

# cLuxGuiHandler

## Fields

cLuxGuiHandler has no public fields.

## Functions

Return Type	Function Name	Parameters	Description
void	SetGameHudInputFocus	bool abX	
bool	GetGameHudInputFocus		
void	CreateCameraTexture	const <a href="#">tString</a> &in asName, const <a href="#">cVector2I</a> &in avSize, uint alFrameRate, float afFOV, float afNearPlane, float afFarPlane	
void	SetCameraTextureSettings	const <a href="#">tString</a> &in asName, float afFOV, float afNearPlane, float afFarPlane	
void	SetCameraTextureMatrix	const <a href="#">tString</a> &in asName, const <a href="#">cMatrixf</a> &in a_mtxCamera	
void	DestroyCameraTexture	const <a href="#">tString</a> &in asName	
void	AttachCameraTextureToEntity	const <a href="#">tString</a> &in asName, <a href="#">iLuxEntity@</a> apEnt	

## Remarks

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

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