

# cLightDirectional

## Fields

cLightDirectional 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 afTimeStep	
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		

Return Type	Function Name	Parameters	Description
<a href="#">cVector3f</a>	GetWorldCenterPosition		
<a href="#">eRenderableType</a>	GetRenderType		
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 alCount	
void	UseAutomaticLiquidAmount	float 0	
void	SetLiquidAmount	float afX	
float	GetLiquidAmount	const	
<a href="#">eLightType</a>	GetLightType		
void	SetGoboTexture	<a href="#">iTexture</a> @ apTexture	
<a href="#">iTexture</a> @	GetGoboTexture		
void	SetGoboAnimMode	<a href="#">eTextureAnimMode</a> aMode	
<a href="#">eTextureAnimMode</a>	GetGoboAnimMode		
void	SetGoboAnimFrameTime	float afX	
float	GetGoboAnimFrameTime		
void	SetGoboAnimStartTime	float afX	
float	GetGoboAnimStartTime		
int	GetGoboNextFrame		
void	SetMask	<a href="#">cLightMaskBox</a> @ apMask	
<a href="#">cLightMaskBox</a> @	GetMask		
void	AttachBillboard	<a href="#">cBillboard</a> @ apBillboard, const <a href="#">cColor</a> & aBaseColor, float afBaseBrightness	
void	RemoveBillboard	<a href="#">cBillboard</a> @ apBillboard	
void	AttachParticleSystem	<a href="#">cParticleSystem</a> @ apPS	
void	RemoveParticleSystem	<a href="#">cParticleSystem</a> @ apPS	
void	FadeTo	const <a href="#">cColor</a> &in aCol, float afRadius, float afTime	

Return Type	Function Name	Parameters	Description
void	StopFading		
bool	IsFading		
const <a href="#">cColor</a> &	GetDestColor		
float	GetDestRadius		
void	SetFlickerActive	bool abX	
bool	GetFlickerActive		
void	SetFlicker	const <a href="#">cColor</a> &in aOffCol, float aOffRadius, float aOnMinLength, float aOnMaxLength, const <a href="#">tString</a> & asOnSound, const <a href="#">tString</a> & asOnPS, float aOffMinLength, float aOffMaxLength, const <a href="#">tString</a> & asOffSound, const <a href="#">tString</a> & asOffPS, bool abFade, float aOnFadeMinLength, float aOnFadeMaxLength, float aOffFadeMinLength, float aOffFadeMaxLength	
const <a href="#">tString</a> &	GetFlickerOffSound		
const <a href="#">tString</a> &	GetFlickerOnSound		
const <a href="#">tString</a> &	GetFlickerOffPS		
const <a href="#">tString</a> &	GetFlickerOnPS		
float	GetFlickerOnMinLength		
float	GetFlickerOffMinLength		
float	GetFlickerOnMaxLength		
float	GetFlickerOffMaxLength		
const <a href="#">cColor</a> &	GetFlickerOffColor		
float	GetFlickerOffRadius		
bool	GetFlickerFade		
float	GetFlickerOnFadeMinLength		
float	GetFlickerOnFadeMaxLength		
float	GetFlickerOffFadeMinLength		
float	GetFlickerOffFadeMaxLength		
const <a href="#">cColor</a> &	GetFlickerOnColor		
float	GetFlickerOnRadius		
const <a href="#">cColor</a> &	GetDiffuseColor		
void	SetDiffuseColor	const <a href="#">cColor</a> &in aColor	
const <a href="#">cColor</a> &	GetDefaultDiffuseColor		
void	SetDefaultDiffuseColor	const <a href="#">cColor</a> &in aColor	
const <a href="#">cColor</a> &	GetSpecularColor		

Return Type	Function Name	Parameters	Description
void	SetSpecularColor	<a href="#">cColor</a> aColor	
bool	GetCastShadows		
void	SetCastShadows	bool afX	
int	GetShadowCastersAffected		
void	SetShadowCastersAffected	int alX	
<a href="#">eShadowMapResolution</a>	GetShadowMapResolution	const	
void	SetShadowMapResolution	<a href="#">eShadowMapResolution</a> aQuality	
float	GetShadowMapBlurAmount	const	
void	SetShadowMapBlurAmount	float afX	
bool	GetOcclusionCullShadowCasters	const	
void	SetOcclusionCullShadowCasters	bool abX	
float	GetShadowMapBiasMul		
float	GetShadowMapSlopeScaleBiasMul		
void	SetShadowMapBiasMul	float afX	
void	SetShadowMapSlopeScaleBiasMul	float afX	
void	SetRadius	float afX	
float	GetRadius		
void	SetFalloffPow	float afX	
float	GetFalloffPow		
float	GetSourceRadius		
void	SetSourceRadius	float afX	
void	SetBrightness	float afX	
float	GetBrightness		
void	SetCastTerrainShadow	bool abX	
bool	GetCastTerrainShadow		
float	GetTranslucency		
void	SetTranslucency	float afX	
void	SetDirection	const <a href="#">cVector3f</a> &in avDir	
const <a href="#">cVector3f</a> &	GetDirection		
void	SetAmbientColorSky	const <a href="#">cColor</a> & aColor	
void	SetAmbientColorGround	const <a href="#">cColor</a> & aColor	
const <a href="#">cColor</a> &	GetAmbientColorSky		
const <a href="#">cColor</a> &	GetAmbientColorGround		
<a href="#">cFrustum</a> @+	GetFrustum		
void	SetShadowCasterDistance	float afX	
float	GetShadowCasterDistance		
void	SetAutoShadowSliceSettings	bool abX	
bool	GetAutoShadowSliceSettings		
void	SetAutoShadowSliceLogTerm	float afX	
float	GetAutoShadowSliceLogTerm		
<a href="#">cLightDirectional_ShadowSlice</a> @	GetShadowSliceProperties	int alldx	

## Remarks

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

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