

iRenderableEntity

Fields

iRenderableEntity 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		
eRenderableType	GetRenderType		

Return Type	Function Name	Parameters	Description
void	SetRenderFlagBit	int alFlagBit, bool abSet	
bool	GetRenderFlagBit	int alFlagBit	
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 alCount	
void	UseAutomaticLiquidAmount	float 0	
void	SetLiquidAmount	float afX	
float	GetLiquidAmount	const	

Remarks

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

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