

# cBoneState

## Fields

cBoneState has no public fields.

## Functions

| Return Type                         | Function Name           | Parameters                                                                                    | Description |
|-------------------------------------|-------------------------|-----------------------------------------------------------------------------------------------|-------------|
| bool                                | AddEntity               | <a href="#">iEntity3D@</a> apEntity                                                           |             |
| bool                                | RemoveEntity            | <a href="#">iEntity3D@</a> apEntity                                                           |             |
| void                                | ClearEntities           |                                                                                               |             |
| <a href="#">cNode3D@</a>            | GetParent               |                                                                                               |             |
| <a href="#">cNode3DIterator@</a>    | GetChildIterator        |                                                                                               |             |
| <a href="#">cNode3D@</a>            | CreateChild             | const <a href="#">tString&amp;</a> asName,<br>bool true                                       |             |
| void                                | RemoveChild             | <a href="#">cNode3D@</a> apNode                                                               |             |
| void                                | SetParent               | <a href="#">cNode3D@</a> apNode                                                               |             |
| void                                | AddChild                | <a href="#">cNode3D@</a> apChild                                                              |             |
| const <a href="#">tString&amp;</a>  | GetName                 |                                                                                               |             |
| void                                | SetActive               | bool abX                                                                                      |             |
| bool                                | IsActive                |                                                                                               |             |
| int                                 | SetVisible              | bool abX,<br>bool abCascade                                                                   |             |
| <a href="#">cVector3f</a>           | GetLocalPosition        |                                                                                               |             |
| const <a href="#">cMatrixf&amp;</a> | GetLocalMatrix          |                                                                                               |             |
| <a href="#">cVector3f</a>           | GetWorldPosition        |                                                                                               |             |
| const <a href="#">cMatrixf&amp;</a> | GetWorldMatrix          |                                                                                               |             |
| void                                | SetPosition             | const <a href="#">cVector3f</a> &in avPos                                                     |             |
| void                                | SetMatrix               | const <a href="#">cMatrixf</a> &in a_mtxTransform,<br><i>bool abSetChildrenUpdated = true</i> |             |
| void                                | SetWorldPosition        | const <a href="#">cVector3f</a> &in avWorldPos                                                |             |
| void                                | SetWorldMatrix          | const <a href="#">cMatrixf</a> &in a_mtxWorldTransform                                        |             |
| void                                | AddRotation             | const <a href="#">cVector3f</a> &in avRot,<br><a href="#">eEulerRotationOrder</a> aOrder      |             |
| void                                | AddRotation             | const <a href="#">cQuaternion</a> &in aqRotation,<br>bool true                                |             |
| void                                | NormalizeRotation       |                                                                                               |             |
| void                                | AddScale                | const <a href="#">cVector3f</a> &in avScale                                                   |             |
| void                                | AddTranslation          | const <a href="#">cVector3f</a> &in avTrans                                                   |             |
| bool                                | GetUsePreAnimTransform  |                                                                                               |             |
| bool                                | GetUsePostAnimTransform |                                                                                               |             |
| const <a href="#">cMatrixf&amp;</a> | GetPreAnimTransform     |                                                                                               |             |
| const <a href="#">cMatrixf&amp;</a> | GetPostAnimTransform    |                                                                                               |             |
| void                                | SetUsePreTransform      | bool abX                                                                                      |             |
| void                                | SetUsePostTransform     | bool abX                                                                                      |             |

| Return Type                   | Function Name          | Parameters                                        | Description |
|-------------------------------|------------------------|---------------------------------------------------|-------------|
| void                          | SetPreTransform        | const <a href="#">cMatrixf</a> &in a_mtxTransform |             |
| void                          | SetPostTransform       | const <a href="#">cMatrixf</a> &in a_mtxTransform |             |
| void                          | ApplyPreAnimTransform  | bool abSetChildrenUpdated                         |             |
| void                          | ApplyPostAnimTransform | bool abSetChildrenUpdated                         |             |
| void                          | SetCustomFlags         | int aIX                                           |             |
| int                           | GetCustomFlags         |                                                   |             |
| void                          | UpdateMatrix           | bool abSetChildrenUpdated                         |             |
| void                          | UpdateEntityChildren   |                                                   |             |
| void                          | SetBody                | <a href="#">iPhysicsBody@</a> apBody              |             |
| <a href="#">iPhysicsBody@</a> | GetBody                |                                                   |             |
| void                          | SetColliderBody        | <a href="#">iPhysicsBody@</a> apBody              |             |
| <a href="#">iPhysicsBody@</a> | GetColliderBody        |                                                   |             |

## Remarks

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

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