

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.