Scene-Context

The Scene-Context is used whenever scene related actions are executed. Here the user can provide his own implementation on how these actions are to be performed. Besides the Scene-Context itself there are also secondary classes (e.g. Scene/SceneTable) what the user can adapt to fit certain requirements.

Required Methods

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

SetSceneState

Called when a Scene action is triggered, and the state of a scene is to be changed.

Argument Name	Type	Description
scene	Scene&	Scene to be manipulated
state	FeatStd::Int8	State of the scene to set.

SetSceneTableState

Called when a Scene-Table action is triggered, and the state of a Scene-Table is to be changed.

Argument Name	Type	Description
sceneTable	SceneTable&	Scene-Table to be manipulated
entryId	FeatStd::Int32	Id of the Scene-Table entry to be activated.
hint	const char*	Optional hint string.

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