

OpenHouse

Code

```
class          OpenHouse           :           public      GameObject
{
    OpenHouse();
    OpenHouse(const           OpenHouse&           Obj_);
    OpenHouse(const           Actor*            Act_);
    OpenHouse(const           GameObject*        Obj_);
    ~OpenHouse();

    virtual       bool             IsValid()         const;
    bool          IsLocked(void)      const;
    bool          IsOpen(void)       const;
    bool          IsDoorLocked(int   childID_)       const;
    void          OpenDoor(int      childID_)       const;
    void          CloseDoor(int     childID_)       const;
    bool          IsCeilingOpen()    const;
    void ShowCeiling(bool show_, bool openEntrance_=true, bool immediatelyClose_=true) const;

    void          Close();          const;
    int           GetEntranceDoorID(void)      const;
    Vector        GetDoorPosition(int   childID_,   bool   front_)      const;
    Vector        GetEntrancePosition(bool  front_,   float  offset = 0.f) const;
    void          GetDoorPosition(int childID_, bool front_, float &x_, float &y_, float &z_) const;
    void          GetEntrancePosition(bool front_, float &x_, float &y_, float &z_) const;

    bool          IsDoor(int      childID_)       const;
    bool          IsEntranceDoor(int childID_)      const;
    void          SetDoorCollision(int childID_,   bool  enable_); const;
    bool          HasGroundEntrance(void)      const;
    int           NumSquadPersonsInside()      const;
    int           NumNonSquadPersonsInside()    const;
    PersonList    GetSquadPersonsInside();      const;
    PersonList    GetNonSquadPersonsInside();    const;

    bool          HasJumppadTarget()      const;
    Vector        GetJumppadTarget()      const;
    void          GetJumppadTarget(float &x_,   float &y_,   float &z_) const;
    bool          HasJumppad()          const; // in any state
    bool          IsJumppadInstalling()  const;
    bool          IsJumppadInstalled()   const;
    bool          IsJumppadDeinstalling() const;
    int           GetJumppadID()        const;

    bool          GetInhouseFires(FireObjectList &list_); const;
    void          SetCeilingCollision(bool enable_); const;
    int           GetChildID(int   groupID_)      const;
    void          UpdateOpenCloseState(); const
};

Alles anzeigen
```