

cLuxHeadTracker

Fields

cLuxHeadTracker has no public fields.

Functions

Return Type	Function Name	Parameters	Description
iLuxEntity@	GetEntity		
eLuxEntityType	GetType		
void	Setup	avBoneNames, avBoneMuls	
void	SetMoveSpeedMul	float afX	
void	SetMoveMaxSpeed	float afX	
void	SetMaxAngle	float afX	
void	SetAngleOffset	float afX	
void	LoadFromVariables	cResourceVarsObject@ apVars	
void	SetTrackEntity	iLuxEntity@ apEntity	
void	SetActive	bool abX	
bool	IsActive		
float	GetMaxAngle		

Remarks

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

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

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

Last update: **2015/11/05 11:41**

