

# cEvent

## Fields

cEvent has no public fields.

## Functions

Return Type	Function Name	Parameters	Description
const <a href="#">tString</a> &	GetName	const	
int	GetId	const	
const <a href="#">tString</a> &	GetOutput	const	
void	SetOutput	const <a href="#">tString</a> &in asOutput	
int	GetOutputId	int allId	
void	SetOutputId	int allId	
void	AddCriteria	const <a href="#">tString</a> &in asFactName	
void	AddCriteriaStringCompare	const <a href="#">tString</a> &in asFactName, const <a href="#">tString</a> &in asValue, <a href="#">eEventCompareType</a> aCompareType	
void	AddCriteriaFloatCompare	const <a href="#">tString</a> &in asFactName, float afValue, <a href="#">eEventCompareType</a> aCompareType	
void	AddCriteriaIntCompare	const <a href="#">tString</a> &in asFactName, int aValue, <a href="#">eEventCompareType</a> aCompareType	
void	AddCriteriaFloatCompare	const <a href="#">tString</a> &in asFactName, float afMin, float afMax, <a href="#">eEventCompareType</a> aCompareType	
void	AddCriteriaIntCompare	const <a href="#">tString</a> &in asFactName, int aMin, int aMax, <a href="#">eEventCompareType</a> aCompareType	
int	GetCriterionNum		
void	AddActionFactSet	const <a href="#">tString</a> &in asFact	
void	AddActionStringSet	const <a href="#">tString</a> &in asFact, const <a href="#">tString</a> &in asValue	
void	AddActionFloatOp	const <a href="#">tString</a> &in asFact, float afValue, <a href="#">eEventOpType</a> aOpType	
void	AddActionIntOp	const <a href="#">tString</a> &in asFact, int aValue, <a href="#">eEventOpType</a> aOpType	
int	GetActionNum		

## Remarks

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

From:

<https://wiki.frictionalgames.com/> - **Frictional Game Wiki**

Permanent link:

<https://wiki.frictionalgames.com/hpl3/community/scripting/classes/cevent>

Last update: **2015/11/05 11:35**

