Debug console dump of all variables and methods in the TSE EA demo player object, including any comments from the source

(Dave Gabol - 22nd Jan 2006)

Member Fields:

dataBlock = "DemoPlayer"
position = "235.847 -54.1517 183.426"
rotation = "0 0 1 131.66"
scale = "1 1 1"

Tagged Fields:

currentNode = "3"
Path = "MissionGroup/Paths/OrcAnimation"
targetNode = "3"
task0 = "followPath(\"MissionGroup/Paths/OrcAnimation\",100)"
task1 = "wait(0.5)"
task2 = "animate(\"celwave\")"
taskCurrent = "2"
taskIndex = "3"

Methods:

aimAt() -
animate() -
applyDamage() - (float amt)
applyImpulse() - (Point3F Pos, VectorF vel)
applyRepair() - (float amt)
canCloak() -
checkDismountPoint() - (Point3F oldPos, Point3F pos)
clearAim() - ()Stop aiming at anything.
clearControlObject() -
clearDamageDt() -
clearInventory() -
clearScopeToClient() - clearScopeToClient(%client)Undo the effects of a scopeToClient() call.
clearTasks() -
Damage() -
decInventory() -
delete() - obj.delete()
done() -
dump() - obj.dump()
executeTask() -
fire() -
followPath() -
getAimLocation() - ()Returns the point the AI is aiming at.
getAimObject() - ()Gets the object the AI is targeting.
getAIRepairPoint() - Get the position at which the AI should stand to repair things.
getCameraFov() -
getClassName() - obj.getClassName()
getControllingClient() - Returns a GameConnection.

getControllingObject() -
getControlObject() - Get the current control object.
getDamageFlash() -
getDamageLevel() -
getDamageLocation() - (Point3F pos)
getDamagePercent() -
getDamageState() -
getDataBlock() - ()Return the datablock this GameBase is using.
getEnergyLevel() -
getEnergyPercent() -
getEyePoint() -
getEyeTransform() -
getEyeVector() -
getForwardVector() - Returns a vector indicating the direction this object is facing.
getGroup() - obj.getGroup()
getId() - obj.getId()
getImageAmmo() - (int slot)
getImageLoaded() - (int slot)
getImageSkinTag() - (int slot)
getImageState() - (int slot)
getImageTrigger() - (int slot)
getInventory() -
getMountedImage() - (int slot)
getMountedObject() - (int slot)
getMountedObjectCount() -
getMountedObjectNode() - (int node)
getMountNodeObject() - (int node)
getMountSlot() - (ShapeBaseImageData db)
getMoveDestination() - ()Returns the point the AI is set to move to.
getMuzzlePoint() - (int slot)
getMuzzleVector() - (int slot)
getName() - obj.getName()
getObjectBox() - Returns the bounding box relative to the object's origin.
getObjectMount() - Returns the ShapeBase we're mounted on.
getPendingImage() - (int slot)
getPosition() - Get position of object.
getRechargeRate() -
getRepairRate() -
getScale() - Get scaling as a Point3F.
getShapeName() -
getSkinName() -
getSlotTransform() - (int slot)
getState() - Return the current state name.
getTransform() - Get transform of object.
getType() - obj.getType()
getVelocity() -
getWhiteOut() -
getWorldBox() - Returns six fields, two Point3Fs, containing the min and max points of the
worldbox.
getWorldBoxCenter() - Returns the center of the world bounding box.
incInventory() -
isCloaked() -

isDestroyed() -
isDisabled() - True if the state is not Enabled.
isEnabled() -
isHidden() -
isImageFiring() - (int slot)
isImageMounted() - (ShapeBaseImageData db)
isMounted() - Are we mounted?
isPilot() -
kill() -
maxInventory() -
mountImage() - (ShapeBaseImageData image, int slot, bool loaded=true, string skinTag=NULL)
mountObject() - (ShapeBase object, int slot)Mount ourselves on an object in the specified slot.
mountVehicles() -
moveToNextNode() -
moveToNode() -
nextTask() -
onInventory() -
pauseThread() - (int slot)
pickup() -
playAudio() - (int slot, AudioProfile ap)
playCelAnimation() -
playDeathAnimation() -
playDeathCry() -
playPain() -
playThread() - (int slot, string sequenceName)
pushTask() -
save() - obj.save(fileName, <selectedOnly>)
schedule() - object.schedule(time, command, <arg1...argN>);
scopeToClient() - (NetConnection %client)Cause the NetObject to be forced as scoped on the specified NetConnection.
setActionThread() - (string sequenceName, bool hold, bool fsp)
setAimLocation() - (Point3F target)Tells the AI to aim at the location provided.
setAimObject() - (GameBase obj)Sets the bot's target object.
setArmThread() - (string sequenceName)
setCameraFov() - (float fov)
setCloaked() - (bool isCloaked)
setControlObject() - (ShapeBase obj)
setDamageDt() -
setDamageFlash() - (float lvl)
setDamageLevel() - (float level)
setDamageState() - (string state)
setDamageVector() - (Vector3F origin)
setDataBlock() - (DataBlock db)Assign this GameBase to use the specified datablock.
setEnergyLevel() - (float level)
setHidden() - (bool show)
setImageAmmo() - (int slot, bool hasAmmo)
setImageLoaded() - (int slot, bool loaded)
setImageTrigger() - (int slot, bool isTriggered)
setInventory() -
setInvincibleMode() - (float time, float speed)
setMoveDestination() - (Point3F goal, bool slowDown=true)Tells the AI to move to the location provided.

setMoveSpeed() - (float speed)Sets the move speed for an AI object.
setName() - obj.setName(newName)
setRechargeRate() - (float rate)
setRepairRate() - (float amt)
setScale() - (Point3F scale)
setScopeAlways() - Always scope this object on all connections.
setShapeName() - (string tag)
setSkinName() - (string tag)
setThreadDir() - (int slot, bool isForward)
setTransform() - (Transform T)
setVelocity() - (Vector3F vel)
setWhiteOut() - (float flashLevel)
singleShot() -
spawn() -
spawnOnPath() -
startFade() - (int fadeTimeMS, int fadeDelayMS, bool fadeOut)
stop() - ()Stop moving.
stopAudio() - (int slot)
stopThread() - (int slot)
test() -
throw() -
throwObject() -
unmount() - Unmount from the currently mounted object if any.
unmountImage() - (int slot)
unmountObject() - (ShapeBase obj)Unmount an object from ourselves.
use() -
wait() -