

cLuxUserModule

Fields

Field Name	Type	Description
mIID	int	

Functions

Return Type	Function Name	Parameters	Description
void	Timer_ClearAll		
void	Timer_Add	uint64 aIID, float afTime, <i>const tString &in asFunc = ""</i> , <i>bool abCreatelfExist = true</i> , <i>bool abRepeat = false</i>	
void	Timer_Remove	uint64 aIID	
bool	Timer_Exists	uint64 aIID	
float	Timer_GetTimeLeft	uint64 aIID	
void	Timer_SetPaused	uint64 aIID, bool abX	
bool	Timer_TimeHasPassed	uint64 aIID, float afLength	
float	Timer_GetValue	uint64 aIID, <i>float afMin = 0</i> , <i>float afMax = 1</i> , <i>eEasing aEasing = eEasing_Linear</i> , <i>bool abAbsValue = false</i>	
void	Timer_Add	<i>const tString &in asID</i> , float afTime, <i>const tString &in asFunc = ""</i> , <i>bool abCreatelfExist = true</i> , <i>bool abRepeat = false</i>	
void	Timer_Remove	<i>const tString &in asID</i>	
bool	Timer_Exists	<i>const tString &in asID</i>	
float	Timer_GetTimeLeft	<i>const tString &in asID</i>	
void	Timer_SetPaused	<i>const tString &in asID</i> , bool abX	
bool	Timer_TimeHasPassed	<i>const tString &in asID</i> , float afLength	
float	Timer_GetValue	<i>const tString &in asID</i> , <i>float afMin = 0</i> , <i>float afMax = 1</i> , <i>eEasing aEasing = eEasing_Linear</i> , <i>bool abAbsValue = false</i>	
void	Fader_ClearAll		

Return Type	Function Name	Parameters	Description
void	Fader_FadeTo	uint allID, float afGoal, float afTime, <i>bool abReverseAtEnd = false,</i> <i>bool abSkipIfExists = false</i>	
void	Fader_Set	uint allID, float afX, <i>bool abSkipIfExists = false</i>	
void	Fader_SetPaused	uint allID, bool abPaused	
float	Fader_GetValue	uint allID, <i>float afMin = 0,</i> <i>float afMax = 1,</i> <i>eEasing aEasing = eEasing_Linear,</i> <i>bool abAbsValue = false</i>	
void	Fader_FadeTo	const tString &in asName, float afGoal, float afTime, <i>bool abReverseAtEnd = false,</i> <i>bool abSkipIfExists = false</i>	
void	Fader_Set	const tString &in asName, float afX, <i>bool abSkipIfExists = false</i>	
void	Fader_SetPaused	const tString &in asName, bool abPaused	
float	Fader_GetValue	const tString &in asName, <i>float afMin = 0,</i> <i>float afMax = 1,</i> <i>eEasing aEasing = eEasing_Linear,</i> <i>bool abAbsValue = false</i>	
void	SetScriptableIsSaved	bool abX	

Remarks

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

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