

# cRendererCallbackFunctions

## Fields

cRendererCallbackFunctions has no public fields.

## Functions

Return Type	Function Name	Parameters	Description
void	SetFlatProjection	<i>const</i> <a href="#">cVector2f</a> & avSize = 1, <i>float</i> afMin = -100, <i>float</i> afMax = 100	
void	SetFlatProjectionMinMax	<i>const</i> <a href="#">cVector3f</a> & avMin, <i>const</i> <a href="#">cVector3f</a> & avMax	
void	SetNormalFrustumProjection		
void	SetFrameBuffer	<a href="#">iFrameBuffer</a> @ apFrameBuffer, <i>bool</i> abUsePosAndSize = false	
void	ClearFrameBuffer	<i>uint</i> aFlags, <i>bool</i> abUsePosAndSize	
void	DrawQuad	<i>const</i> <a href="#">cVector3f</a> &in aPos, <i>const</i> <a href="#">cVector2f</a> &in avSize, <i>const</i> <a href="#">cVector2f</a> &in avMinUV = 0, <i>const</i> <a href="#">cVector2f</a> &in avMaxUV = 1, <i>bool</i> abInvertY = false, <i>const</i> <a href="#">cColor</a> &in aColor = cColor, 1, 1	
bool	SetDepthTest	<i>bool</i> abX	
bool	SetDepthWrite	<i>bool</i> abX	
bool	SetDepthTestFunc	<a href="#">eDepthTestFunc</a> aFunc	
bool	SetCullActive	<i>bool</i> abX	
bool	SetCullMode	<a href="#">eCullMode</a> aMode	
bool	SetStencilActive	<i>bool</i> abX	
bool	SetScissorActive	<i>bool</i> abX	
bool	SetScissorRect	<i>const</i> <a href="#">cVector2i</a> &in avPos, <i>const</i> <a href="#">cVector2i</a> &in avSize, <i>bool</i> abAutoEnabling	
bool	SetScissorRect	<i>const</i> <a href="#">cRect2i</a> &in aClipRect, <i>bool</i> abAutoEnabling	
bool	SetChannelMode	<a href="#">eMaterialChannelMode</a> aMode	
bool	SetBlendMode	<a href="#">eMaterialBlendMode</a> aMode	
bool	SetProgram	<a href="#">iGpuProgram</a> @ apProgram	
void	SetTexture	<i>int</i> alUnit, <a href="#">iTexture</a> @ apTexture	
void	SetTextureRange	<a href="#">iTexture</a> @ apTexture, <i>int</i> alFirstUnit, <i>int</i> kMaxTextureUnits-1	
void	SetVertexBuffer	<a href="#">iVertexBuffer</a> @ apVtxBuffer	

Return Type	Function Name	Parameters	Description
void	SetMatrix	const <a href="#">cMatrixf</a> &in apMatrix	
void	SetModelViewMatrix	const <a href="#">cMatrixf</a> &in a_mtxModelView	
void	DrawCurrent	<a href="#">eVertexBufferDrawType</a> <a href="#">eVertexBufferDrawType_LastEnum</a> , <i>int aIStart = 0,</i> <i>int aICount = -1</i>	
void	DrawWireFrame	<a href="#">iVertexBuffer@</a> apVtxBuffer, const <a href="#">cColor&amp;</a> aColor, <i>int aIStart = 0,</i> <i>int aICount = -1</i>	
<a href="#">iLowLevelGraphics@</a>	GetLowLevelGfx		

## Remarks

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

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