

List

Code

```
class ActorList
{
    ActorList();
    ActorList(const ActorList& Name_) : *Name_;
    ActorList(const ActorList& Copy_) : &Copy_;
    ActorList(ActorType type_) : type_;
    ~ActorList();

    inline int GetNumActors() const { return mNumActors; }
    Actor* GetActor(int Index_) const;
```

Alles anzeigen

Code

```
class GameObjectList
{
    GameObjectList();
    GameObjectList(const GameObjectList& Name_) : *Name_;
    GameObjectList(const GameObjectList& Copy_) : &Copy_;
    GameObjectList GetGameObjects() : type_;
    GameObjectList GetGameObjects(GameObjectType type_) : type_;
    GameObjectList GetGameObjects(const char* Name_) : *Name_;
    GameObjectList GetGameObjectsWithPrefix(const char* Prefix_) : Prefix_;
    GameObjectList GetSelectedGameObjects();
    ~GameObjectList();

    inline int GetNumObjects() const { return mNumObjects; }
    GameObject* GetObject(int Index_) const;
    int GetNumBurningObjects() const;
    int GetNumObjectsWithStatus(int status_) const;
    bool ContainsSquad() const;
    bool ContainsNonSquad() const;
    bool ContainsPoliceSquad() const;
};
```

Alles anzeigen

Code

```
class PersonList
{
    PersonList();
    PersonList(const PersonList& Name_) : *Name_;
    PersonList(PersonRole role_) : role_;
    PersonList(const PersonList& Copy_) : &Copy_;
    ~PersonList();

    inline int GetNumPersons() const { return mNumObjects; }
    Person* GetPerson(int Index_) const;
```

Alles anzeigen

Code

```

class VehicleList
{
    VehicleList();
    VehicleList(const char *Name_);
    VehicleList(VehicleType in_VehicleType, int max_); //only vehicles with type in range (inclusive) allowed
    VehicleList(const VehicleList &Copy_);
    ~VehicleList();

    inline int GetNumVehicles() const { return mNumObjects; }
    Vehicle *GetVehicle(int Index_) const;
};

```

Alles anzeigen
Code

```

class FireObjectList
{
    FireObjectList();
    FireObjectList(const char *Name_);
    FireObjectList(const FireObjectList &Copy_);
    ~FireObjectList();

    inline int GetNumFireObjects() const { return mNumObjects; }
    FireObject *GetFireObject(int Index_) const;
};

```

Code

```

class OpenHouseList
{
    OpenHouseList();
    OpenHouseList(const char *Name_);
    OpenHouseList(const OpenHouseList &Copy_);
    ~OpenHouseList();

    inline int GetNumOpenHouses() const { return mNumObjects; }
    OpenHouse *GetOpenHouse(int Index_) const;
};

```

Code

```

class PathList
{
    PathList();
    PathList(const char *Name_);
    PathList(const PathList &Copy_);
    ~PathList();

    inline int GetNumPaths() const { return mNumObjects; }
    Path *GetPath(int Index_) const;
};

```

Code

```

class SpawnPointList
{
    SpawnPointList();
    SpawnPointList(const char *Name_);
    SpawnPointList(const SpawnPointList &Copy_);
    ~SpawnPointList();

    inline int GetNumSpawnPoints() const { return mNumObjects; }
    SpawnPoint *GetSpawnPoint(int Index_) const;
};

```