

cMesh

Fields

cMesh has no public fields.

Functions

Return Type	Function Name	Parameters	Description
cSubMesh@	CreateSubMesh	const tString& asName	
cSubMesh@	GetSubMesh	uint allIdx	
int	GetSubMeshIndex	const tString& asName	
cSubMesh@	GetSubMeshName	const tString& asName	
int	GetSubMeshNum		
int	GetTriangleCount		
void	SetSkeleton	cSkeleton@ apSkeleton	
cSkeleton@	GetSkeleton		
void	AddAnimation	cAnimation@ apAnimation	
cAnimation@	GetAnimation	int allIndex	
cAnimation@	GetAnimationFromName	const tString &in asName	
int	GetAnimationIndex	const tString &in asName	
void	ClearAnimations	bool abDeleteAll	
int	GetAnimationNum		
void	CompileBonesAndSubMeshes		
float	GetBoneBoundingRadius	int allIdx	
cNode3D@	GetRootNode		
void	AddNode	cNode3D@ apNode	
int	GetNodeNum		
cNode3D@	GetNode	int allIdx	
cNode3D@	GetNodeByName	const tString& asName	

Remarks

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

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