

Game

Code

```

namespace Game
{
    ActorList GetActors();
    ActorList GetActors(const char *Name_);
    ActorList GetActors(ActorType type_);
    Actor GetActor(int ID_);
    int GetNumActors(ActorType type_);
    int GetNumInjuredPersonNotOnTransport();

    GameObjectList GetGameObjects();
    GameObjectList GetGameObjects(GameObjectType type_);
    GameObjectList GetGameObjects(const char *Name_);
    GameObjectList GetGameObjectsWithPrefix(const char* Prefix_);
    GameObjectList GetSelectedGameObjects();
    int GetNumSelectedGameObjects();
    bool IsParamedicWithInjuredInSelection(GameObject *Caller_);

    PersonList GetParamedics();
    PersonList GetDoctors();
    PersonList GetFirefighters();

    GameObject CreateObject(const char* Prototype_, const char *Name_);
    Person CreatePerson(const char *Prototype_, const char *Name_);
    Vehicle CreateVehicle(const char* Prototype_, const char *Name_);

    void RemoveGameObject(GameObject *obj_);

    bool ExecuteCommand(const char *Command_, GameObject *Caller_);
    bool ExecuteCommand(const char *Command_, GameObject *Caller_, Actor *Target_);

    float MetersToUnits(float Meters_);
    float UnitsToMeters(float Units_);
    void PrintObjectText(Actor &Obj_, const char *Text_);

    bool LoadMap(const char* MapName_);
    void ScheduleMissionStart(int Mission_, bool isNewMission_ = false);

    void PlayEmitter(const char *File_, const Vector &Pos_);
    float GetGameSpeed();
    void SetGameSpeed(float Speed_);
    float GetLastTickDuration();

    float GetRealTime();
    float GetTime();

    void SetDefaultMessageGroup(const char* Default_);
    void ShowHelpText(const char *Text_, float Duration_ = -1.0f);
    void ShowHelpTextWindow(const char *Text_, float Duration_ = -1.0f);
    void CloseHelpTextWindow();

    bool CollectObstaclesOnPath(const char* path, GameObjectList &list);
    bool CollectObstaclesOnTrigger(const char* trigger, int typefilter, bool isInjured_ = false);
    bool CollectObstaclesOnVirtualObject(const char* objname, int typefilter, bool isInjured_ = false);
    bool IsSquadInTrigger(const char* trigger, unsigned int typefilter, Actor *Person_);
    bool IsCivilianInTrigger(const char* trigger, unsigned int typefilter, Actor *Person_);
    bool IsSquadInVirtualObject(const char* vobj);
    bool IsCivilianInVirtualObject(const char* vobj);
    bool IsBurningObjectInVirtualObject(const char* vobj);
    void HideObjects(const GameObjectList &list);
    void ShowObjects(const GameObjectList &list);
    int GetNrObjectsWithFlagSet(int flag_);

    bool ExistsObjectWithFlagSet(int flag_);
    bool ExistsNormalObjectWithFlagSet(int flag_); // checks by status FULLBURNED, hidden
    bool ExistsFreeLandingStage(bool tfmb_); //
    bool ExistsFreeBridgeInstallPoint(); //
    bool ExistsFreeTFMB();
    bool ExistsFreeFMB();
    bool ExistsFreeDLKInstallPosition(); //
    bool ExistsEmptyFGRR_TRL();
    bool ExistsEmptyFGRR_RL();
}

```

Alles anzeigen