

Camera

Code

```

namespace Camera
{
    void Move(const Vector &Start_, const Vector &End_=NULLVECTOR, float Duration_= 0.0f);
    void Move(const char* pathname, const float duration = 0);

    void Rotate(float stepx = 0, float stepy = 0, float stepz = 0, float speed = 0);
    void Set(const Vector &Pos_);
    Vector Get();

    void SetRotation(float x, float y, float z);
    void GetRotation(float &roll_, float &pitch_, float &yaw_);

    void SetCameraRotationTo(const float x, const float y, const float z);

    void ZoomIn(const float ZoomIn);
    void ZoomOut(const float ZoomOut);
    void ZoomInTo(const float ZoomIn);
    void ZoomOutTo(const float ZoomOut);

    void Restrict(const float radius = 0);

    void FollowTarget(const GameObject* object_, const Vector &Pos_, bool useCurrentCamPos_ = false);
    void LookAtTarget(const GameObject *object_, bool smoothTransition_ = false,
        float zoomSpeed_ = 0.0f, float zoomDuration_ = 1.0f);
    void LookAtPoint(const Vector &Point_, bool smoothTransition_, float zoomSpeed_, float zoomDuration_);
    void LookAt(const Vector &From_, const Vector &To_);
    void GetDirection(float &x, float &y, float &z);
    void SynchronizeWithPhysics();
    void SynchronizeWithGame();

    const bool IsMoving;
    const bool IsRotating();
    void StartTransition(const char* Target, float Duration, bool topSmooth_, bool startSmooth_ = false);
    void StartTransition(const Vector &pos_, float yaw_, float pitch_, float roll_, float duration, bool topSmooth_, bool startSmooth_ = false);
    void StartTransition(const Vector &pos_, float height_, float pitch_, float roll_, float duration, bool topSmooth_, bool startSmooth_ = false);
    void GetTransition(const char* name_, Vector &pos_, float &yaw_, float &pitch_, float &roll_);
    bool IsCameraTransitioning();

    void SetCameraToLocation(const char *Target_);

    void LockCameraMovement();
    void UnlockCameraMovement();
    void LockCameraRotation();
    void UnlockCameraRotation();
    void LockCameraZoom();
    void UnlockCameraZoom();

    void EnableEntryPoint();
    void DisableCameraXYMovement();
    void EnableCameraXYMovement();
    void DisableCameraZMovement();
    void EnableCameraZMovement();
    void DisableCameraRotation();
    void EnableCameraRotation();

    void SetMinCamZ(float value_);
    float GetMinCamZ();
    void SetMaxCamZ(float value_);
    float GetMaxCamZ();

    void SetMinCamPitch(float value_);
    float GetMinCamPitch();
    void SetMaxCamPitch(float value_);
    float GetMaxCamPitch();

    void SetShakingEnabled(bool enable_);
    void StartCamShake(float duration_, float strength_, bool localOnly_ = true);
};

```

Alles anzeigen