

Interface

Code

```
enum  
{  
  GROUP_FIREDEPT,  
  GROUP_POLICE,  
  GROUP_AMBULANCE,  
  GROUP_TEC  
};
```

OrderGroupID

Code

```

namespace
{
    void
    void SetMission(const char* mission_);
    void DisableMap(bool sleep_ = true);
    void DisableRadar(bool sleep_ = true);
    void DisableNavigator(bool sleep_ = true);
    void DisableInfoBar(bool sleep_ = true);
    void DisableVehicleBrowser(bool sleep_ = true);

    void ShowMap();
    void HideMap();
    void ShowRadar();
    void OpenRadar();
    void HideRadar();
    void ShowNavigator();
    void OpenNavigator();
    void HideNavigator();
    void ShowInfoBar();
    void OpenInfoBar();
    void HideInfoBar();
    void ShowVehicleBrowser();
    void HideVehicleBrowser();

    void ShowBriefing();
    void HideBriefing();
    void ShowTips();
    void OpenTips();
    void HideTips();
    void ShowActionBar();
    void OpenActionBar();
    void HideActionBar();
    void ShowObjectives();
    void HideObjectives();

    void OpenObjectives();

    void EnableTutorialMode();
    void DisableTutorialMode();

    void ShowVisibleTutorialOverlay();
    void ShowInvisibleTutorialOverlay();
    void HideTutorialOverlay();
    void HideInterface();
    void ResumeFromHideInterface();

    void ShowTutorialMessage(const char* MessageID_ const char* VoiceMessageURL_ float z=1.0f);
    bool IsTutorialMessageOpen();

    void ShowTutorialInstruction(const char* instructionID_ int soundRef=1 float x=1.0f float y=1.0f);
    void CloseTutorialInstruction(int soundRef=-1); //wird durch ShowTutorialMessage() aufgerufen
    void ShowMainMenu();

    void ShowNotice(const char *textName_);
    void HideNotice();
    bool NoticeIsHidden();
    bool DidUserHitOK();

    void BlinkNavigatorOpenCloseButton(bool Blink_);
    void BlinkNavigatorObjectivesButton(bool Blink_);
    void BlinkObjectivesOpenCloseButton(bool Blink_);
    void BlinkNavigatorFireDepartmentButton(bool Blink_);
    void EnableNavigatorFireDepartmentButton(bool enable_);
    void BlinkNavigatorAmbulanceButton(bool Blink_);
    void EnableNavigatorAmbulanceButton(bool enable_);
    void BlinkSendVehicleButton(bool Blink_);
    void BlinkSendVehicleTargetButton(bool Blink_);
    void BlinkFireDepartmentVehicle(const char *VehicleName_, bool Blink_);
    void BlinkAmbulanceVehicle(const char *VehicleName_, bool Blink_);
}

```

Alles anzeigen