
Terasology Documentation Documentation

Release Alpha 6

Terasology

Mar 08, 2017

Contents:

1 Entity System Architecture	1
2 Events	3
3 Components	19

CHAPTER 1

Entity System Architecture

Todo: copy from github

engine Events

StrafeMovementAxis

Placeholder Text

InteractionEndRequest

Placeholder Text

RotationYawAxis

Placeholder Text

BlockImpactEvent

Placeholder Text

ScreenLayerClosedEvent

Placeholder Text

InteractionStartPredicted

Placeholder Text

NetworkEvent

Placeholder Text

ResetCameraEvent

Placeholder Text

IncreaseViewDistanceButton

Placeholder Text

DoDestroyEvent

Placeholder Text

BackwardsButton

Placeholder Text

PlaySoundEvent

Placeholder Text

PlaceBlocks

Placeholder Text

ForwardsButton

Placeholder Text

ChatMessageEvent

Placeholder Text

RightMouseUpButtonEvent

Placeholder Text

ButtonEvent

Placeholder Text

LeftStrafeButton

Placeholder Text

AxisEvent

Placeholder Text

ChatButton

Placeholder Text

SetBlockSelectionEndingPointEvent

Placeholder Text

OnAddedBlocks

Placeholder Text

ForwardsMovementAxis

Placeholder Text

ChangeHeldItemRequest

Placeholder Text

CharacterMoveInputEvent

Placeholder Text

PhysicsResynchEvent

Placeholder Text

ActivateEvent

Placeholder Text

BTEditorButton

Placeholder Text

NotificationMessageEvent

Placeholder Text

ActivationRequest

Placeholder Text

BeforeDestroyEvent

Placeholder Text

MouseYAxisEvent

Placeholder Text

DestroyEvent

Placeholder Text

PauseButton

Placeholder Text

ImpactEvent

Placeholder Text

TimeEventBase

Placeholder Text

BindAxisEvent

Placeholder Text

LargeBlockUpdateFinished

Placeholder Text

UseItemButton

Placeholder Text

LocationResynchEvent

Placeholder Text

AffectItemUseCooldownTimeEvent

Placeholder Text

BindButtonEvent

Placeholder Text

TimeResynchEvent

Placeholder Text

OnItemUseEvent

Placeholder Text

LeftMouseDownButtonEvent

Placeholder Text

KeyDownEvent

Placeholder Text

InteractionEndPredicted

Placeholder Text

CharacterImpulseEvent

Placeholder Text

CollisionEvent

Placeholder Text

VerticalMovementAxis

Placeholder Text

ImpulseEvent

Placeholder Text

FrobButton

Placeholder Text

OnMidnightEvent

Placeholder Text

BeforeRemoveComponent

Placeholder Text

CameraOutEvent

Placeholder Text

ConsoleButton

Placeholder Text

AbstractValueModifiableEvent

Placeholder Text

WorldTimeEvent

Placeholder Text

AffectJumpForceEvent

Placeholder Text

MovedEvent

Placeholder Text

PeriodicActionTriggeredEvent

Placeholder Text

CollideEvent

Placeholder Text

NUISkinEditorButton

Placeholder Text

ToggleSpeedPermanentlyButton

Placeholder Text

KeyEvent

Placeholder Text

OnActivatedBlocks

Placeholder Text

StrafeRealMovementAxis

Placeholder Text

DisconnectedEvent

Placeholder Text

FootstepEvent

Placeholder Text

LargeBlockUpdateStarting

Placeholder Text

ErrorMessageEvent

Placeholder Text

KeyRepeatEvent

Placeholder Text

JumpButton

Placeholder Text

AttackEvent

Placeholder Text

OnEnterBlockEvent

Placeholder Text

SetBlockSelectionStartingPointEvent

Placeholder Text

OnBlockItemPlaced

Placeholder Text

CreateBlockDropsEvent

Placeholder Text

SwimStrokeEvent

Placeholder Text

AttackButton

Placeholder Text

CameraOverEvent

Placeholder Text

ViewDistanceChangedEvent

Placeholder Text

AbstractPlaySoundEvent

Placeholder Text

ToggleSpeedTemporarilyButton

Placeholder Text

LeftMouseUpButtonEvent

Placeholder Text

OnChangedComponent

Placeholder Text

RespawnRequestEvent

Placeholder Text

ConsumableEvent

Placeholder Text

ActivationPredicted

Placeholder Text

OnDawnEvent

Placeholder Text

CrouchModeButton

Placeholder Text

AddDelayedActionEvent

Placeholder Text

GetMaxSpeedEvent

Placeholder Text

CommandEvent

Placeholder Text

BeforeChunkUnload

Placeholder Text

MessageEvent

Placeholder Text

HorizontalCollisionEvent

Placeholder Text

AttackRequest

Placeholder Text

ChangeVelocityEvent

Placeholder Text

AutoMoveButton

Placeholder Text

SetMovementModeEvent

Placeholder Text

CancelDelayedActionEvent

Placeholder Text

InputEvent

Placeholder Text

RotationPitchAxis

Placeholder Text

ConnectedEvent

Placeholder Text

BeforeDeactivateBlocks

Placeholder Text

DecreaseViewDistanceButton

Placeholder Text

GiveItemEvent

Placeholder Text

OnChunkLoaded

Placeholder Text

CharacterTeleportEvent

Placeholder Text

DeathEvent

Placeholder Text

CharacterStateEvent

Placeholder Text

PlayerTargetChangedEvent

Placeholder Text

OnPlayerSpawnedEvent

Placeholder Text

ForceEvent

Placeholder Text

OnChangedBlock

Placeholder Text

MouseWheelEvent

Placeholder Text

MouseUpButtonEvent

Placeholder Text

KeyUpEvent

Placeholder Text

DelayedActionTriggeredEvent

Placeholder Text

BeforeDeactivateComponent

Placeholder Text

OnAddedComponent

Placeholder Text

OnDuskEvent

Placeholder Text

BlockLifecycleEvent

Placeholder Text

OnMiddayEvent

Placeholder Text

AbstractConsumableValueModifiableEvent

Placeholder Text

MouseAxisEvent

Placeholder Text

VerticalCollisionEvent

Placeholder Text

RightStrafeButton

Placeholder Text

PlaySoundForOwnerEvent

Placeholder Text

CrouchButton

Placeholder Text

MouseButtonEvent

Placeholder Text

EntityImpactEvent

Placeholder Text

AbstractConsumableEvent

Placeholder Text

HasDelayedActionEvent

Placeholder Text

RightMouseDownButtonEvent

Placeholder Text

ActivationRequestDenied

Placeholder Text

MouseXAxisEvent

Placeholder Text

AnimEndEvent

Placeholder Text

JumpEvent

Placeholder Text

ApplyBlockSelectionEvent

Placeholder Text

ForwardsRealMovementAxis

Placeholder Text

BeforeEntityCreated

Placeholder Text

DropItemEvent

Placeholder Text

ConsoleMessageEvent

Placeholder Text

OnlinePlayersButton

Placeholder Text

AffectMultiJumpEvent

Placeholder Text

HideHUDButton

Placeholder Text

CameraTargetChangedEvent

Placeholder Text

PurgeWorldEvent

Placeholder Text

NUIEditorButton

Placeholder Text

OnBlockToItem

Placeholder Text

OnActivatedComponent

Placeholder Text

InteractionEndEvent

Placeholder Text

MouseDownButtonEvent

Placeholder Text

OnChunkGenerated

Placeholder Text

VerticalRealMovementAxis

Placeholder Text

Placeholder Text

Events are what allows system to interact with each other, they are typed and carry data. Systems listen for events and pick up the event and sending entity to perform logic. For a more indepth description of events refer to the [Entity System Architecture](#).

Events are ordered by module.

engine Components

BlockTypeComponent

Placeholder Text

BlockRegionComponent

Placeholder Text

RenderItemIconMeshComponent

Placeholder Text

BlockDamageModifierComponent

Placeholder Text

FirstPersonHeldItemTransformComponent

Placeholder Text

InteractionScreenComponent

Placeholder Text

BehaviorComponent

Placeholder Text

BlockSelectionComponent

Placeholder Text

LightComponent

Placeholder Text

ModuleConfigComponent

Placeholder Text

RigidBodyComponent

Placeholder Text

StandComponent

Placeholder Text

CharacterSoundComponent

Placeholder Text

FloatingTextComponent

Placeholder Text

BlockItemComponent

Placeholder Text

PeriodicActionComponent

Placeholder Text

SideBlockSupportRequiredComponent

Placeholder Text

CharacterMovementComponent

Placeholder Text

InteractionTargetComponent

Placeholder Text

PlaySoundActionComponent

Placeholder Text

WalkComponent

Placeholder Text

PermissionSetComponent

Placeholder Text

EntityInfoComponent

Placeholder Text

RenderItemBlockMeshComponent

Placeholder Text

NameTagComponent

Placeholder Text

CylinderShapeComponent

Placeholder Text

ClientInfoComponent

Placeholder Text

ClientComponent

Placeholder Text

ItemsHeldComponent

Placeholder Text

HullShapeComponent

Placeholder Text

BehaviorNodeComponent

Placeholder Text

WorldComponent

Placeholder Text

CharacterComponent

Placeholder Text

DelayedActionComponent

Placeholder Text

InspectionToolComponent

Placeholder Text

LifespanComponent

Placeholder Text

BlockComponent

Placeholder Text

RegionOutlineComponent

Placeholder Text

AutoCreateComponent

Placeholder Text

SimpleAIComponent

Placeholder Text

GetterSetterComponent

Placeholder Text

CapsuleShapeComponent

Placeholder Text

GazeMountPointComponent

Placeholder Text

AutoMountCameraComponent

Placeholder Text

SkeletalMeshComponent

Placeholder Text

SphereShapeComponent

Placeholder Text

BlockParticleEffectComponent

Placeholder Text

HierarchicalAIComponent

Placeholder Text

ItemComponent

Placeholder Text

SpawnPrefabActionComponent

Placeholder Text

AttachSupportRequiredComponent

Placeholder Text

CharacterHeldItemComponent

Placeholder Text

PickupComponent

Placeholder Text

FirstPersonHeldItemMountPointComponent

Placeholder Text

RelevanceRegionComponent

Placeholder Text

NetworkComponent

Placeholder Text

LocationComponent

Placeholder Text

MeshComponent

Placeholder Text

ActAsBlockComponent

Placeholder Text

ColorComponent

Placeholder Text

TriggerComponent

Placeholder Text

DisplayNameComponent

Placeholder Text

LightFadeComponent

Placeholder Text

BoxShapeComponent

Placeholder Text

OnItemActivateSelectionComponent

Placeholder Text

Placeholder Text

Potions Components

ListOfObjectComponent

Placeholder Text

OwnerComponent

Placeholder Text

EntityRefComponent

Placeholder Text

MappedContainerComponent

Placeholder Text

MappedTypeComponent

Placeholder Text

UnsupportedTypeComponent

Placeholder Text

RetainedOnBlockChangeComponent

Placeholder Text

IntegerComponent

Placeholder Text

ForceBlockActiveComponent

Placeholder Text

OrderedMapTestComponent

Placeholder Text

StringComponent

Placeholder Text

GetterSetterComponent

Placeholder Text

Placeholder Text

Placeholder

This site aims to hold all the documentation, guides and assorted stuff you'll need to mod with Terasology.

Some info on how the site is structured. Links to relevent and common parts of the documentation.

Stuff about adding to the documentation, including stuff about it's generated (javadoc, looking for events components etc etc)