

Sensorモニターの追加

2019/07/14 13:30 - sdust sdust

ステータス:	新規	開始日:	2019/07/14
優先度:	通常	期日:	
担当者:		進捗率:	0%
カテゴリ:			
<p>説明</p> <p>検出しているか IsActive Gets if there is any entity currently being detected.</p> <p>最後に検出したEntity LastDetectedEntity</p> <p>検出したEntityリスト DetectedEntities(List)</p> <p>取れるEntity情報</p> <p>EntityId The entity's EntityId Name The entity's display name if it is friendly, or a generic descriptor if it is not Type Enum describing the type of entity HitPosition Position where the raycast hit the entity. (can be null if the sensor didn't use a raycast) Orientation The entity's absolute orientation at the time it was detected Velocity The entity's absolute velocity at the time it was detected Relationship Relationship between the entity and the owner of the sensor BoundingBox The entity's world-aligned bounding box TimeStamp Time when the entity was detected. This field counts milliseconds, compensated for simspeed</p> <p>Position The entity's position (center of the Bounding Box)</p> <p>参考: <a href="https://github.com/malware-dev/MDK-SE/wiki/Sandbox.ModAPI.Ingame.IMySensorBlock">https://github.com/malware-dev/MDK-SE/wiki/Sandbox.ModAPI.Ingame.IMySensorBlock</a></p>			