

# cLuxEffectHandler

## Fields

cLuxEffectHandler has no public fields.

## Functions

Return Type	Function Name	Parameters	Description
<a href="#">iScrEffect_Interface@</a>	GetEffect	int allId	
void	FadeIn	float afTime	
void	FadeOut	float afTime	
bool	IsFading		
float	GetFadeAlpha		
void	AddGlowObject	<a href="#">iLuxEntity@</a> apEntity, float afAlpha, float afY	
void	AddEdgeGlowObject	<a href="#">iLuxEntity@</a> apEntity, const <a href="#">cColor&amp;</a> aColor, float afAlpha, float afEdgeThickness, float afLightLimit	

## Remarks

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

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