

Command (EM4)

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Namespace / class 'Command'

1 List of CommandGroups

Code

```
enum                                                                 CommandGroup
{
    CGROUP_DEFAULT          =          0,
    CGROUP_ARREST           =          1,
    CGROUP_FIREHOSE        =          2,
    CGROUP_CARRY_PERSON    =          3,
    CGROUP_PULLING         =          4,
    CGROUP_DLK_BASKET      =          5,
    CGROUP_LIGHT           =          6,
    CGROUP_CANNON_WAW      =          7,
    CGROUP_DRAW_WEAPON     =          8,
    CGROUP_INSTALL         =          9,
    CGROUP_SEARCHLIGHT     =         10,
    CGROUP_SHIPDROP        =         11,
    CGROUP_UNLOADVEHICLE   =         13,
    CGROUP_BUCKET          =         13,
    CGROUP_DOG             =         15,
    CGROUP_PICKUP          =         15,
    CGROUP_CRANE           =         16,
    CGROUP_GETEQUIPMENT    =        100,
};
```

Display More

2 List of CommandRestrictions

Code

```
enum
{
  RESTRICT_NONE
  RESTRICT_LOCKED
  RESTRICT_USABLE
  RESTRICT_BULLDOZABLE
  RESTRICT_TRANSPORTABLE
  RESTRICT_ACCESSIBLE
  RESTRICT_COOLABLE
  RESTRICT_SHOOTABLE
  RESTRICT_CUTABLE
  RESTRICT_MEGAPHONE
  RESTRICT_RECOVERABLE
  RESTRICT_FLOTSAM
  RESTRICT_NOTDESTROYED
  RESTRICT_CARRYABLE_BD
  RESTRICT_HASFIREEXT
  RESTRICT_HASSHEARS
  RESTRICT_HASCHAINSAW
  RESTRICT_HASJUMPPAD
  RESTRICT_HASROADBLOCK
  RESTRICT_HASFLASHGRENADE
  RESTRICT_HASFIREAXE
  RESTRICT_HASFIREHOSE
  RESTRICT_PULLABLE
  RESTRICT_BURNING
  RESTRICT_NOTBURNING
  RESTRICT_LINKED
  RESTRICT_NOTLINKED
  RESTRICT_INJURED
  RESTRICT_NOTINJURED
  RESTRICT_ARRESTED
  RESTRICT_NOTARRESTED
  RESTRICT_IDLE
  RESTRICT_SELFEXECUTE
};
```

CommandRestriction

Display More

3 List of CommandRestriction2

Code

```
enum
{
  RESTRICT2_NONE
  RESTRICT2_ISHYDRANT
  RESTRICT2_ISHYDRANTORSELF
};
```

CommandRestriction2

4 List of CommandPossibleExits

Code

```
enum
{
  CPE_CUTABLE_OBJECTS
  CPE_LOCKED_HOUSE
  CPE_HOUSE_FOR_JUMPPAD
  CPE_CAR_W_ENCLOSED_PERSON
  CPE_FREE_HOSE_CONNECTION
  CPE_COOLABLE_OBJECTS
  CPE_NONIJURED_PERSON
  CPE_FREE_DLK
  CPE_ACCESSIBLE_HOUSE
  CPE_EXTINGUISHABLE_OBJECTS
  CPE_OBJECTS_PULLABLE
  CPE_REPAIRABLE_CAR
  CPE_ASKABLE_PERSON
  CPE_INJURED_PERSON
  CPE_WOUNDED_SQUAD
  CPE_USABLE_WM_OBJECTS
  CPE_DROWNING_PERSONS

  CPE_ALWAYS
};
```

CommandPossibleExists

Display More

5 List of CommandFireHoseNeeds

Code

```
enum
{
  CFN_IGNORE,
  CFN_NEEDED,
  CFN_FAIL,
};
```

CommandFirehoseNeed

6 List of MoveModes

Code

```
enum
{
  MOVE_ABORT,
  MOVE_TO_POSITION,
  MOVE_INTO_HOUSE,
  MOVE_HOUSE_TO_HOUSE,
  MOVE_HOUSE_TO_POSITION,
};
```

MoveMode

7 Struct of MoveResults

Code

```
struct
{
  MoveMode
  Vector
  Vector
  Vector
  bool
  OpenHouse
  OpenHouse
};

UnInstall,

MoveResult
    Mode;
    Target;
Intermediate1;
Intermediate2;
BasketDown;
EnterHouse;
LeaveHouse;
```

8 Defined functions

Code

```

class CommandScript
{
public
    CommandScript(const char *Class_, const char *Object_);
    virtual ~CommandScript();

    void SetBitmapName(const char *Name);
    void SetActionCursor(const char *Name);
    void SetIcon(const char *Name);
    void SetCursor(const char *Name);
    void SetCommandName(const char *Name);
    void SetInfotextVisible(bool Visible);
    void SetValidTargets(int Types_);
    void SetDoubleClickable(bool DblClickable_);
    void SetActivationByLeftClick(bool byLeftClick_);
    void SetGroupID(int ID_);
    void SetGroupLeader(bool IsLeader_);

    void SetRestrictions(int Restrictions_);
    void AddRestriction(CommandRestriction Restriction_);
    void RemoveRestriction(CommandRestriction Restriction_);
    int GetRestrictions() const;

    void SetRestrictions2(int Restrictions_);
    void AddRestriction2(CommandRestriction2 Restriction_);
    void RemoveRestriction2(CommandRestriction2 Restriction_);
    int GetRestrictions2() const;

    void SetHighlightingEnabled(bool enabled_);
    void SetKeepAsCurrentCommand(bool keep_);
    void SetDeselectCaller(bool deselect_);
    void SetPossibleExists(int Exists_);
    void SetPossibleEquipment(int Equipment_);
    void SetPossibleCallers(int Types_);
    void SetNeedsConnectedHose(CommandFirehoseNeed NeedsHose_);
    void SetNeedsCarWithFlagSet(int Flag_);
    void SetPriority(int Priority_);
    void SetSelfClickActivation(bool activate_);

    MoveResultCheckMoveConditions(GameObject*Caller,Actor*Target,intChildID);
};

```

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