

cEnvironmentParticles

Fields

cEnvironmentParticles has no public fields.

Functions

Return Type	Function Name	Parameters	Description
void	SetBoxDistance	float afDistance	
void	SetFadelnStart	float afX	
void	SetFadelnEnd	float afX	
void	SetFadeOutStart	float afX	
void	SetFadeOutEnd	float afX	
void	SetIterationNum	float afNum	
float	GetIterationNum		
int	GetIterationNumInt		
void	SetColor	const cColor & aCol	
void	SetBrightness	float afX	
cColor	GetColor		
float	GetBrightness		
void	SetGravityVelocity	const cVector3f & avVel	
void	SetWindVelocity	const cVector3f & avVel	
void	SetRotateVelocity	const cVector3f & avVel	
bool	SetVisible	bool abX	
cVector3f	GetGravityVelocity		
cVector3f	GetWindVelocity		
cVector3f	GetRotateVelocity		
void	SetGravitySpeedRandomAmount	float afX	
void	SetWindSpeedRandomAmount	float afX	
void	SetWindDirectionRandomAmount	float afX	
void	SetRotateSpeedRandomAmount	float afX	
void	SetRotateSpeedRandomBothDirs	bool abX	
void	SetClipActive	bool abX	
bool	GetClipActive		
void	AddClipArea	iEntity3D @ apClipEntity, bool abSubtractive	
void	RemoveClipArea	iEntity3D @ apClipEntity	
const tString &	GetName		
void	SetSpotLight	cLightSpot @ apSpotLight, float afMul	

Remarks

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

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