

iPhysicsCloth

Fields

iPhysicsCloth has no public fields.

Functions

Return Type	Function Name	Parameters	Description
const tString &	GetName		
int	GetUniqueID		
void	SetActive	bool abX	
bool	GetActive		
void	RemoveAttachedBody	iPhysicsBody @ apBody, bool abRemoveContainerFromBody	
void	SetGravityForce	const cVector3f &in avX	
const cVector3f &	GetGravityForce		
void	SetDamping	float afX	
float	GetDamping		
void	SetParticleRadius	float afX	
float	GetParticleRadius		
void	SetSlideAmount	float afX	
float	GetSlideAmount		
void	SetCollide	bool abX	
bool	GetCollide		
void	SetSleeping	bool abX	
int	GetParticleNum		
cVerletParticle @	GetParticle	int alIdx	
int	GetUpdateCount	const	
void	IncUpdateCount		
void	UpdateLengthConstraint	cVerletParticle @ apP1, cVerletParticle @ apP2, float afLength	
void	UpdateLengthConstraint	cVerletParticle @ apP1, cVerletParticle @ apP2, float afLength, float afStiffness	
void	UpdateLengthConstraint	cVerletParticle @ apP1, cVerletParticle @ apP2, float afMinLength, float afMaxLength, float afStiffness	
void	UpdateLengthConstraintStretch	cVerletParticle @ apP1, cVerletParticle @ apP2, float afLength, float afStiffness	

Return Type	Function Name	Parameters	Description
void	UpdateParticleCollisionConstraint	cVerletParticle@ apPart, const cVector3f & avPrevPos, float afRadius	
void	ApplyForceToParticles	const cVector3f & avForce, cVerletParticle@ apBaseParticle, const cVector3f & 0	
void	AttachToLine	cVector3f avStart, cVector3f avEnd, int alRow, int alColumnStride, bool false	
cVector2f	GetClothSize		
cVector3f	GetWindForce		
void	SetWindForce	const cVector3f avWindForce	

Remarks

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

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