

cForceField

Fields

cForceField has no public fields.

Functions

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

Return Type	Function Name	Parameters	Description
void	SetRenderFlagBit	int aIFlagBit, bool abSet	
bool	GetRenderFlagBit	int aIFlagBit	
int	GetRenderFlags	const	
bool	IsStatic		
bool	IsOccluder		
bool	IsVisible		
void	SetVisible	bool abVisible	
bool	GetVisibleVar		
void	SetIlluminationColor	const cColor &in aColor	
const cColor &	GetIlluminationColor	const	
void	SetCoverageAmount	float afX	
float	GetCoverageAmount	const	
int	GetMatrixUpdateCount		
int	GetRenderFrameCount	const	
void	SetRenderFrameCount	int aICount	
void	UseAutomaticLiquidAmount	float 0	
void	SetLiquidAmount	float afX	
float	GetLiquidAmount	const	
void	FadeTo	float afAmount, float afTime	
void	FadeOut	float afTime	
void	SetRadius	float afX	
float	GetRadius		
float	GetFinalRadius		
void	SetFalloffStartRadius	float afX	
float	GetFalloffStartRadius		
float	GetFinalFalloffStartRadius		
void	SetForce	float afX	
float	GetForce		
float	GetFinalForce		
void	SetFreq	float afX	
float	GetFreq		
float	GetFinalFreq		
void	SetAutoRemove	bool abX	
bool	GetAutoRemove		
float	GetT		
void	SetPulsateActive	bool abX	
bool	GetPulsateActive		
void	SetPulsateRadiusMulMin	const cVector2f &in avVec	
void	SetPulsateRadiusMulMax	const cVector2f &in avVec	
void	SetPulsateForceMulMin	const cVector2f &in avVec	
void	SetPulsateForceMulMax	const cVector2f &in avVec	
void	SetPulsateDecSpeed	const cVector2f &in avVec	
void	SetPulsateIncSpeed	const cVector2f &in avVec	

Return Type	Function Name	Parameters	Description
const cVector2f &	GetPulsateRadiusMulMin		
const cVector2f &	GetPulsateRadiusMulMax		
const cVector2f &	GetPulsateForceMulMin		
const cVector2f &	GetPulsateForceMulMax		
const cVector2f &	GetPulsateDecSpeed		
const cVector2f &	GetPulsateIncSpeed		

Remarks

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

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