

cAction

Fields

cAction has no public fields.

Functions

Return Type	Function Name	Parameters	Description
void	AddKey	eKey aKey	
void	AddMouseButton	eMouseButton aButton	
void	AddGamepadButton	int aPadIndex, eGamepadButton aButton	
void	AddGamepadAxis	int aPadIndex, eGamepadAxis aAxis, eGamepadAxisRange aRange, float afMinThreshold, float afMaxThreshold	
void	AddGamepadHat	int aPadIndex, eGamepadHat aHat, eGamepadHatState aHatState	
void	AddSubAction	iSubAction@ apSubAction	
void	ClearSubActions		
bool	IsTriggered		
bool	WasTriggered		
bool	BecameTriggered		
bool	DoubleTriggered	float afLimit	
void	ResetToCurrentState		
iSubAction@	GetSubAction	int allIdx	
int	GetSubActionNum		
const tString&	GetName		
int	GetId		

Remarks

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

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