

Interface

Code

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

OrderGroupID

Code

```

namespace
{
    void
    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();

    int 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