

cCamera

Fields

cCamera has no public fields.

Functions

Return Type	Function Name	Parameters	Description
const cVector3f &	GetPosition	const	
void	SetPosition	const cVector3f &in avPos	
const cVector3f &	GetVelocity	const	
void	SetVelocity	const cVector3f &in avVel	
void	MoveForward	float afDist	
void	MoveRight	float afDist	
void	MoveUp	float afDist	
void	SetFOV	float afAngle	Sets the camera's vertical field-of-view to the given value. (Not to be confused with the value listed in the game's video settings which is the <i>horizontal</i> field-of-view.)
float	GetFOV		Returns the camera's vertical field-of-view. (Not to be confused with the value listed in the game's video settings which is the <i>horizontal</i> field-of-view.)
void	SetAspect	float afSpect	
float	GetAspect		
void	SetFarClipPlane	float afX	
float	GetFarClipPlane		
void	SetNearClipPlane	float afX	
float	GetNearClipPlane		
void	SetOrthoViewSize	const cVector2f & avSize	
const cVector2f &	GetOrthoViewSize		
void	SetInifintiveFarPlane	bool abX	
bool	GetInifintiveFarPlane		
cFrustum @+	GetFrustum		
void	SetProjectionType	eProjectionType aType	
eProjectionType	GetProjectionType		
eCameraRotateMode	GetRotateMode		

Return Type	Function Name	Parameters	Description
eCameraMoveMode	GetMoveMode		
void	SetRotateMode	eCameraRotateMode aMode	
void	SetMoveMode	eCameraMoveMode aMode	
void	ResetRotation		
void	UnProject	cVector3f & avPosition, cVector3f & apDirection, const cVector2f &in avScreenPos, const cVector2f &in avVirtualScreenSize	
void	AttachEntity	iEntity3D @ aEntity	
void	RemoveEntity	iEntity3D @ aEntity	
cNode3D @	GetAttachmentNode		
void	ClearAttachedEntities		
void	SetPitch	float afAngle	
void	SetYaw	float afAngle	
void	SetRoll	float afAngle	
void	AddPitch	float afAngle	
void	AddYaw	float afAngle	
void	AddRoll	float afAngle	
float	GetPitch	const	
float	GetYaw	const	
float	GetRoll	const	
void	SetPitchLimits	float afMin, float afMax	
float	GetPitchMinLimit		
float	GetPitchMaxLimit		
void	SetYawLimits	float afMin, float afMax	
float	GetYawMinLimit		
float	GetYawMaxLimit		
void	SetForward	const cVector3f &in avX	
void	SetRight	const cVector3f &in avX	
void	SetUp	const cVector3f &in avX	
void	SetRotationMatrix	const cMatrixf &in a_mtxRot	
cVector3f	GetForward		
cVector3f	GetRight		
cVector3f	GetUp		
const cMatrixf &	GetRotationMatrix		
const cMatrixf &	GetViewMatrix		
const cMatrixf &	GetMatrix		
const cMatrixf &	GetProjectionMatrix		
const cMatrixf &	GetMoveMatrix		

Remarks

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