

SViewParams Structure

C++

```
struct SViewParams {  
    Vec3 position;  
    Quat rotation;  
    Quat localRotationLast;  
    float nearplane;  
    float fov;  
    uint8 viewID;  
    bool groundOnly;  
    float shakingRatio;  
    Quat currentShakeQuat;  
    Vec3 currentShakeShift;  
    EntityId idTarget;  
    Vec3 targetPos;  
    float frameTime;  
    float angleVel;  
    float vel;  
    float dist;  
    bool blend;  
    float blendPosSpeed;  
    float blendRotSpeed;  
    float blendFOVSpeed;  
    Vec3 blendPosOffset;  
    Quat blendRotOffset;  
    float blendFOVOffset;  
    bool justActivated;  
};
```

File

IViewSystem.h

SViewParams::angleVel Data Member

C++

```
float angleVel;
```

Description

previous rate of change of angle.

SViewParams::blend Data Member

C++

```
bool blend;
```

Description

blending

SViewParams::blendFOVOffset Data Member

C++

```
float blendFOVOffset;
```

SViewParams::blendFOVSpeed Data Member

C++

```
float blendFOVSpeed;
```

SViewParams::blendPosOffset Data Member

C++

```
Vec3 blendPosOffset;
```

SViewParams::blendPosSpeed Data Member

C++

```
float blendPosSpeed;
```

SViewParams::blendRotOffset Data Member

C++

```
Quat blendRotOffset;
```

SViewParams::blendRotSpeed Data Member

C++

```
float blendRotSpeed;
```

SViewParams::currentShakeQuat Data Member

C++

```
Quat currentShakeQuat;
```

Description

what the current angular shake

SViewParams::currentShakeShift Data Member

C++

```
Vec3 currentShakeShift;
```

Description

what is the current translational shake

SViewParams::dist Data Member

C++

```
float dist;
```

Description

previous dist of cam from target

SViewParams::fov Data Member

C++

```
float fov;
```

SViewParams::frameTime Data Member

C++

```
float frameTime;
```

Description

current dt.

SViewParams::groundOnly Data Member

C++

```
bool groundOnly;
```

Description

view shake status

SViewParams::idTarget Data Member

C++

```
EntityId idTarget;
```

Description

Who we're watching. 0 == nobody.

SViewParams::justActivated Data Member

C++

```
bool justActivated;
```

SViewParams::localRotationLast Data Member

C++

```
Quat localRotationLast;
```

SViewParams::nearplane Data Member

C++

```
float nearplane;
```

Description

custom near clipping plane, 0 means use engine defaults

SViewParams::position Data Member

C++

```
Vec3 position;
```

Description

view position

SViewParams::rotation Data Member

C++

```
Quat rotation;
```

Description

view orientation

SViewParams::shakingRatio Data Member

C++

```
float shakingRatio;
```

Description

whats the ammount of shake, from 0.0 to 1.0

SViewParams::targetPos Data Member

C++

```
Vec3 targetPos;
```

Description

Where the target was.

SViewParams::vel Data Member

C++

```
float vel;
```

Description

previous rate of change of [dist](#) between target and camera.

SViewParams::viewID Data Member

C++

```
uint8 viewID;
```

SViewParams::BlendFrom Method

C++

```
void BlendFrom(const SViewParams& params);
```

SViewParams::GetPositionLast Method

C++

```
const Vec3& GetPositionLast();
```

SViewParams::GetRotationLast Method

C++

```
const Quat& GetRotationLast();
```

SViewParams::ResetBlending Method

C++

```
void ResetBlending();
```

SViewParams::SaveLast Method

C++

```
void SaveLast();
```

SViewParams::SetViewID Method

C++

```
void SetViewID(uint8 id, bool blend = true);
```

SViewParams::SViewParams Constructor

C++

```
SViewParams();
```

SViewParams::UpdateBlending Method

C++

```
void UpdateBlending(float frameTime);
```

In This Topic