|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 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? |