

cLuxDialogHandler

Fields

cLuxDialogHandler has no public fields.

Functions

Return Type	Function Name	Parameters	Description
void	Begin	const tString & asName	
void	End	const tString &in asStartBranch	
void	SetCallbackFunc	const tString &in asFunc	
void	GetCharactersInSubject	const tString &in asSubject, avOutCharacters	
void	AddBranch	const tString &in asName, const tString &in asNextBranch	
void	AddBranchSubject	const tString &in asSubject, const tString &in asCallback	
void	AddBranchPause	float aTime, const tString &in asCallback	
void	AddBranchEvent	eLuxDialogBranchEvent aType, float aFVar, const tString &in asVar, const tString &in asNewBranch, bool abOnlyCheckEndOfSubject	
void	SetResponseTimeLimit	float aTime	
void	AddResponseOption	const tString & asEntry, const tString &in asBranch, int alld, const tString &in asCallback	
void	AddResponseCondition	eLuxDialogOptionCondition aCondition, const tString &in asVarName, int alValue	
void	AddResponseEvent	eLuxDialogOptionEvent aEvent, const tString &in asVarName, int alValue	
bool	CharacterIsActive	const tString &in asName	
void	Stop	const tString & asName	
void	StopAll		
tString	GetCharacterScene	const tString &in asCharacterName	
void	ReturnResponseSelectChoice	int alSelectedOption	
void	SetVar	const tString &in asName, int alX	
void	IncVar	const tString &in asName, int alX	
int	GetVar	const tString &in asName	

Remarks

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

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