

cLuxInputHandler

Fields

cLuxInputHandler has no public fields.

Functions

Return Type	Function Name	Parameters	Description
void	CreateAction	const tString &in asName, int allD, bool abConfigurable, const tString &in asCat	
void	CreateDebugAction	const tString &in asName, int allD	
void	CreateAnalogAction	const tString &in asName, int allD, bool abConfigurable, const tString &in asCat, int alAxis, float afMul, int alAnalogId	
void	CreateAnalogGamepadAction	const tString &in asName, int allD, const tString &in asCat, int alAnalogId, float afSmoothness, int alDirectionLimit	
void	CreateActionInput	const tString &in asInputType, int alActionId	
void	CreateAnalogGamepadActionInput	const tString &in asInputType, int alActionId	
void	CreateGamepadProfile	const tString &in asName, const tString &in asPrefix, const avButtons, const avAxes, const avDPad	
void	AddPresetToProfile	const tString &in asProfile, const tString &in asPreset, const avActions, const avBindings, const avAnalog	
bool	IsGamepadConnected		
void	LoadKeyConfig		
float	GetTimeSinceGamepadWasUsed	int allD	
int	GetLastUsedGamepadIndex	<i>float afTimeLimit = -1.0f</i>	
bool	GetGamepadWasLastDeviceUsed		
const tString &	GetLatestKeyPressed		

Return Type	Function Name	Parameters	Description
bool	IsYAxisInverted		
bool	WasAnalogueInputFromPad		
bool	GetSmoothMouse		
void	SetSmoothMouse	bool abX	
float	GetMouseSensitivity		
void	SetMouseSensitivity	float afX	
float	GetGamepadSensitivity		
void	SetGamepadSensitivity	float afX	
void	SetRumble	int alDevice, float afStrength, float afDuration	
void	SetGamepadColor	int alDevice, const cColor &in aColor	
void	SetPrimaryGamepad	int alDevice	
void	ResetSmoothMousePos		
cVector2f	GetSmoothMousePos	const cVector2f &in avRelPosMouse	
cVector2f	GetRelMousePos		
void	SetMaxSmoothMousePos	int alX	
void	SetPrevSmoothMousePosMul	float afX	
tString	GetActionName	int allD, bool abAnalog	
void	SetGamepadMapping	const tString &in asProfile, const tString &in asPreset	
int	GetGamepadMappingActionNum		
bool	GetGamepadMappingAction	int allD, int &out alAction, tString &out asPrimary, bool &out abAnalog	
void	GetActionsAssociatedToGamepadControl	const tString & asProfile, const tString & asPreset, const tString & asControl, tString & asActions	
void	FetchGamepadInputLayoutString	const tString & asInputName, tString & asPrefixName, tString & asLayoutString	
void	ClearKeyboardLayout		
void	AddKeyboardLayoutKey	eKey aKey, eLuxKeyboardLayoutType aType, const cImGuiGfx & aGfxKey, const cImGuiLabelData & aLabelKey	

Return Type	Function Name	Parameters	Description
void	AddKeyboardLayoutRange	eKey aFirstKey, eKey aLastKey, eLuxKeyboardLayoutType aType, const cImGuiGfx& aGfxKey, const cImGuiLabelData& aLabelKey	
void	SetKeyboardLayoutDefaults	const cImGuiGfx& aGfxKey, const cImGuiLabelData& aLabelKey	
void	SetMouseLayout	const avButtons	

Remarks

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

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