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