

cNode3D

Fields

cNode3D has no public fields.

Functions

Return Type	Function Name	Parameters	Description
bool	AddEntity	iEntity3D@ apEntity	
bool	RemoveEntity	iEntity3D@ apEntity	
void	ClearEntities		
cNode3D@	GetParent		
cNode3DIterator@	GetChildIterator		
cNode3D@	CreateChild	const tString& asName, bool true	
void	RemoveChild	cNode3D@ apNode	
void	SetParent	cNode3D@ apNode	
void	AddChild	cNode3D@ apChild	
const tString&	GetName		
void	SetActive	bool abX	
bool	IsActive		
int	SetVisible	bool abX, bool abCascade	
cVector3f	GetLocalPosition		
const cMatrixf&	GetLocalMatrix		
cVector3f	GetWorldPosition		
const cMatrixf&	GetWorldMatrix		
void	SetPosition	const cVector3f &in avPos	
void	SetMatrix	const cMatrixf &in a_mtxTransform, <i>bool abSetChildrenUpdated = true</i>	
void	SetWorldPosition	const cVector3f &in avWorldPos	
void	SetWorldMatrix	const cMatrixf &in a_mtxWorldTransform	
void	AddRotation	const cVector3f &in avRot, eEulerRotationOrder aOrder	
void	AddRotation	const cQuaternion &in aqRotation, bool true	
void	NormalizeRotation		
void	AddScale	const cVector3f &in avScale	
void	AddTranslation	const cVector3f &in avTrans	
bool	GetUsePreAnimTransform		
bool	GetUsePostAnimTransform		
const cMatrixf&	GetPreAnimTransform		
const cMatrixf&	GetPostAnimTransform		
void	SetUsePreTransform	bool abX	
void	SetUsePostTransform	bool abX	

Return Type	Function Name	Parameters	Description
void	SetPreTransform	const cMatrixf &in a_mtxTransform	
void	SetPostTransform	const cMatrixf &in a_mtxTransform	
void	ApplyPreAnimTransform	bool abSetChildrenUpdated	
void	ApplyPostAnimTransform	bool abSetChildrenUpdated	
void	SetCustomFlags	int alX	
int	GetCustomFlags		
void	UpdateMatrix	bool abSetChildrenUpdated	
void	UpdateEntityChildren		

Remarks

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

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