

# cMeshEntity

## Fields

cMeshEntity has no public fields.

## Functions

Return Type	Function Name	Parameters	Description
<a href="#">eEntityType</a>	GetEntityType		
<a href="#">tID</a>	GetID		
int	GetUniqueID		
void	UpdateLogic	float afTimeStep	
const <a href="#">tString</a> &	GetName	const	
void	SetName	const <a href="#">tString</a> &in asName	
bool	HasParent		
bool	IsActive	const	
void	SetActive	bool abActive	
<a href="#">cVector3f</a>	GetLocalPosition		
<a href="#">cMatrixf</a> &	GetLocalMatrix		
<a href="#">cVector3f</a>	GetWorldPosition		
<a href="#">cMatrixf</a> &	GetWorldMatrix		
void	SetPosition	const <a href="#">cVector3f</a> &in avPos	
void	SetMatrix	const <a href="#">cMatrixf</a> &in a_mtxTransform	
void	SetWorldPosition	const <a href="#">cVector3f</a> &in avWorldPos	
void	SetWorldMatrix	const <a href="#">cMatrixf</a> &in a_mtxWorldTransform	
int	GetTransformUpdateCount		
<a href="#">cBoundingVolume</a> @+	GetBoundingVolume		
bool	GetScriptableIsSaved		
void	SetScriptableIsSaved	bool abX	
void	AddChild	<a href="#">iEntity3D</a> @ apEntity	
void	RemoveChild	<a href="#">iEntity3D</a> @ apEntity	
bool	IsChild	<a href="#">iEntity3D</a> @ apEntity	
<a href="#">iEntity3D</a> @	GetEntityParent		
<a href="#">cEntity3DIterator</a> @	GetChildIterator		
<a href="#">cMesh</a> @	GetMesh		
void	UpdateAnimation	float afTimeStep	
void	PostUpdateLogic	float afTimeStep	
<a href="#">cSubMeshEntity</a> @	GetSubMeshEntity	uint allIdx	
<a href="#">cSubMeshEntity</a> @	GetSubMeshEntityName	const <a href="#">tString</a> & asName	
int	GetSubMeshEntityIndex	const <a href="#">tString</a> & asName	
int	GetSubMeshEntityNum		

Return Type	Function Name	Parameters	Description
<a href="#">cAnimationState@</a>	GetAnimationState	int allIndex	
int	GetAnimationStateIndex	const <a href="#">tString&amp;</a> asName	
<a href="#">cAnimationState@</a>	GetAnimationStateFromName	const <a href="#">tString&amp;</a> asName	
int	GetAnimationStateNum		
void	Play	int allIndex, bool abLoop, bool bStopPrev	
void	PlayName	const <a href="#">tString&amp;</a> asName, bool abLoop, bool bStopPrev	
void	Stop		
void	PlayFadeTo	int allIndex, bool abLoop, float afTime	
void	PlayFadeToName	const <a href="#">tString&amp;</a> asName, bool abLoop, float afTime	
bool	AnimationIsOver	const <a href="#">tString&amp;</a> asName	
void	SetNormalizeAnimationWeights	bool abX	
bool	GetNormalizeAnimationWeights		
<a href="#">cProcAnimation@</a>	CreateProcAnimation	const <a href="#">tString</a> &in asName	
<a href="#">cProcAnimation@</a>	GetProcAnimationFromName	const <a href="#">tString</a> &in asName	
<a href="#">cProcAnimation@</a>	GetProcAnimation	int allIdx	
int	GetProcAnimationNum		
void	ProcPlayName	const <a href="#">tString</a> &in asName, float afAnimTime, bool abLoop, bool abStopPrev	
void	ProcPlay	int allIdx, float afAnimTime, bool abLoop, bool abStopPrev	
void	ProcStop		
void	ProcPlayFadeTo	int allIndex, float afAnimTime, bool abLoop, float afFadeTime	
void	ProcPlayFadeToName	const <a href="#">tString&amp;</a> asName, float afAnimTime, bool abLoop, float afFadeTime	
<a href="#">cNode3D@</a>	GetBoneStateRoot		
<a href="#">cBoneState@</a>	GetBoneState	int allIndex	
int	GetBoneStateIndex	const <a href="#">tString&amp;</a> asName	
int	GetBoneStateIndexFromPtr	<a href="#">cBoneState@</a> apBoneState	
<a href="#">cBoneState@</a>	GetBoneStateFromName	const <a href="#">tString&amp;</a> asName	
int	GetBoneStateNum		

Return Type	Function Name	Parameters	Description
<a href="#">cNode3D@</a>	AddSocket	const <a href="#">tString</a> &in asName, const <a href="#">tString</a> &in asAttachedBoneName, const <a href="#">cMatrixf</a> &in a_mtxLocalTransform, <i>bool abRescale = true</i>	
<a href="#">cNode3D@</a>	GetSocket	const <a href="#">tString</a> &in asName	
void	ClearSockets		
int	GetSocketNum		
<a href="#">cNode3D@</a>	GetSocketFromIndex	int allIdx	
void	SetSkeletonPhysicsActive	bool abX	
bool	GetSkeletonPhysicsActive		
void	SetSkeletonPhysicsCanSleep	bool abX	
bool	GetSkeletonPhysicsCanSleep		
float	GetSkeletonPhysicsWeight		
void	SetSkeletonPhysicsWeight	float afX	
void	FadeSkeletonPhysicsWeight	float afTime	
void	SetSkeletonCollidersActive	bool abX	
bool	GetSkeletonCollidersActive		
void	AlignBodiesToSkeleton	bool abCalculateSpeed	
<a href="#">cActorAnimController@</a>	GetActorAnimController		
<a href="#">cMatrixf</a>	CalculateTransformFromSkeleton		
<a href="#">cMatrixf</a>	CalculateTransformFromSkeleton	<a href="#">cVector3f</a> &out apPostion, <a href="#">cVector3f</a> &out apAngles	
bool	CheckColliderShapeCollision	<a href="#">iPhysicsWorld@</a> apWorld, <a href="#">iCollideShape@</a> apShape, const <a href="#">cMatrixf</a> & a_mtxShape, avPosList, avBoneIndexList	
void	ResetGraphicsUpdated		
void	SetDisableSleep	bool abX	
<a href="#">cNode3D@</a>	GetNodeState	int allIndex	
int	GetNodeStateIndex	const <a href="#">tString</a> & asName	
<a href="#">cNode3D@</a>	GetNodeStateFromName	const <a href="#">tString</a> & asName	
int	GetNodeStateNum		
bool	IsVisible		
void	SetVisible	bool abVisible	
void	SetStatic	bool abX	
bool	IsStatic		
void	SetIsOccluder	bool abX	
void	SetRenderFlagBit	int alFlagBit, bool abSet	
void	SetDiffuseColorMul	const <a href="#">cColor</a> &in aColor	
void	SetIlluminationColor	const <a href="#">cColor</a> &in aColor	
const <a href="#">cColor</a> &	GetIlluminationColor		
void	SetCoverageAmount	float afX	
float	GetCoverageAmount		

Return Type	Function Name	Parameters	Description
void	SetLiquidAmount	float afX	
float	GetLiquidAmount		
void	UseAutomaticLiquidAmount		

## Remarks

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

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