

cAnimationState

Fields

cAnimationState has no public fields.

Functions

Return Type	Function Name	Parameters	Description
const tString &	GetName		
void	Update	float afTimeStep	
bool	DataIsInMeshFile		
bool	IsFading		
bool	IsOver		
void	FadeIn	float afTime	
void	FadeOut	float afTime	
void	SetLength	float afLength	
float	GetLength		
void	SetWeight	float afWeight	
float	GetWeight		
void	SetSpeed	float afSpeed	
float	GetSpeed		
void	SetBaseSpeed	float afSpeed	
float	GetBaseSpeed		
void	SetTimePosition	float afPosition	
float	GetTimePosition		
float	GetPreviousTimePosition		
void	SetRelativeTimePosition	float afPosition	
float	GetRelativeTimePosition		
bool	IsActive		
void	SetActive	bool abActive	
bool	IsLooping		
void	SetLoop	bool abLoop	
bool	IsPaused		
void	SetPaused	bool abPaused	
void	AddTimePosition	float afAdd	
cAnimation @	GetAnimation		
float	GetFadeStep		
void	SetFadeStep	float afX	

Remarks

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

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