C++-Typ	TypeConversion-Klasse	C#-Typ	Problematisch	Bemerkung
bool	DirectConversion	System.Boolean	Nein	
int	DirectConversion	System.Int32	Nein	
float	DirectConversion	System.Single	Nein	
double	DirectConversion	System.Double	Nein	
void	DirectConversion	System.Void	Nein	Rückgabetyp, wird ignoriert
const char*	ToStringConversion	System.String	Nein	
EngineOptions	ToEnumConversion	Horde3D.EngineOptions	Nein	
EngineStats	ToEnumConversion	Horde3D.EngineStats	Nein	
ResourceTypes	ToEnumConversion	Horde3D.ResourceTypes	Nein	
SceneNodeTypes	ToEnumConversion	Horde3D.SceneNodeTypes	Nein	
NodeHandle	InlineCodeConversion	System.Int32	Nein	Alias für int
ResHandle	InlineCodeConversion	System.Int32	Nein	Alias für int
NodeHandle*	InlineCodeConversion	System.Int32	Ja	Alias für int, out-Parameter?
const float**	CodeConversion	System.IntPtr	Ja	
const float*	DereferencePointerConversion	System.Single	Ja	out-Parameter?
const void**	CodeConversion	System.IntPtr	Ja	
const void*	CodeConversion	System.IntPtr	Ja	
int*	DereferencePointerConversion	System.Int32	Ja	out-Parameter?
float*	DereferencePointerConversion	System.Single	Ja	out-Parameter?