

# cGuiSetEntity

## Fields

cGuiSetEntity has no public fields.

## Functions

Return Type	Function Name	Parameters	Description
<a href="#">eEntityType</a>	GetEntityType		
<a href="#">tID</a>	GetID		
int	GetUniqueID		
void	UpdateLogic	float afTimeStep	
const <a href="#">tString</a> &	GetName	const	
void	SetName	const <a href="#">tString</a> &in asName	
bool	HasParent		
bool	IsActive	const	
void	SetActive	bool abActive	
<a href="#">cVector3f</a>	GetLocalPosition		
<a href="#">cMatrixf</a> &	GetLocalMatrix		
<a href="#">cVector3f</a>	GetWorldPosition		
<a href="#">cMatrixf</a> &	GetWorldMatrix		
void	SetPosition	const <a href="#">cVector3f</a> &in avPos	
void	SetMatrix	const <a href="#">cMatrixf</a> &in a_mtxTransform	
void	SetWorldPosition	const <a href="#">cVector3f</a> &in avWorldPos	
void	SetWorldMatrix	const <a href="#">cMatrixf</a> &in a_mtxWorldTransform	
int	GetTransformUpdateCount		
<a href="#">cBoundingVolume</a> @+	GetBoundingVolume		
bool	GetScriptableIsSaved		
void	SetScriptableIsSaved	bool abX	
void	AddChild	<a href="#">iEntity3D</a> @ apEntity	
void	RemoveChild	<a href="#">iEntity3D</a> @ apEntity	
bool	IsChild	<a href="#">iEntity3D</a> @ apEntity	
<a href="#">iEntity3D</a> @	GetEntityParent		
<a href="#">cEntity3DIterator</a> @	GetChildIterator		

## Remarks

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

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