

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 PersonBehaviour
{
    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 PersonType
{
    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_) const;

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

    int GetArrestedID() const;
    void Arrested(bool arrested_, GameObject *capturer_ = NULL) const;
    GetArrested() const;
    GetCarried() const;

    PersonRole GetRole() const;
    void SetRole(PersonRole Role_) const;
    bool SetBehaviour(PersonBehaviour Behaviour_) const;
}

https://em-hub.de/lexicon/entry/29-person/

```

[Alles anzeigen](#)