

iLowLevelGraphics

Fields

iLowLevelGraphics has no public fields.

Functions

Return Type	Function Name	Parameters	Description
void	SetVsyncMode	eVsyncMode aMode	
void	SetDisplayMode	eDisplayMode aMode	
cVector2f	GetScreenSizeFloat		
const cVector2i &	GetScreenSizeInt		
void	SetBrightness	float afX	
void	DrawLine	const cVector3f &in avBegin, const cVector3f &in avEnd, const cColor &in aCol	
void	DrawBoxMinMax	const cVector3f &in avMin, const cVector3f &in avMax, const cColor &in aCol	
void	DrawSphere	const cVector3f &in avPos, float afRadius, const cColor &in aCol, <i>int aSegments = 32</i>	
void	DrawLineQuad	const cVector3f & avPos, const cVector2f & avSize, const cColor &in aCol	
tString	GetGraphicsInfo		
int	GetNumDisplays		

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 11:55**

