

# Path

## Code

```
enum PathType
{
    PATH_FORWARD,
    PATH_BACKWARD,
    PATH_LOOP,
    PATH_PINGPONG
};
```

## Code

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

    virtual bool IsValid() const;
    void SetOnFinishDeleteObject(bool delete_);
    bool GetOnFinishDeleteObject() const;

    void SetPathType(PathType type_);
    PathType GetPathType() const;

    Vector GetStartPosition() const;
    float GetDistance(const Vector &Pos_) const;
    float GetPathSpeed();

    int GetNumPoints();
    Vector GetPoint(int index_);
    int GetPointID(int index_);
    Vector GetNearestPoint(const Vector &v_);
    int GetNearestPointIndex(const Vector &v_);
};
```

Alles anzeigen