iPhysicsWorld

Fields

iPhysicsWorld has no public fields.

Functions

Return Type	Function Name	Parameters	Description
void	PostUpdate	float afTimeStep	
void	SetMaxTimeStep	float afTimeStep	
float	GetMaxTimeStep		
void	SetWorldSize	const cVector3f& avMin, const cVector3f& avMax	
cVector3f	GetWorldSizeMin		
cVector3f	GetWorldSizeMax		
void	SetGravity	const cVector3f &in avGravity	
cVector3f	GetGravity		
void	SetAccuracyLevel	ePhysicsAccuracy aAccuracy	
ePhysicsAccuracy	GetAccuracyLevel		
iPhysicsBody@	GetPhysicsBodyFromID	tID aID	
iPhysicsJoint@	GetPhysicsJointFromID	tID aID	
iCharacterBody@	GetCharacterBodyFromID	tID aID	
void	SetNumberOfThreads	int alThreads	
int	GetNumberOfThreads		
iCollideShape@	CreateBoxShape	const cVector3f& avSize, cMatrixf &in a_mtxOffsetMtx	
iCollideShape@	CreateSphereShape	const cVector3f& avRadii, cMatrixf &in a_mtxOffsetMtx	
iCollideShape@	CreateCylinderShape	float afRadius, float afHeight, cMatrixf &in a_mtxOffsetMtx	
iCollideShape@	CreateCapsuleShape	float afRadius, float afHeight, cMatrixf &in a_mtxOffsetMtx	
iCollideShape@	CreateMeshShape	iVertexBuffer@ apVtxBuffer	
iCollideShape@	LoadMeshShapeFromBuffer	cBinaryBuffer@ apBuffer	
void	SaveMeshShapeToBuffer	iCollideShape@ apMeshShape, cBinaryBuffer@ apBuffer	
iCollideShape@	CreateCompundShape	avShapes	
void	DestroyShape	iCollideShape@ apShape	
iPhysicsJointBall@	CreateJointBall	const tString& asName, const cVector3f &in avPivotPoint, const cVector3f &in avPinDir, iPhysicsBody@ apParentBody, iPhysicsBody@ apChildBody	

Return Type	Function Name	Parameters	Description
iPhysicsJointHinge@	CreateJointHinge	const tString& asName, const cVector3f &in avPivotPoint, const cVector3f &in avPinDir, iPhysicsBody@ apParentBody, iPhysicsBody@ apChildBody	
iPhysicsJointSlider@	CreateJointSlider	const tString& asName, const cVector3f &in avPivotPoint, const cVector3f &in avPinDir, iPhysicsBody@ apParentBody, iPhysicsBody@ apChildBody	
tID	CreateJointBallID	const tString& asName, const cVector3f &in avPivotPoint, const cVector3f &in avPinDir, iPhysicsBody@ apParentBody, iPhysicsBody@ apChildBody	
tID	CreateJointHingeID	const tString& asName, const cVector3f &in avPivotPoint, const cVector3f &in avPinDir, iPhysicsBody@ apParentBody, iPhysicsBody@ apChildBody	
tID	CreateJointSliderID	const tString& asName, const cVector3f &in avPivotPoint, const cVector3f &in avPinDir, iPhysicsBody@ apParentBody, iPhysicsBody@ apChildBody	
void	DestroyJoint	iPhysicsJoint@ apJoint	
iPhysicsJoint@	GetJoint	const tString& asName	
bool	JointExists	iPhysicsJoint@ apJoint	
iPhysicsMaterial@	CreateMaterial	const tString& asName	
iPhysicsMaterial@	GetMaterialFromName	const tString& asName	
iPhysicsMaterial@	GetMaterialFromId	int aId	
iPhysicsBody@	CreateBody	const tString& asName, iCollideShape@ apShape, float afMass	
tID	CreateBodyID	const tString& asName, iCollideShape@ apShape, float afMass	
void	DestroyBody	iPhysicsBody@ apBody	
iPhysicsBody@	GetBody	const tString& asName	
iCharacterBody@	CreateCharacterBody	const tString& asName, const cVector3f& avSize	
tID	CreateCharacterBodyID	const tString& asName, const cVector3f& avSize	
void	DestroyCharacterBody	iCharacterBody@ apBody	
iPhysicsBody@	GetCharacterBody	const tString& asName	
void	GetBodiesInAABB	const cVector3f &in avMin, const cVector3f &in avMax, apBodyVec	

Return Type	Function Name	Parameters	Description
void	EnableBodiesInAABB	const cVector3f &in avMin, const cVector3f &in avMax, bool abEnabled	
iPhysicsRope@	CreateRope	const tString& asName, const cVector3f& avStartPos, const cVector3f& avEndPos	
iPhysicsRope@	GetRope	const tString& asName	
iPhysicsRope@	GetRopeFromUniqueID	int alID	
void	DestroyRope	iPhysicsRope@ apRope	
iPhysicsCloth@	CreateCloth	const tString& asName, const cVector3f& avStartPos, const cVector2f& avClothSize, int alDimension	
iPhysicsCloth@	GetCloth	const tString& asName	
iPhysicsCloth@	GetClothFromUniqueID	int alID	
void	DestroyCloth	iPhysicsCloth@ apCloth	
iPhysicsController@	CreateController	const tString& asName	
void	DestroyController	iPhysicsController@ apController	
void	FadeoutAllLoopSounds	float afFadeSpeed	
bool	CheckShapeCollision	iCollideShape@ apShapeA, const cMatrixf &in a_mtxA, iCollideShape@ apShapeB, const cMatrixf &in a_mtxB, cCollideData& aCollideData, int alMaxPoints, bool abCorrectNormalDirection, *int alThreadID = 0*	
float	CastRayOnShape	iCollideShape@ apShape, const cMatrixf &in a_mtxTransform, const cVector3f& avOrigin, const cVector3f &in avEnd, cVector3f &out avOutNormal, bool abLocalRayPositions	
bool	CheckShapeWorldCollision	cVector3f &out avPushVector, iCollideShape@ apShape, const cMatrixf &in a_mtxTransform, iPhysicsBody@ apSkipBody, bool abSkipStatic, bool abIsCharacter, bool abCollideCharacter	
bool	CheckShapeWorldCollision	cVector3f &out avPushVector, iCollideShape@ apShape, const cMatrixf &in a_mtxTransform, iPhysicsBody@ apSkipBody, bool abSkipStatic	
void	RenderShapeDebugGeometry	iCollideShape@ apShape, const cMatrixf &in a_mtxTransform, iLowLevelGraphics@ apLowLevel, const cColor &in aColor	
void	RenderDebugGeometry	iLowLevelGraphics@ apLowLevel	

Remarks

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