Namespace Camera

Classes

Follow

Class Follow

Namespace: Camera

Assembly: Assembly-CSharp.dll

```
public class Follow : MonoBehaviour
```

Inheritance

object ← Object ← Component ← Behaviour ← MonoBehaviour ← Follow

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , MonoBehaviour.Invoke(string, float) , MonoBehaviour.InvokeRepeating(string, float, float) , MonoBehaviour.CancelInvoke(string) , MonoBehaviour.IsInvoking(string) , MonoBehaviour.StartCoroutine(string) , MonoBehaviour.StartCoroutine(string, object) , MonoBehaviour.StartCoroutine(IEnumerator) , MonoBehaviour.StartCoroutine_Auto(IEnumerator) , MonoBehaviour.StopCoroutine(IEnumerator) , MonoBehaviour.StopCoroutine(Coroutine) , MonoBehaviour.StopCoroutine(string) , MonoBehaviour.StopAllCoroutines() , MonoBehaviour.print(object) , MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout , MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled , Component.GetComponent(Type) , Component.GetComponent<T>() , Component.TryGetComponent(Type, out Component) , Component.TryGetComponent<T>(out T) , Component.GetComponent(string) , Component.GetComponentInChildren(Type, bool) , Component.GetComponentInChildren(Type) , Component.GetComponentInChildren<T>(bool) , Component.GetComponentInChildren<T>() , Component.GetComponentsInChildren(Type, bool) , Component.GetComponentsInChildren(Type) , Component.GetComponentsInChildren<T>(bool) , Component.GetComponentsInChildren<T>(bool, List<T>) , Component.GetComponentsInChildren<T>() , Component.GetComponentsInChildren<T>(List<T>) , Component.GetComponentInParent(Type, bool) , Component.GetComponentInParent(Type) , Component.GetComponentInParent<T>(bool) , Component.GetComponentInParent<T>() , Component.GetComponentsInParent(Type, bool) , Component.GetComponentsInParent(Type) , Component.GetComponentsInParent<T>(bool) , Component.GetComponentsInParent<T>(bool, List<T>) , Component.GetComponentsInParent<T>() , Component.GetComponents(Type) , Component.GetComponents(Type, List<Component>) ,

Component.GetComponents<T>(List<T>) , Component.GetComponents<T>() , Component.GetComponentIndex() , Component.CompareTag(string) , Component.SendMessageUpwards(string, object, SendMessageOptions) , Component.SendMessageUpwards(string, object) , Component.SendMessageUpwards(string) , Component.SendMessageUpwards(string, SendMessageOptions) , Component.SendMessage(string, object) , Component.SendMessage(string) , Component.SendMessage(string, object, SendMessageOptions) , Component.SendMessage(string, SendMessageOptions) , Component.BroadcastMessage(string, object, SendMessageOptions) , Component.BroadcastMessage(string, object) , Component.BroadcastMessage(string) , Component.BroadcastMessage(string, SendMessageOptions) , Component.transform , Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() , Object.Equals(object) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform) , Object.InstantiateAsync<T>(T, Vector3, Quaternion) , Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) , Object.InstantiateAsync<T>(T, int) , Object.InstantiateAsync<T>(T, int, Transform) , Object.InstantiateAsync<T>(T, int, Vector3, Quaternion) , Object.InstantiateAsync<T>(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>) , Object.InstantiateAsync<T>(T, int, Transform, Vector3, Quaternion) , Object.InstantiateAsync<T>(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>) , Object.Instantiate(Object, Vector3, Quaternion) , Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) , Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform) , Object.Instantiate(Object, Transform, bool) , Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) , Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) , Object.Instantiate<T>(T, Transform, bool) , Object.Destroy(Object, float) , Object.Destroy(Object) , Object.DestroyImmediate(Object, bool) , Object.DestroyImmediate(Object) , Object.FindObjectsOfType(Type) , Object.FindObjectsOfType(Type, bool) , Object.FindObjectsByType(Type, FindObjectsSortMode) , Object.FindObjectsByType(Type, FindObjectsInactive, FindObjectsSortMode) , Object.DontDestroyOnLoad(Object) , Object.DestroyObject(Object, float) , Object.DestroyObject(Object) , Object.FindSceneObjectsOfType(Type) , Object.FindObjectsOfTypeIncludingAssets(Type) , Object.FindObjectsOfType<T>() , Object.FindObjectsByType<T>(FindObjectsSortMode) , Object.FindObjectsOfType<T>(bool) , Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) , Object.FindObjectOfType<T>() , Object.FindObjectOfType<T>(bool) , Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() , Object.FindFirstObjectByType<T>(FindObjectsInactive) , Object.FindAnyObjectByType<T>(FindObjectsInactive) , Object.FindObjectsOfTypeAll(Type) , Object.FindObjectOfType(Type) , Object.FindFirstObjectByType(Type) , Object.FindAnyObjectByType(Type) , Object.FindObjectOfType(Type, bool) , Object.FindFirstObjectByType(Type, FindObjectsInactive) , Object.FindAnyObjectByType(Type, FindObjectsInactive) , Object.ToString() , Object.name , Object.hideFlags , object.Equals(object, object) , object.GetType() , object.MemberwiseClone() , object.ReferenceEquals(object, object)

Fields

offset

```
public Vector3 offset
```

Field Value

Vector3

smoothTime

```
public float smoothTime
```

Field Value

float

target

```
public Transform target
```

Field Value

Transform

Namespace Entities

Classes

Entity

Represents an abstract entity that can be moved and can attack. Requires a UnityEngine.Sprite Renderer, UnityEngine.U2D.Animation.SpriteLibrary, UnityEngine.Animator, and UnityEngine. Rigidbody2D components.

Health

Manages the health of an object. Can take damage and die.

Movement

Reacts to input and moves the object accordingly. Has to be attached to an object with an Entity component.

Enums

Direction

Represents the direction of an object.

Enum Direction

Namespace: Entities

Assembly: Assembly-CSharp.dll

Represents the direction of an object.

```
public enum Direction
```

Fields

`Down = 0`

`Left = 2`

`Right = 3`

`Up = 1`

Class Entity

Namespace: Entities

Assembly: Assembly-CSharp.dll

Represents an abstract entity that can be moved and can attack. Requires a UnityEngine.Sprite Renderer, UnityEngine.U2D.Animation.SpriteLibrary, UnityEngine.Animator, and UnityEngine. Rigidbody2D components.

```
[RequireComponent(typeof(SpriteRenderer))]
[RequireComponent(typeof(SpriteLibrary))]
[RequireComponent(typeof(Animator))]
[RequireComponent(typeof(Rigidbody2D))]
public abstract class Entity : MonoBehaviour, ICanAttack
```

Inheritance

object ← Object ← Component ← Behaviour ← MonoBehaviour ← Entity

Implements

ICanAttack

Derived

Player, Slime

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , MonoBehaviour.Invoke(string, float) , MonoBehaviour.InvokeRepeating(string, float, float) , MonoBehaviour.CancelInvoke(string) , MonoBehaviour.IsInvoking(string) , MonoBehaviour.StartCoroutine(string) , MonoBehaviour.StartCoroutine(string, object) , MonoBehaviour.StartCoroutine(IEnumerator) , MonoBehaviour.StartCoroutine_Auto(IEnumerator) , MonoBehaviour.StopCoroutine(IEnumerator) , MonoBehaviour.StopCoroutine(Coroutine) , MonoBehaviour.StopCoroutine(string) , MonoBehaviour.StopAllCoroutines() , MonoBehaviour.print(object) , MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout , MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled , Component.GetComponent(Type) , Component.GetComponent<T>() , Component.TryGetComponent(Type, out Component) , Component.TryGetComponent<T>(out T) , Component.GetComponent(string) , Component.GetComponentInChildren(Type, bool) , Component.GetComponentInChildren(Type) , Component.GetComponentInChildren<T>(bool) , Component.GetComponentInChildren<T>() , Component.GetComponentsInChildren(Type, bool) , Component.GetComponentsInChildren(Type) , Component.GetComponentsInChildren<T>(bool) , Component.GetComponentsInChildren<T>(bool, List<T>) , Component.GetComponentsInChildren<T>() , Component.GetComponentsInChildren<T>(List<T>) , Component.GetComponentInParent(Type, bool) , Component.GetComponentInParent(Type) , Component.GetComponentInParent<T>(bool) , Component.GetComponentInParent<T>() , Component.GetComponentsInParent(Type, bool) , Component.GetComponentsInParent(Type) , Component.GetComponentsInParent<T>(bool) , Component.GetComponentsInParent<T>(bool, List<T>) , Component.GetComponentsInParent<T>() , Component.GetComponents(Type) , Component.GetComponents(Type, List<Component>) , Component.GetComponents<T>(List<T>) , Component.GetComponents<T>() , Component.GetComponentIndex() , Component.CompareTag(string) , 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Transform) , Object.InstantiateAsync<T>(T, int, Vector3, Quaternion) , Object.InstantiateAsync<T>(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>) , Object.InstantiateAsync<T>(T, int, Transform, Vector3, Quaternion) , Object.InstantiateAsync<T>(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>) , Object.Instantiate(Object, Vector3, Quaternion) , Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) , Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform) , Object.Instantiate(Object, Transform, bool) , Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) , Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) , Object.Instantiate<T>(T, Transform, bool) , Object.Destroy(Object, float) , Object.Destroy(Object) , Object.DestroyImmediate(Object, bool) , Object.DestroyImmediate(Object) , Object.FindObjectsOfType(Type) , Object.FindObjectsOfType(Type, 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Object.FindAnyObjectByType(Type, FindObjectsInactive) , Object.ToString() , Object.name , Object.hideFlags , object.Equals(object, object) , object.GetType() , object.MemberwiseClone() , object.ReferenceEquals(object, object)

Fields

anim

```
protected Animator anim
```

Field Value

Animator

dir

The direction the entity is facing.

```
[HideInInspector]
```

```
public Direction dir
```

Field Value

Direction

health

```
protected Health health
```

Field Value

Health

isDashing

Whether the entity is dashing.

```
[HideInInspector]
public bool isDashing
```

Field Value

bool

isMoving

Whether the entity is moving.

```
[HideInInspector]
public bool isMoving
```

Field Value

bool

netId

The network ID (UUID) of the entity.

```
[HideInInspector]
public string netId
```

Field Value

string

nextInstantMove

The position to instantly move to in the next fixed update. If null, the position will not be changed.

```
protected Vector2? nextInstantMove
```

Field Value

Vector2?

nextVel

The velocity to change to in the next fixed update. If null, the velocity will not be changed.

```
protected Vector2? nextVel
```

Field Value

Vector2?

rb

```
protected Rigidbody2D rb
```

Field Value

Rigidbody2D

score

The score of the entity.

```
public int score
```

Field Value

int

sprite

```
protected SpriteRenderer sprite
```

Field Value

SpriteRenderer

spriteLib

```
protected SpriteLibrary spriteLib
```

Field Value

SpriteLibrary

spriteLibraries

The sprite libraries for each direction. The order is the same as the Direction enum

- Down, Up, Left, Right.

```
public SpriteLibraryAsset[] spriteLibraries
```

Field Value

SpriteLibraryAsset[]

Methods

Attack()

Make the entity attack.

```
public void Attack()
```

FixedUpdate()

```
protected virtual void FixedUpdate()
```

MoveToOverTime(Vector2, float)

```
public void MoveToOverTime(Vector2 to, float time)
```

Parameters

`to` Vector2

`time` float

OnAttackAnimationHit()

Animation event that is triggered when the attack animation hits.

```
public void OnAttackAnimationHit()
```

OnDamage()

Called when the entity takes damage.

```
public abstract void OnDamage()
```

OnDeath()

Called when the entity dies.

```
public void OnDeath()
```

OnDeathFinished()

Animation event that is triggered when the death animation finishes.

```
public void OnDeathFinished()
```

Events

onAttackHit

Event that is triggered when the entity's attack actually hits.

```
public event Action onAttackHit
```

Event Type

Action

Class Health

Namespace: Entities

Assembly: Assembly-CSharp.dll

Manages the health of an object. Can take damage and die.

```
public class Health : MonoBehaviour
```

Inheritance

object ← Object ← Component ← Behaviour ← MonoBehaviour ← Health

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , MonoBehaviour.Invoke(string, float) , MonoBehaviour.InvokeRepeating(string, float, float) , MonoBehaviour.CancelInvoke(string) , MonoBehaviour.IsInvoking(string) , MonoBehaviour.StartCoroutine(string) , MonoBehaviour.StartCoroutine(string, object) , MonoBehaviour.StartCoroutine(IEnumerator) , MonoBehaviour.StartCoroutine_Auto(IEnumerator) , MonoBehaviour.StopCoroutine(IEnumerator) , MonoBehaviour.StopCoroutine(Coroutine) , MonoBehaviour.StopCoroutine(string) , MonoBehaviour.StopAllCoroutines() , MonoBehaviour.print(object) , MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout , MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled , Component.GetComponent(Type) , Component.GetComponent<T>() , Component.TryGetComponent(Type, out Component) , Component.TryGetComponent<T>(out T) , Component.GetComponent(string) , Component.GetComponentInChildren(Type, bool) , Component.GetComponentInChildren(Type) , Component.GetComponentInChildren<T>(bool) , Component.GetComponentInChildren<T>() , Component.GetComponentsInChildren(Type, bool) , Component.GetComponentsInChildren(Type) , Component.GetComponentsInChildren<T>(bool) , Component.GetComponentsInChildren<T>(bool, List<T>) , Component.GetComponentsInChildren<T>() , Component.GetComponentsInChildren<T>(List<T>) , Component.GetComponentInParent(Type, bool) , Component.GetComponentInParent(Type) , Component.GetComponentInParent<T>(bool) , Component.GetComponentInParent<T>() , Component.GetComponentsInParent(Type, bool) , Component.GetComponentsInParent(Type) , Component.GetComponentsInParent<T>(bool) , Component.GetComponentsInParent<T>(bool, List<T>) ,

Component.GetComponentsInParent<T>() , Component.GetComponents(Type) , Component.GetComponents(Type, List<Component>) , Component.GetComponents<T>(List<T>) , Component.GetComponents<T>() , Component.GetComponentIndex() , Component.CompareTag(string) , Component.SendMessageUpwards(string, object, SendMessageOptions) , Component.SendMessageUpwards(string, object) , Component.SendMessageUpwards(string) , Component.SendMessageUpwards(string, SendMessageOptions) , Component.SendMessage(string, object) , Component.SendMessage(string) , Component.SendMessage(string, object, SendMessageOptions) , Component.SendMessage(string, SendMessageOptions) , Component.BroadcastMessage(string, object, SendMessageOptions) , Component.BroadcastMessage(string, object) , Component.BroadcastMessage(string) , Component.BroadcastMessage(string, SendMessageOptions) , Component.transform , Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() , Object.Equals(object) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform) , Object.InstantiateAsync<T>(T, Vector3, Quaternion) , Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) , Object.InstantiateAsync<T>(T, int) , Object.InstantiateAsync<T>(T, int, Transform) , Object.InstantiateAsync<T>(T, int, Vector3, Quaternion) , Object.InstantiateAsync<T>(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>) , Object.InstantiateAsync<T>(T, int, Transform, Vector3, Quaternion) , Object.InstantiateAsync<T>(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>) , Object.Instantiate(Object, Vector3, Quaternion) , Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) , Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform) , Object.Instantiate(Object, Transform, bool) , Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) , Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) , Object.Instantiate<T>(T, Transform, bool) , Object.Destroy(Object, float) , Object.Destroy(Object) , Object.DestroyImmediate(Object, bool) , Object.DestroyImmediate(Object) , Object.FindObjectsOfType(Type) , Object.FindObjectsOfType(Type, bool) , Object.FindObjectsByType(Type, FindObjectsSortMode) , Object.FindObjectsByType(Type, FindObjectsInactive, FindObjectsSortMode) , Object.DontDestroyOnLoad(Object) , Object.DestroyObject(Object, float) , Object.DestroyObject(Object) , Object.FindSceneObjectsOfType(Type) , Object.FindObjectsOfTypeIncludingAssets(Type) , Object.FindObjectsOfType<T>() , Object.FindObjectsByType<T>(FindObjectsSortMode) , Object.FindObjectsOfType<T>(bool) , Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,

Object.FindObjectOfType<T>() , Object.FindObjectOfType<T>(bool) , Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() , Object.FindFirstObjectByType<T>(FindObjectsInactive) , Object.FindAnyObjectByType<T>(FindObjectsInactive) , Object.FindObjectsOfTypeAll(Type) , Object.FindObjectOfType(Type) , Object.FindFirstObjectByType(Type) , Object.FindAnyObjectByType(Type) , Object.FindObjectOfType(Type, bool) , Object.FindFirstObjectByType(Type, FindObjectsInactive) , Object.FindAnyObjectByType(Type, FindObjectsInactive) , Object.ToString() , Object.name , Object.hideFlags , object.Equals(object, object) , object.GetType() , object.MemberwiseClone() , object.ReferenceEquals(object, object)

Fields

health

The current health of the object.

```
public float health
```

Field Value

float

maxHealth

The maximum health of the object.

```
public float maxHealth
```

Field Value

float

onDamage

Event that is triggered when the object takes damage.

```
public Action onDamage
```

Field Value

Action

onDeath

Event that is triggered when the object dies.

```
public Action onDeath
```

Field Value

Action

Properties

Alive

Property that returns whether the object is alive.

```
public bool Alive { get; }
```

Property Value

bool

True if the object is alive, false otherwise.

Methods

Kill()

Kills the object.

```
public void Kill()
```

SetHealth(float)

Sets the health of the object. Ignores the maximum health. Doesn't trigger the onDamage event even if the new health is lower than the current health. Does trigger the onDeath event though if the new health is 0 or lower.

```
public void SetHealth(float newHealth)
```

Parameters

`newHealth` float

The new health of the object.

TakeDamage(float)

Makes the object take damage.

```
public void TakeDamage(float damage)
```

Parameters

`damage` float

The amount of damage to take.

Class Movement

Namespace: Entities

Assembly: Assembly-CSharp.dll

Reacts to input and moves the object accordingly. Has to be attached to an object with an Entity component.

```
[RequireComponent(typeof(Entity))]
public class Movement : MonoBehaviour
```

Inheritance

object ← Object ← Component ← Behaviour ← MonoBehaviour ← Movement

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , MonoBehaviour.Invoke(string, float) , MonoBehaviour.InvokeRepeating(string, float, float) , MonoBehaviour.CancelInvoke(string) , MonoBehaviour.IsInvoking(string) , MonoBehaviour.StartCoroutine(string) , MonoBehaviour.StartCoroutine(string, object) , MonoBehaviour.StartCoroutine(IEnumerator) , MonoBehaviour.StartCoroutine_Auto(IEnumerator) , MonoBehaviour.StopCoroutine(IEnumerator) , MonoBehaviour.StopCoroutine(Coroutine) , MonoBehaviour.StopCoroutine(string) , MonoBehaviour.StopAllCoroutines() , MonoBehaviour.print(object) , MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout , MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled , Component.GetComponent(Type) , Component.GetComponent<T>() , Component.TryGetComponent(Type, out Component) , Component.TryGetComponent<T>(out T) , Component.GetComponent(string) , Component.GetComponentInChildren(Type, bool) , Component.GetComponentInChildren(Type) , Component.GetComponentInChildren<T>(bool) , Component.GetComponentInChildren<T>() , Component.GetComponentsInChildren(Type, bool) , Component.GetComponentsInChildren(Type) , Component.GetComponentsInChildren<T>(bool) , Component.GetComponentsInChildren<T>(bool, List<T>) , Component.GetComponentsInChildren<T>() , Component.GetComponentsInChildren<T>(List<T>) , Component.GetComponentInParent(Type, bool) , Component.GetComponentInParent(Type) , Component.GetComponentInParent<T>(bool) , Component.GetComponentInParent<T>() , Component.GetComponentsInParent(Type, bool) , Component.GetComponentsInParent(Type) , Component.GetComponentsInParent<T>(bool) , Component.GetComponentsInParent<T>(bool, List<T>) , Component.GetComponentsInParent<T>() , Component.GetComponents(Type) , Component.GetComponents(Type, List<Component>) , Component.GetComponents<T>(List<T>) , Component.GetComponents<T>() , Component.GetComponentIndex() , Component.CompareTag(string) , Component.SendMessageUpwards(string, object, SendMessageOptions) , Component.SendMessageUpwards(string, object) , Component.SendMessageUpwards(string) , Component.SendMessageUpwards(string, SendMessageOptions) , Component.SendMessage(string, object) , Component.SendMessage(string) , Component.SendMessage(string, object, SendMessageOptions) , Component.SendMessage(string, SendMessageOptions) , Component.BroadcastMessage(string, object, SendMessageOptions) , Component.BroadcastMessage(string, object) , Component.BroadcastMessage(string) , Component.BroadcastMessage(string, SendMessageOptions) , Component.transform , Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() , Object.Equals(object) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform) , Object.InstantiateAsync<T>(T, Vector3, Quaternion) , Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) , Object.InstantiateAsync<T>(T, int) , Object.InstantiateAsync<T>(T, int, 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Object.FindAnyObjectByType(Type, FindObjectsInactive) , Object.ToString() , Object.name , Object.hideFlags , object.Equals(object, object) , object.GetType() , object.MemberwiseClone() , object.ReferenceEquals(object, object)

Fields

dashSpeed

The speed of dashing in m/s.

```
public float dashSpeed
```

Field Value

float

speed

The speed of movement in m/s.

```
public float speed
```

Field Value

float

Namespace Entities.Player

Classes

Player

Represents the player entity. Requires a Health component.

PlayerAttack

Reacts to input and attacks. Requires a Player component.

PlayerUpdater

Sends updates regarding the player to the server. Requires a Player and a PlayerAttack component.

Class Player

Namespace: Entities.Player

Assembly: Assembly-CSharp.dll

Represents the player entity. Requires a Health component.

```
[RequireComponent(typeof(Health))]
public class Player : Entity, ICanAttack
```

Inheritance

object ← Object ← Component ← Behaviour ← MonoBehaviour ← Entity ← Player

Implements

ICanAttack

Inherited Members

Entity.spriteLibraries , Entity.netId , Entity.dir , Entity.isMoving , Entity.isDashing , Entity.score , Entity.onAttackHit , Entity.nextVel , Entity.nextInstantMove , Entity.sprite , Entity.spriteLib , Entity.anim , Entity.rb , Entity.health , Entity.MoveToOverTime(Vector2, float) , Entity.Attack() , Entity.OnDeath() , Entity.OnAttackAnimationHit() , Entity.OnDeathFinished() , Entity.FixedUpdate() , MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , MonoBehaviour.Invoke(string, float) , MonoBehaviour.InvokeRepeating(string, float, float) , MonoBehaviour.CancelInvoke(string) , MonoBehaviour.IsInvoking(string) , MonoBehaviour.StartCoroutine(string) , MonoBehaviour.StartCoroutine(string, object) , MonoBehaviour.StartCoroutine(IEnumerator) , MonoBehaviour.StartCoroutine_Auto(IEnumerator) , MonoBehaviour.StopCoroutine(IEnumerator) , MonoBehaviour.StopCoroutine(Coroutine) , MonoBehaviour.StopCoroutine(string) , MonoBehaviour.StopAllCoroutines() , MonoBehaviour.print(object) , MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout , MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled , Component.GetComponent(Type) , Component.GetComponent<T>() , Component.TryGetComponent(Type, out Component) , Component.TryGetComponent<T>(out T) , Component.GetComponent(string) , Component.GetComponentInChildren(Type, bool) , Component.GetComponentInChildren(Type) , Component.GetComponentInChildren<T>(bool) , Component.GetComponentInChildren<T>() , Component.GetComponentsInChildren(Type, bool) , Component.GetComponentsInChildren(Type) , Component.GetComponentsInChildren<T>(bool) , Component.GetComponentsInChildren<T>(bool, List<T>) ,

Component.GetComponentsInChildren<T>() ,
Component.GetComponentsInChildren<T>(List<T>) ,
Component.GetComponentInParent(Type, bool) , Component.GetComponentInParent(Type) ,
Component.GetComponentInParent<T>(bool) , Component.GetComponentInParent<T>() ,
Component.GetComponentsInParent(Type, bool) ,
Component.GetComponentsInParent(Type) , Component.GetComponentsInParent<T>(bool) ,
Component.GetComponentsInParent<T>(bool, List<T>) ,
Component.GetComponentsInParent<T>() , Component.GetComponents(Type) ,
Component.GetComponents(Type, List<Component>) ,
Component.GetComponents<T>(List<T>) , Component.GetComponents<T>() ,
Component.GetComponentIndex() , Component.CompareTag(string) ,
Component.SendMessageUpwards(string, object, SendMessageOptions) ,
Component.SendMessageUpwards(string, object) , Component.SendMessageUpwards(string) ,
Component.SendMessageUpwards(string, SendMessageOptions) ,
Component.SendMessage(string, object) , Component.SendMessage(string) ,
Component.SendMessage(string, object, SendMessageOptions) ,
Component.SendMessage(string, SendMessageOptions) ,
Component.BroadcastMessage(string, object, SendMessageOptions) ,
Component.BroadcastMessage(string, object) , Component.BroadcastMessage(string) ,
Component.BroadcastMessage(string, SendMessageOptions) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
Object.Equals(object) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform) ,
Object.InstantiateAsync<T>(T, Vector3, Quaternion) ,
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) ,
Object.InstantiateAsync<T>(T, int) , Object.InstantiateAsync<T>(T, int, Transform) ,
Object.InstantiateAsync<T>(T, int, Vector3, Quaternion) ,
Object.InstantiateAsync<T>(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>) ,
Object.InstantiateAsync<T>(T, int, Transform, Vector3, Quaternion) ,
Object.InstantiateAsync<T>(T, int, Transform, ReadOnlySpan<Vector3>,
ReadOnlySpan<Quaternion>) ,
Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform) ,
Object.Instantiate(Object, Transform, bool) , Object.Instantiate<T>(T) ,
Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
Object.Instantiate<T>(T, Transform, bool) , Object.Destroy(Object, float) ,
Object.Destroy(Object) , Object.DestroyImmediate(Object, bool) ,
Object.DestroyImmediate(Object) , Object.FindObjectsOfType(Type) ,
Object.FindObjectsOfType(Type, bool) ,

Object.FindObjectsByType(Type, FindObjectsSortMode) , Object.FindObjectsByType(Type, FindObjectsInactive, FindObjectsSortMode) , Object.DontDestroyOnLoad(Object) , Object.DestroyObject(Object, float) , Object.DestroyObject(Object) , Object.FindSceneObjectsOfType(Type) , Object.FindObjectsOfTypeIncludingAssets(Type) , Object.FindObjectsOfType<T>() , Object.FindObjectsByType<T>(FindObjectsSortMode) , Object.FindObjectsOfType<T>(bool) , Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) , Object.FindObjectOfType<T>() , Object.FindObjectOfType<T>(bool) , Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() , Object.FindFirstObjectByType<T>(FindObjectsInactive) , Object.FindAnyObjectByType<T>(FindObjectsInactive) , Object.FindObjectsOfTypeAll(Type) , Object.FindObjectOfType(Type) , Object.FindFirstObjectByType(Type) , Object.FindAnyObjectByType(Type) , Object.FindObjectOfType(Type, bool) , Object.FindFirstObjectByType(Type, FindObjectsInactive) , Object.FindAnyObjectByType(Type, FindObjectsInactive) , Object.ToString() , Object.name , Object.hideFlags , object.Equals(object, object) , object.GetType() , object.MemberwiseClone() , object.ReferenceEquals(object, object)

Fields

hurtColor

The color to blink when the player takes damage.

```
public Color hurtColor
```

Field Value

Color

Methods

OnDamage()

Called when the entity takes damage.

```
public override void OnDamage()
```

Class PlayerAttack

Namespace: Entities.Player

Assembly: Assembly-CSharp.dll

Reacts to input and attacks. Requires a Player component.

```
[RequireComponent(typeof(Player))]
public class PlayerAttack : MonoBehaviour
```

Inheritance

object ← Object ← Component ← Behaviour ← MonoBehaviour ← PlayerAttack

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , MonoBehaviour.Invoke(string, float) , MonoBehaviour.InvokeRepeating(string, float, float) , MonoBehaviour.CancelInvoke(string) , MonoBehaviour.IsInvoking(string) , MonoBehaviour.StartCoroutine(string) , MonoBehaviour.StartCoroutine(string, object) , MonoBehaviour.StartCoroutine(IEnumerator) , MonoBehaviour.StartCoroutine_Auto(IEnumerator) , MonoBehaviour.StopCoroutine(IEnumerator) , MonoBehaviour.StopCoroutine(Coroutine) , MonoBehaviour.StopCoroutine(string) , MonoBehaviour.StopAllCoroutines() , MonoBehaviour.print(object) , MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout , MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled , Component.GetComponent(Type) , Component.GetComponent<T>() , Component.TryGetComponent(Type, out Component) , Component.TryGetComponent<T>(out T) , Component.GetComponent(string) , Component.GetComponentInChildren(Type, bool) , 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Transform) , Object.InstantiateAsync<T>(T, int, Vector3, Quaternion) , Object.InstantiateAsync<T>(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>) , Object.InstantiateAsync<T>(T, int, Transform, Vector3, Quaternion) , Object.InstantiateAsync<T>(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>) , Object.Instantiate(Object, Vector3, Quaternion) , Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) , Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform) , Object.Instantiate(Object, Transform, bool) , Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) , Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) , Object.Instantiate<T>(T, Transform, bool) , Object.Destroy(Object, float) , Object.Destroy(Object) , Object.DestroyImmediate(Object, bool) , Object.DestroyImmediate(Object) , Object.FindObjectsOfType(Type) , Object.FindObjectsOfType(Type, 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Object.FindAnyObjectByType(Type, FindObjectsInactive) , Object.ToString() , Object.name , Object.hideFlags , object.Equals(object, object) , object.GetType() , object.MemberwiseClone() , object.ReferenceEquals(object, object)

Fields

atackCooldown

The cooldown between attacks in seconds.

```
public float atackCooldown
```

Field Value

float

attackPoints

The three points where the attack colliders are placed. The order is: Down, Up, Side. The side is determined by the Player.dir and rotates with the player.

```
public Transform[] attackPoints
```

Field Value

Transform[]

attackRange

The range of the attack in meters.

```
public float attackRange
```

Field Value

float

attackableLayers

The layers that can be attacked.

```
public LayerMask attackableLayers
```

Field Value

LayerMask

onAttack

Event that is triggered when the player starts an attack.

```
public Action onAttack
```

Field Value

Action

onHit

Event that is triggered when the player hits an entity with an attack. The entity hit is passed as an argument.

```
public Action<Entity> onHit
```

Field Value

Action<Entity>

Class PlayerUpdater

Namespace: Entities.Player

Assembly: Assembly-CSharp.dll

Sends updates regarding the player to the server. Requires a Player and a PlayerAttack component.

```
[RequireComponent(typeof(Player))]
[RequireComponent(typeof(PlayerAttack))]
public class PlayerUpdater : MonoBehaviour
```

Inheritance

object ← Object ← Component ← Behaviour ← MonoBehaviour ← PlayerUpdater

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , MonoBehaviour.Invoke(string, float) , MonoBehaviour.InvokeRepeating(string, float, float) , MonoBehaviour.CancelInvoke(string) , MonoBehaviour.IsInvoking(string) , MonoBehaviour.StartCoroutine(string) , MonoBehaviour.StartCoroutine(string, object) , MonoBehaviour.StartCoroutine(IEnumerator) , MonoBehaviour.StartCoroutine_Auto(IEnumerator) , MonoBehaviour.StopCoroutine(IEnumerator) , MonoBehaviour.StopCoroutine(Coroutine) , MonoBehaviour.StopCoroutine(string) , MonoBehaviour.StopAllCoroutines() , MonoBehaviour.print(object) , MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout , MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled , Component.GetComponent(Type) , Component.GetComponent<T>() , Component.TryGetComponent(Type, out Component) , Component.TryGetComponent<T>(out T) , Component.GetComponent(string) , Component.GetComponentInChildren(Type, bool) , 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Transform) , Object.InstantiateAsync<T>(T, int, Vector3, Quaternion) , Object.InstantiateAsync<T>(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>) , Object.InstantiateAsync<T>(T, int, Transform, Vector3, Quaternion) , Object.InstantiateAsync<T>(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>) , Object.Instantiate(Object, Vector3, Quaternion) , Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) , Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform) , Object.Instantiate(Object, Transform, bool) , Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) , Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) , Object.Instantiate<T>(T, Transform, bool) , Object.Destroy(Object, float) , Object.Destroy(Object) , Object.DestroyImmediate(Object, bool) , Object.DestroyImmediate(Object) , Object.FindObjectsOfType(Type) , Object.FindObjectsOfType(Type, 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Object.FindAnyObjectByType(Type, FindObjectsInactive) , Object.ToString() , Object.name , Object.hideFlags , object.Equals(object, object) , object.GetType() , object.MemberwiseClone() , object.ReferenceEquals(object, object)

Namespace Entities.Slime

Classes

Slime

Represents a slime entity. Requires a Health component.

Class Slime

Namespace: Entities.Slime

Assembly: Assembly-CSharp.dll

Represents a slime entity. Requires a Health component.

```
[RequireComponent(typeof(Health))]
public class Slime : Entity, ICanAttack
```

Inheritance

object ← Object ← Component ← Behaviour ← MonoBehaviour ← Entity ← Slime

Implements

ICanAttack

Inherited Members

Entity.spriteLibraries , Entity.netId , Entity.dir , Entity.isMoving , Entity.isDashing , Entity.score , Entity.onAttackHit , Entity.nextVel , Entity.nextInstantMove , Entity.sprite , Entity.spriteLib , Entity.anim , Entity.rb , Entity.health , Entity.MoveToOverTime(Vector2, float) , Entity.Attack() , Entity.OnDeath() , Entity.OnAttackAnimationHit() , Entity.OnDeathFinished() , Entity.FixedUpdate() , MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , MonoBehaviour.Invoke(string, float) , MonoBehaviour.InvokeRepeating(string, float, float) , MonoBehaviour.CancelInvoke(string) , MonoBehaviour.IsInvoking(string) , MonoBehaviour.StartCoroutine(string) , MonoBehaviour.StartCoroutine(string, object) , MonoBehaviour.StartCoroutine(IEnumerator) , MonoBehaviour.StartCoroutine_Auto(IEnumerator) , MonoBehaviour.StopCoroutine(IEnumerator) , MonoBehaviour.StopCoroutine(Coroutine) , MonoBehaviour.StopCoroutine(string) , MonoBehaviour.StopAllCoroutines() , MonoBehaviour.print(object) , MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout , MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled , Component.GetComponent(Type) , Component.GetComponent<T>() , Component.TryGetComponent(Type, out Component) , Component.TryGetComponent<T>(out T) , Component.GetComponent(string) , Component.GetComponentInChildren(Type, bool) , Component.GetComponentInChildren(Type) , Component.GetComponentInChildren<T>(bool) , Component.GetComponentInChildren<T>() , Component.GetComponentsInChildren(Type, bool) , Component.GetComponentsInChildren(Type) , Component.GetComponentsInChildren<T>(bool) , Component.GetComponentsInChildren<T>(bool, List<T>) , Component.GetComponentsInChildren<T>() , Component.GetComponentsInChildren<T>(List<T>) , Component.GetComponentInParent(Type, bool) , Component.GetComponentInParent(Type) , Component.GetComponentInParent<T>(bool) , Component.GetComponentInParent<T>() , Component.GetComponentsInParent(Type, bool) , Component.GetComponentsInParent(Type) , Component.GetComponentsInParent<T>(bool) , Component.GetComponentsInParent<T>(bool, List<T>) , Component.GetComponentsInParent<T>() , Component.GetComponents(Type) , Component.GetComponents(Type, List<Component>) , Component.GetComponents<T>(List<T>) , Component.GetComponents<T>() , Component.GetComponentIndex() , Component.CompareTag(string) , Component.SendMessageUpwards(string, object, SendMessageOptions) , Component.SendMessageUpwards(string, object) , Component.SendMessageUpwards(string) , Component.SendMessageUpwards(string, SendMessageOptions) , Component.SendMessage(string, object) , Component.SendMessage(string) , Component.SendMessage(string, object, SendMessageOptions) , Component.SendMessage(string, SendMessageOptions) , Component.BroadcastMessage(string, object, SendMessageOptions) , Component.BroadcastMessage(string, object) , Component.BroadcastMessage(string) , Component.BroadcastMessage(string, SendMessageOptions) , Component.transform , Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() , Object.Equals(object) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform) , Object.InstantiateAsync<T>(T, Vector3, Quaternion) , Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) , Object.InstantiateAsync<T>(T, int) , Object.InstantiateAsync<T>(T, int, Transform) , Object.InstantiateAsync<T>(T, int, Vector3, Quaternion) , Object.InstantiateAsync<T>(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>) , Object.InstantiateAsync<T>(T, int, Transform, Vector3, Quaternion) , Object.InstantiateAsync<T>(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>) , Object.Instantiate(Object, Vector3, Quaternion) , Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) , Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform) , Object.Instantiate(Object, Transform, bool) , 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Methods

OnDamage()

Called when the entity takes damage.

```
public override void OnDamage()
```

Namespace Interfaces

Interfaces

ICanAttack

Represents an object that can attack.

Interface ICanAttack

Namespace: Interfaces

Assembly: Assembly-CSharp.dll

Represents an object that can attack.

```
public interface ICanAttack
```

Methods

Attack()

Do the attack.

```
void Attack()
```

Events

onAttackHit

Event that is triggered when the attack actually hits (eg. the animation hits the target).

```
event Action onAttackHit
```

Event Type

Action

Namespace UI

Classes

HUD

Manages the HUD that displays the player's score.

MainMenu

Manages the main menu.

Class HUD

Namespace: UI

Assembly: Assembly-CSharp.dll

Manages the HUD that displays the player's score.

```
public class HUD : MonoBehaviour
```

Inheritance

object ← Object ← Component ← Behaviour ← MonoBehaviour ← HUD

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , MonoBehaviour.Invoke(string, float) , MonoBehaviour.InvokeRepeating(string, float, float) , MonoBehaviour.CancelInvoke(string) , MonoBehaviour.IsInvoking(string) , MonoBehaviour.StartCoroutine(string) , MonoBehaviour.StartCoroutine(string, object) , MonoBehaviour.StartCoroutine(IEnumerator) , MonoBehaviour.StartCoroutine_Auto(IEnumerator) , MonoBehaviour.StopCoroutine(IEnumerator) , MonoBehaviour.StopCoroutine(Coroutine) , MonoBehaviour.StopCoroutine(string) , MonoBehaviour.StopAllCoroutines() , MonoBehaviour.print(object) , MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout , MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled , Component.GetComponent(Type) , Component.GetComponent<T>() , Component.TryGetComponent(Type, out Component) , Component.TryGetComponent<T>(out T) , Component.GetComponent(string) , Component.GetComponentInChildren(Type, bool) , Component.GetComponentInChildren(Type) , Component.GetComponentInChildren<T>(bool) , Component.GetComponentInChildren<T>() , Component.GetComponentsInChildren(Type, bool) , Component.GetComponentsInChildren(Type) , Component.GetComponentsInChildren<T>(bool) , Component.GetComponentsInChildren<T>(bool, List<T>) , Component.GetComponentsInChildren<T>() , Component.GetComponentsInChildren<T>(List<T>) , Component.GetComponentInParent(Type, bool) , Component.GetComponentInParent(Type) , Component.GetComponentInParent<T>(bool) , Component.GetComponentInParent<T>() , Component.GetComponentsInParent(Type, bool) , Component.GetComponentsInParent(Type) , Component.GetComponentsInParent<T>(bool) , Component.GetComponentsInParent<T>(bool, List<T>) ,

Component.GetComponentsInParent<T>() , Component.GetComponents(Type) , Component.GetComponents(Type, List<Component>) , Component.GetComponents<T>(List<T>) , Component.GetComponents<T>() , Component.GetComponentIndex() , Component.CompareTag(string) , Component.SendMessageUpwards(string, object, SendMessageOptions) , Component.SendMessageUpwards(string, object) , Component.SendMessageUpwards(string) , Component.SendMessageUpwards(string, SendMessageOptions) , Component.SendMessage(string, object) , Component.SendMessage(string) , Component.SendMessage(string, object, SendMessageOptions) , Component.SendMessage(string, SendMessageOptions) , Component.BroadcastMessage(string, object, SendMessageOptions) , Component.BroadcastMessage(string, object) , Component.BroadcastMessage(string) , Component.BroadcastMessage(string, SendMessageOptions) , Component.transform , Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() , Object.Equals(object) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform) , Object.InstantiateAsync<T>(T, Vector3, Quaternion) , Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) , Object.InstantiateAsync<T>(T, int) , Object.InstantiateAsync<T>(T, int, Transform) , Object.InstantiateAsync<T>(T, int, Vector3, Quaternion) , Object.InstantiateAsync<T>(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>) , Object.InstantiateAsync<T>(T, int, Transform, Vector3, Quaternion) , Object.InstantiateAsync<T>(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>) , Object.Instantiate(Object, Vector3, Quaternion) , Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) , Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform) , Object.Instantiate(Object, Transform, bool) , Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) , Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) , Object.Instantiate<T>(T, Transform, bool) , Object.Destroy(Object, float) , Object.Destroy(Object) , Object.DestroyImmediate(Object, bool) , Object.DestroyImmediate(Object) , Object.FindObjectsOfType(Type) , Object.FindObjectsOfType(Type, bool) , Object.FindObjectsByType(Type, FindObjectsSortMode) , Object.FindObjectsByType(Type, FindObjectsInactive, FindObjectsSortMode) , Object.DontDestroyOnLoad(Object) , Object.DestroyObject(Object, float) , Object.DestroyObject(Object) , Object.FindSceneObjectsOfType(Type) , Object.FindObjectsOfTypeIncludingAssets(Type) , Object.FindObjectsOfType<T>() , Object.FindObjectsByType<T>(FindObjectsSortMode) , Object.FindObjectsOfType<T>(bool) , Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,

Object.FindObjectOfType<T>() , Object.FindObjectOfType<T>(bool) , Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() , Object.FindFirstObjectByType<T>(FindObjectsInactive) , Object.FindAnyObjectByType<T>(FindObjectsInactive) , Object.FindObjectsOfTypeAll(Type) , Object.FindObjectOfType(Type) , Object.FindFirstObjectByType(Type) , Object.FindAnyObjectByType(Type) , Object.FindObjectOfType(Type, bool) , Object.FindFirstObjectByType(Type, FindObjectsInactive) , Object.FindAnyObjectByType(Type, FindObjectsInactive) , Object.ToString() , Object.name , Object.hideFlags , object.Equals(object, object) , object.GetType() , object.MemberwiseClone() , object.ReferenceEquals(object, object)

Fields

player

```
[HideInInspector]
public Entity player
```

Field Value

Entity

Class MainMenu

Namespace: UI

Assembly: Assembly-CSharp.dll

Manages the main menu.

```
public class MainMenu : MonoBehaviour
```

Inheritance

object ← Object ← Component ← Behaviour ← MonoBehaviour ← MainMenu

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , MonoBehaviour.Invoke(string, float) , MonoBehaviour.InvokeRepeating(string, float, float) , MonoBehaviour.CancelInvoke(string) , MonoBehaviour.IsInvoking(string) , MonoBehaviour.StartCoroutine(string) , MonoBehaviour.StartCoroutine(string, object) , MonoBehaviour.StartCoroutine(IEnumerator) , MonoBehaviour.StartCoroutine_Auto(IEnumerator) , MonoBehaviour.StopCoroutine(IEnumerator) , MonoBehaviour.StopCoroutine(Coroutine) , MonoBehaviour.StopCoroutine(string) , MonoBehaviour.StopAllCoroutines() , MonoBehaviour.print(object) , MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout , MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled , Component.GetComponent(Type) , Component.GetComponent<T>() , Component.TryGetComponent(Type, out Component) , Component.TryGetComponent<T>(out T) , Component.GetComponent(string) , Component.GetComponentInChildren(Type, bool) , Component.GetComponentInChildren(Type) , Component.GetComponentInChildren<T>(bool) , Component.GetComponentInChildren<T>() , Component.GetComponentsInChildren(Type, bool) , Component.GetComponentsInChildren(Type) , Component.GetComponentsInChildren<T>(bool) , Component.GetComponentsInChildren<T>(bool, List<T>) , Component.GetComponentsInChildren<T>() , Component.GetComponentsInChildren<T>(List<T>) , Component.GetComponentInParent(Type, bool) , Component.GetComponentInParent(Type) , Component.GetComponentInParent<T>(bool) , Component.GetComponentInParent<T>() , Component.GetComponentsInParent(Type, bool) , Component.GetComponentsInParent(Type) , Component.GetComponentsInParent<T>(bool) , Component.GetComponentsInParent<T>(bool, List<T>) ,

Component.GetComponentsInParent<T>() , Component.GetComponents(Type) , Component.GetComponents(Type, List<Component>) , Component.GetComponents<T>(List<T>) , Component.GetComponents<T>() , Component.GetComponentIndex() , Component.CompareTag(string) , Component.SendMessageUpwards(string, object, SendMessageOptions) , Component.SendMessageUpwards(string, object) , Component.SendMessageUpwards(string) , Component.SendMessageUpwards(string, SendMessageOptions) , Component.SendMessage(string, object) , Component.SendMessage(string) , Component.SendMessage(string, object, SendMessageOptions) , Component.SendMessage(string, SendMessageOptions) , Component.BroadcastMessage(string, object, SendMessageOptions) , Component.BroadcastMessage(string, object) , Component.BroadcastMessage(string) , Component.BroadcastMessage(string, SendMessageOptions) , Component.transform , Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() , Object.Equals(object) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform) , Object.InstantiateAsync<T>(T, Vector3, Quaternion) , Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) , Object.InstantiateAsync<T>(T, int) , Object.InstantiateAsync<T>(T, int, Transform) , Object.InstantiateAsync<T>(T, int, Vector3, Quaternion) , Object.InstantiateAsync<T>(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>) , Object.InstantiateAsync<T>(T, int, Transform, Vector3, Quaternion) , Object.InstantiateAsync<T>(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>) , Object.Instantiate(Object, Vector3, Quaternion) , Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) , Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform) , Object.Instantiate(Object, Transform, bool) , Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) , Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) , Object.Instantiate<T>(T, Transform, bool) , Object.Destroy(Object, float) , Object.Destroy(Object) , Object.DestroyImmediate(Object, bool) , Object.DestroyImmediate(Object) , Object.FindObjectsOfType(Type) , Object.FindObjectsOfType(Type, bool) , Object.FindObjectsByType(Type, FindObjectsSortMode) , Object.FindObjectsByType(Type, FindObjectsInactive, FindObjectsSortMode) , Object.DontDestroyOnLoad(Object) , Object.DestroyObject(Object, float) , Object.DestroyObject(Object) , Object.FindSceneObjectsOfType(Type) , Object.FindObjectsOfTypeIncludingAssets(Type) , Object.FindObjectsOfType<T>() , Object.FindObjectsByType<T>(FindObjectsSortMode) , Object.FindObjectsOfType<T>(bool) , Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,

Object.FindObjectOfType<T>() , Object.FindObjectOfType<T>(bool) , Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() , Object.FindFirstObjectByType<T>(FindObjectsInactive) , Object.FindAnyObjectByType<T>(FindObjectsInactive) , Object.FindObjectsOfTypeAll(Type) , Object.FindObjectOfType(Type) , Object.FindFirstObjectByType(Type) , Object.FindAnyObjectByType(Type) , Object.FindObjectOfType(Type, bool) , Object.FindFirstObjectByType(Type, FindObjectsInactive) , Object.FindAnyObjectByType(Type, FindObjectsInactive) , Object.ToString() , Object.name , Object.hideFlags , object.Equals(object, object) , object.GetType() , object.MemberwiseClone() , object.ReferenceEquals(object, object)

Namespace WebSockets

Classes

GameManager

Provides handlers for incoming messages and manages the existing entities.

WebSocketManager

Manages the WebSocket connection to the server. Allows sending messages to the server and binding event handlers for incoming messages. Uses the NativeWebSocket package. Requires a GameManager component.

Class GameManager

Namespace: WebSockets

Assembly: Assembly-CSharp.dll

Provides handlers for incoming messages and manages the existing entities.

```
public class GameManager : MonoBehaviour
```

Inheritance

object ← Object ← Component ← Behaviour ← MonoBehaviour ← GameManager

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , MonoBehaviour.Invoke(string, float) , MonoBehaviour.InvokeRepeating(string, float, float) , MonoBehaviour.CancelInvoke(string) , MonoBehaviour.IsInvoking(string) , MonoBehaviour.StartCoroutine(string) , MonoBehaviour.StartCoroutine(string, object) , MonoBehaviour.StartCoroutine(IEnumerator) , MonoBehaviour.StartCoroutine_Auto(IEnumerator) , MonoBehaviour.StopCoroutine(IEnumerator) , MonoBehaviour.StopCoroutine(Coroutine) , MonoBehaviour.StopCoroutine(string) , MonoBehaviour.StopAllCoroutines() , MonoBehaviour.print(object) , MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout , MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled , Component.GetComponent(Type) , Component.GetComponent<T>() , Component.TryGetComponent(Type, out Component) , Component.TryGetComponent<T>(out T) , Component.GetComponent(string) , Component.GetComponentInChildren(Type, bool) , Component.GetComponentInChildren(Type) , Component.GetComponentInChildren<T>(bool) , Component.GetComponentInChildren<T>() , Component.GetComponentsInChildren(Type, bool) , Component.GetComponentsInChildren(Type) , Component.GetComponentsInChildren<T>(bool) , Component.GetComponentsInChildren<T>(bool, List<T>) , Component.GetComponentsInChildren<T>() , Component.GetComponentsInChildren<T>(List<T>) , Component.GetComponentInParent(Type, bool) , Component.GetComponentInParent(Type) , Component.GetComponentInParent<T>(bool) , Component.GetComponentInParent<T>() , Component.GetComponentsInParent(Type, bool) , Component.GetComponentsInParent(Type) , Component.GetComponentsInParent<T>(bool) , Component.GetComponentsInParent<T>(bool, List<T>) ,

Component.GetComponentsInParent<T>() , Component.GetComponents(Type) , Component.GetComponents(Type, List<Component>) , Component.GetComponents<T>(List<T>) , Component.GetComponents<T>() , Component.GetComponentIndex() , Component.CompareTag(string) , Component.SendMessageUpwards(string, object, SendMessageOptions) , Component.SendMessageUpwards(string, object) , Component.SendMessageUpwards(string) , Component.SendMessageUpwards(string, SendMessageOptions) , Component.SendMessage(string, object) , Component.SendMessage(string) , Component.SendMessage(string, object, SendMessageOptions) , Component.SendMessage(string, SendMessageOptions) , Component.BroadcastMessage(string, object, SendMessageOptions) , Component.BroadcastMessage(string, object) , Component.BroadcastMessage(string) , Component.BroadcastMessage(string, SendMessageOptions) , Component.transform , Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() , Object.Equals(object) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform) , Object.InstantiateAsync<T>(T, Vector3, Quaternion) , Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) , Object.InstantiateAsync<T>(T, int) , Object.InstantiateAsync<T>(T, int, Transform) , Object.InstantiateAsync<T>(T, int, Vector3, Quaternion) , Object.InstantiateAsync<T>(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>) , Object.InstantiateAsync<T>(T, int, Transform, Vector3, Quaternion) , Object.InstantiateAsync<T>(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>) , Object.Instantiate(Object, Vector3, Quaternion) , Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) , Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform) , Object.Instantiate(Object, Transform, bool) , Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) , Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) , Object.Instantiate<T>(T, Transform, bool) , Object.Destroy(Object, float) , Object.Destroy(Object) , Object.DestroyImmediate(Object, bool) , Object.DestroyImmediate(Object) , Object.FindObjectsOfType(Type) , Object.FindObjectsOfType(Type, bool) , Object.FindObjectsByType(Type, FindObjectsSortMode) , Object.FindObjectsByType(Type, FindObjectsInactive, FindObjectsSortMode) , Object.DontDestroyOnLoad(Object) , Object.DestroyObject(Object, float) , Object.DestroyObject(Object) , Object.FindSceneObjectsOfType(Type) , Object.FindObjectsOfTypeIncludingAssets(Type) , Object.FindObjectsOfType<T>() , Object.FindObjectsByType<T>(FindObjectsSortMode) , Object.FindObjectsOfType<T>(bool) , Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,

Object.FindObjectOfType<T>() , Object.FindObjectOfType<T>(bool) , Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() , Object.FindFirstObjectByType<T>(FindObjectsInactive) , Object.FindAnyObjectByType<T>(FindObjectsInactive) , Object.FindObjectsOfTypeAll(Type) , Object.FindObjectOfType(Type) , Object.FindFirstObjectByType(Type) , Object.FindAnyObjectByType(Type) , Object.FindObjectOfType(Type, bool) , Object.FindFirstObjectByType(Type, FindObjectsInactive) , Object.FindAnyObjectByType(Type, FindObjectsInactive) , Object.ToString() , Object.name , Object.hideFlags , object.Equals(object, object) , object.GetType() , object.MemberwiseClone() , object.ReferenceEquals(object, object)

Fields

controlledPlayerPrefab

```
public GameObject controlledPlayerPrefab
```

Field Value

GameObject

entityPrefabs

```
public GameObject[] entityPrefabs
```

Field Value

GameObject[]

id

```
[HideInInspector]
public string id
```

Field Value

string

playerName

```
public string playerName
```

Field Value

string

registered

```
[HideInInspector]
public bool registered
```

Field Value

bool

Methods

Register()

```
public void Register()
```

SpawnSelf()

```
public void SpawnSelf()
```

Class WebSocketManager

Namespace: WebSockets

Assembly: Assembly-CSharp.dll

Manages the WebSocket connection to the server. Allows sending messages to the server and binding event handlers for incoming messages. Uses the NativeWebSocket package. Requires a GameManager component.

```
[RequireComponent(typeof(GameManager))]
public class WebSocketManager : MonoBehaviour
```

Inheritance

object ← Object ← Component ← Behaviour ← MonoBehaviour ← WebSocketManager

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , MonoBehaviour.Invoke(string, float) , MonoBehaviour.InvokeRepeating(string, float, float) , MonoBehaviour.CancelInvoke(string) , MonoBehaviour.IsInvoking(string) , MonoBehaviour.StartCoroutine(string) , MonoBehaviour.StartCoroutine(string, object) , MonoBehaviour.StartCoroutine(IEnumerator) , MonoBehaviour.StartCoroutine_Auto(IEnumerator) , MonoBehaviour.StopCoroutine(IEnumerator) , MonoBehaviour.StopCoroutine(Coroutine) , MonoBehaviour.StopCoroutine(string) , MonoBehaviour.StopAllCoroutines() , MonoBehaviour.print(object) , MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout , MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled , Component.GetComponent(Type) , Component.GetComponent<T>() , Component.TryGetComponent(Type, out Component) , Component.TryGetComponent<T>(out T) , Component.GetComponent(string) , Component.GetComponentInChildren(Type, bool) , Component.GetComponentInChildren(Type) , Component.GetComponentInChildren<T>(bool) , Component.GetComponentInChildren<T>() , Component.GetComponentsInChildren(Type, bool) , Component.GetComponentsInChildren(Type) , Component.GetComponentsInChildren<T>(bool) , Component.GetComponentsInChildren<T>(bool, List<T>) , Component.GetComponentsInChildren<T>() , Component.GetComponentsInChildren<T>(List<T>) , Component.GetComponentInParent(Type, bool) , Component.GetComponentInParent(Type) , Component.GetComponentInParent<T>(bool) , Component.GetComponentInParent<T>() , Component.GetComponentsInParent(Type, bool) , Component.GetComponentsInParent(Type) , Component.GetComponentsInParent<T>(bool) , Component.GetComponentsInParent<T>(bool, List<T>) , Component.GetComponentsInParent<T>() , Component.GetComponents(Type) , Component.GetComponents(Type, List<Component>) , Component.GetComponents<T>(List<T>) , Component.GetComponents<T>() , Component.GetComponentIndex() , Component.CompareTag(string) , Component.SendMessageUpwards(string, object, SendMessageOptions) , Component.SendMessageUpwards(string, object) , Component.SendMessageUpwards(string) , Component.SendMessageUpwards(string, SendMessageOptions) , Component.SendMessage(string, object) , Component.SendMessage(string) , Component.SendMessage(string, object, SendMessageOptions) , Component.SendMessage(string, SendMessageOptions) , Component.BroadcastMessage(string, object, SendMessageOptions) , Component.BroadcastMessage(string, object) , Component.BroadcastMessage(string) , Component.BroadcastMessage(string, SendMessageOptions) , Component.transform , Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() , Object.Equals(object) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform) , Object.InstantiateAsync<T>(T, Vector3, Quaternion) , Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) , Object.InstantiateAsync<T>(T, int) , Object.InstantiateAsync<T>(T, int, Transform) , Object.InstantiateAsync<T>(T, int, Vector3, Quaternion) , Object.InstantiateAsync<T>(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>) , Object.InstantiateAsync<T>(T, int, Transform, Vector3, Quaternion) , Object.InstantiateAsync<T>(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>) , Object.Instantiate(Object, Vector3, Quaternion) , Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) , Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform) , Object.Instantiate(Object, Transform, bool) , Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) , Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) , Object.Instantiate<T>(T, Transform, bool) , Object.Destroy(Object, float) , Object.Destroy(Object) , Object.DestroyImmediate(Object, bool) , Object.DestroyImmediate(Object) , Object.FindObjectsOfType(Type) , Object.FindObjectsOfType(Type, bool) , Object.FindObjectsByType(Type, FindObjectsSortMode) , Object.FindObjectsByType(Type, FindObjectsInactive, FindObjectsSortMode) , Object.DontDestroyOnLoad(Object) , Object.DestroyObject(Object, float) , Object.DestroyObject(Object) , Object.FindSceneObjectsOfType(Type) , Object.FindObjectsOfTypeIncludingAssets(Type) , Object.FindObjectsOfType<T>() , Object.FindObjectsByType<T>(FindObjectsSortMode) , Object.FindObjectsOfType<T>(bool) , Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) , Object.FindObjectOfType<T>() , Object.FindObjectOfType<T>(bool) , Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() , Object.FindFirstObjectByType<T>(FindObjectsInactive) , Object.FindAnyObjectByType<T>(FindObjectsInactive) , Object.FindObjectsOfTypeAll(Type) , Object.FindObjectOfType(Type) , Object.FindFirstObjectByType(Type) , Object.FindAnyObjectByType(Type) , Object.FindObjectOfType(Type, bool) , Object.FindFirstObjectByType(Type, FindObjectsInactive) , Object.FindAnyObjectByType(Type, FindObjectsInactive) , Object.ToString() , Object.name , Object.hideFlags , object.Equals(object, object) , object.GetType() , object.MemberwiseClone() , object.ReferenceEquals(object, object)

Fields

ServerAddress

The WebSocket server address that will be used by Connect(). Changing this value will not affect the current connection.

```
public string ServerAddress
```

Field Value

string

Properties

Connected

Returns whether the WebSocket connection is open.

```
public bool Connected { get; }
```

Property Value

bool

True if the connection is open, false otherwise.

State

Exposes the WebSocket connection state.

```
public WebSocketState State { get; }
```

Property Value

WebSocketState

The current NativeWebSocket.WebSocketState of the connection.

Methods

CloseConnection()

Closes the WebSocket connection.

```
public void CloseConnection()
```

Connect()

Connects to the WebSocket server. Uses the value from ServerAddress. If a connection is already open, it will be closed.

```
public void Connect()
```

SendWSMessage(string, object)

Sends a message to the server.

```
public void SendWSMessage(string eventName, object data)
```

Parameters

`eventName` string

The event name.

`data` object

The event data.

bindHandler(string, Action<string>)

Binds a handler to an event.

```
public void bindHandler(string @event, Action<string> handler)
```

Parameters

`event` string

The event name.

`handler` Action<string>

The handler.

Namespace WebSockets.InMessageData

Classes

EntityAttackData

Represents the entity attack message data.

This message is sent by the server when an entity attacks (the attack animation starts).

EntityDamageData

Represents the entity damage message data. This message is sent by the server when an entity takes damage.

EntityDespawnData

Represents the entity despawn message data.

EntityMoveData

Represents the entity move message data.

EntitySpawnData

Represents the entity spawn message data.

EntityUpdateData

Represents the entity update message data.

HeartbeatData

Represents the heartbeat message data.

JoinData

Represents the player join message data.

LeaveData

Represents the player leave message data.

MessageData

Represents abstract incoming message data.

PositionedMessageData

Represents incoming message data that contains a position.

Enums

EntityType

Represents the type of entity. The order of the enum values determines the order in the inspector field.

Class EntityAttackData

Namespace: WebSockets.InMessageData

Assembly: Assembly-CSharp.dll

Represents the entity attack message data.

This message is sent by the server when an entity attacks (the attack animation starts).

```
public sealed class EntityAttackData : MessageData
```

Inheritance

object ← MessageData ← EntityAttackData

Inherited Members

MessageData.id , object.Equals(object) , object.Equals(object, object) , object.GetHashCode() , object.GetType() , object.ReferenceEquals(object, object) , object.ToString()

Class EntityDamageData

Namespace: WebSockets.InMessageData

Assembly: Assembly-CSharp.dll

Represents the entity damage message data. This message is sent by the server when an entity takes damage.

```
public sealed class EntityDamageData : MessageData
```

Inheritance

object ← MessageData ← EntityDamageData

Inherited Members

MessageData.id , object.Equals(object) , object.Equals(object, object) , object.GetHashCode() , object.GetType() , object.ReferenceEquals(object, object) , object.ToString()

Properties

damage

```
public float damage { get; set; }
```

Property Value

float

sourceX

```
public float sourceX { get; set; }
```

Property Value

float

sourceY

```
public float sourceY { get; set; }
```

Property Value

float

Class EntityDespawnData

Namespace: WebSockets.InMessageData

Assembly: Assembly-CSharp.dll

Represents the entity despawn message data.

```
public sealed class EntityDespawnData : MessageData
```

Inheritance

object ← MessageData ← EntityDespawnData

Inherited Members

MessageData.id , object.Equals(object) , object.Equals(object, object) , object.GetHashCode() , object.GetType() , object.ReferenceEquals(object, object) , object.ToString()

Class EntityMoveData

Namespace: WebSockets.InMessageData

Assembly: Assembly-CSharp.dll

Represents the entity move message data.

```
public sealed class EntityMoveData : PositionedMessageData
```

Inheritance

object ← MessageData ← PositionedMessageData ← EntityMoveData

Inherited Members

PositionedMessageData.x , PositionedMessageData.y , MessageData.id , object.Equals(object) , object.Equals(object, object) , object.GetHashCode() , object.GetType() , object.ReferenceEquals(object, object) , object.ToString()

Properties

time

```
public float time { get; set; }
```

Property Value

float

Class EntitySpawnData

Namespace: WebSockets.InMessageData

Assembly: Assembly-CSharp.dll

Represents the entity spawn message data.

```
public sealed class EntitySpawnData : PositionedMessageData
```

Inheritance

object ← MessageData ← PositionedMessageData ← EntitySpawnData

Inherited Members

PositionedMessageData.x , PositionedMessageData.y , MessageData.id , object.Equals(object) , object.Equals(object, object) , object.GetHashCode() , object.GetType() , object.ReferenceEquals(object, object) , object.ToString()

Properties

entity

```
public EntityType entity { get; set; }
```

Property Value

EntityType

Enum EntityType

Namespace: WebSockets.InMessageData

Assembly: Assembly-CSharp.dll

Represents the type of entity. The order of the enum values determines the order in the inspector field.

```
public enum EntityType
```

Fields

`Player = 0`

`Slime = 1`

`SlimePurple = 2`

Class EntityUpdateData

Namespace: WebSockets.InMessageData

Assembly: Assembly-CSharp.dll

Represents the entity update message data.

```
public sealed class EntityUpdateData : MessageData
```

Inheritance

object ← MessageData ← EntityUpdateData

Inherited Members

MessageData.id , object.Equals(object) , object.Equals(object, object) , object.GetHashCode() , object.GetType() , object.ReferenceEquals(object, object) , object.ToString()

Properties

dir

```
public Direction dir { get; set; }
```

Property Value

Direction

hp

```
public float hp { get; set; }
```

Property Value

float

isDashing

```
public bool isDashing { get; set; }
```

Property Value

bool

isMoving

```
public bool isMoving { get; set; }
```

Property Value

bool

score

```
public int score { get; set; }
```

Property Value

int

Class HeartbeatData

Namespace: WebSockets.InMessageData

Assembly: Assembly-CSharp.dll

Represents the heartbeat message data.

```
public sealed class HeartbeatData : MessageData
```

Inheritance

object ← MessageData ← HeartbeatData

Inherited Members

MessageData.id , object.Equals(object) , object.Equals(object, object) , object.GetHashCode() , object.GetType() , object.ReferenceEquals(object, object) , object.ToString()

Class JoinData

Namespace: WebSockets.InMessageData

Assembly: Assembly-CSharp.dll

Represents the player join message data.

```
public sealed class JoinData : MessageData
```

Inheritance

object ← MessageData ← JoinData

Inherited Members

MessageData.id , object.Equals(object) , object.Equals(object, object) , object.GetHashCode() , object.GetType() , object.ReferenceEquals(object, object) , object.ToString()

Class LeaveData

Namespace: WebSockets.InMessageData

Assembly: Assembly-CSharp.dll

Represents the player leave message data.

```
public sealed class LeaveData : MessageData
```

Inheritance

object ← MessageData ← LeaveData

Inherited Members

MessageData.id , object.Equals(object) , object.Equals(object, object) , object.GetHashCode() , object.GetType() , object.ReferenceEquals(object, object) , object.ToString()

Class MessageData

Namespace: WebSockets.InMessageData

Assembly: Assembly-CSharp.dll

Represents abstract incoming message data.

```
public abstract class MessageData
```

Inheritance

object ← MessageData

Derived

EntityAttackData, EntityDamageData, EntityDespawnData, EntityUpdateData, HeartbeatData, JoinData, LeaveData, PositionedMessageData

Inherited Members

object.Equals(object) , object.Equals(object, object) , object.GetHashCode() , object.GetType() , object.MemberwiseClone() , object.ReferenceEquals(object, object) , object.ToString()

Properties

id

```
public string id { get; set; }
```

Property Value

string

Class PositionedMessageData

Namespace: WebSockets.InMessageData

Assembly: Assembly-CSharp.dll

Represents incoming message data that contains a position.

```
public abstract class PositionedMessageData : MessageData
```

Inheritance

object ← MessageData ← PositionedMessageData

Derived

EntityMoveData, EntitySpawnData

Inherited Members

MessageData.id , object.Equals(object) , object.Equals(object, object) , object.GetHashCode() , object.GetType() , object.MemberwiseClone() , object.ReferenceEquals(object, object) , object.ToString()

Properties

x

```
public float x { get; set; }
```

Property Value

float

y

```
public float y { get; set; }
```

Property Value

float

Namespace WebSockets.OutMessageData

Classes

AttackData

Represents the player attack message data. It is used to report the player's attack (the animation) to the server.

HeartbeatData

Represents the heartbeat message data.

HitData

Represents the player hit message data. It is used to report the player's hit to the server. Each hit message reports one hit.

JoinData

Represents the player join message data. This is sent when the client wants to register the new player with the server.

LeaveData

Represents the player leave message data. This is sent when the client wants to leave the server.

MessageData

Represents abstract outgoing message data.

MoveData

Represents the player move message data. It is used to report the player's movement to the server.

SpawnData

Represents the player spawn message data. This is sent when the client wants to spawn the player.

UpdateData

Represents the player update message data. It is used to report the current state of the player to the server.

Class AttackData

Namespace: WebSockets.OutMessageData

Assembly: Assembly-CSharp.dll

Represents the player attack message data. It is used to report the player's attack (the animation) to the server.

```
public sealed class AttackData : MessageData
```

Inheritance

object ← MessageData ← AttackData

Inherited Members

MessageData.id , object.Equals(object) , object.Equals(object, object) , object.GetHashCode() , object.GetType() , object.ReferenceEquals(object, object) , object.ToString()

Class HeartbeatData

Namespace: WebSockets.OutMessageData

Assembly: Assembly-CSharp.dll

Represents the heartbeat message data.

```
public sealed class HeartbeatData : MessageData
```

Inheritance

object ← MessageData ← HeartbeatData

Inherited Members

MessageData.id , object.Equals(object) , object.Equals(object, object) , object.GetHashCode() , object.GetType() , object.ReferenceEquals(object, object) , object.ToString()

Class HitData

Namespace: WebSockets.OutMessageData

Assembly: Assembly-CSharp.dll

Represents the player hit message data. It is used to report the player's hit to the server. Each hit message reports one hit.

```
public sealed class HitData : MessageData
```

Inheritance

object ← MessageData ← HitData

Inherited Members

MessageData.id , object.Equals(object) , object.Equals(object, object) , object.GetHashCode() , object.GetType() , object.ReferenceEquals(object, object) , object.ToString()

Properties

targetId

```
public string targetId { get; set; }
```

Property Value

string

Class JoinData

Namespace: WebSockets.OutMessageData

Assembly: Assembly-CSharp.dll

Represents the player join message data. This is sent when the client wants to register the new player with the server.

```
public sealed class JoinData
```

Inheritance

object ← JoinData

Inherited Members

object.Equals(object) , object.Equals(object, object) , object.GetHashCode() , object.GetType() , object.ReferenceEquals(object, object) , object.ToString()

Properties

playerName

```
public string playerName { get; set; }
```

Property Value

string

Class LeaveData

Namespace: WebSockets.OutMessageData

Assembly: Assembly-CSharp.dll

Represents the player leave message data. This is sent when the client wants to leave the server.

```
public sealed class LeaveData : MessageData
```

Inheritance

object ← MessageData ← LeaveData

Inherited Members

MessageData.id , object.Equals(object) , object.Equals(object, object) , object.GetHashCode() , object.GetType() , object.ReferenceEquals(object, object) , object.ToString()

Class MessageData

Namespace: WebSockets.OutMessageData

Assembly: Assembly-CSharp.dll

Represents abstract outgoing message data.

```
public abstract class MessageData
```

Inheritance

object ← MessageData

Derived

AttackData, HeartbeatData, HitData, LeaveData, MoveData, SpawnData, UpdateData

Inherited Members

object.Equals(object) , object.Equals(object, object) , object.GetHashCode() , object.GetType() , object.MemberwiseClone() , object.ReferenceEquals(object, object) , object.ToString()

Properties

id

```
public string id { get; set; }
```

Property Value

string

Class MoveData

Namespace: WebSockets.OutMessageData

Assembly: Assembly-CSharp.dll

Represents the player move message data. It is used to report the player's movement to the server.

```
public sealed class MoveData : MessageData
```

Inheritance

object ← MessageData ← MoveData

Inherited Members

MessageData.id , object.Equals(object) , object.Equals(object, object) , object.GetHashCode() , object.GetType() , object.ReferenceEquals(object, object) , object.ToString()

Properties

x

```
public float x { get; set; }
```

Property Value

float

y

```
public float y { get; set; }
```

Property Value

float

Class SpawnData

Namespace: WebSockets.OutMessageData

Assembly: Assembly-CSharp.dll

Represents the player spawn message data. This is sent when the client wants to spawn the player.

```
public sealed class SpawnData : MessageData
```

Inheritance

object ← MessageData ← SpawnData

Inherited Members

MessageData.id , object.Equals(object) , object.Equals(object, object) , object.GetHashCode() , object.GetType() , object.ReferenceEquals(object, object) , object.ToString()

Class UpdateData

Namespace: WebSockets.OutMessageData

Assembly: Assembly-CSharp.dll

Represents the player update message data. It is used to report the current state of the player to the server.

```
public sealed class UpdateData : MessageData
```

Inheritance

object ← MessageData ← UpdateData

Inherited Members

MessageData.id , object.Equals(object) , object.Equals(object, object) , object.GetHashCode() , object.GetType() , object.ReferenceEquals(object, object) , object.ToString()

Properties

dir

```
public Direction dir { get; set; }
```

Property Value

Direction

isDashing

```
public bool isDashing { get; set; }
```

Property Value

bool

isMoving

```
public bool isMoving { get; set; }
```

Property Value

bool