

iSoundEvent

Fields

iSoundEvent has no public fields.

Functions

Return Type	Function Name	Parameters	Description
const tString &	GetName		
iSoundEventData @	GetData		
void	Start		
void	Stop	bool abPlayEnd	
bool	IsPlaying		
bool	IsLoading		
void	SetPaused	bool abX	
void	SetSpeed	float afSpeed	
void	SetVolume	float afVolume	
void	SetPostionIsHeadRelative	bool abX	
void	SetPosition	const cVector3f & avPos	
void	SetVelocity	const cVector3f & avVel	
void	SetReverbActive	bool abX	
void	SetReverbAmount	float afX	
void	SetSpeakerSpread	float afX	
float	GetSpeakerSpread		
void	SetMinDistance	float fMin	
void	SetMaxDistance	float fMax	
bool	Is3D		
bool	IsPriorityReleased		
bool	IsOneShot		
float	GetAudibility		
float	GetElapsedTime		
float	GetTotalTime		
void	SetParam	int allDx, float afValue	
void	SetParam	const tString &in asName, float afValue	
float	GetParam	int allDx	
float	GetParam	const tString &in asName	
bool	GetPostionIsHeadRelative		
const cVector3f &	GetPosition		
const cVector3f &	GetVelocity		
bool	GetReverbActive		
float	GetReverbAmount		
float	GetMinDistance		

Return Type	Function Name	Parameters	Description
float	GetMaxDistance		
bool	GetPaused		
float	GetSpeed		
float	GetVolume		

Remarks

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

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