

iPhysicsBody

Fields

iPhysicsBody has no public fields.

Functions

Return Type	Function Name	Parameters	Description
eEntityType	GetEntityType		
tID	GetID		
int	GetUniqueID		
void	UpdateLogic	float aTimeStep	
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		
iPhysicsMaterial @	GetMaterial		
iCollideShape @	GetShape		
iPhysicsJoint @	GetJoint	int allIndex	
int	GetJointNum		
void	RemoveJoint	iPhysicsJoint @ apJoint	
void	SetLinearVelocity	const cVector3f & avVel	
cVector3f	GetLinearVelocity	const	

Return Type	Function Name	Parameters	Description
void	SetAngularVelocity	const cVector3f & avVel	
cVector3f	GetAngularVelocity	const	
void	SetLinearDamping	float afDamping	
float	GetLinearDamping	const	
void	SetAngularDamping	float afDamping	
float	GetAngularDamping	const	
void	SetMaxLinearSpeed	float afSpeed	
float	GetMaxLinearSpeed	const	
void	SetMaxAngularSpeed	float afDamping	
float	GetMaxAngularSpeed	const	
cVector3f	GetInertiaVector		
cMatrixf	GetInertiaMatrix		
void	SetNoGravityWhenUnderwater	bool abX	
bool	GetNoGravityWhenUnderwater		
void	SetIsUnderwater	bool abX	
bool	GetIsUnderwater		
cVector3f	GetVelocityAtPosition	const cVector3f &in avPos	
cVector3f	GetTorqueFromForceAtPosition	const cVector3f &in avForce, const cVector3f &in avPos	
void	SetMass	float afMass	
float	GetMass	const	
void	SetMassCenter	const cVector3f &in avCentre	
cVector3f	GetMassCenter	const	
void	SetMassMulApplied	float afMul	
float	GetMassMulApplied		
void	AddForce	const cVector3f & avForce	
void	AddForceAtPosition	const cVector3f & avForce, const cVector3f & avPos	
void	AddTorque	const cVector3f & avTorque	
void	AddImpulse	const cVector3f & avImpulse	
void	AddImpulseAtPosition	const cVector3f & avImpulse, const cVector3f & avPos	
void	Freeze		
bool	GetFrozen		
void	Enable		
bool	GetEnabled	const	
void	SetAutoDisable	bool abEnabled	
bool	GetAutoDisable	const	
void	SetAutoDisableLinearThreshold	float afThresold	
float	GetAutoDisableLinearThreshold	const	
void	SetAutoDisableAngularThreshold	float afThresold	
float	GetAutoDisableAngularThreshold	const	
void	SetAutoDisableNumSteps	int aNum	
int	GetAutoDisableNumSteps	const	

Return Type	Function Name	Parameters	Description
void	SetContinuousCollision	bool abOn	
bool	GetContinuousCollision		
void	SetGravity	bool abEnabled	
bool	GetGravity	const	
void	RenderDebugGeometry	iLowLevelGraphics@ apLowLevel, const cColor& aColor	
void	StaticLinearMove	const cVector3f &in avVelocity	
void	StaticAngularMove	const cVector3f &in avVelocity	
void	SetBlocksSound	bool abX	
bool	GetBlocksSound		
void	SetBlocksLight	bool abX	
bool	GetBlocksLight		
void	SetUseSurfaceEffects	bool abX	
bool	GetUseSurfaceEffects		
void	SetCollide	bool abX	
bool	GetCollide	const	
bool	IsCharacter	const	
void	SetCollideCharacter	bool abX	
bool	GetCollideCharacter	const	
iCharacterBody@	GetCharacterBody		
void	SetPushStrength	int aIX	
int	GetPushStrength		
void	SetCollideFlags	uint aIX	
uint	GetCollideFlags	const	
bool	IsRagDoll	const	
void	SetCollideRagDoll	bool abX	
bool	GetCollideRagDoll	const	
void	SetVolatile	bool abX	
bool	IsVolatile	const	
void	SetPushedByCharacterGravity	bool abX	
bool	GetPushedByCharacterGravity	const	
void	SetBuoyancyActive	bool abX	
void	SetBuoyancyDensity	float afX	
void	SetBuoyancyLinearViscosity	float afX	
void	SetBuoyancyAngularViscosity	float afX	
void	SetBuoyancySurface	const cPlanef& aP	
bool	GetBuoyancyActive		
float	GetBuoyancyDensity		
float	GetBuoyancyLinearViscosity		
float	GetBuoyancyAngularViscosity		
cPlanef	GetBuoyancySurface		
float	GetBuoyancyDensityMul		
void	SetBuoyancyDensityMul	float afX	

Return Type	Function Name	Parameters	Description
void	SetGravityCanAttachCharacter	bool abX	
void	SetGravityAttachmentRotation	bool abX	
void	SetGravityAttachmentVelocity	bool abX	
void	SetGravityAttachmentVelocityAxes	eVelocityAxes aAxes	
bool	GetGravityCanAttachCharacter		
bool	GetGravityAttachmentRotation		
bool	GetGravityAttachmentVelocity		
eVelocityAxes	GetGravityAttachmentVelocityAxes		

Remarks

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