

iCharacterBody

Fields

iCharacterBody has no public fields.

Functions

Return Type	Function Name	Parameters	Description
const tString &	GetName		
tID	GetID		
void	Update	float afTimeStep	
void	SetForce	const cVector3f & avForce	
void	AddForce	const cVector3f & avForce	
cVector3f	GetForce		
void	Move	eCharDir aDir, float afMul	
void	StopMovement		
int	AddExtraSize	const cVector3f &in avSize	
void	SetActiveSize	int alNum	
int	GetActiveSize		
bool	CheckCharacterFits	const cVector3f & avPosition, bool abFeetPosition, int alSizeIdx, cVector3f & avOutPushBackVec	
bool	CheckRayIntersection	const cVector3f & avStart, const cVector3f & avEnd, float& afOutDistance, cVector3f & avOutNormalVec	
void	SetActive	bool abX	
bool	IsActive		
float	GetMass		
void	SetMass	float afMass	
const cVector3f &	GetSize		
iCollideShape @	GetCurrentShape		
iCollideShape @	GetShape	int alIdx	
iPhysicsBody @	GetCurrentBody		
void	SetCollideCharacter	bool abX	
bool	GetCollideCharacter		
void	SetTestCollision	bool abX	
bool	GetTestCollision		
void	SetPhysicsBodyActive	bool abX	
bool	GetPhysicsBodyActive		
void	SetMaxPositiveMoveSpeed	eCharDir aDir, float afX	
float	GetMaxPositiveMoveSpeed	eCharDir aDir	

Return Type	Function Name	Parameters	Description
void	SetMaxNegativeMoveSpeed	eCharDir aDir, float afX	
float	GetMaxNegativeMoveSpeed	eCharDir aDir	
void	SetMoveSpeed	eCharDir aDir, float afX	
float	GetMoveSpeed	eCharDir aDir	
void	SetMoveAcc	eCharDir aDir, float afX	
float	GetMoveAcc	eCharDir aDir	
void	SetMoveDeacc	eCharDir aDir, float afX	
float	GetMoveDeacc	eCharDir aDir	
void	SetMoveOppositeDirAccMul	eCharDir aDir, float afX	
float	GetMoveOppositeDirAccMul	eCharDir aDir	
void	SetDeaccelerateMoveSpeedInAir	bool abX	
bool	GetDeaccelerateMoveSpeedInAir		
cVector3f	GetVelocity	float afFrameTime	
void	SetPosition	const cVector3f &in avPos, bool abSmooth	
const cVector3f &	GetPosition		
const cVector3f &	GetLastPosition		
void	SetFeetPosition	const cVector3f &in avPos, bool abSmooth	
cVector3f	GetFeetPosition		
void	SetYaw	float afX	
void	AddYaw	float afX	
float	GetYaw		
void	SetPitch	float afX	
void	AddPitch	float afX	
float	GetPitch		
void	SetRoll	float afX	
void	AddRoll	float afX	
float	GetRoll		
const cVector3f &	GetForward		
const cVector3f &	GetRight		
const cVector3f &	GetUp		
const cMatrixf &	GetMoveMatrix		
void	SetGravityActive	bool abX	
bool	GravityIsActive		
void	SetMaxGravitySpeed	float afX	
float	GetMaxGravitySpeed		
bool	GetCustomGravityActive		
void	SetCustomGravityActive	bool abX	

Return Type	Function Name	Parameters	Description
void	SetCustomGravity	const cVector3f &in avCustomGravity	
cVector3f	GetCustomGravity		
void	AddForceVelocity	const cVector3f &in avVel	
void	SetForceVelocity	const cVector3f &in avVel	
cVector3f	GetForceVelocity		
bool	IsOnGround		
void	SetMaxOnGroundCount	int alX	
int	GetMaxOnGroundCount		
void	SetCollideFlags	uint alX	
uint	GetCollideFlags	const	
void	SetGroundFriction	float afX	
float	GetGroundFriction		
void	SetAirFriction	float afX	
float	GetAirFriction		
void	SetDisableDiagSpeedBoost	bool abX	
bool	GetDisableDiagSpeedBoost		
bool	GetMovedLastUpdate		
void	SetMaxPushMass	float afX	
void	SetMaxPushForce	float afX	
void	SetPushImpulse	float afX	
float	GetMaxPushMass		
float	GetMaxPushForce		
float	GetPushImpulse		
bool	GetPushIn2D		
void	SetPushIn2D	bool abX	
void	SetCharacterMaxPushMass	float afX	
void	SetCharacterPushForce	float afX	
float	GetCharacterMaxPushMass		
float	GetCharacterPushForce		
bool	GetCharacterPushIn2D		
void	SetCharacterPushIn2D	bool abX	
void	SetConstantContactForceMul	float afX	
float	GetConstantContactForceMul		
void	SetVelocityContactForceMul	float afX	
float	GetVelocityContactForceMul		
void	SetMaxContactForcePerMassUnit	float afX	
float	GetMaxContactForcePerMassUnit		
void	SetMaxNoSlideSlopeAngle	float afAngle	
float	GetMaxNoSlideSlopeAngle		
void	SetStickToSlope	bool abX	
bool	GetStickToSlope		
float	GetMaxStepSize		
void	SetMaxStepSize	float afSize	
float	GetMaxStepSizeInAir		

Return Type	Function Name	Parameters	Description
void	SetMaxStepSizeInAir	float afSize	
void	SetStepClimbSpeed	float afX	
float	GetStepClimbSpeed		
void	SetAccurateClimbing	bool abX	
bool	GetAccurateClimbing		
void	SetClimbForwardMul	float afX	
float	GetClimbForwardMul		
void	SetClimbHeightAdd	float afX	
float	GetClimbHeightAdd		
bool	IsClimbing		
void	ResetClimbing		
void	SetGroundAngleMin	float afX	
float	GetGroundAngleMin		
const cVector3f &	GetLastGroundNormal		
void	SetRotateYawWhenGravityAttached	bool abX	
bool	GetRotateYawWhenGravityAttached		
iPhysicsBody @	GetGravityAttachedBody		
iPhysicsMaterial @	GetGravityCollideMaterial		
void	SetCamera	cCamera @ apCam	
cCamera @	GetCamera		
void	SetCameraPosAdd	const cVector3f & avAdd	
cVector3f	GetCameraPosAdd		
void	SetCameraSmoothPosNum	int alNum	
int	GetCameraSmoothPosNum		
void	SetUpdateCameraYaw	bool abX	
bool	GetUpdateCameraYaw		
void	SetUpdateCameraVelocity	bool abX	
bool	GetUpdateCameraVelocity		
void	SetCameraUseSmoothing	bool abX	
bool	GetCameraUseSmoothing		
void	SetCameraUpdateActive	bool abX	
bool	GetCameraUpdateActive		
void	SetEntity	iEntity3D @ apEntity	
iEntity3D @	GetEntity		
void	SetEntityPitchAmount	float afX	
float	GetEntityPitchAmount		
void	SetEntityOffset	const cMatrixf & a_mtxOffset	
const cMatrixf &	GetEntityOffset		
void	SetEntityPostOffset	const cMatrixf & a_mtxOffset	
const cMatrixf &	GetEntityPostOffset		
void	SetEntitySmoothPosNum	int alNum	
int	GetEntitySmoothPosNum		
void	SetEntityUseSmoothing	bool abX	

Return Type	Function Name	Parameters	Description
bool	GetEntityUseSmoothing		
void	SetUseEntitySmoothYPos	bool abX	
void	SetEntitySmoothYPosNum	int aIX	
bool	GetUseEntitySmoothYPos		
int	GetEntitySmoothYPosNum		

Remarks

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