

# cLuxPathfinder

## Fields

cLuxPathfinder has no public fields.

## Functions

| Return Type                             | Function Name            | Parameters                                                                                                                                                                                                                                                                                                               | Description |
|-----------------------------------------|--------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------|
| <a href="#">iLuxEntity@</a>             | GetEntity                |                                                                                                                                                                                                                                                                                                                          |             |
| <a href="#">eLuxEntityComponentType</a> | GetType                  |                                                                                                                                                                                                                                                                                                                          |             |
| void                                    | MoveTo                   | const <a href="#">cVector3f</a> &in avPos,<br>float afUpdateFreq,<br>bool abExactStopAtEnd,<br>const <a href="#">tString</a> &in asResultCallback =<br>""<br>bool abCallbackInMap = false                                                                                                                                |             |
| void                                    | MoveToNode               | const <a href="#">tString</a> &in asNodeName,<br>float afUpdateFreq,<br>bool abExactStopAtEnd,<br>const <a href="#">tString</a> &in asResultCallback =<br>""<br>bool abCallbackInMap = false                                                                                                                             |             |
| void                                    | Stop                     |                                                                                                                                                                                                                                                                                                                          |             |
| void                                    | SetEndOfPathCallbackFunc | const <a href="#">tString</a> & asCallbackFunc                                                                                                                                                                                                                                                                           |             |
| <a href="#">cAINode@</a>                | GetNodeInPosLOS          | const <a href="#">cVector3f</a> & avPos,<br>float afMinDistance,<br>float afMaxDistance,<br>bool<br>abAgentToNodeFreeDirectPathCheck<br>= false                                                                                                                                                                          |             |
| const <a href="#">cVector3f</a> &       | GetDebugLOSPoint         | int allIdx                                                                                                                                                                                                                                                                                                               |             |
| int                                     | GetDebugLOSPointNum      |                                                                                                                                                                                                                                                                                                                          |             |
| bool                                    | GetDebugLOSCastResult    | int allIdx                                                                                                                                                                                                                                                                                                               |             |
| int                                     | GetDebugLOSCastResultNum |                                                                                                                                                                                                                                                                                                                          |             |
| bool                                    | GetDebugLOSPathResult    | int allIdx                                                                                                                                                                                                                                                                                                               |             |
| int                                     | GetDebugLOSPathResultNum |                                                                                                                                                                                                                                                                                                                          |             |
| <a href="#">cAINode@</a>                | GetNodeAtPos             | const <a href="#">cVector3f</a> & avPos,<br>float afMinDistance,<br>float afMaxDistance,<br>bool abGetClosest,<br>bool<br>abPosToNodeFreeDirectPathCheck,<br>bool<br>abAgentToNodeFreeDirectPathCheck,<br><a href="#">cAINode@</a> apSkipNode,<br>int alFreePathRayNum,<br>uint alFreePathFlags,<br>bool abSkipUsedNodes |             |

| Return Type                       | Function Name              | Parameters                                                                                                                                                                                                                                    | Description |
|-----------------------------------|----------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------|
| <a href="#">cAINode@</a>          | GetNodeAtPos               | const <a href="#">cVector3f</a> & avPos,<br>float afMinDistance,<br>float afMaxDistance,<br>bool abGetClosest,<br>bool<br>abPosToNodeFreeDirectPathCheck,<br>bool<br>abAgentToNodeFreeDirectPathCheck,<br><a href="#">cAINode@</a> apSkipNode |             |
| bool                              | CheckFreePath              | const <a href="#">cVector3f</a> & avStartPos,<br>const <a href="#">cVector3f</a> & avTargetPos                                                                                                                                                |             |
| <a href="#">cAINode@</a>          | GetNodeFromName            | const <a href="#">tString</a> &in asName                                                                                                                                                                                                      |             |
| bool                              | IsMoving                   |                                                                                                                                                                                                                                               |             |
| <a href="#">cVector3f</a>         | GetNextGoalPos             |                                                                                                                                                                                                                                               |             |
| void                              | ClearTrackNodes            |                                                                                                                                                                                                                                               |             |
| void                              | AddTrackNode               | const <a href="#">tString</a> &in asNodeName,<br>float afMinWaitTime,<br>float afMaxWaitTime,<br>const <a href="#">tString</a> &in asAnimName,<br>bool abLoopAnim                                                                             |             |
| void                              | StartTrack                 | bool abLoop,<br>float afUpdateFreq,<br>const <a href="#">tString</a> & asEndOfTrackCallback                                                                                                                                                   |             |
| void                              | StopTrack                  |                                                                                                                                                                                                                                               |             |
| void                              | ResetCurrentTrackNode      |                                                                                                                                                                                                                                               |             |
| int                               | GetTrackNodeNum            |                                                                                                                                                                                                                                               |             |
| <a href="#">cLuxTrackNode@</a>    | GetTrackNode               | int allIdx                                                                                                                                                                                                                                    |             |
| int                               | GetCurrentTrackNode        |                                                                                                                                                                                                                                               |             |
| <a href="#">cLuxTrackNode@</a>    | GetCurrentTrackNodeData    |                                                                                                                                                                                                                                               |             |
| void                              | SetCurrentTrackWaitTime    | float afX                                                                                                                                                                                                                                     |             |
| float                             | GetCurrentTrackWaitTime    |                                                                                                                                                                                                                                               |             |
| void                              | GoToNextTrackNode          |                                                                                                                                                                                                                                               |             |
| bool                              | GetTrackActive             |                                                                                                                                                                                                                                               |             |
| void                              | SetTrackPaused             | bool abX                                                                                                                                                                                                                                      |             |
| bool                              | GetTrackPaused             |                                                                                                                                                                                                                                               |             |
| void                              | SetTrackLoop               | bool abX                                                                                                                                                                                                                                      |             |
| bool                              | GetTrackLoop               |                                                                                                                                                                                                                                               |             |
| const <a href="#">tString</a> &   | GetTrackCallback           |                                                                                                                                                                                                                                               |             |
| float                             | GetTrackUpdateFreq         |                                                                                                                                                                                                                                               |             |
| bool                              | BuildPathNodeArrayToPos    | const <a href="#">cVector3f</a> & avPos                                                                                                                                                                                                       |             |
| int                               | GetPathNodeArraySize       |                                                                                                                                                                                                                                               |             |
| <a href="#">cAINode@</a>          | GetPathNodeArrayNode       | int allIdx                                                                                                                                                                                                                                    |             |
| float                             | GetPathNodeArrayDist       | int allIdx                                                                                                                                                                                                                                    |             |
| float                             | GetPathNodeArrayFullLength |                                                                                                                                                                                                                                               |             |
| <a href="#">cAINodeContainer@</a> | GetNodeContainer           |                                                                                                                                                                                                                                               |             |
| void                              | SetNodeContainerName       | const <a href="#">tString</a> & asName                                                                                                                                                                                                        |             |
| void                              | SetNodeName                | const <a href="#">tString</a> & asName                                                                                                                                                                                                        |             |
| void                              | SetNodesAtCenter           | bool abX                                                                                                                                                                                                                                      |             |
| void                              | SetMinEdges                | int aIX                                                                                                                                                                                                                                       |             |

| Return Type | Function Name      | Parameters | Description |
|-------------|--------------------|------------|-------------|
| void        | SetMaxEdges        | int alX    |             |
| void        | SetMaxEdgeDistance | float afX  |             |
| void        | SetMaxHeight       | float afX  |             |

## Remarks

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

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