FireImpact 1.0

- **FireImpact**

- **Weapon**

FireImpact.Weapon Class Reference

Class `Weapon` models a simple weapon with a muzzle as a placeholder for Game Environment's weapon systems. More...

Public Member Functions

delegate void	**OnWeaponFiredHandler** (**Soldier**[] allUnits, **Weapon** weaponFired)
	Delegate for weapon fire. More...
	Weapon (double muzzleCaliber, Vector3D muzzleDir, Vector3D muzzlePos)
	Initializes a `Weapon` at *muzzlePos* with a muzzle looks toward *muzzleDir* with a caliber of *muzzleCaliber* More...
void	**Fire** ()
	A placeholder for Game Environment's weapon fire event. More...

Public Attributes

List< **EffectArea** >	**EffectAreas**
	List of `EffectArea`s attached to the weapon. More...
double	**MuzzleCaliber**
	Radius of muzzle, in millimeters. More...

Vector3D	MuzzleDir
	he [X,Y,Z] vector the muzzle is pointing. More...

Vector3D	MuzzlePos
	The [X,Y,Z] position of the muzzle, Z is height. More...

Events

OnWeaponFiredHandler	WeaponFired
	Weapon Fired event. More...

Detailed Description

Class `Weapon` models a simple weapon with a muzzle as a placeholder for Game Environment's weapon systems.

Constructor & Destructor Documentation

◆ Weapon()

FireImpact.Weapon.Weapon (double muzzleCaliber,
Vector3D muzzleDir,
Vector3D muzzlePos
)

Initializes a `Weapon` at *muzzlePos* with a muzzle looks toward *muzzleDir* with a caliber of *muzzleCaliber*

Parameters

muzzleCaliber Radius of muzzle, in millimeters.

muzzleDir The [X,Y,Z] vector the muzzle is pointing.

muzzlePos	The [X,Y,Z] position of the muzzle, Z is height.

Member Function Documentation

◆ Fire()

void FireImpact.Weapon.Fire ( )

A placeholder for Game Environment's weapon fire event.

◆ OnWeaponFiredHandler()

delegate void FireImpact.Weapon.OnWeaponFiredHandler (**Soldier**[] allUnits,

Weapon weaponFired

)

Delegate for weapon fire.

Parameters

allUnits	Units nearby weapon.
weaponFired **Weapon** that fired.

Member Data Documentation

◆ EffectAreas

List<**EffectArea**> FireImpact.Weapon.EffectAreas

List of **EffectArea**s attached to the weapon.

◆ MuzzleCaliber

double FireImpact.Weapon.MuzzleCaliber

Radius of muzzle, in millimeters.

◆ MuzzleDir

Vector3D FireImpact.Weapon.MuzzleDir

he [X,Y,Z] vector the muzzle is pointing.

◆ MuzzlePos

Vector3D FireImpact.Weapon.MuzzlePos

The [X,Y,Z] position of the muzzle, Z is height.

Event Documentation

◆ WeaponFired

OnWeaponFiredHandler FireImpact.Weapon.WeaponFired

Weapon Fired event.

The documentation for this class was generated from the following file:

- C:/Users/JoeGillianW/source/repos/FireImpact/FireImpact/Weapon.cs