

iEntity3D

Fields

iEntity3D has no public fields.

Functions

Return Type	Function Name	Parameters	Description
eEntityType	GetEntityType		
tID	GetID		
int	GetUniqueID		
void	UpdateLogic	float afTimeStep	
const tString &	GetName	const	
void	SetName	const tString &in asName	
bool	HasParent		
bool	IsActive	const	
void	SetActive	bool abActive	
cVector3f	GetLocalPosition		
cMatrixf &	GetLocalMatrix		
cVector3f	GetWorldPosition		
cMatrixf &	GetWorldMatrix		
void	SetPosition	const cVector3f &in avPos	
void	SetMatrix	const cMatrixf &in a_mtxTransform	
void	SetWorldPosition	const cVector3f &in avWorldPos	
void	SetWorldMatrix	const cMatrixf &in a_mtxWorldTransform	
int	GetTransformUpdateCount		
cBoundingVolume @+	GetBoundingVolume		
bool	GetScriptableIsSaved		
void	SetScriptableIsSaved	bool abX	
void	AddChild	iEntity3D @ apEntity	
void	RemoveChild	iEntity3D @ apEntity	
bool	IsChild	iEntity3D @ apEntity	
iEntity3D @	GetEntityParent		
cEntity3DIterator @	GetChildIterator		

Remarks

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

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Last update: **2015/11/05 12:07**

