

iScrMoveState_Interface

Fields

iScrMoveState_Interface has no public fields.

Functions

Return Type	Function Name	Parameters	Description
cLuxMoveState@	GetBase		
void	CharBody_GravityCollide	iCharacterBody@ apCharBody, iPhysicsBody@ apBody, cCollideBody@ apCollideData	
void	CharBody_HitGround	iCharacterBody@ apCharBody, const cVector3f &in avVel	
void	OnMapEnter	cLuxMap@ apMap	
void	OnEnterState	int aPrevStateId	
void	OnLeaveState	int aNextStateId	
void	Reset		
void	Update	float afTimeStep	
bool	OnAction	int aAction, bool abPressed	
bool	OnAnalogInput	int aAnalogId, const avAmount	
float	DrawDebugOutput	cGuiSet@ apSet, iFontData apFont, float afStartY	

Remarks

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

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