

# cSubMeshEntity

## Fields

cSubMeshEntity has no public fields.

## Functions

Return Type	Function Name	Parameters	Description
<a href="#">eEntityType</a>	GetEntityType		
<a href="#">tID</a>	GetID		
int	GetUniqueID		
void	UpdateLogic	float afTimeStep	
const <a href="#">tString</a> &	GetName	const	
void	SetName	const <a href="#">tString</a> &in asName	
bool	HasParent		
bool	IsActive	const	
void	SetActive	bool abActive	
<a href="#">cVector3f</a>	GetLocalPosition		
<a href="#">cMatrixf</a> &	GetLocalMatrix		
<a href="#">cVector3f</a>	GetWorldPosition		
<a href="#">cMatrixf</a> &	GetWorldMatrix		
void	SetPosition	const <a href="#">cVector3f</a> &in avPos	
void	SetMatrix	const <a href="#">cMatrixf</a> &in a_mtxTransform	
void	SetWorldPosition	const <a href="#">cVector3f</a> &in avWorldPos	
void	SetWorldMatrix	const <a href="#">cMatrixf</a> &in a_mtxWorldTransform	
int	GetTransformUpdateCount		
<a href="#">cBoundingVolume</a> @+	GetBoundingVolume		
bool	GetScriptableIsSaved		
void	SetScriptableIsSaved	bool abX	
void	AddChild	<a href="#">iEntity3D</a> @ apEntity	
void	RemoveChild	<a href="#">iEntity3D</a> @ apEntity	
bool	IsChild	<a href="#">iEntity3D</a> @ apEntity	
<a href="#">iEntity3D</a> @	GetEntityParent		
<a href="#">cEntity3DIterator</a> @	GetChildIterator		
const <a href="#">tString</a> &	GetRenderName		
<a href="#">cMaterial</a> @	GetMaterial		
<a href="#">iVertexBuffer</a> @	GetVertexBuffer		
bool	CollidesWithBV	<a href="#">cBoundingVolume</a> @+ apBV	
bool	CollidesWithFrustum	<a href="#">cFrustum</a> @ apFrustum	
<a href="#">cBoundingVolume</a> @+	GetRenderBV		
<a href="#">cVector3f</a>	GetWorldCenterPosition		
<a href="#">eRenderableType</a>	GetRenderType		

Return Type	Function Name	Parameters	Description
void	SetRenderFlagBit	int aIFlagBit, bool abSet	
bool	GetRenderFlagBit	int aIFlagBit	
int	GetRenderFlags	const	
bool	IsStatic		
bool	IsOccluder		
bool	IsVisible		
void	SetVisible	bool abVisible	
bool	GetVisibleVar		
void	SetIlluminationColor	const <a href="#">cColor</a> &in aColor	
const <a href="#">cColor</a> &	GetIlluminationColor	const	
void	SetCoverageAmount	float afX	
float	GetCoverageAmount	const	
int	GetMatrixUpdateCount		
int	GetRenderFrameCount	const	
void	SetRenderFrameCount	int aICount	
void	UseAutomaticLiquidAmount	float 0	
void	SetLiquidAmount	float afX	
float	GetLiquidAmount	const	
<a href="#">cSubMesh</a> @	GetSubMesh	const	
void	SetLocalNode	<a href="#">cNode3D</a> @ apNode	
<a href="#">cNode3D</a> @	GetLocalNode		
void	SetCustomMaterial	<a href="#">cMaterial</a> @ apMaterial, bool abDestroyOldCustom	
<a href="#">cMaterial</a> @	GetCustomMaterial		

## Remarks

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

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