

iScrPlayerState_Interface

Fields

iScrPlayerState_Interface has no public fields.

Functions

Return Type	Function Name	Parameters	Description
cLuxPlayerState@	GetBase		
void	CharBody_GravityCollide	iCharacterBody@ apCharBody, iPhysicsBody@ apBody, [ccollideData]]@ apCollideData	
void	CharBody_HitGround	iCharacterBody@ apCharBody, const cVector3f &in avVel	
void	LoadUserConfig		
void	SaveUserConfig		
void	OnMapEnter	cLuxMap@ apMap	
void	OnMapLeave	cLuxMap@ apMap	
void	CreateWorldEntities	cLuxMap@ apMap	
void	DestroyWorldEntities	cLuxMap@ apMap	
void	OnEnterState	int aIPrevStateId	
void	OnLeaveState	int aINextStateId	
void	Reset		
void	Update	float afTimeStep	
void	PostUpdate	float afTimeStep	
bool	OnAction	int aIAction, bool abPressed	
bool	OnAnalogInput	int aIAnalogId, const cVector3f &in avAmount	
bool	OnExitPressed		
bool	AllowBuoyancy	iPhysicsBody@ apBody	
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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