

# cBillboard

## Fields

cBillboard has no public fields.

## Functions

Return Type	Function Name	Parameters	Description
<a href="#">eEntityType</a>	GetEntityType		
<a href="#">tID</a>	GetID		
int	GetUniqueID		
void	UpdateLogic	float afTimeStep	
const <a href="#">tString</a> &	GetName	const	
void	SetName	const <a href="#">tString</a> &in asName	
bool	HasParent		
bool	IsActive	const	
void	SetActive	bool abActive	
<a href="#">cVector3f</a>	GetLocalPosition		
<a href="#">cMatrixf</a> &	GetLocalMatrix		
<a href="#">cVector3f</a>	GetWorldPosition		
<a href="#">cMatrixf</a> &	GetWorldMatrix		
void	SetPosition	const <a href="#">cVector3f</a> &in avPos	
void	SetMatrix	const <a href="#">cMatrixf</a> &in a_mtxTransform	
void	SetWorldPosition	const <a href="#">cVector3f</a> &in avWorldPos	
void	SetWorldMatrix	const <a href="#">cMatrixf</a> &in a_mtxWorldTransform	
int	GetTransformUpdateCount		
<a href="#">cBoundingVolume</a> @+	GetBoundingVolume		
bool	GetScriptableIsSaved		
void	SetScriptableIsSaved	bool abX	
void	AddChild	<a href="#">iEntity3D</a> @ apEntity	
void	RemoveChild	<a href="#">iEntity3D</a> @ apEntity	
bool	IsChild	<a href="#">iEntity3D</a> @ apEntity	
<a href="#">iEntity3D</a> @	GetEntityParent		
<a href="#">cEntity3DIterator</a> @	GetChildIterator		
const <a href="#">tString</a> &	GetRenderName		
<a href="#">cMaterial</a> @	GetMaterial		
<a href="#">iVertexBuffer</a> @	GetVertexBuffer		
bool	CollidesWithBV	<a href="#">cBoundingVolume</a> @+ apBV	
bool	CollidesWithFrustum	<a href="#">cFrustum</a> @ apFrustum	
<a href="#">cBoundingVolume</a> @+	GetRenderBV		
<a href="#">cVector3f</a>	GetWorldCenterPosition		
<a href="#">eRenderableType</a>	GetRenderType		

Return Type	Function Name	Parameters	Description
void	SetRenderFlagBit	int aFlagBit, bool abSet	
bool	GetRenderFlagBit	int aFlagBit	
int	GetRenderFlags	const	
bool	IsStatic		
bool	IsOccluder		
bool	IsVisible		
void	SetVisible	bool abVisible	
bool	GetVisibleVar		
void	SetIlluminationColor	const <a href="#">cColor</a> &in aColor	
const <a href="#">cColor</a> &	GetIlluminationColor	const	
void	SetCoverageAmount	float afX	
float	GetCoverageAmount	const	
int	GetMatrixUpdateCount		
int	GetRenderFrameCount	const	
void	SetRenderFrameCount	int aCount	
void	UseAutomaticLiquidAmount	float 0	
void	SetLiquidAmount	float afX	
float	GetLiquidAmount	const	
<a href="#">eBillboardType</a>	GetType		
void	SetAxis	const <a href="#">cVector3f</a> &in avAxis	
const <a href="#">cVector3f</a> &	GetAxis		
void	SetForwardOffset	float afOffset	
float	GetForwardOffset		
void	SetColor	const <a href="#">cColor</a> & aColor	
const <a href="#">cColor</a> &	GetColor		
void	SetHaloAlpha	float afX	
float	GetHaloAlpha		
void	SetBrightness	float afX	
float	GetBrightness		
void	SetRangeMax	float afRangeMaxStart, float afRangeMaxEnd	
void	SetRangeMin	float afRangeMinStart, float afRangeMinEnd	
float	GetRangeMaxStart		
float	GetRangeMaxEnd		
float	GetRangeMinStart		
float	GetRangeMinEnd		

## Remarks

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