

iSoundChannel

Fields

iSoundChannel has no public fields.

Functions

Return Type	Function Name	Parameters	Description
void	Play		
void	Stop		
void	SetPaused	bool abX	
void	SetSpeed	float afSpeed	
void	SetVolume	float afVolume	
void	SetPan	float afPan	
bool	Is3D		
bool	IsVirtual		
bool	IsPriorityReleased		
void	SetReverbActive	bool abX	
bool	GetReverbActive		
void	SetReverbAmount	float afX	
float	GetReverbAmount		
void	SetSpeakerSpread	float afX	
float	GetSpeakerSpread		
void	SetPriority	int aIX	
int	GetPriority		
void	SetPostionIsHeadRelative	bool abX	
void	SetPosition	const cVector3f & avPos	
void	SetVelocity	const cVector3f & avVel	
bool	GetPostionIsHeadRelative		
const cVector3f &	GetPosition		
const cVector3f &	GetVelocity		
void	SetMinDistance	float fMin	
void	SetMaxDistance	float fMax	
bool	IsPlaying		
float	GetElapsedTime		
float	GetTotalTime		
void	SetElapsedTime	float afTime	
bool	GetPaused		
float	GetSpeed		
float	GetVolume		
float	GetPan		
float	GetMinDistance		
float	GetMaxDistance		
iSoundData @	GetData		

Remarks

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

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