

# SpawnPoint

## Code

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

    virtual bool IsValid() const;
    virtual Vector GetPosition() const;

    virtual void GetPosition(float &x_, float &y_, float &z_);

    GameObject SpawnSingleObject(const char* Name_);
    void SetEnabled(bool Enabled_);
};
```

Alles anzeigen