

# cEventDatabase

## Fields

cEventDatabase has no public fields.

## Functions

Return Type	Function Name	Parameters	Description
const <a href="#">tString</a> &	GetName		
void	Clear		
void	SetupData		
<a href="#">cFactStateContainer</a> @	GetDefaultMemory		
<a href="#">cEventOwner</a> @	GetOwner	const <a href="#">tString</a> &in asName, bool abCreateIfNotExist	
<a href="#">cEventScene</a> @	GetScene	const <a href="#">tString</a> &in asName, bool abCreateIfNotExist	
<a href="#">cEventTrigger</a> @	GetTrigger	const <a href="#">tString</a> &in asName, bool abCreateIfNotExist	
void	QueryBegin	<a href="#">cFactStateContainer</a> @ apCustomMemory	
void	QueryAddFactStates	<a href="#">cFactStateContainer</a> @ apFactStates	
<a href="#">cEvent</a> @	QueryExecute	const <a href="#">tString</a> &in asOwner, const <a href="#">tString</a> & asTrigger, const <a href="#">tString</a> & asScene, bool abPerformEventActions	
<a href="#">cEvent</a> @	QueryExecuteMultiOwner	int aOwnerFlags, const <a href="#">tString</a> & asTrigger, const <a href="#">tString</a> & asScene, bool abPerformEventActions	
void	PerformEventActions	<a href="#">cEvent</a> @ apEvent	
<a href="#">cEvent</a> @	AddEvent	const <a href="#">tString</a> & asName, const <a href="#">tString</a> &in asOwner, const <a href="#">tString</a> & asTrigger, const <a href="#">tString</a> & asScene	
int	GetEventNum		
<a href="#">cEvent</a> @	GetEvent	int allIdx	
<a href="#">cFactStateContainer</a> @	CreateFactStateContainer		
void	DestroyFactStateContainer	<a href="#">cFactStateContainer</a> @ apContainer	

## Remarks

Have some helpful descriptions to add to this class? Edit this page and add your insight to the Wiki!

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