

cLuxBarkMachine

Fields

cLuxBarkMachine has no public fields.

Functions

Return Type	Function Name	Parameters	Description
iLuxEntity@	GetEntity		
eLuxEntityType	GetType		
void	SetupVoice	const tString &in asCharacter, bool abUse3D, float afDefaultMinDistance, float, float afDefaultMaxPlayerListeningRange	
void	AddState	int alld	
void	SetState_SoundBark	const tString &in asSound, float afMinBetweenTime, float afMaxBetweenTime, bool abWaitForSoundToBeDone	
void	SetState_VoiceBark	const tString &in asSubject, float afMinBetweenTime, float afMaxBetweenTime, bool abWaitForSoundToBeDone, <i>int alPrio = 0,</i> <i>float afMinDistance = -1,</i> <i>float afMaxDistance = -1,</i> <i>float afMaxPlayerListeningRange = -1</i>	
void	ChangeState	int alld	
void	PlayVoice	const tString &in asSubject, int alPrio, <i>float afMinDistance = -1,</i> <i>float afMaxDistance = -1,</i> <i>float afMaxPlayerListeningRange = -1</i>	
void	SetActive	bool abX	
bool	IsActive		

Remarks

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

Last
update:
2015/11/05 11:48 hpl3:community:scripting:classes:cluxbarkmachine <https://wiki.frictionalgames.com/hpl3/community/scripting/classes/cluxbarkmachine>

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

Permanent link:
<https://wiki.frictionalgames.com/hpl3/community/scripting/classes/cluxbarkmachine>

Last update: **2015/11/05 11:48**

