

cParticleSystem

Fields

cParticleSystem has no public fields.

Functions

Return Type	Function Name	Parameters	Description
eEntityType	GetEntityType		
tID	GetID		
int	GetUniqueID		
void	UpdateLogic	float afTimeStep	
const tString &	GetName	const	
void	SetName	const tString &in asName	
bool	HasParent		
bool	IsActive	const	
void	SetActive	bool abActive	
cVector3f	GetLocalPosition		
cMatrixf &	GetLocalMatrix		
cVector3f	GetWorldPosition		
cMatrixf &	GetWorldMatrix		
void	SetPosition	const cVector3f &in avPos	
void	SetMatrix	const cMatrixf &in a_mtxTransform	
void	SetWorldPosition	const cVector3f &in avWorldPos	
void	SetWorldMatrix	const cMatrixf &in a_mtxWorldTransform	
int	GetTransformUpdateCount		
cBoundingVolume @+	GetBoundingVolume		
bool	GetScriptableIsSaved		
void	SetScriptableIsSaved	bool abX	
void	AddChild	iEntity3D @ apEntity	
void	RemoveChild	iEntity3D @ apEntity	
bool	IsChild	iEntity3D @ apEntity	
iEntity3D @	GetEntityParent		
cEntity3DIterator @	GetChildIterator		
bool	IsVisible		
void	SetVisible	bool abVisible	
bool	GetRemoveWhenDead		
void	SetRemoveWhenDead	bool abX	
void	Kill		
void	KillInstantly		
void	SetColor	const cColor &in aColor	
void	SetFadeAtDistance	bool abX	
void	SetMinFadeDistanceStart	float afX	

Return Type	Function Name	Parameters	Description
void	SetMinFadeDistanceEnd	float afX	
void	SetMaxFadeDistanceStart	float afX	
void	SetMaxFadeDistanceEnd	float afX	
void	SetBrightness	float afX	
const cColor &	GetColor		
bool	GetFadeAtDistance		
float	GetMinFadeDistanceStart		
float	GetMinFadeDistanceEnd		
float	GetMaxFadeDistanceStart		
float	GetMaxFadeDistanceEnd		
float	GetBrightness		

Remarks

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

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