

cLuxMap

Fields

cLuxMap has no public fields.

Functions

Return Type	Function Name	Parameters	Description
cWorld@	GetWorld		
iPhysicsWorld@	GetPhysicsWorld		
const tString&	GetName		
const tString&	GetFileName		
void	Update	float afTimeStep	
void	PostUpdate	float afTimeStep	
void	VariableUpdate	float afDeltaTime	
bool	GetIsUnderwater		
void	SetIsUnderwater	bool abX	
void	SetDisplayNameEntry	const tString &in asEntry	
const tString&	GetDisplayNameEntry		
float	GetMaxInteractDistance		
void	SetMaxInteractDistance	float afX	
void	CreateEntity	const tString &in asName, const tString &in asFile, const cMatrixf &in a_mtxTransform, const cVector3f &in avScale	
bool	DestroyEntity	iLuxEntity@ apEntity	
bool	EntityWasDestroyed		
bool	EntityExists	iLuxEntity@ apEntity	
iLuxEntity@	GetEntityByName	const tString &in asName, eLuxEntityType aType = eLuxEntityType_LastEnum , const tString &in asClassName = ""	
iLuxEntity@	GetEntityByID	tID aIID, eLuxEntityType aType = eLuxEntityType_LastEnum , const tString &in asClassName = ""	
tID	GetEntityIDByName	const tString &in asName, eLuxEntityType aType = eLuxEntityType_LastEnum , const tString &in asClassName = ""	
iLuxEntity@	GetLatestEntity		
void	ResetLatestEntity		

Return Type	Function Name	Parameters	Description
bool	GetEntityArray	const tString &in asName, eLuxEntityType aType, const tString &in asClassName, avOutEntities	
bool	GetEntityArrayID	const tString &in asName, eLuxEntityType aType, const tString &in asClassName, avOutEntities	
void	SetVoiceSource	const tString & asCharacter, const tString & asEntityName, float afMinDistance, float afMaxDistance, bool abUse3D, float afMaxPlayerListeningRange, float 22000, float 22000, uint 0	
iLuxEntity @	GetVoiceSourceEntity	const tString & asCharacter	
iLuxEntity @	GetPlayerEntity		
void	AddTimer	const tString &in asName, float afTime, const tString &in asFunction	
void	RemoveTimer	const tString &in asName	
float	GetTimerTime	const tString &in asName	
void	SetTimerPaused	const tString &in asName, bool abX	
bool	GetTimersNamed	const tString &in asPattern, avOutNames	
void	SetTimerUserVarFloat	const tString &in asName, float afX	
void	SetTimerUserVarInt	const tString &in asName, int aIX	
void	SetTimerUserVarString	const tString &in asName, const tString &in asX	
float	GetTimerUserVarFloat	const tString &in asName	
int	GetTimerUserVarInt	const tString &in asName	
const tString &	GetTimerUserVarString	const tString &in asName	
float	IncTimerUserVarFloat	const tString &in asName, float afX	
int	IncTimerUserVarInt	const tString &in asName, int aIX	
void	RestartCurrentTimer	<i>float afNewTime = -1</i>	
void	AddEntityComponent	iLuxEntityComponent @ apComp	
void	RemoveEntityComponent	iLuxEntityComponent @ apComp	

Return Type	Function Name	Parameters	Description
iLuxEntityComponent@	GetEntityComponent	eLuxEntityType aType, const tString &in asName	
cLuxEntityComponentIterator@	GetEntityComponentIterator	eLuxEntityType aType	
void	PlacePlayerAtStartPos	const tString &in asName	
int	GetTimeStamp		
float	GetElapsedTime	int aTimeStamp	
bool	IsActive		
void	SetActive	bool abX	
void	AddDissolveEntity	cMeshEntity@ apMeshEntity, float aTime	
bool	IsDeletingAllWorldEntities		
void	BroadcastSoundHeardEvent	const tString& asName, const cVector3f &in avPosition, float afRadius, int alPrio, <i>bool abPhysicsObject = false</i>	
bool	ScriptPrepare	const tString &in asMethod	
bool	ScriptPrepareFast	const tString &in asMethod, int allD	
bool	ScriptExecute		
bool	ScriptMethodExists	const tString &in asMethod	
bool	ScriptMethodExistsFast	const tString &in asMethod, int allD	
void	SetArgBool	int aArgNum, bool abVal	
void	SetArgInt	int aArg, int alX	
void	SetArgFloat	int aArg, float afX	
void	SetArgString	int aArg, const tString& asStr	
void	SetArgVector2f	int aArg, const cVector2f& avX	
void	SetArgVector3f	int aArg, const cVector3f& avX	
void	SetArgVector2l	int aArg, const cVector2l& avX	
void	SetArgVector3l	int aArg, const cVector3l& avX	
bool	GetReturnBool		
int	GetReturnInt		
float	GetReturnFloat		
tString	GetReturnString		

Return Type	Function Name	Parameters	Description
void	CheckLineOfSight	const tString &in asCallbackFunc, const cVector3f &in avStart, const cVector3f &in avEnd, bool abCheckOnlyShadowCasters, bool abCheckOnlyStatic	
void	GetClosestEntity	const tString &in asCallbackFunc, const cVector3f &in avStart, const cVector3f &in avDir, float afRayLength, int allInteractType, bool abCheckLineOfSight	
void	GetClosestBody	const tString &in asCallbackFunc, const cVector3f &in avStart, const cVector3f &in avDir, float afRayLength	
void	GetClosestCharCollider	const tString &in asCallbackFunc, const cVector3f &in avStart, const cVector3f &in avDir, float afRayLength, bool abCheckDynamic	
void	GetLightLevelAtPos	const tString &in asCallbackFunc, const cVector3f &in avPos, iLight@ apSkipLight, float afRadiusAdd	
uint	GetCollideFlag	const tString &in asGroupName	
void	SetPlayerTerrainCollision	bool abX	
bool	GetPlayerTerrainCollision		
void	PreloadParticleSystem	const tString & asFile	
void	PreloadEntity	const tString &in asFile	
void	PreloadMaterial	const tString &in asFile	
void	PreloadGuiGfx	const tString &in asFile, elmGuiGfx aType	

Remarks

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

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