

cTerrain

Fields

cTerrain has no public fields.

Functions

Return Type	Function Name	Parameters	Description
bool	GetWorldPosHeightAndNormal	const cVector3f &in avPosition, float& afHeight, cVector3f & avNormal	
void	GetStartAndSizeInTextureGrid	const cVector2f &in avStart, const cVector2f &in avSize, cVector2i &out avGridStart, cVector2i &out avGridSize	
void	SetCheapMaterial	const tString &in asCheapMaterial, float afCheapMaterialMul	
void	SetGeometryPatchSize	int alX	
int	GetGeometryPatchSize		
void	SetTexturePatchSize	int alX	
int	GetTexturePatchSize		
int	GetGeometryGridNum		
int	GetTextureGridNum		
void	SetUnitSize	float afX	
float	GetUnitSize		
void	SetMaxHeight	float afX	
float	GetMaxHeight		
void	SetChangePatchLevelDist	float afX	
float	GetChangePatchLevelDist		
int	GetHeightMapSize		
float	GetMaterialSpecularPower		

Remarks

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

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