



UPyranoEditorSubsystem

- + FOnPyranoSimulationEnded
OnSimulationEnded
- TArray< FIRRADIANCECVARSTATE > SavedCVarState
- bool bCVarConfigApplied
- bool bPendingIsSimulation
- bool bStartTriggered
- FSimConfig PendingSimConfig
- FTimerHandle MonitorTimer
Handle
- + UPyranoEditorSubsystem
({})=default
- + ~UPyranoEditorSubsystem
({})=default
- + virtual void Initialize
(FSubsystemCollectionBase
&Collection) override
- + virtual void Deinitialize
({}) override
- + TArray< FSensorInfo >
QuerySensors(bool
bOnlyEnabled=false) const
- + void SetSensorEnabled
(const FGuid &SensorGuid,
bool bEnabled) const
- + bool TryParseDateTime
(const FString &DateYMD,
const FString &TimeHM,
FDateTime &OutDT, FString
&OutError)
- + bool TryParseIntervalString
(const FString &In, FTimespan
&OutInterval, FString &OutError)
- + FValidationResult Validate
Config(const FSimConfig
&InConfig)
- + FTimespan EstimateSimDuration
(const FSimConfig &C, int32
EstimatedSamples, int32 EnabledSensors,
float MsPerFrameRaster, float MsPerFramePath)
- + void CaptureOnce(const
FSimConfig &InConfig)
- + void StartSimulation
(const FSimConfig &InConfig)
- + static bool BrowseForOutput
Folder(FDirectoryPath &InOutPath)
- void StartNewPIE(int32
Width, int32 Height,
bool bUseCustomPos, FIntPoint
CustomPos)
- void OnPostPIEStarted
(bool bIsSimulating)
- void OnEndPIE(bool
bIsSimulating)
- void StartPIEWithConfig
(const FSimConfig &InConfig,
bool bIsSimulation)
- UWorld * EnsurePIEWorld()
- bool EnsureLocalStandalone
PIE(UWorld *PlayWorld) const
- bool EnsureViewportReady
(UWorld *PlayWorld)
- void ScheduleStartAndMonitor
(UWorld *PlayWorld)
- void ApplyCVarConfig()
- static UWorld * GetActive
World()