

Command

Code

```
enum
{
    CGROUP_DEFAULT      = 0,
    CGROUP_ARREST      = 1,
    CGROUP_FIREHOSE    = 2,
    CGROUP_CARRY_PERSON = 3,
    CGROUP_PULLING     = 4,
    CGROUP_DLK_BASKET  = 5,
    CGROUP_LIGHT       = 6,
    CGROUP_CANNON_WAW  = 7,
    CGROUP_DRAW_WEAPON = 8,
    CGROUP_INSTALL     = 9,
    CGROUP_SEARCHLIGHT = 10,
    CGROUP_SHIPDROP    = 11,
    CGROUP_UNLOADVEHICLE = 12,
    CGROUP_BUCKET      = 13,
    CGROUP_DOG         = 14,
    CGROUP_PICKUP      = 15,
    CGROUP_CRANE       = 16,
    CGROUP_GETEQUIPMENT = 100
};
```

CommandGroup

Alles anzeigen

Code

```

enum
{
    RESTRICT_NONE,
    RESTRICT_LOCKED,
    RESTRICT_USABLE,
    RESTRICT_BULLDOZABLE,
    RESTRICT_TRANSPORTABLE,
    RESTRICT_ACCESSIBLE,
    RESTRICT_COOLABLE,
    RESTRICT_SHOOTABLE,
    RESTRICT_CUTABLE,
    RESTRICT_MEGAPHONE,
    RESTRICT_RECOVERABLE,
    RESTRICT_FLOTSAM,
    RESTRICT_NOTDESTROYED,
    RESTRICT_CARRYABLE_BD,
    RESTRICT_HASFIREEXT,
    RESTRICT_HASSHEARS,
    RESTRICT_HASCHAINSAW,
    RESTRICT_HASJUMPPAD,
    RESTRICT_HASROADBLOCK,
    RESTRICT_HASFLASHGRENADE,
    RESTRICT_HASFIREAXE,
    RESTRICT_HASFIREHOSE,
    RESTRICT_PULLABLE,
    RESTRICT_BURNING,
    RESTRICT_NOTBURNING,
    RESTRICT_LINKED,
    RESTRICT_NOTLINKED,
    RESTRICT_INJURED,
    RESTRICT_NOTINJURED,
    RESTRICT_ARRESTED,
    RESTRICT_NOTARRESTED,
    RESTRICT_IDLE,
    RESTRICT_SELFEXECUTE
};

```

CommandRestriction

Alles anzeigen

Code

```

enum
{
    RESTRICT2_NONE,
    RESTRICT2_ISHYDRANT,
    RESTRICT2_ISHYDRANTORSELF
};

```

CommandRestriction2

Code

```
enum
{
  CPE_CUTABLE_OBJECTS,
  CPE_LOCKED_HOUSE,
  CPE_HOUSE_FOR_JUMPPAD,
  CPE_CAR_W_ENCLOSED_PERSON,
  CPE_FREE_HOSE_CONNECTION,
  CPE_COOLABLE_OBJECTS,
  CPE_NONIJURED_PERSON,
  CPE_FREE_DLK,
  CPE_ACCESSIBLE_HOUSE,
  CPE_EXTINGUISHABLE_OBJECTS,
  CPE_OBJECTS_PULLABLE,
  CPE_REPAIRABLE_CAR,
  CPE_ASKABLE_PERSON,
  CPE_INJURED_PERSON,
  CPE_WOUNDED_SQUAD,
  CPE_USABLE_WM_OBJECTS,
  CPE_DROWNING_PERSONS,

  CPE_ALWAYS
};
```

CommandPossibleExists

Alles anzeigen

Code

```
enum
{
  CFN_IGNORE,
  CFN_NEEDED,
  CFN_FAIL
};
```

CommandFirehoseNeed

Code

```

class CommandScript
{
    CommandScript(const char *Class_, const char *Object_);
    virtual ~CommandScript();

    void SetBitmapName(const char *Name);
    void SetActionCursor(const char *Name);
    void SetIcon(const char *Name);
    void SetCursor(const char *Name);
    void SetCommandName(const char *Name);
    void SetInfotextVisible(bool Visible);
    void SetValidTargets(int Types_);
    void SetDoubleClickable(bool DbfClickable_);
    void SetActivationByLeftClick(bool byLeftClick_);
    void SetGroupID(int ID_);
    void SetGroupLeader(bool IsLeader_);

    void SetRestrictions(int Restrictions_);
    void AddRestriction(CommandRestriction Restriction_);
    void RemoveRestriction(CommandRestriction Restriction_);
    int GetRestrictions() const;

    void SetRestrictions2(int Restrictions_);
    void AddRestriction2(CommandRestriction2 Restriction_);
    void RemoveRestriction2(CommandRestriction2 Restriction_);
    int GetRestrictions2() const;

    void SetHighlightingEnabled(bool enabled_);
    void SetKeepAsCurrentCommand(bool keep_);
    void SetDeselectCaller(bool deselect_);
    void SetPossibleExists(int Exists_);
    void SetPossibleEquipment(int Equipment_);
    void SetPossibleCallers(int Types_);
    void SetNeedsConnectedHose(CommandFirehoseNeed NeedsHose_);
    void SetNeedsCarWithFlagSet(int Flag_);
    void SetPriority(int Priority_);
    void SetSelfClickActivation(bool activate_);
};

```

Alles anzeigen
Code

```

enum MoveMode
{
    MOVE_ABORT,
    MOVE_TO_POSITION,
    MOVE_INTO_HOUSE,
    MOVE_HOUSE_TO_HOUSE,
    MOVE_HOUSE_TO_POSITION
};

```

Code

```

struct MoveResult
{
    MoveMode Mode;
    Vector Target;
    Vector Intermediate1;
    Vector Intermediate2;
    bool UnInstall, BasketDown;
    OpenHouse EnterHouse;
    OpenHouse LeaveHouse;
};

```

Code

```
namespace Commands
{
    MoveResult CheckMoveConditions(GameObject *Caller, Actor *Target, int ChildID);
    bool IsEnterCarPossible(GameObject *Caller);
};
```