

SSystemInitParams

Structure passed to Init method of **ISystem** interface. [More...](#)

```
#include <ISystem.h>
```

Public Types

```
typedef void *(* ProtectedFunction) (void *param1, void *param2)
```

Public Member Functions

SSystemInitParams ()

Initialization defaults.

Public Attributes

void * **hWnd**

ILog * **pLog**

You can specify your own **ILog** to be used by System.

ILogCallback * **pLogCallback**

You can specify your own ILogCallback to be added on log creation (used by Editor).

ISystemUserCallback * **pUserCallback**

const char * **sLogFileName**

File name to use for log.

IValidator * **pValidator**

You can specify different validator object to use by System.

IOutputPrintSink * **pPrintSync**

Print Sync which can be used to catch all output from engine.

char **szSystemCmdLine** [2048]

Command line.

char **szUserPath** [256]

User alias path relative to My Documents folder.

char **szBinariesDir** [256]

bool **bEditor**

When running in Editor mode.

bool **bPreview**

When running in Preview mode (Minimal initialization).

bool **bDedicatedServer**

| | |
|-------------------|---|
| | When running a dedicated server. |
| bool | bExecuteCommandLine can be switched of to suppress the feature or do it later during the initialization. |
| bool | bUIFramework |
| bool | bSkipFont Don't load CryFont.dll. |
| bool | bSkipRenderer Don't load Renderer. |
| bool | bSkipNetwork Don't create Network. |
| bool | bSkipLiveCreate Don't create LiveCreate. |
| bool | bSkipWebsocketServer Don't create the WebSocket server. |
| bool | bMinimal Don't load banks. |
| bool | bSkipInput do not load CryInput. |
| bool | bTesting When running CryUnitTest. |
| bool | bNoRandom use fixed generator init/seed. |
| bool | bShaderCacheGen When running in shadercache gen mode. |
| bool | bUnattendedMode When running as part of a build on build-machines: Prevent popping up of any dialog. |
| ISystem * | pSystem |
| void * | pCheckFunc Char szLocalIP[256]; //!< local IP address (needed if we have several servers on one machine). More... |
| ProtectedFunction | pProtectedFunctions [eProtectedFuncsLast] Protected functions. |
| SCvarsDefault * | pCvarsDefault To override the default value of some cvar. |

Detailed Description

Structure passed to Init method of **ISystem** interface.

Member Data Documentation

void* SSystemInitParams::pCheckFunc

pCheckFunc

Char szLocalIP[256]; //!< local IP address (needed if we have several servers on one machine).

Authentication function (must be set).

ISystem* SSystemInitParams::pSystem

pSystem

Pointer to existing **ISystem** interface, it will be reused if not NULL.