

cSoundEntity

Fields

cSoundEntity 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		
void	Play		
void	Stop	bool abPlayEndSound	
void	FadeIn	float afSpeed	
void	FadeIn	float afSpeed, float afTargetVol	
void	FadeOut	float afSpeed	
bool	IsStopped		
bool	IsFadingOut		
bool	GetRemoveWhenOver		

Return Type	Function Name	Parameters	Description
void	FadeVolumeMul	float afDest, float afSpeed	
void	FadeSpeedMul	float afDest, float afSpeed	
float	GetElapsedTime		
void	SetElapsedTime	float afX	
eSoundEntityType	GetDataType		
void	SetupSoundFile	const tString &in asFile, bool abLoop	
const tString &	GetSoundFile		
void	SetSoundFileLoop	bool abX	
void	SetSoundFile3D	bool abX	
void	SetSoundFileStream	bool abX	
void	SetSoundFileBlockable	bool abX	
void	SetSoundFileBlockMul	float afX	
void	SetSoundFilePriority	int alX	
void	SetSoundFileEntryType	eSoundEntryType aType	
bool	GetSoundFileLoop		
bool	GetSoundFile3D		
bool	GetSoundFileStream		
bool	GetSoundFileBlockable		
float	GetSoundFileBlockMul		
int	GetSoundFilePriority		
eSoundEntryType	GetSoundFileEntryType		
void	SetVolume	float afX	
float	GetVolume		
void	SetReverbAmount	float afX	
float	GetReverbAmount		
void	SetReverbActive	bool abX	
bool	GetReverbActive		
bool	IsOneShot		
float	GetMinDistance		
float	GetMaxDistance		
void	SetCustomMinDistance	float afX	
void	SetCustomMaxDistance	float afX	
float	GetCustomMinDistance		
float	GetCustomMaxDistance		
void	SetUseCustomProperties	bool abX	
bool	GetUseCustomProperties		
void	SetParam	int alIdx, float afValue	
void	SetParam	const tString &in asName, float afValue	
void	SetParamHash	int alHash, float afValue	

Return Type	Function Name	Parameters	Description
float	GetParam	int alIdx	
float	GetParam	const tString &in asName	
cSoundEntry@	GetSoundEntry	bool abCheckEntryValidity	
int	GetCreationID		
void	GetAverageSpectrum	&out aDestArray, int alNumValues = 64	

Remarks

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

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