

cLuxPlayer

Fields

cLuxPlayer has no public fields.

Functions

Return Type	Function Name	Parameters	Description
void	SetActive	bool abX	
bool	IsActive		
cCamera@	GetCamera		
iCharacterBody@	GetCharacterBody		
void	SetCharacterBody	iCharacterBody@ apBody	
iCollideShape@	GetCameraCollideShape		
void	AddUsedLiquidArea	cLuxLiquidArea@ apArea	
void	RemoveUsedLiquidArea	cLuxLiquidArea@ apArea	
bool	GetIsLiquidAreaUsed	cLuxLiquidArea@ apArea	
bool	IsInLiquid		
float	GetLiquidHeight		
void	ResetBasicProperties		
float	GetAverageMoveSpeed		
const cVector3f&	GetAverageMoveDirection		
void	ChangeState	int allD	
int	GetCurrentStateId		
const tString&	GetCurrentStateName		
void	ChangeMoveState	int allD	
int	GetCurrentMoveStateId		
const tString&	GetCurrentMoveStateName		
cLuxMoveState@	GetCurrentMoveState		
void	AddState	const tString &in asName, int allD, const tString &in asScriptFile, const tString &in asScriptClass	
void	AddMoveState	const tString &in asName, int allD, const tString &in asScriptFile, const tString &in asScriptClass	
void	GiveDamage	float afAmount, int aStrength, int aType, float afMinHealth, const tString &in asSource	

Return Type	Function Name	Parameters	Description
void	SetBaseCameraPosAdd	const cVector3f &in avVec	
const cVector3f &	GetBaseCameraPosAdd		
void	SetCameraPosAdd	int alType, const cVector3f &in avVector	
const cVector3f &	GetCameraPosAdd	int alType	
const cVector3f &	GetCameraPosAddGoal	int alType	
const cVector3f &	GetCameraPosAddSum		
void	MoveCameraPosAdd	int alType, const cVector3f &in avGoal, float afAcc, float afSpeed, float afSlowdownDist	
void	EnableCameraLock	float afLocalYawMin, float afLocalYawMax, float afLocalPitchMin, float afLocalPitchMax	
void	DisableCameraLock		
void	RotateCameraTowards	float afAcc, float afSpeedMul, float afMaxSpeed, const cVector3f &in avLookAtPos, bool abLocalCoord	
void	SetRotateCameraTarget	const cVector3f &in avLookAtPos, bool abLocalCoord	
float	GetRotateCameraTargetDistance		
bool	IsCameraRotateActive		
void	StopCameraRotate	float afDeacc	
void	FadeCameraFOVMulTo	float afX, float afSpeed	
void	FadeCameraAspectMulTo	float afX, float afSpeed	
void	FadeCameraRollTo	int allD, float afX, float afSpeedMul, float afMaxSpeed	
void	SetCameraRoll	int allD, float afX	
float	GetDefaultFOV		
void	FadeCameraFOVTo	float afTargetFOV, float afSpeed	
void	AutomoveCharBodyTo	float afAcc, float afSpeedMul, float afMaxSpeed, const cVector3f &in avPosition	
void	SetAutomoveCharBodyTarget	const cVector3f &in avPosition	

Return Type	Function Name	Parameters	Description
float	GetAutoMoveTargetDistance		
bool	IsAutomoveCharBodyActive		
void	StopAutomoveCharBody		
void	SetHealth	float afX	
float	GetHealth		
void	SetMaxHealth	float afX	
float	GetMaxHealth		
void	AddHealth	float afX, float afMinHealth	
bool	IsDead		
bool	CheckEntityCollision	iLuxEntity@ apEntity	
bool	CheckBodyCollision	iPhysicsBody@ apBody, cLuxMap@ apMap	
bool	CheckCharacterCollision	iCharacterBody@ apBody, cLuxMap@ apMap	
bool	HasCollideCallbacks		
void	AddCollideCallback	iLuxEntity@ apEntity, const tString &in asCallbackFunc	
void	RemoveCollideCallback	const tString &in asEntityName	
void	SetMaxCameraTrackingAmount	int aSize	
const cVector2f&	GetCameraTrackingAvgMovement		
float	GetVisibilityRangeMul		
void	SetVisibilityRangeMul	int allD, float afX	
void	SetVisibilityMaxRange	int allD, float afX	
float	GetVisibilityMaxRange		
float	GetTimeSincePhysicsObjectInteraction		
void	ResetTimeSincePhysicsObjectInteraction		

Remarks

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

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