

Person

Code

```
enum PersonState  
{  
    PERSONSTATE_NORMAL,  
    PERSONSTATE_INJURED,  
    PERSONSTATE_COMATOSE,  
    PERSONSTATE_DEAD  
};
```

Code

```
enum InjuryReason  
{  
    INJUREREASON_UNKNOWN,  
    INJUREREASON_FIRE,  
    INJUREREASON_SHOT,  
    INJUREREASON_ENERGY,  
    INJUREREASON_DROWN,  
    INJUREREASON_CONTAM_ATOM, // unbedingt gleiche Reihenfolge wie ContaminationType  
    INJUREREASON_CONTAM_CHEM,  
    INJUREREASON_CONTAM_BIO  
};
```

Alles anzeigen

Code

```
enum PersonRole  
{  
    ROLE_UNKNOWN,  
    ROLE_CIVILIAN,  
    ROLE_SQUAD,  
    ROLE_GANGSTER,  
    ROLE_DROWNING,  
    ROLE_ANIMAL  
};
```

Code

```
enum PersonGender  
{  
    GENDER_MALE,  
    GENDER_FEMALE,  
    GENDER_CHILD,  
    GENDER_ANIMAL  
};
```

Code

```

enum
{
    BEHAVIOUR_UNKNOWN = 0,
    BEHAVIOUR_CIVILIAN_NORMAL = 0,
    BEHAVIOUR_CIVILIAN_GAZER = 1,
    BEHAVIOUR_CIVILIAN_HOSTAGE = 2,
    BEHAVIOUR_CIVILIAN_TAXIUSER = 3,
    BEHAVIOUR_CIVILIAN_BUSUSER = 4,
    BEHAVIOUR_CIVILIAN_DRIVER = 5,
    BEHAVIOUR_CIVILIAN_PANIC = 6,
    BEHAVIOUR_SQUAD_UNKNOWN = 0,
    BEHAVIOUR_SQUAD_FIREFIGHTER = 1,
    BEHAVIOUR_SQUAD_POLICE = 2,
    BEHAVIOUR_SQUAD_RESCUE = 3,
    BEHAVIOUR_SQUAD_THW = 4,
    BEHAVIOUR_GANGSTER_ATTACKALL = 0,
    BEHAVIOUR_GANGSTER_ATTACKSQUAD = 1,
    BEHAVIOUR_GANGSTER_GUARDHOSTAGE = 2,
    BEHAVIOUR_GANGSTER_GUARDPASSAGE = 3,
    BEHAVIOUR_GANGSTER_CIVILARMED = 4,
    BEHAVIOUR_GANGSTER_CIVILUNARMED = 5,
    BEHAVIOUR_GANGSTER_THROWSTONES = 6,
    BEHAVIOUR_GANGSTER_FISTFIGHT = 7,
    BEHAVIOUR_GANGSTER_ATTACKSQUAD_SMART = 8,
    BEHAVIOUR_GANGSTER_THROWMOLOTOV = 9,
    BEHAVIOUR_ANIMAL_NORMAL = 0,
    BEHAVIOUR_ANIMAL_CAT = 1,
    BEHAVIOUR_ANIMAL_SHEEP = 2,
    BEHAVIOUR_ANIMAL_COW = 3,
    BEHAVIOUR_ANIMAL_WOLF = 4,
    BEHAVIOUR_ANIMAL_HORSE = 5,
    BEHAVIOUR_ANIMAL_DEER = 6,
    BEHAVIOUR_ANIMAL_CROW = 7,
    BEHAVIOUR_ANIMAL_DOVE = 8,
    BEHAVIOUR_ANIMAL_SEAGULL = 9,
    BEHAVIOUR_ANIMAL_ATTACKINGWOLF = 10,
    BEHAVIOUR_ANIMAL_PIGEON = 11,
    BEHAVIOUR_ANIMAL_POLARBEAR = 12
};

```

Alles anzeigen
Code

```

enum
{
    PT_NOSQUAD,
    PT_UNKNOWN,
    PT_ENGINEER,
    PT_FIREFIGHTER_NORMAL,
    PT_FIREFIGHTER_MASK,
    PT_FIREFIGHTER_ABC,
    PT_DIVER,
    PT_SHOOTER,
    PT_SHARPSHOOTER,
    PT_PSYCHOLOGIST,
    PT_SCOUT,
    PT_POLICEMEN,
    PT_DOCTOR,
    PT_PARAMEDIC,
    PT_LEADERRESCUEDOG
};

```

Alles anzeigen
Code


```

class      Person      :      public      GameObject
{
    Person();
    Person(const      Person&      Obj_);
    Person(const      Actor*      Act_);
    Person(const      GameObject*      Obj_);
    ~Person();
    virtual      bool      IsValid()      const;

    void      ReceiveEnergy(EnergyType      Type_,      float      Amount_,      Actor      *Originator      =      NULL);
    void      Hurt(InjuryReason      Reason_,      float      amount);
    bool      Heal(float      Amount_);
    void      Injure(InjuryReason      Reason_,      bool      becomeUnconscious_      =      true);
    void      Kill(InjuryReason      Reason_      =      INJUREREASON_UNKNOWN);
    void      Contaminate(ContaminationType      Type_);
    void      Decontaminate(ContaminationType      Type_);
    void      ExposeContamination(ContaminationType      Type_);

    bool      IsInjured()      const;
    bool      IsComatose()      const;
    bool      IsDead()      const;
    bool      IsWoundedSquad()      const;
    bool      IsContaminated()      const;
    bool      IsArrested()      const;
    bool      IsCarryingPerson()      const;
    bool      IsCarryingContaminatedPerson()      const;
    bool      IsLinkedWithPerson()      const;
    bool      IsLinkedWithContaminatedPerson()      const;
    bool      IsCarried()      const;
    bool      IsDrowning()      const;
    bool      IsGazing()      const;
    bool      IsFleeing()      const;
    bool      IsHealing()      const;
    bool      IsClassified()      const;
    bool      IsInHouseWithGroundEntrance()      const;
    bool      IsBeingHealed()      const;

    void      SetIdleAnimation();
    void      SetInjuredAnimation();
    void      SetClassified(bool      Classified_);

    float      GetLife()      const;
    float      GetHealth()      const;
    void      SetHealth(float      Health_);
    void      SetMaxHealth(float      maxHealth_);
    float      GetMaxHealth()      const;
    void      SetLife(float      Life_);
    void      SetMaxLife(float      maxLife_);
    float      GetMaxLife();
    void      SetInjuredLifeDrain(float      drain_);
    float      GetInjuredLifeDrain();
    void      SetMedicalLifeGain(float      gain_);
    float      GetMedicalLifeGain();

    bool      IsContaminated(ContaminationType      Type_)      const;

    bool      CanDive()      const;
    PersonState      GetState()      const;

    InjuryReason      GetInjuryReason()      const;
    float      GetResistance(InjuryReason      type_)      const;
    bool      SetResistance(InjuryReason      type_,      float      amount_);

    int      GetArrestedID();
    Person      GetArrested()      const;
    Person      GetCarried()      const;
    void      Arrested(bool      arrested_,      GameObject      *capturer_      =      NULL);
    PersonRole      GetRole()      const;
    void      SetRole(PersonRole      Role_);
    bool      SetBehaviour(PersonBehaviour      Behaviour_);

```

Alles anzeigen