

# eLuxEntityMessage

## Values

Enum Name	Integer Value	Description
eLuxEntityMessage_MoveToPos	0	
eLuxEntityMessage_StuckCounterIsAtMax	1	
eLuxEntityMessage_EndOfPath	2	
eLuxEntityMessage_AnimationOver	3	
eLuxEntityMessage_SoundHeard	4	
eLuxEntityMessage_TurningDone	5	
eLuxEntityMessage_StopTurning	6	
eLuxEntityMessage_ProceduralAnimPause	7	
eLuxEntityMessage_PlayerDetected	8	
eLuxEntityMessage_PlayerUndetected	9	
eLuxEntityMessage_PlayerDead	10	
eLuxEntityMessage_AtTrackNode	11	
eLuxEntityMessage_EndOfTrack	12	
eLuxEntityMessage_AnimationMessageEvent	13	
eLuxEntityMessage_TransformUpdated	14	
eLuxEntityMessage_TakeDamage	15	
eLuxEntityMessage_HitByProp	16	
eLuxEntityMessage_SensesDeactivated	17	
eLuxEntityMessage_NearDoor	18	
eLuxEntityMessage_ForceToPosition	19	
eLuxEntityMessage_LastEnum	20	

## Remarks

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

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