gpu_extras submodule (gpu_extras.presets)

gpu_extras.presets.**draw_circle_2d(position, color, radius, *, segments=None)**

Draw a circle.

PARAMETERS:

- **position** (*Sequence[float]*) – 2D position where the circle will be drawn.
- **color** (*Sequence[float]*) – Color of the circle (RGBA). To use transparency blend must be set to `ALPHA`, see: `gpu.state.blend_set()`.
- **radius** (*float*) – Radius of the circle.
- **segments** (*int | None*) – How many segments will be used to draw the circle. Higher values give better results but the drawing will take longe If None or not specified, an automatic value will be calculated.

gpu_extras.presets.**draw_texture_2d(texture, position, width, height)**

Draw a 2d texture.

PARAMETERS:

- **texture** (`gpu.types.GPUTexture`) – GPUTexture to draw (e.g. gpu.texture.from_image(image) for `bpy.types.Image`).
- **position** (*2D Vector*) – Position of the lower left corner.
- **width** (*float*) – Width of the image when drawn (not necessarily the original width of the texture).
- **height** (*float*) – Height of the image when drawn.