

iScrPlayer_Interface

Fields

iScrPlayer_Interface has no public fields.

Functions

Return Type	Function Name	Parameters	Description
cLuxPlayer@	GetBase		
void	CharBody_GravityCollide	iCharacterBody@ apCharBody, iPhysicsBody@ apBody, cCollideData@ apCollideData	
void	CharBody_HitGround	iCharacterBody@ apCharBody, const cVector3f &in avVel	
void	Update	float afTimeStep	
void	PostUpdate	float afTimeStep	
void	Reset		
void	OnDraw	float afFrameTime	
void	LoadUserConfig		
void	SaveUserConfig		
void	OnMapEnter	cLuxMap@ apMap	
void	OnMapLeave	cLuxMap@ apMap	
void	CreateWorldEntities	cLuxMap@ apMap	
void	DestroyWorldEntities	cLuxMap@ apMap	
void	OnEnterContainer	const tString &in asOldContainer	
void	OnLeaveContainer	const tString &in asNewContainer	
void	PreloadData	cLuxMap@ apMap	
void	OnExitPressed		
void	OnAction	int alAction, bool abPressed	
void	OnAnalogInput	int alAnalogId, const cVector3f &in avAmount	
void	OnUnderwaterEffectActive	bool abX, bool abUseStartAndEndEffects	
int	GetCharacterState		
void	SetCharacterState	int alState	
float	DrawDebugOutput	cGuiSet@ apSet, iFontData apFont, float afStartY	
void	SetupStartPos	const cVector3f &in avPos, float afAngle, bool abCrouching	

Remarks

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

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Last update: **2015/11/07 04:23**

