

# cLensFlare

## Fields

cLensFlare has no public fields.

## Functions

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

Return Type	Function Name	Parameters	Description
void	SetRenderFlagBit	int aFlagBit, bool abSet	
bool	GetRenderFlagBit	int aFlagBit	
int	GetRenderFlags	const	
bool	IsStatic		
bool	IsOccluder		
bool	IsVisible		
void	SetVisible	bool abVisible	
bool	GetVisibleVar		
void	SetIlluminationColor	const <a href="#">cColor</a> &in aColor	
const <a href="#">cColor</a> &	GetIlluminationColor	const	
void	SetCoverageAmount	float afX	
float	GetCoverageAmount	const	
int	GetMatrixUpdateCount		
int	GetRenderFrameCount	const	
void	SetRenderFrameCount	int aCount	
void	UseAutomaticLiquidAmount	float 0	
void	SetLiquidAmount	float afX	
float	GetLiquidAmount	const	
void	FadeIn	float afTime	
void	FadeOut	float afTime	
void	SetFlareSourceSize	<a href="#">cVector3f</a> avSize	
<a href="#">cVector3f</a>	GetFlareSourceSize		
void	SetOuterFieldOfView	float afAngle	
float	GetOuterFieldOfView		
void	SetInnerFieldOfView	float afAngle	
float	GetInnerFieldOfView		
void	SetMultirisTextureAtlasGrid	<a href="#">cVector2l</a> avMultirisGrid	
<a href="#">cVector2l</a>	GetMultirisTextureAtlasGrid		
void	SetMultirisSeed	int aSeed	
int	GetMultirisSeed		
void	SetMultirisCount	int aCount	
int	GetMultirisCount		
void	SetRangeMax	float afRangeMaxStart, float afRangeMaxEnd	
void	DisableRangeMax		
float	GetRangeMaxStart		
float	GetRangeMaxEnd		
void	SetRangeMin	float afRangeMinStart, float afRangeMinEnd	
void	DisableRangeMin		
float	GetRangeMinStart		
float	GetRangeMinEnd		
void	SetGlareBrightness	float afBrightness	
float	GetGlareBrightness		

Return Type	Function Name	Parameters	Description
void	SetGlareFieldOfView	float afAngle	
float	GetGlareFieldOfView		
void	SetGlareStareAt	float afGlare	
void	SetGlareRange	float afRangeMaxStart, float afRangeMaxEnd	
float	GetGlareRangeMaxStart		
float	GetGlareRangeMaxEnd		
void	SetSizeChangeBasedOnDistance	float afPercent	
float	GetSizeChangeBasedOnDistance		
void	SetFlareSize	eLensFlareType aType, cVector2f avSize	
cVector2f	GetFlareSize	eLensFlareType aType	
void	SetFlareColor	eLensFlareType aType, cColor aValue	
cColor	GetFlareColor	eLensFlareType aType	
void	SetFlareActive	eLensFlareType aType, bool abValue	
bool	IsFlareActive	eLensFlareType aType	
void	SetUseParentMeshForOcclusion	bool abValue	
bool	GetUseParentMeshForOcclusion		
void	SetShrinkWhenOccluded	bool abValue	
bool	GetShrinkWhenOccluded		
void	SetMultiplyGlareWithMultiris	bool abValue	
bool	GetMultiplyGlareWithMultiris		
void	SetBrightness	float afX	
float	GetBrightness		
eLensFlareType	GetFirstActiveType		
void	SetAsPointLight		
void	SetMaterial	eLensFlareType aType, cMaterial@ apMaterial	

## Remarks

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

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