

DxSetTexturePixels



Script Example Missing Function DxSetTexturePixels needs a script example, help out by writing one.

Before submitting check out Editing Guidelines Script Examples.

This function sets the pixels of a texture element. It can be used with a standard texture, render target or screen source. Only '**plain**' format pixels please.

Note:

- This function is slow and not something you want to be doing once a frame.
- It is very slow when setting pixels to a render target or screen source.
- And is very slow indeed if the texture format is not "**argb**".

Syntax

```
bool dxSetTexturePixels ( [ int surfaceIndex = 0, ] element texture, string pixels [, int x = 0, int y = 0, int width = 0, int height = 0 ] )
```

OOP Syntax Help! I don't understand this!

Method: *texture:setPixels(...)*

Required Arguments

- **texture** : The texture element to set the pixels of
- **pixels** : The '**plain**' format pixels to use

Optional Arguments

- **surfaceIndex**: Desired slice to set if the texture is a volume texture, or desired face to set if the texture is a cube map. (Cube map faces: 0=+X 1=-X 2=+Y 3=-Y 4=+Z 5=-Z)

By default the pixels are set starting at the top left corner of the texture. To set a different region, define a rectangular area using all four of these optional arguments:

- **x**: Rectangle left position
- **y**: Rectangle top position
- **width**: Rectangle width
- **height** : Rectangle height

Returns

Returns a string if successful, *false* if invalid arguments were passed to the function.