

cLuxVoiceHandler

Fields

cLuxVoiceHandler has no public fields.

Functions

Return Type	Function Name	Parameters	Description
bool	Play	const tString & asSubject, int alSpecificLine, const tString & asCallback, int alPrio	
int	GetSubjectLineNumber	const tString & asSubject	
const tString &	GetSubjectSceneName	const tString & asSubject	
bool	SubjectExists	const tString & asSubject	
void	StopAll		
void	Stop	const tString &in asScene	
void	SkipCurrentLine	const tString &in asScene	
void	SkipCurrentSound	const tString &in asScene	
void	AdvanceFromCurrentSound	const tString &in asScene	
void	SetPaused	const tString &in asScene, bool abX	
void	SetPausedAll	bool abX	
void	SetFocusScene	const tString &in asScene	
void	FadeSceneVolumeTo	const tString &in asScene, float afVolume, float afTime	
bool	CharacterIsSpeaking	const tString &in asName	
bool	SubjectIsPlaying	const tString &in asName	
bool	ScenelsActive	const tString &in asScene	
bool	SceneInvolvingCharacterIsActive	const tString &in asCharacter	
bool	AnyScenelsActive		
void	AddCharacterSpeakingCallback	const tString &in asCharacter, const tString &in asCallback	
void	RemoveCharacterSpeakingCallback	const tString &in asCharacter	
void	GetSpectrumFromScene	const tString &in asScene, &out aDestArray, <i>int alNumSamples = 64</i>	
void	GetSpectrumFromSpeakingCharacter	const tString &in asCharacter, &out aDestArray, <i>int alNumSamples = 64</i>	
bool	GetUnderwaterEffectsActive		
void	SetUnderwaterEffectsActive	bool abX	

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/cluxvoicehandler>

Last update: **2015/11/05 11:45**

