Spin The Circle

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Contents

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Hierarchical Index

1.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

Chapter 2

Class Index

2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

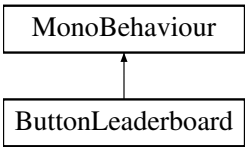
Chapter 3

Class Documentation

3.1 ButtonLeaderboard Class Reference

Class attached to the leaderboard button. Works only on mobile (iOS & Android), with Very Simple Leaderboard : http://u3d.as/qxf

Inheritance diagram for ButtonLeaderboard:



Public Member Functions

- void OnClickedOpenLeaderboard ()

  If player clics on the leaderbord button, we call this method. Works only on mobile (iOS & Android) if using Very Simple Leaderboard by App Advisory : http://u3d.as/qxf

3.1.1 Detailed Description

Class attached to the leaderboard button. Works only on mobile (iOS & Android), with Very Simple Leaderboard : http://u3d.as/qxf

3.1.2 Member Function Documentation

3.1.2.1 void ButtonLeaderboard.OnClickedOpenLeaderboard ( ) [inline]

If player clics on the leaderbord button, we call this method. Works only on mobile (iOS & Android) if using Very Simple Leaderboard by App Advisory : http://u3d.as/qxf

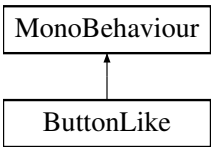
The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/__AppAdvisory/SpinTheCircle/Assets/SpinTheCircle/Scripts/UIScripts/Button↩ Leaderboard.cs

3.2 ButtonLike Class Reference

Attached to like button

Inheritance diagram for ButtonLike:



Public Member Functions

- void **OnClickedFacebookLikeButton** ()

Public Attributes

- string **facebookApp** = "fb://profile/515431001924232"
- string **facebookAddress** = "https://www.facebook.com/appadvisory"

3.2.1 Detailed Description

Attached to like button

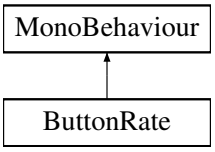
The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/__AppAdvisory/SpinTheCircle/Assets/SpinTheCircle/Scripts/UIScripts/Button↩ Like.cs

3.3 ButtonRate Class Reference

Attached to rate button

Inheritance diagram for ButtonRate:



Public Member Functions

- void **OnClickedRate** ()

Public Attributes

- string **iosRateURL** = "fb://profile/515431001924232"
- string **androidRateURL** = "https://www.facebook.com/appadvisory"

3.3.1 Detailed Description

Attached to rate button

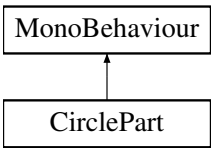
The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/__AppAdvisory/SpinTheCircle/Assets/SpinTheCircle/Scripts/UIScripts/Button↩ Rate.cs

3.4 CirclePart Class Reference

Each part of the circle is a circle. We use the fillAmount component of UI image to get "parts". All the circles are child of the Game Object PartParent (= CircleRotator). The Circle prefab is in the Prefabs folder. Each Circles are instantiate in the CircleLogic at the start of each level

Inheritance diagram for CirclePart:



Public Member Functions

- CirclePart Init (float fillAmout, float angle, Color color)

  Init the circle = the part of the circle. Each part is defined with a fillAmount = 1 / number of part in the circle, an angle and a color
- float GetMiddleAngle ()

  Get the angle of the middle of the part of circle

Public Attributes

- Image image

  The image = a simple circle

3.4.1 Detailed Description

Each part of the circle is a circle. We use the fillAmount component of UI image to get "parts". All the circles are child of the Game Object PartParent (= CircleRotator). The Circle prefab is in the Prefabs folder. Each Circles are instantiate in the CircleLogic at the start of each level

3.4.2 Member Function Documentation

3.4.2.1 float CirclePart.GetMiddleAngle ( ) [inline]

Get the angle of the middle of the part of circle

3.4.2.2 CirclePart CirclePart.Init (float *fillAmout*, float *angle*, Color *color*) [inline]

Init the circle = the part of the circle. Each part is defined with a fillAmount = 1 / number of part in the circle, an angle and a color

3.4.3 Member Data Documentation

3.4.3.1 Image CirclePart.image

The image = a simple circle

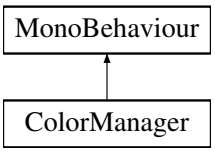
The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/__AppAdvisory/SpinTheCircle/Assets/SpinTheCircle/Scripts/CirclePart.cs

3.5 ColorManager Class Reference

Class with an array of color. Change the array to customize the colors. Attached to the Canvas game object

Inheritance diagram for ColorManager:



Public Attributes

- Color[ ] **colors**

3.5.1 Detailed Description

Class with an array of color. Change the array to customize the colors. Attached to the Canvas game object

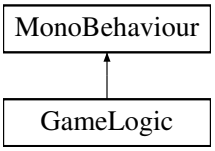
The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/__AppAdvisory/SpinTheCircle/Assets/SpinTheCircle/Scripts/Color↩ Manager.cs

3.6 GameLogic Class Reference

In charge of all the circle logic. Attached to the game object: "CircleParent". Create the colors, Spawn each element of the circle. Check the color when the player tap the screen etc... In charge of the rotation of the circle and of the input in the game (who will stop the rotation, check the color, and start the rotation in the other direction). Attached to the game object: "PartParent".

Inheritance diagram for GameLogic:



Public Member Functions

- void DOColorBall ()

Change the color of the ball = color to find

- bool CheckIfBallColorEqualCircleColor ()

  Check if the player tap at the good moment on the screen, ie. check if the color of the ball = the color of the part of the circle below the ball

Public Attributes

- CirclePart circlePrefab

  Prefab of Circle. Use to create the circle. Each part is a UI Image with a certain fillAmount

- Transform **circlesParent**
- RectTransform partParent

  Reference to the GameObject who contains all the part of the circle we will spawn

- Image ball

  Reference to the ball Image = player

- List< Color > listColorReordered = new List<Color>()

  Reference to a list of color built for a level

- float speedCircle = 0.05f

  Speed of the circle, in seconds (total time in seconds to make 360 degree rotation), for the current level

Properties

- GameManager **gameManager** `[get]`

Private Member Functions

- void Awake ()

  Create a new list of corlors for this level, randomly : listColorReordered and save it in PlayerPrefsX to use the same list of colors in case of game over

- void **OnEnable** ()
- void **OnDisable** ()
- void **OnTouchLeft** ()
- void **OnTouchRight** ()
- void **DOStart** ()
- void Update ()

  Listen if the player tap or click, and if the game is not game over after the click (so ball color = part of the circle color) launch again the rotation but in the oposite direction

- void DORotateCircle (int direction)

  Start the rotation of the circle. Check in each updates if the ball enter a part of the circle with the same color of him. If we are inside a same color and we go out, that means the player doesn't tap before the ball go out of the part with the same color, so it's game over.

- void Start ()

  Place the border and the border shadow at the good place

- void DefineLevel ()

  IMPORTANT ==> It's here we define the levels. Change the formulas if you want.

- CirclePart **GetSelection** ()
- void BuildCircle ()

  Method to build the circle. Each part of the circle is an UI Image, type = fill image. We use the fill amout property to cretae the parts of the circle

- CirclePart InstantiateCircle ()

  Method to create a new circle = new part of the circle

- CirclePart InstantiateCircle (float fillAmout, float angle, Color c)

  Method to create a new circle = new part of the circle

Private Attributes

- int numOfPart = 12

  Number of parts in the circle, for the current level
- int numOfColor = 3

  Number of colors in the circle, for the current level
- List< CirclePart > allCircles = new List<CirclePart>()

  Reference to all the parts contained in the circle, for the current level
- Color lastColor

  Reference to the last color to find, to avoid duplicate check
- bool **shuffleColorAray** = true
- GameManager **_gameManager**
- bool firstMove = true

  Is it the first time we start the rotation for the level?
- Tweener rotateTweener

  Reference to the tweener who rotate the circle

3.6.1 Detailed Description

In charge of all the circle logic. Attached to the game object: "CircleParent". Create the colors, Spawn each element of the circle. Check the color when the player tap the screen etc... In charge of the rotation of the circle and of the input in the game (who will stop the rotation, check the color, and start the rotation in the other direction). Attached to the game object: "PartParent".

3.6.2 Member Function Documentation

3.6.2.1 void GameLogic.Awake ( ) [inline], [private]

Create a new list of corlors for this level, randomly : listColorReordered and save it in PlayerPrefsX to use the same list of colors in case of game over

3.6.2.2 void GameLogic.BuildCircle ( ) [inline], [private]

Method to build the circle. Each part of the circle is an UI Image, type = fill image. We use the fill amout property to cretae the parts of the circle

3.6.2.3 bool GameLogic.CheckIfBallColorEqualCircleColor ( ) [inline]

Check if the player tap at the good moment on the screen, ie. check if the color of the ball = the color of the part of the circle below the ball

3.6.2.4 void GameLogic.DefineLevel ( ) [inline], [private]

IMPORTANT ==> It's here we define the levels. Change the formulas if you want.

3.6.2.5 void GameLogic.DOColorBall ( ) [inline]

Change the color of the ball = color to find

3.6.2.6 void GameLogic.DORotateCircle (int *direction*) [inline],[private]

Start the rotation of the circle. Check in each updates if the ball enter a part of the circle with the same color of him. If we are inside a same color and we go out, that means the player doesn't tap before the ball go out of the part with the same color, so it's game over.

3.6.2.7 CirclePart GameLogic.InstantiateCircle ( ) [inline],[private]

Method to create a new circle = new part of the circle

3.6.2.8 CirclePart GameLogic.InstantiateCircle (float *fillAmout,* float *angle,* Color *c*) [inline],[private]

Method to create a new circle = new part of the circle

3.6.2.9 void GameLogic.Start ( ) [inline],[private]

Place the border and the border shadow at the good place

3.6.2.10 void GameLogic.Update ( ) [inline],[private]

Listen if the player tap or click, and if the game is not game over after the click (so ball color = part of the circle color) launch again the rotation but in the oposite direction

3.6.3 Member Data Documentation

3.6.3.1 List<CirclePart> GameLogic.allCircles = new List<CirclePart>() [private]

Reference to all the parts contained in the circle, for the current level

3.6.3.2 Image GameLogic.ball

Reference to the ball Image = player

3.6.3.3 CirclePart GameLogic.circlePrefab

Prefab of Circle. Use to create the circle. Each part is a UI Image with a certain fillAmount

3.6.3.4 bool GameLogic.firstMove = true [private]

Is it the first time we start the rotation for the level?

3.6.3.5 Color GameLogic.lastColor [private]

Reference to the last color to find, to avoid duplicate check

3.6.3.6 List<Color> GameLogic.listColorReordered = new List<Color>()

Reference to a list of color built for a level

3.6.3.7 int GameLogic.numOfColor = 3 [private]

Number of colors in the circle, for the current level

3.6.3.8 int GameLogic.numOfPart = 12 [private]

Number of parts in the circle, for the current level

3.6.3.9 RectTransform GameLogic.partParent

Reference to the GameObject who contains all the part of the circle we will spawn

3.6.3.10 Tweener GameLogic.rotateTweener [private]

Reference to the tweener who rotate the circle

3.6.3.11 float GameLogic.speedCircle = 0.05f

Speed of the circle, in seconds (total time in seconds to make 360 degree rotation), for the current level

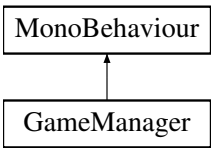
The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/__AppAdvisory/SpinTheCircle/Assets/SpinTheCircle/Scripts/GameLogic.cs

3.7 GameManager Class Reference

In charge of the game logic: Game Start, Game Over, Score, Ads etc... Attached to the Canvas game object. In Charge to all the game management (game over, point, restart etc..) and in charge to show interstitial in the game. FOr monetizing this game with ads, everythign is already coded for you. You just need to get VERY SIMPLE ADS here: http://u3d.as/oWD

Inheritance diagram for GameManager:



Public Member Functions

- void MoveDone ()

  When a move is done, ie. player tap at the good moment, we decrease the numTotalOfMove (-1) and we check if success (numTotalOfMove = 0). If success, we call the function LevelClear. If not, play a sound

- void GameOver ()

  When a move is done, ie. player tap on the screen and the color of the ball is not equal of the color of the part of the circle below => Game Over. We restart the game and show interstitial. If you want to monetize this game, get VERY SIMPLE ADS at this URL: http://u3d.as/oWD

- void ShowAds ()

  Show Ads - Interstitial. If you want to monetize this game, get VERY SIMPLE ADS at this URL: http://u3d.as/oWD

Public Attributes

- string VerySimpleAdsURL = "http://u3d.as/oWD"

  If you want to monetize this game, get VERY SIMPLE ADS at this URL: http://u3d.as/oWD
- int numberOfPlayToShowInterstitial = 5

  Number of "play" to show an interstitial. If you want to monetize this game, get VERY SIMPLE ADS at this URL: http://u3d.as/oWD
- bool RESET_PLAYER_PREF = false

  to reset the player pref. Use if for debug only!!
- bool isGameOver = false

  True if game over
- Text levelCenterScreen

  Text in the center of the screen = number of colors to find to clear the level
- Text **textLastScore**
- Text **textBestScore**

Properties

- SoundManager **soundManager** [get]
- int point [get, set]

  The number of move we have to do to clear this level = the level number

Private Member Functions

- void Awake ()

  Clean the memory and place the circleparent at the good place
- void Start ()

  Clean the memory and place the circleparent at the good place
- void SetNewGame ()

  Create a new game: Set the texts, the numTotalOfMove and if the last game was not a game over : do the animation in
- void DOMoveLevelOut (Action callback)

  Animation out of the circle (from center to left)
- void DOMoveLevelIn (Action callback)

  Animation in of the circle (from right to center)

Private Attributes

- SoundManager _soundManager

  Reference to circle parent, to do the animation in and out for transition between level
- int **m_point**

3.7.1 Detailed Description

In charge of the game logic: Game Start, Game Over, Score, Ads etc... Attached to the Canvas game object. In Charge to all the game management (game over, point, restart etc..) and in charge to show interstitial in the game. FOr monetizing this game with ads, everythign is already coded for you. You just need to get VERY SIMPLE ADS here: http://u3d.as/oWD

3.7.2 Member Function Documentation

3.7.2.1 void GameManager.Awake ( ) [inline], [private]

Clean the memory and place the circleparent at the good place

3.7.2.2 void GameManager.DOMoveLevelIn (Action *callback*) [inline], [private]

Animation in of the circle (from right to center)

3.7.2.3 void GameManager.DOMoveLevelOut (Action *callback*) [inline], [private]

Animation out of the circle (from center to left)

3.7.2.4 void GameManager.GameOver ( ) [inline]

When a move is done, ie. player tap on the screen and the color of the ball is not equal of the color of the part of the circle below => Game Over. We restart the game and show interstitial. If you want to monetize this game, get VERY SIMPLE ADS at this URL: http://u3d.as/oWD

3.7.2.5 void GameManager.MoveDone ( ) [inline]

When a move is done, ie. player tap at the good moment, we decrease the numTotalOfMove (-1) and we check if success (numTotalOfMove = 0). If success, we call the function LevelClear. If not, play a sound

3.7.2.6 void GameManager.SetNewGame ( ) [inline], [private]

Create a new game: Set the texts, the numTotalOfMove and if the last game was not a game over : do the animation in

3.7.2.7 void GameManager.ShowAds ( ) [inline]

Show Ads - Interstitial. If you want to monetize this game, get VERY SIMPLE ADS at this URL: http://u3d.as/oWD

3.7.2.8 void GameManager.Start ( ) [inline], [private]

Clean the memory and place the circleparent at the good place

3.7.3 Member Data Documentation

3.7.3.1 SoundManager GameManager._soundManager [private]

Reference to circle parent, to do the animation in and out for transition between level

3.7.3.2 bool GameManager.isGameOver = false

True if game over

3.7.3.3 Text GameManager.levelCenterScreen

Text in the center of the screen = number of colors to find to clear the level

3.7.3.4 int GameManager.numberOfPlayToShowInterstitial = 5

Number of "play" to show an interstitial. If you want to monetize this game, get VERY SIMPLE ADS at this URL: http://u3d.as/oWD

3.7.3.5 bool GameManager.RESET_PLAYER_PREF = false

to reset the player pref. Use if for debug only!!

3.7.3.6 string GameManager.VerySimpleAdsURL = "http://u3d.as/oWD"

If you want to monetize this game, get VERY SIMPLE ADS at this URL: http://u3d.as/oWD

3.7.4 Property Documentation

3.7.4.1 int GameManager.point [get], [set]

The number of move we have to do to clear this level = the level number

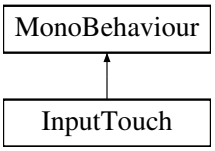
The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/__AppAdvisory/SpinTheCircle/Assets/SpinTheCircle/Scripts/GameManager.cs

3.8 InputTouch Class Reference

Class in charge to manage input touch and desktop input in the game

Inheritance diagram for InputTouch:



Public Member Functions

- delegate void **TouchLeft** ()
- delegate void **TouchRight** ()
- delegate void **TouchScreen** ()

Events

- static TouchLeft **OnTouchLeft**
- static TouchRight **OnTouchRight**
- static TouchScreen **OnTouchScreen**

Private Member Functions

- void **Update** ()
- void **_OnTouchLeft** ()
- void **_OnTouchRight** ()

3.8.1 Detailed Description

Class in charge to manage input touch and desktop input in the game

The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/__AppAdvisory/SpinTheCircle/Assets/SpinTheCircle/Scripts/Input↩ Touch.cs

3.9 PlayerPrefsX Class Reference

A player pref extension

Static Public Member Functions

- static bool **SetBool** (String name, bool value)
- static bool **GetBool** (String name)
- static bool **GetBool** (String name, bool defaultValue)
- static long **GetLong** (string key, long defaultValue)
- static long **GetLong** (string key)
- static void **SetLong** (string key, long value)
- static bool **SetVector2** (String key, Vector2 vector)
- static Vector2 **GetVector2** (String key, Vector2 defaultValue)
- static bool **SetVector3** (String key, Vector3 vector)
- static Vector3 **GetVector3** (String key)
- static Vector3 **GetVector3** (String key, Vector3 defaultValue)
- static bool **SetQuaternion** (String key, Quaternion vector)
- static Quaternion **GetQuaternion** (String key)
- static Quaternion **GetQuaternion** (String key, Quaternion defaultValue)
- static bool **SetColor** (String key, Color color)
- static Color **GetColor** (String key)
- static Color **GetColor** (String key, Color defaultValue)
- static bool **SetBoolArray** (String key, bool[ ] boolArray)
- static bool[ ] **GetBoolArray** (String key)
- static bool[ ] **GetBoolArray** (String key, bool defaultValue, int defaultSize)
- static bool **SetStringArray** (String key, String[ ] stringArray)
- static String[ ] **GetStringArray** (String key)
- static String[ ] **GetStringArray** (String key, String defaultValue, int defaultSize)
- static bool **SetIntArray** (String key, int[ ] intArray)
- static bool **SetFloatArray** (String key, float[ ] floatArray)
- static bool **SetVector2Array** (String key, Vector2[ ] vector2Array)
- static bool **SetVector3Array** (String key, Vector3[ ] vector3Array)
- static bool **SetQuaternionArray** (String key, Quaternion[ ] quaternionArray)
- static bool **SetColorArray** (String key, Color[ ] colorArray)
- static int[ ] **GetIntArray** (String key)
- static int[ ] **GetIntArray** (String key, int defaultValue, int defaultSize)
- static float[ ] **GetFloatArray** (String key)

- static float[ ] **GetFloatArray** (String key, float defaultValue, int defaultSize)
- static Vector2[ ] **GetVector2Array** (String key)
- static Vector2[ ] **GetVector2Array** (String key, Vector2 defaultValue, int defaultSize)
- static Vector3[ ] **GetVector3Array** (String key)
- static Vector3[ ] **GetVector3Array** (String key, Vector3 defaultValue, int defaultSize)
- static Quaternion[ ] **GetQuaternionArray** (String key)
- static Quaternion[ ] **GetQuaternionArray** (String key, Quaternion defaultValue, int defaultSize)
- static Color[ ] **GetColorArray** (String key)
- static Color[ ] **GetColorArray** (String key, Color defaultValue, int defaultSize)
- static void **ShowArrayType** (String key)

Private Types

- enum **ArrayType** {
  Float, **Int32**, **Bool**, **String**,
  Vector2, **Vector3**, **Quaternion**, **Color** }

Static Private Member Functions

- static void **SplitLong** (long input, out int lowBits, out int highBits)
- static Vector2 **GetVector2** (String key)
- static bool **SetValue**< **T** > (String key, T array, ArrayType arrayType, int vectorNumber, Action< T, byte[ ], int > convert)
- static void **ConvertFromInt** (int[ ] array, byte[ ] bytes, int i)
- static void **ConvertFromFloat** (float[ ] array, byte[ ] bytes, int i)
- static void **ConvertFromVector2** (Vector2[ ] array, byte[ ] bytes, int i)
- static void **ConvertFromVector3** (Vector3[ ] array, byte[ ] bytes, int i)
- static void **ConvertFromQuaternion** (Quaternion[ ] array, byte[ ] bytes, int i)
- static void **ConvertFromColor** (Color[ ] array, byte[ ] bytes, int i)
- static void **GetValue**< **T** > (String key, T list, ArrayType arrayType, int vectorNumber, Action< T, byte[ ]> convert)
- static void **ConvertToInt** (List< int > list, byte[ ] bytes)
- static void **ConvertToFloat** (List< float > list, byte[ ] bytes)
- static void **ConvertToVector2** (List< Vector2 > list, byte[ ] bytes)
- static void **ConvertToVector3** (List< Vector3 > list, byte[ ] bytes)
- static void **ConvertToQuaternion** (List< Quaternion > list, byte[ ] bytes)
- static void **ConvertToColor** (List< Color > list, byte[ ] bytes)
- static void **Initialize** ()
- static bool **SaveBytes** (String key, byte[ ] bytes)
- static void **ConvertFloatToBytes** (float f, byte[ ] bytes)
- static float **ConvertBytesToFloat** (byte[ ] bytes)
- static void **ConvertInt32ToBytes** (int i, byte[ ] bytes)
- static int **ConvertBytesToInt32** (byte[ ] bytes)
- static void **ConvertTo4Bytes** (byte[ ] bytes)
- static void **ConvertFrom4Bytes** (byte[ ] bytes)

Static Private Attributes

- static int **endianDiff1**
- static int **endianDiff2**
- static int **idx**
- static byte[ ] **byteBlock**

3.9.1 Detailed Description

A player pref extension

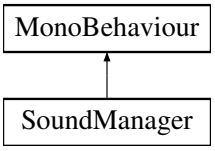
The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/__AppAdvisory/SpinTheCircle/Assets/SpinTheCircle/Scripts/PlayerPrefsX.cs

3.10 SoundManager Class Reference

Class in charge to play FX in the game. Attached to the Canvas game object. Change the audioSource to customize the sounds.

Inheritance diagram for SoundManager:



Public Member Functions

- void PlaySuccess ()

  Method called when the level is clear = success
- void PlayFail ()

  Method called when game over
- void PlayTouch ()

  Method called when the player tap at the good moment on the screen

Private Member Functions

- void Awake ()

  Find the audiosource attached to the same game object

Private Attributes

- AudioSource audioSource

  Reference to the audiosouce use to play fx, attached to the same game object
- AudioClip soundSuccess

  Sound played when the level is clear = success
- AudioClip soundFail

  Sound played when game over
- AudioClip soundTouch

  Sound played when the player tap at the good moment on the screen

3.10.1 Detailed Description

Class in charge to play FX in the game. Attached to the Canvas game object. Change the audioSource to customize the sounds.

3.10.2 Member Function Documentation

3.10.2.1 void SoundManager.Awake ( ) [inline], [private]

Find the audiosource attached to the same game object

3.10.2.2 void SoundManager.PlayFail ( ) [inline]

Method called when game over

3.10.2.3 void SoundManager.PlaySuccess ( ) [inline]

Method called when the level is clear = success

3.10.2.4 void SoundManager.PlayTouch ( ) [inline]

Method called when the player tap at the good moment on the screen

3.10.3 Member Data Documentation

3.10.3.1 AudioSource SoundManager.audioSource [private]

Reference to the audiosouce use to play fx, attached to the same game object

3.10.3.2 AudioClip SoundManager.soundFail [private]

Sound played when game over

3.10.3.3 AudioClip SoundManager.soundSuccess [private]

Sound played when the level is clear = success

3.10.3.4 AudioClip SoundManager.soundTouch [private]

Sound played when the player tap at the good moment on the screen

The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/__AppAdvisory/SpinTheCircle/Assets/SpinTheCircle/Scripts/SoundManager.cs

3.11 Util Class Reference

Utility class. This class is static, so you can use it in all your projects!

Static Public Member Functions

- static bool IsEqual (this Color c, Color o)

  Compare two colors
- static void Shuffle< T > (this IList< T > list)

Real shuffle of List

- static bool **SetLastScore** (int score)
- static int **GetLastScore** ()
- static int **GetBestScore** ()
- static void ReloadLevel ()

  Clean the memory and reload the scene
- static void CleanMemory ()

  Clean the memory
- static bool RestartFromGameOver ()

  Resturn true if last time we play we lose (= Game Over)

Static Private Attributes

- static System.Random **rng** = new System.Random()

3.11.1 Detailed Description

Utility class. This class is static, so you can use it in all your projects!

3.11.2 Member Function Documentation

3.11.2.1 static void Util.CleanMemory ( ) [inline], [static]

Clean the memory

3.11.2.2 static bool Util.IsEqual (this Color *c*, Color *o*) [inline], [static]

Compare two colors

3.11.2.3 static void Util.ReloadLevel ( ) [inline], [static]

Clean the memory and reload the scene

3.11.2.4 static bool Util.RestartFromGameOver ( ) [inline], [static]

Resturn true if last time we play we lose (= Game Over)

3.11.2.5 static void Util.Shuffle< T > (this IList< T > *list*) [inline], [static]

Real shuffle of List

The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/__AppAdvisory/SpinTheCircle/Assets/SpinTheCircle/Scripts/Util.cs

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