

iPhysicsRope

Fields

iPhysicsRope has no public fields.

Functions

Return Type	Function Name	Parameters	Description
const tString &	GetName		
int	GetUniqueID		
void	SetActive	bool abX	
bool	GetActive		
void	RemoveAttachedBody	iPhysicsBody @ apBody, bool abRemoveContainerFromBody	
void	SetGravityForce	const cVector3f &in avX	
const cVector3f &	GetGravityForce		
void	SetDamping	float afX	
float	GetDamping		
void	SetParticleRadius	float afX	
float	GetParticleRadius		
void	SetSlideAmount	float afX	
float	GetSlideAmount		
void	SetCollide	bool abX	
bool	GetCollide		
void	SetSleeping	bool abX	
int	GetParticleNum		
cVerletParticle @	GetParticle	int alIdx	
int	GetUpdateCount	const	
void	IncUpdateCount		
void	UpdateLengthConstraint	cVerletParticle @ apP1, cVerletParticle @ apP2, float afLength	
void	UpdateLengthConstraint	cVerletParticle @ apP1, cVerletParticle @ apP2, float afLength, float afStiffness	
void	UpdateLengthConstraint	cVerletParticle @ apP1, cVerletParticle @ apP2, float afMinLength, float afMaxLength, float afStiffness	
void	UpdateLengthConstraintStretch	cVerletParticle @ apP1, cVerletParticle @ apP2, float afLength, float afStiffness	

Return Type	Function Name	Parameters	Description
void	UpdateParticleCollisionConstraint	cVerletParticle @ apPart, const cVector3f & avPrevPos, float afRadius	
void	SetPhysicsActive	bool abX	
bool	GetPhysicsActive		
void	SetMotorActive	bool abX	
bool	GetMotorActive		
void	SetMotorWantedLength	float afX	
void	SetMotorSpeedMul	float afX	
void	SetMotorMaxSpeed	float afX	
void	SetMotorMinSpeed	float afX	
float	GetMotorWantedLength		
float	GetMotorSpeedMul		
float	GetMotorMaxSpeed		
float	GetMotorMinSpeed		
void	SetMotorSound	const tString &in asSound	
void	SetMotorSoundStartSpeed	float afX	
void	SetMotorSoundStopSpeed	float afX	
const tString &	GetMotorSound		
float	GetMotorSoundStartSpeed		
float	GetMotorSoundStopSpeed		
void	SetAutoMoveActive	bool abX	
void	SetAutoMoveAcc	float afX	
void	SetAutoMoveMaxSpeed	float afX	
void	SetAutoMoveSpeed	float afX	
bool	GetAutoMoveActive		
float	GetAutoMoveAcc		
float	GetAutoMoveMaxSpeed		
float	GetAutoMoveSpeed		
cVerletParticle @	GetStartParticle		
cVerletParticle @	GetEndParticle		
void	SetAttachedStartBody	iPhysicsBody @ apBody	
void	SetAttachedEndBody	iPhysicsBody @ apBody	
iPhysicsBody @	GetAttachedStartBody		
iPhysicsBody @	GetAttachedEndBody		
void	SetTotalLength	float afX	
float	GetTotalLength		
void	SetMinTotalLength	float afX	
void	SetMaxTotalLength	float afX	
float	GetMinTotalLength		
float	GetMaxTotalLength		
void	SetSegmentLength	float afX	
float	GetSegmentLength		
float	GetFirstSegmentLength		

Return Type	Function Name	Parameters	Description
void	SetMaxIterations	int aIX	
int	GetMaxIterations		
void	SetStrength	float afX	
float	GetStrength		
void	SetStiffness	float afX	
float	GetStiffness		
void	SetCollideAttachments	bool abX	
bool	GetCollideAttachments		
void	UpdateConstraints		
void	RenderDebug	iLowLevelGraphics @ apLowLevel	

Remarks

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