

FireObject

Code

```
class FireObject: public Actor
{
    virtual bool IsValid() const;

    void Burn();
    void SetTemperature(float degree_); //!< Handle with care!
    float GetMaxMaterialTemperature() const;
    void SetMaterial(const char *material_);

    void Large();
    void Small();
    void StopLarge();
    void StopSmall();
    void Stop();

    bool IsBurning();
    bool IsBurned();

    void SetActive(bool active_);
    void Restart();

    virtual Vector GetPosition() const;
    virtual void SetPosition(const Vector &v_);

    float GetEnergy() const;
    void SetEnergy(float energy_);
};
```

Alles anzeigen