

cLuxStateMachine

Fields

cLuxStateMachine has no public fields.

Functions

Return Type	Function Name	Parameters	Description
iLuxEntity@	GetEntity		
eLuxEntityType	GetType		
void	AddState	const tString &in asName, int allId	
void	AddSubState	const tString &in asName, int allId	
void	ChangeState	int aIState	
void	ChangeSubState	int aIState	
int	GetNextState		
int	GetPrevState		
int	GetNextSubState		
int	GetPrevSubState		
int	GetCurrentState		
int	GetCurrentSubState		
void	AddTimer	uint64 allId, float afTime	
void	StopTimer	uint64 allId	
bool	TimerExists	uint64 allId	
void	AddTimer	const tString & asId, float afTime	
void	StopTimer	const tString & asId	
bool	TimerExists	const tString & asId	
cLuxEntityMessageData@	GetCurrentMessageData		

Remarks

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

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