

iLight

Fields

iLight 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		
const tString &	GetRenderName		
cMaterial @	GetMaterial		
iVertexBuffer @	GetVertexBuffer		
bool	CollidesWithBV	cBoundingVolume @+ apBV	
bool	CollidesWithFrustum	cFrustum @ apFrustum	
cBoundingVolume @+	GetRenderBV		
cVector3f	GetWorldCenterPosition		

Return Type	Function Name	Parameters	Description
eRenderableType	GetRenderType		
void	SetRenderFlagBit	int aFlagBit, bool abSet	
bool	GetRenderFlagBit	int aFlagBit	
int	GetRenderFlags	const	
bool	IsStatic		
bool	IsOccluder		
bool	IsVisible		
void	SetVisible	bool abVisible	
bool	GetVisibleVar		
void	SetIlluminationColor	const cColor &in aColor	
const cColor &	GetIlluminationColor	const	
void	SetCoverageAmount	float afX	
float	GetCoverageAmount	const	
int	GetMatrixUpdateCount		
int	GetRenderFrameCount	const	
void	SetRenderFrameCount	int aCount	
void	UseAutomaticLiquidAmount	float 0	
void	SetLiquidAmount	float afX	
float	GetLiquidAmount	const	
eLightType	GetLightType		
void	SetGoboTexture	iTexture @ apTexture	
iTexture @	GetGoboTexture		
void	SetGoboAnimMode	eTextureAnimMode aMode	
eTextureAnimMode	GetGoboAnimMode		
void	SetGoboAnimFrameTime	float afX	
float	GetGoboAnimFrameTime		
void	SetGoboAnimStartTime	float afX	
float	GetGoboAnimStartTime		
int	GetGoboNextFrame		
void	SetMask	cLightMaskBox @ apMask	
cLightMaskBox @	GetMask		
void	AttachBillboard	cBillboard @ apBillboard, const cColor & aBaseColor, float afBaseBrightness	
void	RemoveBillboard	cBillboard @ apBillboard	
void	AttachParticleSystem	cParticleSystem @ apPS	
void	RemoveParticleSystem	cParticleSystem @ apPS	
void	FadeTo	const cColor &in aCol, float afRadius, float afTime	
void	StopFading		
bool	IsFading		
const cColor &	GetDestColor		
float	GetDestRadius		

Return Type	Function Name	Parameters	Description
void	SetFlickerActive	bool abX	
bool	GetFlickerActive		
void	SetFlicker	const cColor &in aOffCol, float aOffRadius, float aOnMinLength, float aOnMaxLength, const tString & asOnSound, const tString & asOnPS, float aOffMinLength, float aOffMaxLength, const tString & asOffSound, const tString & asOffPS, bool abFade, float aOnFadeMinLength, float aOnFadeMaxLength, float aOffFadeMinLength, float aOffFadeMaxLength	
const tString &	GetFlickerOffSound		
const tString &	GetFlickerOnSound		
const tString &	GetFlickerOffPS		
const tString &	GetFlickerOnPS		
float	GetFlickerOnMinLength		
float	GetFlickerOffMinLength		
float	GetFlickerOnMaxLength		
float	GetFlickerOffMaxLength		
const cColor &	GetFlickerOffColor		
float	GetFlickerOffRadius		
bool	GetFlickerFade		
float	GetFlickerOnFadeMinLength		
float	GetFlickerOnFadeMaxLength		
float	GetFlickerOffFadeMinLength		
float	GetFlickerOffFadeMaxLength		
const cColor &	GetFlickerOnColor		
float	GetFlickerOnRadius		
const cColor &	GetDiffuseColor		
void	SetDiffuseColor	const cColor &in aColor	
const cColor &	GetDefaultDiffuseColor		
void	SetDefaultDiffuseColor	const cColor &in aColor	
const cColor &	GetSpecularColor		
void	SetSpecularColor	cColor aColor	
bool	GetCastShadows		
void	SetCastShadows	bool afX	
int	GetShadowCastersAffected		
void	SetShadowCastersAffected	int aIX	
eShadowMapResolution	GetShadowMapResolution	const	
void	SetShadowMapResolution	eShadowMapResolution aQuality	
float	GetShadowMapBlurAmount	const	

Return Type	Function Name	Parameters	Description
void	SetShadowMapBlurAmount	float afX	
bool	GetOcclusionCullShadowCasters	const	
void	SetOcclusionCullShadowCasters	bool abX	
float	GetShadowMapBiasMul		
float	GetShadowMapSlopeScaleBiasMul		
void	SetShadowMapBiasMul	float afX	
void	SetShadowMapSlopeScaleBiasMul	float afX	
void	SetRadius	float afX	
float	GetRadius		
void	SetFalloffPow	float afX	
float	GetFalloffPow		
float	GetSourceRadius		
void	SetSourceRadius	float afX	
void	SetBrightness	float afX	
float	GetBrightness		
void	SetCastTerrainShadow	bool abX	
bool	GetCastTerrainShadow		
float	GetTranslucency		
void	SetTranslucency	float afX	

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/ilight>

Last update: **2015/11/05 11:22**

