

# cLuxCharMover

## Fields

cLuxCharMover has no public fields.

## Functions

Return Type	Function Name	Parameters	Description
<a href="#">iLuxEntity@</a>	GetEntity		
<a href="#">eLuxEntityType</a>	GetType		
void	LoadFromVariables	<a href="#">cResourceVarsObject@</a> apVars	
void	MoveToPos	const <a href="#">cVector3f</a> &in avFeetPos, <i>bool</i> abSlowDownAndStopAtGoal = false	
void	TurnToPos	const <a href="#">cVector3f</a> &in avFeetPos	
void	TurnToAngle	float afAngle	
void	TurnToAngles	float afYaw, float afPitch	
void	TurnInstantlyToPos	const <a href="#">cVector3f</a> &in avGoalPos	
void	TurnInstantlyToAngle	float afAngle	
void	TurnInstantlyToAngle	float afYaw, float afPitch	
void	StopTurning		
int	PlayAnimation	const <a href="#">tString</a> &in asName, <i>float</i> affFadeTime = 0.3f, <i>bool</i> abLoop = false, <i>bool</i> abPlayTransition = true, const <a href="#">tString</a> &in asCallback = ""	
int	PlayTrackAnimation	<a href="#">cLuxTrackNode@</a> apNode	
void	SetUseMoveStateAnimations	<i>bool</i> abX	
<i>bool</i>	GetUseMoveStateAnimations		
void	SetTurnedToGoalCallbackFunc	const <a href="#">tString&amp;</a> asFunc	
<i>float</i>	CalculateSpeedMul	<i>float</i> afTimeStep	
<i>float</i>	GetMoveSpeed		
<i>float</i>	GetWantedSpeedAmount		
<i>float</i>	GetStuckCounter		
<i>float</i>	GetMaxStuckCounter		
void	ResetStuckCounter		
void	SetMaxForwardSpeed	<i>float</i> afX	
void	SetMaxBackwardSpeed	<i>float</i> afX	
void	SetTurnMinBreakAngle	<i>float</i> afX	

Return Type	Function Name	Parameters	Description
void	SetTurnBreakMul	float afX	
void	SetTurnSpeedMul	float afX	
void	SetTurnMaxSpeed	float afX	
void	SetStoppedToWalkSpeed	float afX	
void	SetWalkToRunSpeed	float afX	
void	SetWalkToStoppedSpeed	float afX	
void	SetRunToWalkSpeed	float afX	
void	SetTurnStoppedToWalkSpeed	float afX	
void	SetTurnWalkToStoppedSpeed	float afX	
void	SetMoveSpeedAnimMul	float afX	
void	SetVerticalMoveSpeedExtraAnimMul	float afX	
<a href="#">iCharacterBody@</a>	GetCharBody		
void	SetWallAvoidanceActive	bool abX	
void	SetDynamicObjectAvoidanceActive	bool abX	
void	SetIdleAnimName	const <a href="#">tString</a> &in asName	
void	SetWalkAnimName	const <a href="#">tString</a> &in asName	
void	SetRunAnimName	const <a href="#">tString</a> &in asName	
void	SetBackwardAnimName	const <a href="#">tString</a> &in asName	
void	SetIdleExtraAnimName	const <a href="#">tString</a> &in asName	
void	SetupWallAvoidance	float afRadius, float afSteerAmount, int aISamples	
void	SetupDynamicObjectAvoidance	float afMaxDistance, float afMinMass, float afSteerAmount	
void	SetupIdleExtra	const <a href="#">tString</a> &in asAnimName, float afMinWait, float afMaxWait, bool abPauseProceduralAnims	
void	SetDirection	<a href="#">eLuxCharMoveDirection</a> aDir	
void	AddSpeedState	int allid	
void	SetSpeedState_Forward	float afX	
void	SetSpeedState_Backward	float afX	
void	SetSpeedState_Sideways	float afX	
void	SetSpeedState_TurnBreakMul	float afX	
void	SetSpeedState_TurnSpeedMul	float afX	
void	SetSpeedState_TurnMaxSpeed	float afX	
void	SetSpeedState_ForwardAcc	float afX	
void	SetSpeedState_ForwardDeacc	float afX	
void	SetSpeedState_SidewayAcc	float afX	
void	SetSpeedState_SidewayDeacc	float afX	
void	SetBankingActive	bool abX	
void	SetBankingAngleMul	float afX	
void	SetBankingMaxAngle	float afX	

Return Type	Function Name	Parameters	Description
void	SetBankingSpeedMul	float afX	
void	SetBankingMaxSpeed	float afX	
void	SetIdleExtraAnimActive	bool abX	
bool	GetIdleExtraAnimActive		
void	SetSpeedState	int allD	
void	SetUse3DMovement	bool abX	

## Remarks

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

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