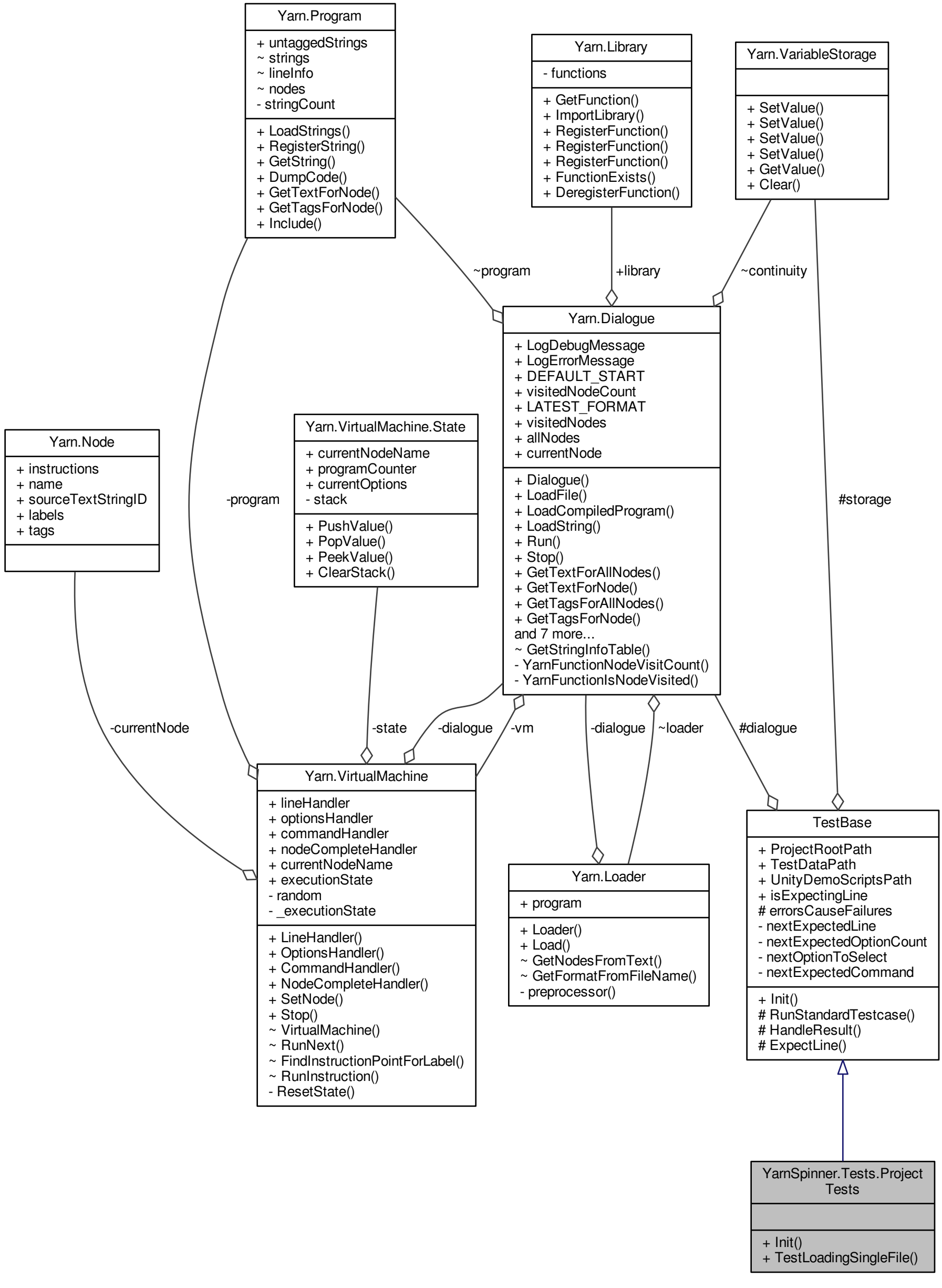
Yarn.Program
+ untaggedStrings
~ strings
~ lineInfo
~ nodes
- stringCount
+ LoadStrings()
+ RegisterString()
+ GetString()
+ DumpCode()
+ GetTextForNode()
+ GetTagsForNode()
+ Include()
Yarn.Library
- functions
+ GetFunction()
+ ImportLibrary()
+ RegisterFunction()
+ RegisterFunction()
+ RegisterFunction()
+ FunctionExists()
+ DeregisterFunction()
Yarn.VariableStorage
+ SetValue()
+ SetValue()
+ SetValue()
+ SetValue()
+ GetValue()
+ Clear()
~program
+library
~continuity
Yarn.Dialogue
+ LogDebugMessage
+ LogErrorMessage
+ DEFAULT_START
+ visitedNodeCount
+ LATEST_FORMAT
+ visitedNodes
+ allNodes
+ currentNode
+ Dialogue()
+ LoadFile()
+ LoadCompiledProgram()
+ LoadString()
+ Run()
+ Stop()
+ GetTextForAllNodes()
+ GetTextForNode()
+ GetTagsForAllNodes()
+ GetTagsForNode()
and 7 more...
~ GetStringInfoTable()
- YarnFunctionNodeVisitCount()
- YarnFunctionIsNodeVisited()
Yarn.Node
+ instructions
+ name
+ sourceTextStringID
+ labels
+ tags
-program
Yarn.VirtualMachine.State
+ currentNodeName
+ programCounter
+ currentOptions
- stack
+ PushValue()
+ PopValue()
+ PeekValue()
+ ClearStack()
#storage
-currentNode
-state
-dialogue
-vm
-dialogue
~loader
#dialogue
Yarn.VirtualMachine
+ lineHandler
+ optionsHandler
+ commandHandler
+ nodeCompleteHandler
+ currentNodeName
+ executionState
- random
- _executionState
+ LineHandler()
+ OptionsHandler()
+ CommandHandler()
+ NodeCompleteHandler()
+ SetNode()
+ Stop()
~ VirtualMachine()
~ RunNext()
~ FindInstructionPointForLabel()
~ RunInstruction()
- ResetState()
Yarn.Loader
+ program
+ Loader()
+ Load()
~ GetNodesFromText()
~ GetFormatFromFileName()
- preprocessor()
TestBase
+ ProjectRootPath
+ TestDataPath
+ UnityDemoScriptsPath
+ isExpectingLine
# errorsCauseFailures
- nextExpectedLine
- nextExpectedOptionCount
- nextOptionToSelect
- nextExpectedCommand
+ Init()
# RunStandardTestcase()
# HandleResult()
# ExpectLine()
YarnSpinner.Tests.Project Tests
+ Init()
+ TestLoadingSingleFile()