

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_);
    void CloseDoor(int childID_);
    bool IsCeilingOpen() const;
    void ShowCeiling(bool show_, bool openEntrance_=true, bool immediatelyClose_=true) const;

    void Close();

    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_);

    bool HasGroundEntrance(void) const;

    int NumSquadPersonsInside() const;
    int NumNonSquadPersonsInside() const;

    PersonList GetSquadPersonsInside();
    PersonList GetNonSquadPersonsInside();

    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_);

    void SetCeilingCollision(bool enable_);

    int GetChildID(int groupID_) const;
    void UpdateOpenCloseState();
};
```

Alles anzeigen