

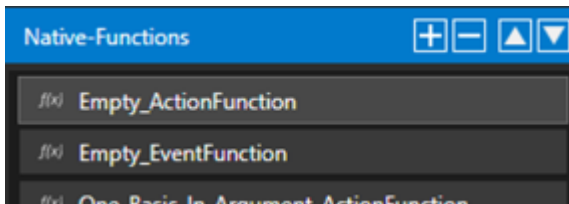
Editor

An editor for the Native-Function definition can be found here:

“cgi_studio_connector/bin/NativeFunctionEditor.exe”

If called with a file as first argument the editor will try to open the specified file.

Native-Functions



On the left side, Native-Functions can be added/removed and reordered using the respective buttons.

Properties:

Properties	
Name	Empty_ActionFunction UId
Description	Empty function for testing.
Has Result	☐

Property Name	Description
Name	Name of the function. This name must be a valid C/C++ name and must be implemented in the Action-Context.
UId	The UId is used to identify the native function. It can be seen as the tooltip of the 'UId' button. When the button is clicked a new UId will be generated.
Description	Description of the function.
Has Result	If enabled, the function must return a bool value. This indicates that the function is used for Function-Call Events. The return value will indicate if the related event has been raised or not.

Arguments:

A function can have arguments. Arguments can be added/removed with the respective buttons.

Arguments

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Name	Type	Is Output	Description
Vector3_Arg	Candera::Vector3	☐	Complex Candera::Vector3 argument.

Property Name	Description
Name	Name of argument. This name must be a valid C/C++ identifier.
Type	Data type of the argument. In principal all types can be used here. However if the argument is used for a dynamic input/output the type must either be a compatible basic FeatStd type or a supported Complex-Type.
Is Output	Indicates if the argument is used as an output. This can then be used to apply additional conditions when checking for an event.
Description	Description of the argument.

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