Developers

RenderScript Graphics Functions and Types

Overview

The graphics subsystem of RenderScript was removed at API level 23.

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rsgProgramVertexLoadProjectionMatrix	**Deprecated**. Load the projection matrix for a bound fixed function vertex program
rsgProgramVertexLoadTextureMatrix	**Deprecated**. Load the texture matrix for a bound fixed function vertex program

Types

rs_blend_dst_func : Blend destination function

An enum with the following values: When compiling for 32 bits. API level 16 - 22

RS_BLEND_DST_ZERO = 0

RS_BLEND_DST_ONE = 1

RS_BLEND_DST_SRC_COLOR = 2

RS_BLEND_DST_ONE_MINUS_SRC_COLOR = 3

RS_BLEND_DST_SRC_ALPHA = 4

RS_BLEND_DST_ONE_MINUS_SRC_ALPHA = 5

RS_BLEND_DST_DST_ALPHA = 6

RS_BLEND_DST_ONE_MINUS_DST_ALPHA = 7

RS_BLEND_DST_INVALID = 100

Deprecated. Do not use.

rs_blend_src_func : Blend source function

An enum with the following values: When compiling for 32 bits. API level 16 - 22

RS_BLEND_SRC_ZERO = 0

RS_BLEND_SRC_ONE = 1

RS_BLEND_SRC_DST_COLOR = 2

RS_BLEND_SRC_ONE_MINUS_DST_COLOR = 3

RS_BLEND_SRC_SRC_ALPHA = 4

RS_BLEND_SRC_ONE_MINUS_SRC_ALPHA = 5

RS_BLEND_SRC_DST_ALPHA = 6

RS_BLEND_SRC_ONE_MINUS_DST_ALPHA = 7

RS_BLEND_SRC_SRC_ALPHA_SATURATE = 8

RS_BLEND_SRC_INVALID = 100

Deprecated. Do not use.

rs_cull_mode : Culling mode

An enum with the following values: When compiling for 32 bits. API level 16 - 22

RS_CULL_BACK = 0

RS_CULL_FRONT = 1

RS_CULL_NONE = 2

RS_CULL_INVALID = 100

Deprecated. Do not use.

rs_depth_func : Depth function

An enum with the following values: When compiling for 32 bits. API level 16 - 22

RS_DEPTH_FUNC_ALWAYS = 0	Always drawn
RS_DEPTH_FUNC_LESS = 1	Drawn if the incoming depth value is less than that in the depth buffer
RS_DEPTH_FUNC_LEQUAL = 2	Drawn if the incoming depth value is less or equal to that in the depth buffer
RS_DEPTH_FUNC_GREATER = 3	Drawn if the incoming depth value is greater than that in the depth buffer
RS_DEPTH_FUNC_GEQUAL = 4	Drawn if the incoming depth value is greater or equal to that in the depth buffer
RS_DEPTH_FUNC_EQUAL = 5	Drawn if the incoming depth value is equal to that in the depth buffer
RS_DEPTH_FUNC_NOTEQUAL = 6	Drawn if the incoming depth value is not equal to that in the depth buffer
RS_DEPTH_FUNC_INVALID = 100	Invalid depth function

Deprecated. Do not use.

Specifies conditional drawing depending on the comparison of the incoming depth to that found in the depth buffer.

rs_font : Handle to a Font

When compiling for 32 bits. Removed from API level 23 and higher

Deprecated. Do not use.

Opaque handle to a RenderScript font object. See: android.renderscript.Font

rs_mesh : Handle to a Mesh

When compiling for 32 bits. Removed from API level 23 and higher

Deprecated. Do not use.

Opaque handle to a RenderScript mesh object. See: android.renderscript.Mesh

rs_primitive : How to intepret mesh vertex data

An enum with the following values: When compiling for 32 bits. API level 16 - 22

RS_PRIMITIVE_POINT = 0	Vertex data will be rendered as a series of points
RS_PRIMITIVE_LINE = 1	Vertex pairs will be rendered as lines
RS_PRIMITIVE_LINE_STRIP = 2	Vertex data will be rendered as a connected line strip
RS_PRIMITIVE_TRIANGLE = 3	Vertices will be rendered as individual triangles
RS_PRIMITIVE_TRIANGLE_STRIP = 4	Vertices will be rendered as a connected triangle strip defined by the first three vertices with each additional triangle defined by a new vertex
RS_PRIMITIVE_TRIANGLE_FAN = 5	Vertices will be rendered as a sequence of triangles that all share first vertex as the origin
RS_PRIMITIVE_INVALID = 100	Invalid primitive

Deprecated. Do not use.

Describes the way mesh vertex data is interpreted when rendering

rs_program_fragment : Handle to a ProgramFragment

When compiling for 32 bits. Removed from API level 23 and higher

Deprecated. Do not use.

Opaque handle to a RenderScript ProgramFragment object. See: android.renderscript.ProgramFragment

rs_program_raster : Handle to a ProgramRaster

When compiling for 32 bits. Removed from API level 23 and higher

Deprecated. Do not use.

Opaque handle to a RenderScript ProgramRaster object. See: android.renderscript.ProgramRaster

rs_program_store : Handle to a ProgramStore

When compiling for 32 bits. Removed from API level 23 and higher

Deprecated. Do not use.

Opaque handle to a RenderScript ProgramStore object. See: android.renderscript.ProgramStore

rs_program_vertex : Handle to a ProgramVertex

When compiling for 32 bits. Removed from API level 23 and higher

Deprecated. Do not use.

Opaque handle to a RenderScript ProgramVertex object. See: android.renderscript.ProgramVertex

Functions

rsgAllocationSyncAll : Sync the contents of an allocation

void rsgAllocationSyncAll(rs_allocation alloc);	When compiling for 32 bits. Removed from API level 23 and higher
void rsgAllocationSyncAll(rs_allocation alloc, rs_allocation_usage_type source);	When compiling for 32 bits. API level 14 - 22

Deprecated. Do not use.

Sync the contents of an allocation.

If the source is specified, sync from memory space specified by source.

If the source is not specified, sync from its SCRIPT memory space to its HW memory spaces.

rsgBindColorTarget : Set the color target

void rsgBindColorTarget(rs_allocation colorTarget, uint slot);	When compiling for 32 bits. API level 14 - 22

Deprecated. Do not use.

Set the color target used for all subsequent rendering calls

rsgBindConstant : Bind a constant allocation

void rsgBindConstant(rs_program_fragment ps, uint slot, rs_allocation c);	When compiling for 32 bits. Removed from API level 23 and higher
void rsgBindConstant(rs_program_vertex pv, uint slot, rs_allocation c);	When compiling for 32 bits. Removed from API level 23 and higher

Parameters

ps	program fragment object
slot	index of the constant buffer on the program
c	constants to bind
pv	program vertex object

Deprecated. Do not use.

Bind a new Allocation object to a ProgramFragment or ProgramVertex. The Allocation must be a valid constant input for the Program.

rsgBindDepthTarget : Set the depth target

void rsgBindDepthTarget(rs_allocation depthTarget);	When compiling for 32 bits. API level 14 - 22

Deprecated. Do not use.

Set the depth target used for all subsequent rendering calls

rsgBindFont : Bind a font object

rsgBindFont : Bind a font object

void rsgBindFont(rs_font font); When compiling for 32 bits. Removed from API level 23 and higher

Parameters

font object to bind

Deprecated. Do not use.

Binds the font object to be used for all subsequent font rendering calls

rsgBindProgramFragment : Bind a ProgramFragment

void rsgBindProgramFragment(rs_program_fragment pf); When compiling for 32 bits. Removed from API level 23 and higher

Deprecated. Do not use.

Bind a new ProgramFragment to the rendering context.

rsgBindProgramRaster : Bind a ProgramRaster

void rsgBindProgramRaster(rs_program_raster pr); When compiling for 32 bits. Removed from API level 23 and higher

Deprecated. Do not use.

Bind a new ProgramRaster to the rendering context.

rsgBindProgramStore : Bind a ProgramStore

void rsgBindProgramStore(rs_program_store ps); When compiling for 32 bits. Removed from API level 23 and higher

Deprecated. Do not use.

Bind a new ProgramStore to the rendering context.

rsgBindProgramVertex : Bind a ProgramVertex

void rsgBindProgramVertex(rs_program_vertex pv); When compiling for 32 bits. Removed from API level 23 and higher

Deprecated. Do not use.

Bind a new ProgramVertex to the rendering context.

rsgBindSampler : Bind a sampler

void rsgBindSampler(rs_program_fragment fragment, uint slot, rs_sampler sampler); When compiling for 32 bits. Removed from API level 23 and higher

Deprecated. Do not use.

Bind a new Sampler object to a ProgramFragment. The sampler will operate on the texture bound at the matching slot.

rsgBindTexture : Bind a texture allocation

void rsgBindTexture(rs_program_fragment v, uint slot, rs_allocation alloc); When compiling for 32 bits. Removed from API level 23 and higher

Deprecated. Do not use.

Bind a new Allocation object to a ProgramFragment. The Allocation must be a valid texture for the Program. The sampling of the texture will be controled by the Sampler bound at the matching slot.

rsgClearAllRenderTargets : Clear all color and depth targets

void rsgClearAllRenderTargets(); When compiling for 32 bits. API level 14 - 22

Deprecated. Do not use.

Clear all color and depth targets and resume rendering into the framebuffer

rsgClearColor : Clear the specified color from the surface

void rsgClearColor(float r, float g, float b, float a); When compiling for 32 bits. Removed from API level 23 and higher

Deprecated. Do not use.

Clears the rendering surface to the specified color.

rsgClearColorTarget : Clear the color target

void rsgClearColorTarget(uint slot); When compiling for 32 bits. API level 14 - 22

Deprecated. Do not use.

Clear the previously set color target

rsgClearDepth : Clear the depth surface

void rsgClearDepth(float value); When compiling for 32 bits. Removed from API level 23 and higher

Deprecated. Do not use.

Clears the depth suface to the specified value.

rsgClearDepthTarget : Clear the depth target

void rsgClearDepthTarget(); When compiling for 32 bits. API level 14 - 22

Deprecated. Do not use.

Clear the previously set depth target

rsgDrawMesh : Draw a mesh

void rsgDrawMesh(rs_mesh ism);	When compiling for 32 bits. Removed from API level 23 and higher
void rsgDrawMesh(rs_mesh ism, uint primitiveIndex);	When compiling for 32 bits. Removed from API level 23 and higher
void rsgDrawMesh(rs_mesh ism, uint primitiveIndex, uint start, uint len);	When compiling for 32 bits. Removed from API level 23 and higher

Parameters

ism	mesh object to render
primitiveIndex	for meshes that contain multiple primitive groups this parameter specifies the index of the group to draw.
start	starting index in the range
len	number of indices to draw

Deprecated. Do not use.

Draw a mesh using the current context state.

If primitiveIndex is specified, draw part of a mesh using the current context state.

If start and len are also specified, draw specified index range of part of a mesh using the current context state.

Otherwise the whole mesh is rendered.

rsgDrawQuad : Draw a quad

rsgDrawQuad : Draw a quad

void rsgDrawQuad(float x1, float y1, float z1, float x2, float y2, float z2, float x3, float y3, float z3, float x4, float y4, float z4);

When compiling for 32 bits. Removed from API level 23 and higher

Deprecated. Do not use.

Low performance utility function for drawing a simple quad. Not intended for drawing large quantities of geometry.

rsgDrawQuadTexCoords : Draw a textured quad

void rsgDrawQuadTexCoords(float x1, float y1, float z1, float u1, float v1, float x2, float y2, float z2, float u2, float v2, float x3, float y3, float z3, float u3, float v3, float x4, float y4, float z4, float u4, float v4);

When compiling for 32 bits. Removed from API level 23 and higher

Deprecated. Do not use.

Low performance utility function for drawing a textured quad. Not intended for drawing large quantities of geometry.

rsgDrawRect : Draw a rectangle

void rsgDrawRect(float x1, float y1, float x2, float y2, float z);

When compiling for 32 bits. Removed from API level 23 and higher

Deprecated. Do not use.

Low performance utility function for drawing a simple rectangle. Not intended for drawing large quantities of geometry.

rsgDrawSpriteScreenspace : Draw rectangles in screenspace

void rsgDrawSpriteScreenspace(float x, float y, float z, float w, float h);

When compiling for 32 bits. Removed from API level 23 and higher

Deprecated. Do not use.

Low performance function for drawing rectangles in screenspace. This function uses the default passthough ProgramVertex. Any bound ProgramVertex is ignored. This function has considerable overhead and should not be used for drawing in shipping applications.

rsgDrawText : Draw a text string

void rsgDrawText(const char* text, int x, int y);

When compiling for 32 bits. Removed from API level 23 and higher

void rsgDrawText(rs_allocation alloc, int x, int y);

When compiling for 32 bits. Removed from API level 23 and higher

Deprecated. Do not use.

Draws text given a string and location

rsgFinish : End rendering commands

uint rsgFinish();

When compiling for 32 bits. API level 14 - 22

Deprecated. Do not use.

Force RenderScript to finish all rendering commands

rsgFontColor : Set the font color

void rsgFontColor(float r, float g, float b, float a);

When compiling for 32 bits. Removed from API level 23 and higher

Parameters

r	red component
g	green component
b	blue component
a	alpha component

Deprecated. Do not use.

Sets the font color for all subsequent rendering calls

rsgGetHeight : Get the surface height

uint rsgGetHeight(); When compiling for 32 bits. Removed from API level 23 and higher

Deprecated. Do not use.

Get the height of the current rendering surface.

rsgGetWidth : Get the surface width

uint rsgGetWidth(); When compiling for 32 bits. Removed from API level 23 and higher

Deprecated. Do not use.

Get the width of the current rendering surface.

rsgMeasureText : Get the bounding box for a text string

void rsgMeasureText(const char* text, int* left, int* right, int* top, int* bottom);	When compiling for 32 bits. Removed from API level 23 and higher
void rsgMeasureText(rs_allocation alloc, int* left, int* right, int* top, int* bottom);	When compiling for 32 bits. Removed from API level 23 and higher

Deprecated. Do not use.

Returns the bounding box of the text relative to (0, 0) Any of left, right, top, bottom could be NULL

rsgMeshComputeBoundingBox : Compute a bounding box

void rsgMeshComputeBoundingBox(rs_mesh mesh, float* minX, float* minY, float* min, float* maxX, float* maxY, float* maxZ);	When compiling for 32 bits. Removed from API level 23 and higher
void rsgMeshComputeBoundingBox(rs_mesh mesh, float3* bBoxMin, float3* bBoxMax);	When compiling for 32 bits. Removed from API level 23 and higher

Deprecated. Do not use.

Computes an axis aligned bounding box of a mesh object

rsgMeshGetIndexAllocation : Return an allocation containing index data

rs_allocation rsgMeshGetIndexAllocation(rs_mesh m, uint32_t index); When compiling for 32 bits. API level 16 - 22

Parameters

m	mesh to get data from
index	index of the index allocation

Returns

allocation containing index data

Deprecated. Do not use.

Returns an allocation containing index data or a null allocation if only the primitive is specified

rsgMeshGetPrimitive : Return the primitive

rs_primitive rsgMeshGetPrimitive(rs_mesh m, uint32_t index); When compiling for 32 bits. API level 16 - 22

Parameters

m	mesh to get data from
index	index of the primitive

Returns

primitive describing how the mesh is rendered

Deprecated. Do not use.

Returns the primitive describing how a part of the mesh is rendered

rsgMeshGetPrimitiveCount : Return the number of index sets

uint32_t rsgMeshGetPrimitiveCount(rs_mesh m);   When compiling for 32 bits. API level 16 - 22

Parameters

m	mesh to get data from

Returns

number of primitive groups in the mesh. This would include simple primitives as well as allocations containing index data

Deprecated. Do not use.

Meshes could have multiple index sets, this function returns the number.

rsgMeshGetVertexAllocation : Return a vertex allocation

rs_allocation rsgMeshGetVertexAllocation(rs_mesh m, uint32_t index);   When compiling for 32 bits. API level 16 - 22

Parameters

m	mesh to get data from
index	index of the vertex allocation

Returns

allocation containing vertex data

Deprecated. Do not use.

Returns an allocation that is part of the mesh and contains vertex data, e.g. positions, normals, texcoords

rsgMeshGetVertexAllocationCount : Return the number of vertex allocations

uint32_t rsgMeshGetVertexAllocationCount(rs_mesh m);   When compiling for 32 bits. API level 16 - 22

Parameters

m	mesh to get data from

Returns

number of allocations in the mesh that contain vertex data

Deprecated. Do not use.

Returns the number of allocations in the mesh that contain vertex data

rsgProgramFragmentConstantColor : Set the constant color for a fixed function emulation program

void rsgProgramFragmentConstantColor(rs_program_fragment pf, float r, float g, float b, float a);   When compiling for 32 bits. Removed from API level 23 and higher

Deprecated. Do not use.

Set the constant color for a fixed function emulation program.

rsgProgramRasterGetCullMode : Get program raster cull mode

rs_cull_mode rsgProgramRasterGetCullMode(rs_program_raster pr); When compiling for 32 bits. API level 16 - 22

Parameters

pr program raster to query

Deprecated. Do not use.

Get program raster cull mode

rsgProgramRasterIsPointSpriteEnabled : Get program raster point sprite state

bool rsgProgramRasterIsPointSpriteEnabled(rs_program_raster pr); When compiling for 32 bits. API level 16 - 22

Parameters

pr program raster to query

Deprecated. Do not use.

Get program raster point sprite state

rsgProgramStoreGetBlendDstFunc : Get program store blend destination function

rs_blend_dst_func rsgProgramStoreGetBlendDstFunc(rs_program_store ps); When compiling for 32 bits. API level 16 - 22

Parameters

ps program store to query

Deprecated. Do not use.

Get program store blend destination function

rsgProgramStoreGetBlendSrcFunc : Get program store blend source function

rs_blend_src_func rsgProgramStoreGetBlendSrcFunc(rs_program_store ps); When compiling for 32 bits. API level 16 - 22

Parameters

ps program store to query

Deprecated. Do not use.

Get program store blend source function

rsgProgramStoreGetDepthFunc : Get program store depth function

rs_depth_func rsgProgramStoreGetDepthFunc(rs_program_store ps); When compiling for 32 bits. API level 16 - 22

Parameters

ps program store to query

Deprecated. Do not use.

Get program store depth function

rsgProgramStoreIsColorMaskAlphaEnabled : Get program store alpha component color mask

bool rsgProgramStoreIsColorMaskAlphaEnabled(rs_program_store ps); When compiling for 32 bits. API level 16 - 22

Parameters

ps program store to query

Deprecated. Do not use.

Get program store alpha component color mask

rsgProgramStoreIsColorMaskBlueEnabled : Get program store blur component color mask

bool rsgProgramStoreIsColorMaskBlueEnabled(rs_program_store ps);   When compiling for 32 bits. API level 16 - 22

Parameters

ps   program store to query

Deprecated. Do not use.

Get program store blur component color mask

rsgProgramStoreIsColorMaskGreenEnabled : Get program store green component color mask

bool rsgProgramStoreIsColorMaskGreenEnabled(rs_program_store ps);   When compiling for 32 bits. API level 16 - 22

Parameters

ps   program store to query

Deprecated. Do not use.

Get program store green component color mask

rsgProgramStoreIsColorMaskRedEnabled : Get program store red component color mask

bool rsgProgramStoreIsColorMaskRedEnabled(rs_program_store ps);   When compiling for 32 bits. API level 16 - 22

Parameters

ps   program store to query

Deprecated. Do not use.

Get program store red component color mask

rsgProgramStoreIsDepthMaskEnabled : Get program store depth mask

bool rsgProgramStoreIsDepthMaskEnabled(rs_program_store ps);   When compiling for 32 bits. API level 16 - 22

Parameters

ps   program store to query

Deprecated. Do not use.

Get program store depth mask

rsgProgramStoreIsDitherEnabled : Get program store dither state

bool rsgProgramStoreIsDitherEnabled(rs_program_store ps);   When compiling for 32 bits. API level 16 - 22

Parameters

ps   program store to query

Deprecated. Do not use.

Get program store dither state

rsgProgramVertexGetProjectionMatrix : Get the projection matrix for a fixed function vertex program

void rsgProgramVertexGetProjectionMatrix(rs_matrix4x4* proj);   When compiling for 32 bits. Removed from API level 23 and higher

Parameters

proj   matrix to store the current projection matrix into

Deprecated. Do not use.

Get the projection matrix for a currently bound fixed function vertex program. Calling this function with a custom vertex shader would result in an error.

rsgProgramVertexLoadModelMatrix : Load the model matrix for a bound fixed function vertex program

void rsgProgramVertexLoadModelMatrix(const rs_matrix4x4* model);	When compiling for 32 bits. Removed from API level 23 and higher

Parameters

model	model matrix

Deprecated. Do not use.

Load the model matrix for a currently bound fixed function vertex program. Calling this function with a custom vertex shader would result in an error.

rsgProgramVertexLoadProjectionMatrix : Load the projection matrix for a bound fixed function vertex program

void rsgProgramVertexLoadProjectionMatrix(const rs_matrix4x4* proj);	When compiling for 32 bits. Removed from API level 23 and higher

Parameters

proj	projection matrix

Deprecated. Do not use.

Load the projection matrix for a currently bound fixed function vertex program. Calling this function with a custom vertex shader would result in an error.

rsgProgramVertexLoadTextureMatrix : Load the texture matrix for a bound fixed function vertex program

void rsgProgramVertexLoadTextureMatrix(const rs_matrix4x4* tex);	When compiling for 32 bits. Removed from API level 23 and higher

Parameters

tex	texture matrix

Deprecated. Do not use.

Load the texture matrix for a currently bound fixed function vertex program. Calling this function with a custom vertex shader would result in an error.