iCollideShape

Fields

iCollideShape has no public fields.

Functions

Return Type	Function Name	Parameters	Description
iCollideShape@	GetSubShape	int alldx	
int	GetSubShapeNum		
const cVector3f&	GetSize		
float	GetHeight		
float	GetWidth		
float	GetDepth		
const cMatrixf&	GetOffset		
eCollideShapeType	GetType		
float	GetVolume		
cBoundingVolume@+	GetBoundingVolume		
cVector3f	GetHeightMapOffset		

Remarks

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

From:

https://wiki.frictionalgames.com/ - Frictional Game Wiki

Permanent link:

https://wiki.frictionalgames.com/hpl3/community/scripting/classes/icollideshape

Last update: 2015/11/05 11:35

