Action-Context

The action context is used whenever any actions (except scene related actions) are executed. Besides some basic methods it must also implement all native-functions that the user wants to call via the interface.

Required Methods

There are some required methods that need to be implemented in the Action-Context by default.

ProcessMessage

Handles messages that are meant to be sent to the CGI application from the Interface-Buffer.

Argument Name	Type	Description
message	Courier::Message*	Messages to be sent by the method.

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