the associated texture will always stay in cache. This value is ignored for a text. Defaults to false.
- `Text`: If no `Texture` is provided, this needs to be a valid orxTEXT entry that will be used as content for the graphic object.
- RGB: Values are RGB from 0.0 to 1.0; Will be used only if Color isn't defined.
- HSL: Values are HSL from 0.0 to 1.0; Will be used only if Color and RGB aren't defined.
- HSV: Values are HSV from 0.0 to 1.0; Will be used only if Color, RGB and HSL aren't defined.
- `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 tint). If none is specified, white color will be used (ie. no tint). Values are from 0 to 255, eg: (255,128,0)

- `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 antialiasing 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.

Latest config settings for the Development Version

We endeavor to keep the config properties on this page up to date as often as possible. For up to the minute config information for the latest version of Orx, check the most recent published at:

CreationTemplate.ini and

SettingsTemplate.ini

Additionally these files can be found under your orx source tree in the `orx/code/bin` folder.

1)
aka HotSpot
2)
additionally, 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**

Permanent link:
https://www.orx-project.org/wiki/en/orx/config/settings_structure/orxgraphic?rev=1559222883

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