

# Player Hands

**Helper function prefix:** PlayerHands\_

The Player Hands module implements all the animations that the first-person player hands take in game. It also allows binding the camera to a socket on the player hands animation for custom 'cut-scene'-like moments, such as climbing out of the dome in Upsilon.

## Important Functions

### **PlayerHands\_SetHandModel**

Sets the entity to use for the player hands.

### **PlayerHands\_PlayAnimation**

Plays an animation on the player hands entity.

### **PlayerHands\_SetActive**

Toggles the player hands model active.

### **PlayerHands\_SetCustomRotationFromEntity**

Aligns the player hands to a particular entity.

### **PlayerHands\_SetCustomPositionFromEntity**

Aligns the player hands to a particular entity.

### **PlayerHands\_AttachCameraToSocket**

Attaches the player's viewpoint to the socket called 'camera' in the current hand animation e.g. see the 'struggle free of coral' event at the start of the Theta tunnels.

### **PlayerHands\_DetachCameraFromSocket**

Detach the player's viewpoint from the animation.

## PlayerHands\_SetAnimationOverCallback

Specify a callback function to be called when the player hand animation is complete.

## PlayerHands\_SetVisible

Toggle the hand entity visibility.

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