

iPhysicsJointBall

Fields

iPhysicsJointBall has no public fields.

Functions

Return Type	Function Name	Parameters	Description
const tString &	GetName		
tID	GetID		
int	GetUniqueID		
iPhysicsBody @	GetParentBody		
iPhysicsBody @	GetChildBody		
void	RemoveBody	iPhysicsBody @ apBody	
const cVector3f &	GetPivotPoint		
const cVector3f &	GetPinDir		
ePhysicsJointType	GetType		
void	SetCollideBodies	bool abX	
bool	GetCollideBodies		
void	SetStiffness	float afX	
float	GetStiffness		
cVector3f	GetVelocity		
cVector3f	GetAngularVelocity		
float	GetForceSize		
float	GetDistance		
float	GetAngle		
void	SetBreakable	bool abX	
bool	IsBreakable		
void	SetLimitAutoSleep	bool abX	
bool	GetLimitAutoSleep		
void	SetStickyMinLimit	bool abX	
void	SetStickyMaxLimit	bool abX	
bool	GetStickyMinLimit		
bool	GetStickyMaxLimit		
void	Break		
bool	IsBroken		
void	SetMoveSound	tString &in asName	
void	SetMoveSpeedType	ePhysicsJointSpeed aType	
void	SetMinMoveSpeed	float afX	
void	SetAllowPositionReset	bool abX	
bool	GetAllowPositionReset		
void	SetMinLimitSound	const tString &in asSound, float afMinSpeed	

Return Type	Function Name	Parameters	Description
void	SetMaxLimitSound	const tString &in asSound, float afMinSpeed	
void	SetConeLimits	float afMaxConeAngle, float afMaxTwistAngle	
cVector3f	GetAngles		
float	GetMaxConeAngle		
float	GetMaxTwistAngle		

Remarks

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

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