uFrame API Docs

1.3

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Contents

1 Hierarchical Index

1.1 Class Hierarchy

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

Attribute

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2 Class Index

2.1 Class List

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

3 Class Documentation

3.1 BindableProperty Class Reference

A wrapper for any class property so it can easily be bound to.

Public Member Functions

- **BindableProperty** (object bindableObject, MemberInfo bindableMember)

Properties

- MemberInfo **BindableMember** `[get, set]`
- object **BindableObject** `[get, set]`
- Func< object > **GetDelegate** `[get]`
- object Value `[get, set]`

  Get the value of the property

3.1.1 Detailed Description

A wrapper for any class property so it can easily be bound to.

3.1.2 Property Documentation

3.1.2.1 object BindableProperty.Value `[get],[set]`

Get the value of the property

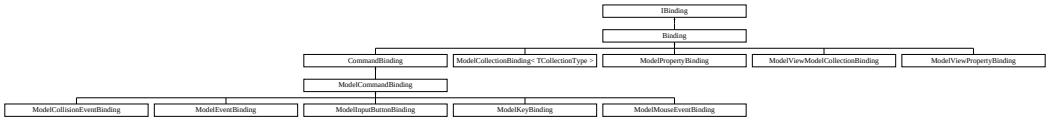
The documentation for this class was generated from the following file:

- Assets/uFrameComplete/uFrame/Base/Bindings/BindableProperty.cs

3.2 Binding Class Reference

The base class for all bindings.

Inheritance diagram for Binding:



Public Member Functions

- virtual void Bind ()

  Set-up the binding. This should almost always be implemented in a deriving class.
- virtual void Unbind ()

  Unbind this binding

Protected Member Functions

- Binding (ViewBase sourceView, string modelMemberName)

  Constructor

Properties

- bool CanTwoWayBind `[get]`

  Does this instance type implement ITwoWayBinding?
- Func< object > GetTargetValueDelegate `[get, set]`

  A delegate for Getting the target value and is required for a two-way binding.
- bool **IsBound** `[get, set]`
- bool IsComponent `[get, set]`

  Was this loaded from a component in the Unity Inspector?
- string ModelMemberName `[get, set]`

  The source ViewModel member name that is being bound to.
- ModelPropertyBase ModelProperty `[get, set]`

  The Model Property that is being bound to. Will call the ModelPropertySelector if null.
- Func< ModelPropertyBase > ModelPropertySelector `[get, set]`

  A selector that will select the model property. This should be set manually if reflection shouldn't be used.
- Action< object > SetTargetValueDelegate `[get, set]`

  A delegate to set the value of the target member(s).
- ViewBase Source `[get, set]`

  The owner view that this Binding belongs to
- object SourceValue `[get]`

  The value of the ViewModel Member
- bool TwoWay `[get, set]`

  Is this a two-way binding.

3.2.1 Detailed Description

The base class for all bindings.

3.2.2 Constructor & Destructor Documentation

3.2.2.1 Binding.Binding (ViewBase *sourceView,* string *modelMemberName*) `[protected]`

Constructor

Parameters

sourceView	The View that will own this binding.
modelMember-Name	The member of the ViewModel.

3.2.3 Member Function Documentation

3.2.3.1 virtual void Binding.Bind ( ) [virtual]

Set-up the binding. This should almost always be implemented in a deriving class.

Implements IBinding.

Reimplemented in ModelViewModelCollectionBinding, ModelViewPropertyBinding, CommandBinding, ModelCollectionBinding< TCollectionType >, ModelEventBinding, ModelPropertyBinding, and ModelCommandBinding.

3.2.3.2 virtual void Binding.Unbind ( ) [virtual]

Unbind this binding

Implements IBinding.

Reimplemented in ModelViewModelCollectionBinding, CommandBinding, ModelViewPropertyBinding, ModelCollectionBinding< TCollectionType >, ModelPropertyBinding, ModelEventBinding, and ModelCommandBinding.

3.2.4 Property Documentation

3.2.4.1 bool Binding.CanTwoWayBind [get]

Does this instance type implement ITwoWayBinding?

3.2.4.2 Func<object> Binding.GetTargetValueDelegate [get], [set]

A delegate for Getting the target value and is required for a two-way binding.

3.2.4.3 bool Binding.IsComponent [get], [set]

Was this loaded from a component in the Unity Inspector?

3.2.4.4 string Binding.ModelMemberName [get], [set]

The source ViewModel member name that is being bound to.

3.2.4.5 ModelPropertyBase Binding.ModelProperty [get], [set]

The Model Property that is being bound to. Will call the ModelPropertySelector if null.

3.2.4.6 Func<ModelPropertyBase> Binding.ModelPropertySelector [get], [set]

A selector that will select the model property. This should be set manually if reflection shouldn't be used.

3.2.4.7 Action<object> Binding.SetTargetValueDelegate [get], [set]

A delegate to set the value of the target member(s).

3.2.4.8 ViewBase Binding.Source [get], [set]

The owner view that this Binding belongs to

3.2.4.9 object Binding.SourceValue [get]

The value of the ViewModel Member

3.2.4.10 bool Binding.TwoWay [get], [set]

Is this a two-way binding.

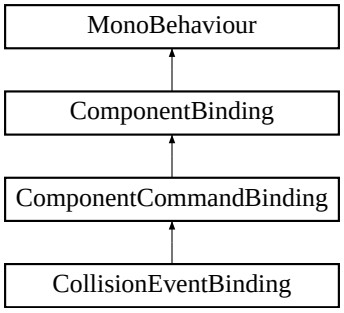
The documentation for this class was generated from the following file:

- Assets/uFrameComplete/uFrame/Base/Bindings/Binding.cs

3.3 CollisionEventBinding Class Reference

A component for binding to a collision.

Inheritance diagram for CollisionEventBinding:



Public Attributes

- CollisionEventType **_CollisionEvent**

Protected Member Functions

- override IBinding GetBinding ()

  The binding provider. Create the binding that the component will add to the source view here.
- virtual void **OnCollisionEnter** (Collision collision)
- virtual void **OnCollisionExit** (Collision collision)
- virtual void **OnCollisionStay** (Collision collision)
- virtual void **OnTriggerEnter** (Collider other)
- virtual void **OnTriggerExit** (Collider other)
- virtual void **OnTriggerStay** (Collider other)

Additional Inherited Members

3.3.1 Detailed Description

A component for binding to a collision.

3.3.2 Member Function Documentation

3.3.2.1 override IBinding CollisionEventBinding.GetBinding ( ) [protected], [virtual]

The binding provider. Create the binding that the component will add to the source view here.

Returns

The binding that will be added to the source view.

Implements ComponentBinding.

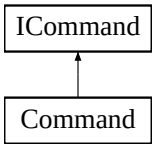
The documentation for this class was generated from the following file:

- Assets/uFrameComplete/uFrame/Base/Bindings/CollisionEventBinding.cs

3.4 Command Class Reference

A ViewModel command that can be executed. IEnumerator is always used so that any command can be a coroutine.

Inheritance diagram for Command:



Public Member Functions

- **Command** (Action @delegate)
- IEnumerator **Execute** ()

Protected Member Functions

- virtual void **OnOnCommandComplete** ()
- virtual void **OnOnCommandExecuting** ()

Properties

- object **Sender** `[get, set]`
- object **Parameter** `[get, set]`
- Action **Delegate** `[get, set]`

Events

- CommandEvent **OnCommandExecuted**
- CommandEvent **OnCommandExecuting**

3.4.1 Detailed Description

A ViewModel command that can be executed. IEnumerator is always used so that any command can be a coroutine.

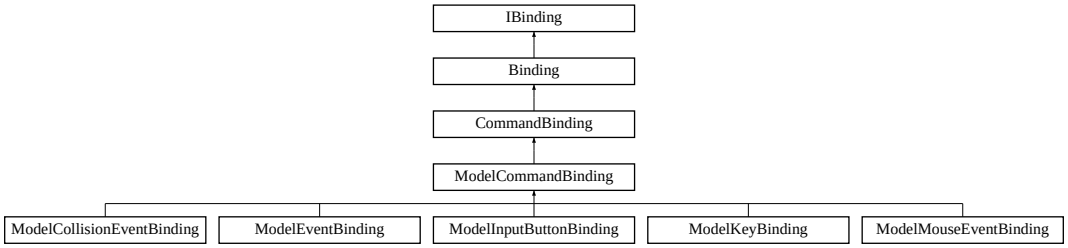
The documentation for this class was generated from the following file:

- Assets/uFrameComplete/uFrame/Base/Commands/Command.cs

3.5 CommandBinding Class Reference

Base class for a command binding. Use this class if a different type of command binding is needed.

Inheritance diagram for CommandBinding:



Public Member Functions

- override void Bind ()

  Set-up the binding. This should almost always be implemented in a deriving class.
- bool **CanExecute** ()
- void **ExecuteCommand** ()
- virtual object **GetArgument** ()
- CommandBinding **SetParameter** (object value)
- CommandBinding **SetParameterSelector** (Func< object > commandArgSelector)
- CommandBinding **Subscribe** (Action execute, bool before=false)
- CommandBinding **Throttle** (float seconds)
- override void Unbind ()

  Unbind this binding
- CommandBinding **When** (Func< bool > condition)

Protected Attributes

- readonly List< Action > **_UnbindActions** = new List<Action>()

Properties

- object **Argument** `[get, set]`
- ICommand **Command** `[get, set]`
- Func< ICommand > **CommandDelegate** `[get, set]`
- bool **ExecuteBefore** `[get, set]`
- List< Predicate< object > > **Conditions** `[get, set]`

Additional Inherited Members

3.5.1 Detailed Description

Base class for a command binding. Use this class if a different type of command binding is needed.

3.5.2 Member Function Documentation

3.5.2.1 override void CommandBinding.Bind ( ) [virtual]

Set-up the binding. This should almost always be implemented in a deriving class.

Reimplemented from Binding.

Reimplemented in ModelEventBinding, and ModelCommandBinding.

3.5.2.2 override void CommandBinding.Unbind ( ) [virtual]

Unbind this binding

Reimplemented from Binding.

Reimplemented in ModelEventBinding, and ModelCommandBinding.

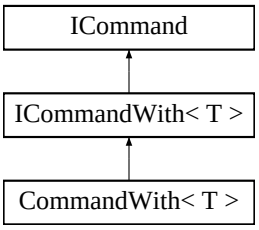
The documentation for this class was generated from the following file:

- Assets/uFrameComplete/uFrame/Base/Bindings/CommandBinding.cs

3.6 CommandWith< T > Class Template Reference

A command with an argument of type T. Not usually bound to directly but used to forward a command to a parent viewmodel

Inheritance diagram for CommandWith< T >:



Public Member Functions

- **CommandWith** (Action< T > @delegate)
- **CommandWith** (T parameter, Action< T > @delegate)
- virtual IEnumerator **Execute** ()

Protected Member Functions

- virtual void **OnOnCommandComplete** ()
- virtual void **OnOnCommandExecuting** ()

Properties

- object **Sender** [get, set]
- object **Parameter** [get, set]
- Action< T > **Delegate** [get, set]

Events

- CommandEvent **OnCommandExecuted**
- CommandEvent **OnCommandExecuting**

3.6.1 Detailed Description

A command with an argument of type T. Not usually bound to directly but used to forward a command to a parent viewmodel

Template Parameters

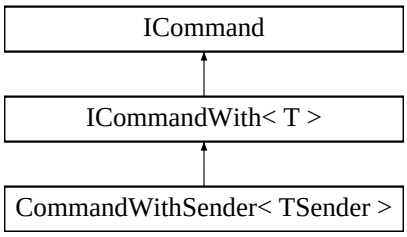
T	The argument parameter.

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

- Assets/uFrameComplete/uFrame/Base/Commands/CommandWith.cs

3.7 CommandWithSender< TSender > Class Template Reference

Inheritance diagram for CommandWithSender< TSender >:



Public Member Functions

- **CommandWithSender** (Action< TSender > @delegate)
- **CommandWithSender** (TSender sender, Action< TSender > @delegate, ICommand oldCommand=null)
- virtual IEnumerator **Execute** ()

Protected Member Functions

- virtual void **OnOnCommandComplete** ()
- virtual void **OnOnCommandExecuting** ()

Properties

- object **Sender** `[get, set]`
- object **Parameter** `[get, set]`
- Action< TSender > **Delegate** `[get, set]`

Events

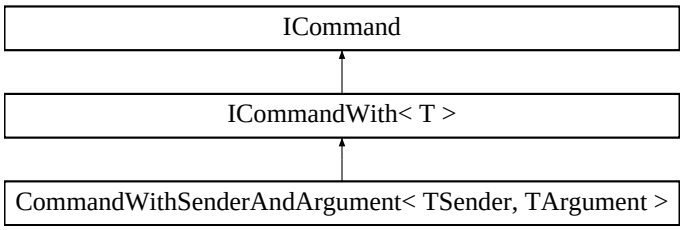
- CommandEvent **OnCommandExecuted**
- CommandEvent **OnCommandExecuting**

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

- Assets/uFrameComplete/uFrame/Base/Commands/CommandWith.cs

3.8 CommandWithSenderAndArgument< TSender, TArgument > Class Template Reference

Inheritance diagram for CommandWithSenderAndArgument< TSender, TArgument >:



Public Member Functions

- **CommandWithSenderAndArgument** (Action< TSender, TArgument > @delegate)
- **CommandWithSenderAndArgument** (TSender sender, Action< TSender, TArgument > @delegate)
- virtual IEnumerator **Execute** ()

Protected Member Functions

- virtual void **OnOnCommandComplete** ()
- virtual void **OnOnCommandExecuting** ()

Properties

- object **Sender** `[get, set]`
- object **Parameter** `[get, set]`
- Action< TSender, TArgument > **Delegate** `[get, set]`

Events

- CommandEvent **OnCommandExecuted**
- CommandEvent **OnCommandExecuting**

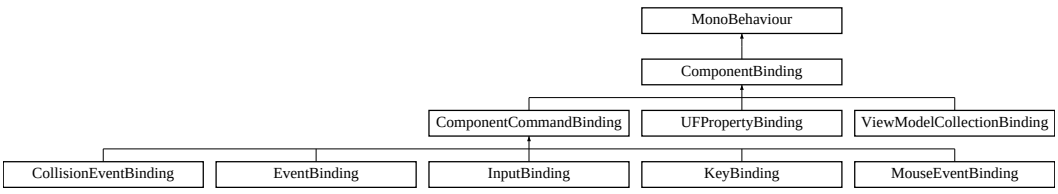
The documentation for this class was generated from the following file:

- Assets/uFrameComplete/uFrame/Base/Commands/CommandWith.cs

3.9 ComponentBinding Class Reference

A Unity3d Component that will provide a binding to a specified View

Inheritance diagram for ComponentBinding:



Public Member Functions

- virtual IEnumerable < KeyValuePair< string, ModelPropertyBase > > FilterBindableProperties (Dictionary< string, ModelPropertyBase > modelProperties)

  Override this method to filter the list of properties that are displayed in the Binding Inspector

Public Attributes

- string **_ModelMemberName**
- ViewBase **_SourceView**

Protected Member Functions

- virtual void **Awake** ()
- abstract IBinding GetBinding ()

  The binding provider. Create the binding that the component will add to the source view here.

Properties

- IBinding Binding `[get, set]`

  The binding that has been created for this component.

3.9.1 Detailed Description

A Unity3d Component that will provide a binding to a specified View

3.9.2 Member Function Documentation

3.9.2.1 virtual IEnumerable<KeyValuePair<string, ModelPropertyBase>> ComponentBinding.FilterBindableProperties (Dictionary< string, ModelPropertyBase > *modelProperties*) `[virtual]`

Override this method to filter the list of properties that are displayed in the Binding Inspector

Parameters

modelProperties	

Returns

3.9.2.2 abstract IBinding ComponentBinding.GetBinding ( ) `[protected], [pure virtual]`

The binding provider. Create the binding that the component will add to the source view here.

Returns

The binding that will be added to the source view.

Implemented in MouseEventBinding, InputBinding, UFPropertyBinding, KeyBinding, CollisionEventBinding, ViewModelCollectionBinding, and EventBinding.

3.9.3 Property Documentation

3.9.3.1 IBinding ComponentBinding.Binding [get],[set]

The binding that has been created for this component.

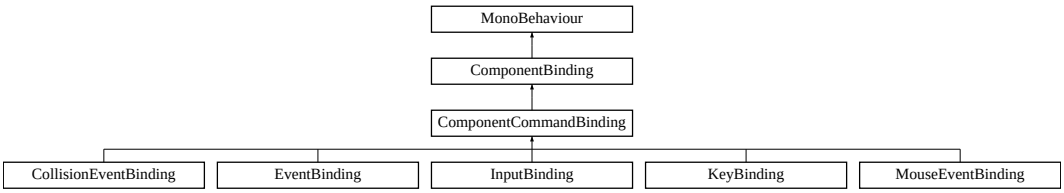
The documentation for this class was generated from the following file:

- Assets/uFrameComplete/uFrame/Base/Bindings/ComponentBinding.cs

3.10 ComponentCommandBinding Class Reference

A component that will create a command binding and requires a component for the command to work.

Inheritance diagram for ComponentCommandBinding:



Public Attributes

- Component **_TargetComponent**

Properties

- ModelCommandBinding CommandBinding [get]

  Simply a wrapper of "Binding" property cast to ModelCommandBinding
- Component **Component** [get, set]

Additional Inherited Members

3.10.1 Detailed Description

A component that will create a command binding and requires a component for the command to work.

3.10.2 Property Documentation

3.10.2.1 ModelCommandBinding ComponentCommandBinding.CommandBinding [get]

Simply a wrapper of "Binding" property cast to ModelCommandBinding

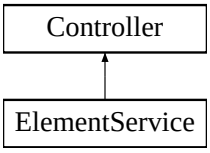
The documentation for this class was generated from the following file:

- Assets/uFrameComplete/uFrame/Base/Bindings/ComponentCommandBinding.cs

3.11 Controller Class Reference

A controller is a group of commands usually to provide an abstract level

Inheritance diagram for Controller:



Public Member Functions

- virtual ViewModel Create ()

  Create a new ViewModel. This will generate a Unique Identifier for the VM. If this is a specific instance use the overload and pass an identifier.
- virtual ViewModel Create (string identifier)

  Creates a new ViewModel with a specific identifier. If it already exists in the SceneContext it will return that instead
- virtual ViewModel CreateEmpty (string identifier)

  Create an empty view-model with the specified identifer. Note: This method does not wire up the view-model to this controller.
- virtual ViewModel CreateEmpty ()

  Create an empty view-model . Note: This method does not wire up the view-model to this controller and only instantiates an associated view-model.
- abstract void **Initialize** (ViewModel viewModel)
- virtual void **WireCommands** (ViewModel viewModel)
- void **ExecuteCommand** (ICommand command, object argument)
- virtual void **ExecuteCommand** (ICommand command)
- void **ExecuteCommand**< **TArgument** > (ICommandWith< TArgument > command, TArgument argument)
- virtual void GameEvent (string message, params object[] additionalParamters)

  Send an event to our game
- UnityEngine.Coroutine **StartCoroutine** (IEnumerator routine)
- void **StopAllCoroutines** ()
- void **StopCoroutine** (string name)
- ModelPropertyBinding **SubscribeToProperty**< **TViewModel, TBindingType** > (TViewModel source, P< TBindingType > sourceProperty, Action< TViewModel, TBindingType > changedAction)

Protected Member Functions

- Controller (SceneContext context)

  Initialize this controller with a SceneContext object
- void **SubscribeToCommand** (ICommand command, Action action)

Properties

- IGameContainer Container `[get, set]`

  The dependency container that this controller will use
- SceneContext Context `[get, set]`

  The scene context that contains the View-Models for the current scene.

3.11.1 Detailed Description

A controller is a group of commands usually to provide an abstract level

3.11.2 Constructor & Destructor Documentation

3.11.2.1 Controller.Controller (SceneContext *context*) [protected]

Initialize this controller with a SceneContext object

Parameters

context	

3.11.3 Member Function Documentation

3.11.3.1 virtual ViewModel Controller.Create ( ) [virtual]

Create a new ViewModel. This will generate a Unique Identifier for the VM. If this is a specific instance use the overload and pass an identifier.

Returns

3.11.3.2 virtual ViewModel Controller.Create (string *identifier*) [virtual]

Creates a new ViewModel with a specific identifier. If it already exists in the SceneContext it will return that instead

Parameters

identifier	The identifier that will be used to check the context to see if it already exists.

Returns

3.11.3.3 virtual ViewModel Controller.CreateEmpty (string *identifier*) [virtual]

Create an empty view-model with the specified identifer. Note: This method does not wire up the view-model to this controller.

Parameters

identifier	

Returns

A new View-Model or the view-model found in the context with the same identifier.

3.11.3.4 virtual ViewModel Controller.CreateEmpty ( ) [virtual]

Create an empty view-model . Note: This method does not wire up the view-model to this controller and only instantiates an associated view-model.

Returns

A new View-Model or the view-model found in the context with the same identifier.

3.11.3.5 virtual void Controller.GameEvent (string *message,* params object[] *additionalParamters*) [virtual]

Send an event to our game

Parameters

message	
additional-Paramters	

3.11.4 Property Documentation

3.11.4.1 IGameContainer Controller.Container [get],[set]

The dependency container that this controller will use

3.11.4.2 SceneContext Controller.Context [get],[set]

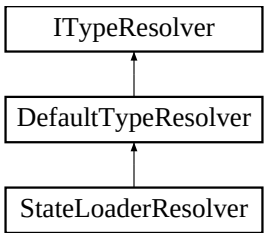
The scene context that contains the View-Models for the current scene.

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

- Assets/uFrameComplete/uFrame/Base/Controllers/Controller.cs

3.12 DefaultTypeResolver Class Reference

Inheritance diagram for DefaultTypeResolver:



Public Member Functions

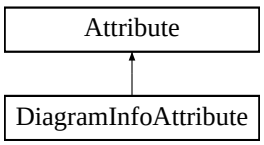
- Type **GetType** (string name)
- string **SetType** (Type type)
- virtual object **CreateInstance** (string name, string identifier)

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

- Assets/uFrameComplete/uFrame/Base/Serialization/DefaultTypeResolver.cs

3.13 DiagramInfoAttribute Class Reference

Inheritance diagram for DiagramInfoAttribute:



Public Member Functions

- **DiagramInfoAttribute** (string diagramName)

Properties

- string **DiagramName** `[get, set]`

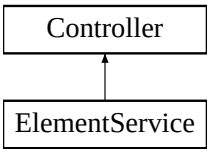
The documentation for this class was generated from the following file:

- Assets/uFrameComplete/uFrame/Base/DiagramInfoAttribute.cs

3.14 ElementService Class Reference

Future name of controller.

Inheritance diagram for ElementService:



Additional Inherited Members

3.14.1 Detailed Description

Future name of controller.

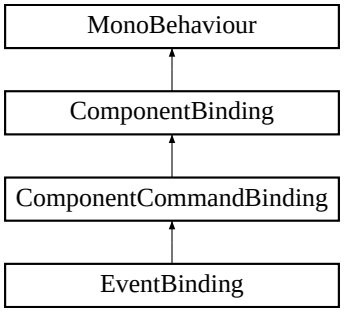
The documentation for this class was generated from the following file:

- Assets/uFrameComplete/uFrame/Base/Controllers/Controller.cs

3.15 EventBinding Class Reference

The event binding component that will add an event binding to a source view.

Inheritance diagram for EventBinding:



Public Attributes

- string **_EventName**

Protected Member Functions

- override IBinding GetBinding ()

The binding provider. Create the binding that the component will add to the source view here.

- override void **Awake** ()

Additional Inherited Members

3.15.1 Detailed Description

The event binding component that will add an event binding to a source view.

3.15.2 Member Function Documentation

3.15.2.1 override IBinding EventBinding.GetBinding ( ) [protected], [virtual]

The binding provider. Create the binding that the component will add to the source view here.

Returns

The binding that will be added to the source view.

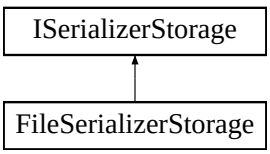
Implements ComponentBinding.

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

- Assets/uFrameComplete/uFrame/Base/Bindings/EventBinding.cs

3.16 FileSerializerStorage Class Reference

Inheritance diagram for FileSerializerStorage:



Public Member Functions

- **FileSerializerStorage** (string filename)
- void **Load** (ISerializerStream stream)
- void **Save** (ISerializerStream stream)

Properties

- string **Filename** [get, set]

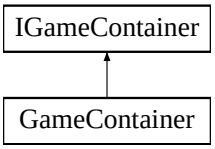
The documentation for this class was generated from the following file:

- Assets/uFrameComplete/uFrame/Base/Serialization/Storage/FileSerializerStorage.cs

3.17 GameContainer Class Reference

A ViewModel Container and a factory for Controllers and commands.

Inheritance diagram for GameContainer:



Public Member Functions

- IEnumerable< TType > ResolveAll< TType > ()

  Resolves all instances of TType or subclasses of TType. Either named or not.
- IEnumerable< object > ResolveAll (Type type)

  Resolves all instances of TType or subclasses of TType. Either named or not.
- void Clear ()

  Clears all type-mappings and instances.
- void Inject (object obj)

  Injects registered types/mappings into an object
- void Register< TSource, TTarget > (string name=null)

  Register a type mapping
- void **Register** (Type source, Type target, string name=null)
- void RegisterInstance (Type baseType, object instance=null, bool injectNow=true)

  Register a named instance
- virtual void RegisterInstance (Type baseType, object instance=null, string name=null, bool injectNow=true)

  Register a named instance
- void **RegisterInstance**< **TBase** > (TBase instance)
- void **RegisterInstance**< **TBase** > (TBase instance, bool injectNow)
- void **RegisterInstance**< **TBase** > (TBase instance, string name, bool injectNow=true)
- T Resolve< T > (string name=null, bool requireInstance=false)

  If an instance of T exist then it will return that instance otherwise it will create a new one based off mappings.
- object Resolve (Type baseType, string name=null, bool requireInstance=false)

  If an instance of instanceType exist then it will return that instance otherwise it will create a new one based off mappings.
- TBase **ResolveRelation**< **TBase** > (Type tfor)
- void InjectAll ()

  Injects everything that is registered at once
- void **RegisterRelation**< **TFor, TBase, TConcrete** > ()
- object **ResolveRelation** (Type tfor, Type tbase)
- TBase **ResolveRelation**< **TFor, TBase** > ()

Properties

- TypeMappingCollection **Mappings** `[get, set]`
- TypeInstanceCollection **Instances** `[get, set]`
- TypeRelationCollection **RelationshipMappings** `[get, set]`

3.17.1 Detailed Description

A ViewModel Container and a factory for Controllers and commands.

3.17.2 Member Function Documentation

3.17.2.1 void GameContainer.Clear ( )

Clears all type-mappings and instances.

Implements IGameContainer.

3.17.2.2 void GameContainer.Inject (object *obj*)

Injects registered types/mappings into an object

Parameters

obj	

Implements IGameContainer.

3.17.2.3 void GameContainer.InjectAll ( )

Injects everything that is registered at once

Implements IGameContainer.

3.17.2.4 void GameContainer.Register< TSource, TTarget > (string *name* = `null`)

Register a type mapping

Template Parameters

TSource	The base type.
TTarget	The concrete type

Implements IGameContainer.

3.17.2.5 void GameContainer.RegisterInstance (Type *baseType*, object *instance* = `null`, bool *injectNow* = `true`)

Register a named instance

Parameters

baseType	The type to register the instance for.
instance	The instance that will be resolved be the name
injectNow	Perform the injection immediately

3.17.2.6 virtual void GameContainer.RegisterInstance (Type *baseType*, object *instance* = `null`, string *name* = `null`, bool *injectNow* = `true`) [virtual]

Register a named instance

Parameters

baseType	The type to register the instance for.
name	The name for the instance to be resolved.
instance	The instance that will be resolved be the name
injectNow	Perform the injection immediately

Implements IGameContainer.

3.17.2.7 object GameContainer.Resolve (Type *baseType*, string *name* = `null`, bool *requireInstance* = `false`)

If an instance of instanceType exist then it will return that instance otherwise it will create a new one based off mappings.

Parameters

baseType	The type of instance to resolve
name	The type of instance to resolve
requireInstance	If true will return null if an instance isn't registered.

Returns

The/An instance of 'instanceType'

Implements IGameContainer.

3.17.2.8 T GameContainer.Resolve< T > (string *name* = `null`, bool *requireInstance* = `false`)

If an instance of T exist then it will return that instance otherwise it will create a new one based off mappings.

Template Parameters

T	The type of instance to resolve

Returns

The/An instance of 'instanceType'

Implements IGameContainer.

Type Constraints

T* : *class

3.17.2.9 IEnumerable<object> GameContainer.ResolveAll (Type *type*)

Resolves all instances of TType or subclasses of TType. Either named or not.

Template Parameters

TType	The Type to resolve

Returns

List of objects.

Implements IGameContainer.

3.17.2.10 IEnumerable<TType> GameContainer.ResolveAll< TType > ( )

Resolves all instances of TType or subclasses of TType. Either named or not.

Template Parameters

TType	The Type to resolve

Returns

List of objects.

Implements IGameContainer.

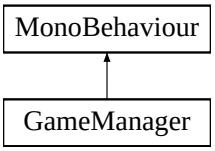
The documentation for this class was generated from the following file:

- Assets/uFrameComplete/uFrame/Base/Controllers/GameContainer.cs

3.18 GameManager Class Reference

A singleton that manages our current Scene Manager and all the games types in the scene. This component will persist through every scene

Inheritance diagram for GameManager:



Public Member Functions

- virtual void RegisterSceneManager (SceneManager sceneManager)

  Registers a SceneManger with this game manager. This will invoke setup on the manager as well as disable it.
- void ApplyRenderSettings ()

  Applies the render settings specified in the inspector.
- virtual void **OnEnable** ()
- void Awake ()

  On awake will apply the render settings and will begin startup which will "boot" the scenemanager.
- void Start ()

  Checks if the gamemanager has already been loaded. If so it will copy necessary info and destroy itself. This also calls "Transition" in order to load the "Start" scene manager of the scene.
- virtual void Startup ()

  Startup will register every scenemanager in the scene. As well as set the "ActiveSceneManager' to the specified 'Start' scene manager specified in the inspector.
- void LoadRenderSettings ()

  Loads the current render settings of a scene.
- void OnDestroy ()

  When this is destroyed check if we are the "current instance" and set "Instance" to null. Note: This should really never happen. But in some test cases is necessary.
- virtual void UnRegisterSceneManager (SceneManager sceneManager)

  Removes the Scene Manager from this manager. This will only happen if a Game is destroyed

Static Public Member Functions

- static void **ProgressUpdated** (string message, float progress)
- static Coroutine **Transition**< **T** > (Action< T > setup, UpdateProgressDelegate progress=null)
- static Coroutine **SwitchGame**< **T** > (Action< T > setup, UpdateProgressDelegate progress=null)
- static Coroutine **SwitchGameAndLevel**< **TGame** > (TGame controller, Action< TGame > setup=null, UpdateProgressDelegate progress=null)
- static void **SwitchGameAndLevel**< **T** > (SwitchLevelSettings< T > settings)
- static void **SwitchGameAndLevel**< **T** > (Action< T > setup, params string[] levels)
- static Coroutine Transition< TGame > (TGame controller, Action< TGame > setup=null, UpdateProgressDelegate progress=null)

  This switches the game from one to the other invoking a sequence of actions SwitchGame
- static void TransitionLevel< T > (SwitchLevelSettings< T > settings)

  Transitions to another scene and loads additional scene if specified. game assuming that it will exist in the scene after loading is finished.
- static void TransitionLevel< T > (Action< T > setup, params string[] levels)

  Transitions to another scene and loads additional scene if specified. game assuming that it will exist in the scene after loading is finished.

- static IEnumerator Load ()

  The uFrame Boot loader that willbegin the startup process

Public Attributes

- Color **_AmbientLight** = new Color(0.2f, 0.2f, 0.2f, 1.0f)
- float **_FlareStrength** = 1.0f
- bool **_Fog**
- Color **_FogColor** = new Color(0.5f, 0.5f, 0.5f, 1.0f)
- float **_FogDensity** = 0.01f
- FogMode **_FogMode** = FogMode.ExponentialSquared
- float **_HaloStrength** = 0.5f
- float **_LinearFogEnd** = 300.0f
- float **_LinearFogStart** = 0.0f
- string _LoadingLevel

  A level that displays a progress bar and message
- Material **_SkyboxMaterial**
- SceneManager _Start

  Set this to the game that will load when the game starts
- string **_StartupScene**
- string **_ViewModelScriptsPath** = "@ElementPath/"
- string **_ViewPrefabsPath** = "@ElementPath/Resources/"
- string **_ViewsScriptsPath** = "@ElementPath/"
- bool _DontUseAsyncLoading = false

  Do not use async loading on "TransitionLevel"

Static Protected Member Functions

- static void **DefaultUpdateProgress** (string message, float progress)

Properties

- static SceneManager ActiveSceneManager `[get, set]`

  The current running game
- static IGameContainer **Container** `[get]`
- static LevelLoadViewModel **Progress** `[get]`
- static GameManager Instance `[get, set]`

  The current instance of GameManager
- static LevelLoadViewModel LoadingViewModel `[get, set]`

  The view model that is used for loading a scene. Bind to this to be notified of progress changes
- static ISwitchLevelSettings **SwitchLevelSettings** `[get, set]`
- Type **ContainerType** `[get, set]`
- List< SceneManager > SceneManagers `[get, set]`

  A list of all the game in the scene. Each game registers itself with this manager and is added to this list.
- static bool IsPro `[get]`

  Is this a pro license?

3.18.1 Detailed Description

A singleton that manages our current Scene Manager and all the games types in the scene. This component will persist through every scene

3.18.2 Member Function Documentation

3.18.2.1 void GameManager.ApplyRenderSettings ( )

Applies the render settings specified in the inspector.

3.18.2.2 void GameManager.Awake ( )

On awake will apply the render settings and will begin startup which will "boot" the scenemanager.

3.18.2.3 static IEnumerator GameManager.Load ( ) [static]

The uFrame Boot loader that willbegin the startup process

Returns

3.18.2.4 void GameManager.LoadRenderSettings ( )

Loads the current render settings of a scene.

3.18.2.5 void GameManager.OnDestroy ( )

When this is destroyed check if we are the "current instance" and set "Instance" to null. Note: This should really never happen. But in some test cases is necessary.

3.18.2.6 virtual void GameManager.RegisterSceneManager (SceneManager *sceneManager*) [virtual]

Registers a SceneManger with this game manager. This will invoke setup on the manager as well as disable it.

Parameters

sceneManager	The scene manager to register.

3.18.2.7 void GameManager.Start ( )

Checks if the gamemanager has already been loaded. If so it will copy necessary info and destroy itself. This also calls "Transition" in order to load the "Start" scene manager of the scene.

3.18.2.8 virtual void GameManager.Startup ( ) [virtual]

Startup will register every scenemanager in the scene. As well as set the "ActiveSceneManager' to the specified 'Start' scene manager specified in the inspector.

3.18.2.9 static Coroutine GameManager.Transition< TGame > (TGame *controller*, Action< TGame > *setup* = null, UpdateProgressDelegate *progress* = null) [static]

This switches the game from one to the other invoking a sequence of actions SwitchGame

- Invoke the current controllers Unload() method.
- Set the CurrentController Property to the new game
- New Controller Load() method is invoked via StartCoroutine
- New Controller OnLoading() method is invoked
- After the Load() Coroutine method is complete it will invoke the ActiveGame Game's OnLoaded() method

Template Parameters

TGame	The Scene Manager

Parameters

progress	
setup	
controller	

Returns

Type Constraints

TGame **:** ***SceneManager***

3.18.2.10 static void GameManager.TransitionLevel< T >(SwitchLevelSettings< T > *settings*) [static]

Transitions to another scene and loads additional scene if specified. game assuming that it will exist in the scene after loading is finished.

Template Parameters

T	The SceneManager type that will exist in the first scene specified.

Type Constraints

T **:** ***SceneManager***

3.18.2.11 static void GameManager.TransitionLevel< T >(Action< T > *setup*, params string[] *levels*) [static]

Transitions to another scene and loads additional scene if specified. game assuming that it will exist in the scene after loading is finished.

Template Parameters

T	The SceneManager type that will exist in the first scene specified.

Parameters

setup	Perform additonal setup when the scene has transitioned.
levels	The SceneManager type that will exist in the first scene specified.

Type Constraints

T **:** ***SceneManager***

3.18.2.12 virtual void GameManager.UnRegisterSceneManager (SceneManager *sceneManager*) [virtual]

Removes the Scene Manager from this manager. This will only happen if a Game is destroyed

Parameters

sceneManager	

3.18.3 Member Data Documentation

3.18.3.1 bool GameManager._DontUseAsyncLoading = false

Do not use async loading on "TransitionLevel"

3.18.3.2 string GameManager._LoadingLevel

A level that displays a progress bar and message

3.18.3.3 SceneManager GameManager._Start

Set this to the game that will load when the game starts

3.18.4 Property Documentation

3.18.4.1 SceneManager GameManager.ActiveSceneManager [static], [get], [set]

The current running game

3.18.4.2 GameManager GameManager.Instance [static], [get], [set]

The current instance of GameManager

3.18.4.3 bool GameManager.IsPro [static], [get]

Is this a pro license?

3.18.4.4 LevelLoadViewModel GameManager.LoadingViewModel [static], [get], [set]

The view model that is used for loading a scene. Bind to this to be notified of progress changes

The loading view model.

3.18.4.5 List<SceneManager> GameManager.SceneManagers [get], [set]

A list of all the game in the scene. Each game registers itself with this manager and is added to this list.

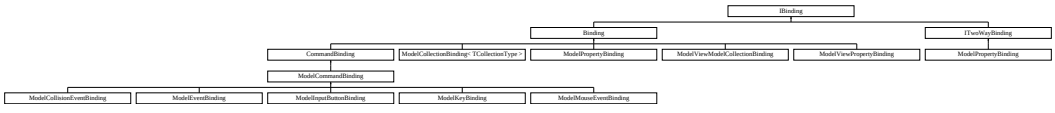
The documentation for this class was generated from the following file:

- Assets/uFrameComplete/uFrame/Base/Controllers/GameManager.cs

3.19 IBinding Interface Reference

Interface for all bindings

Inheritance diagram for IBinding:



Public Member Functions

- void **Bind** ()
- void **Unbind** ()

Properties

- bool **CanTwoWayBind** [get]
- bool **IsComponent** [get, set]
- string **ModelMemberName** [get, set]
- bool **TwoWay** [get, set]

3.19.1 Detailed Description

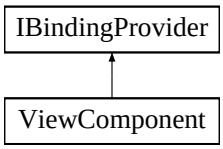
Interface for all bindings

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

- Assets/uFrameComplete/uFrame/Base/Bindings/IBinding.cs

3.20 IBindingProvider Interface Reference

Inheritance diagram for IBindingProvider:



Public Member Functions

- void **Bind** (ViewBase view)
- void **Unbind** (ViewBase viewBase)

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

- Assets/uFrameComplete/uFrame/Base/Bindings/IBindingProvider.cs

3.21 ICommand Interface Reference

The base command interface for implementing a command in a ViewModel

Inheritance diagram for ICommand:

Public Member Functions

- IEnumerator **Execute** ()

Properties

- object **Sender** `[get, set]`
- object **Parameter** `[get, set]`

Events

- CommandEvent **OnCommandExecuted**
- CommandEvent **OnCommandExecuting**

3.21.1 Detailed Description

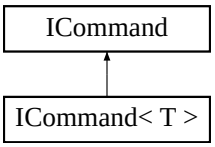
The base command interface for implementing a command in a ViewModel

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

- Assets/uFrameComplete/uFrame/Base/Commands/ICommand.cs

3.22 ICommand< T > Interface Template Reference

Inheritance diagram for ICommand< T >:



Additional Inherited Members

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

- Assets/uFrameComplete/uFrame/Base/Commands/ICommand.cs

3.23 ICommandWith< T > Interface Template Reference

A base command interface for implementing a command with a parameter in a ViewModel

Inheritance diagram for ICommandWith< T >:

Additional Inherited Members

3.23.1 Detailed Description

A base command interface for implementing a command with a parameter in a ViewModel

Template Parameters

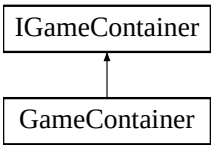
T	

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

- Assets/uFrameComplete/uFrame/Base/Commands/ICommand.cs

3.24 IGameContainer Interface Reference

Inheritance diagram for IGameContainer:



Public Member Functions

- void Clear ()

  Clears all type mappings and instances.
- void Inject (object obj)

  Injects registered types/mappings into an object
- void InjectAll ()

  Injects everything that is registered at once
- void Register< TSource, TTarget > (string name=null)

  Register a type mapping
- void **RegisterRelation< TFor, TBase, TConcrete >** ()
- void RegisterInstance< TBase > (TBase @default, bool injectNow)

  Register an instance of a type.
- void RegisterInstance (Type type, object @default, bool injectNow)

  Register an instance of a type.
- void RegisterInstance (Type baseType, object instance=null, string name=null, bool injectNow=true)

  Register a named instance
- void **RegisterInstance< TBase >** (TBase instance, string name, bool injectNow=true)
- void **RegisterInstance< TBase >** (TBase instance)
- T Resolve< T > (string name=null, bool requireInstance=false)

  If an instance of T exist then it will return that instance otherwise it will create a new one based off mappings.
- TBase **ResolveRelation< TBase >** (Type tfor)
- TBase **ResolveRelation< TFor, TBase >** ()
- IEnumerable< TType > ResolveAll< TType > ()

  Resolves all instances of TType or subclasses of TType. Either named or not.
- void **Register** (Type source, Type target, string name=null)
- IEnumerable< object > ResolveAll (Type type)

  Resolves all instances of TType or subclasses of TType. Either named or not.
- object Resolve (Type baseType, string name=null, bool requireInstance=false)

  If an instance of instanceType exist then it will return that instance otherwise it will create a new one based off mappings.
- object **ResolveRelation** (Type tfor, Type tbase)

Properties

- TypeMappingCollection **Mappings** `[get, set]`
- TypeInstanceCollection **Instances** `[get, set]`
- TypeRelationCollection **RelationshipMappings** `[get, set]`

3.24.1 Member Function Documentation

3.24.1.1 void IGameContainer.Clear ( )

Clears all type mappings and instances.

Implemented in GameContainer.

3.24.1.2 void IGameContainer.Inject (object *obj*)

Injects registered types/mappings into an object

Parameters

obj	

Implemented in GameContainer.

3.24.1.3 void IGameContainer.InjectAll ( )

Injects everything that is registered at once

Implemented in GameContainer.

3.24.1.4 void IGameContainer.Register< TSource, TTarget > (string *name* = `null`)

Register a type mapping

Template Parameters

TSource	The base type.
TTarget	The concrete type

Implemented in GameContainer.

3.24.1.5 void IGameContainer.RegisterInstance (Type *type*, object @ *default*, bool *injectNow*)

Register an instance of a type.

Parameters

type	
default	
injectNow	

Returns

3.24.1.6 void IGameContainer.RegisterInstance (Type *baseType*, object *instance* = `null`, string *name* = `null`, bool *injectNow* = `true`)

Register a named instance

Parameters

baseType	The type to register the instance for.
name	The name for the instance to be resolved.
instance	The instance that will be resolved be the name
injectNow	Perform the injection immediately

Implemented in GameContainer.

3.24.1.7 void IGameContainer.RegisterInstance< TBase > (TBase @ *default*, bool *injectNow*)

Register an instance of a type.

Template Parameters

TBase	

Parameters

default	
injectNow	

Returns

Type Constraints

TBase* : *class

3.24.1.8 object IGameContainer.Resolve (Type *baseType*, string *name* = `null`, bool *requireInstance* = `false`)

If an instance of instanceType exist then it will return that instance otherwise it will create a new one based off mappings.

Parameters

baseType	The type of instance to resolve
name	The type of instance to resolve
requireInstance	If true will return null if an instance isn't registered.

Returns

The/An instance of 'instanceType'

Implemented in GameContainer.

3.24.1.9 T IGameContainer.Resolve< T > (string *name* = `null`, bool *requireInstance* = `false`)

If an instance of T exist then it will return that instance otherwise it will create a new one based off mappings.

Template Parameters

T	The type of instance to resolve

Returns

The/An instance of 'instanceType'

Implemented in GameContainer.

Type Constraints

T* : *class

3.24.1.10 IEnumerable<object> IGameContainer.ResolveAll (Type *type*)

Resolves all instances of TType or subclasses of TType. Either named or not.

Template Parameters

TType	The Type to resolve

Returns

List of objects.

Implemented in GameContainer.

3.24.1.11 IEnumerable<TType> IGameContainer.ResolveAll< TType > ( )

Resolves all instances of TType or subclasses of TType. Either named or not.

Template Parameters

TType	The Type to resolve

Returns

List of objects.

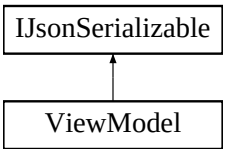
Implemented in GameContainer.

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

- Assets/uFrameComplete/uFrame/Base/Controllers/IGameContainer.cs

3.25 IJsonSerializable Interface Reference

Inheritance diagram for IJsonSerializable:



Public Member Functions

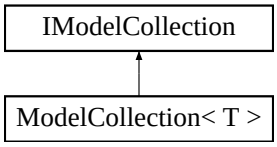
- void **Deserialize** (JSONNode node)
- JSONNode **Serialize** ()

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

- Assets/uFrameComplete/uFrame/Base/IJsonSerializable.cs

3.26 IModelCollection Interface Reference

Inheritance diagram for IModelCollection:



Public Member Functions

- void **AddObject** (object item)
- void **RemoveObject** (object item)
- void **Clear** ()

Properties

- IEnumerable< object > **Value** `[get]`
- Type **ItemType** `[get]`

Events

- ModelCollectionChanged **CollectionChanged**

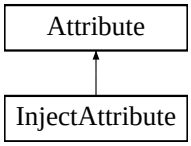
The documentation for this interface was generated from the following file:

- Assets/uFrameComplete/uFrame/Base/ViewModels/ModelCollection.cs

3.27 InjectAttribute Class Reference

Used by the injection container to determine if a property or field should be injected.

Inheritance diagram for InjectAttribute:



Public Member Functions

- **InjectAttribute** (string name)

Properties

- string **Name** `[get, set]`

3.27.1 Detailed Description

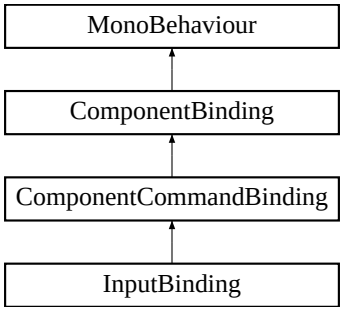
Used by the injection container to determine if a property or field should be injected.

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

- Assets/uFrameComplete/uFrame/Base/Controllers/InjectAttribute.cs

3.28 InputBinding Class Reference

Inheritance diagram for InputBinding:



Public Member Functions

- void **Update** ()

Public Attributes

- string **_ButtonName**
- InputButtonEventType **_EventType**

Protected Member Functions

- override IBinding GetBinding ()

  The binding provider. Create the binding that the component will add to the source view here.

Additional Inherited Members

3.28.1 Member Function Documentation

3.28.1.1 override IBinding InputBinding.GetBinding ( ) [protected], [virtual]

The binding provider. Create the binding that the component will add to the source view here.

Returns

The binding that will be added to the source view.

Implements ComponentBinding.

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

- Assets/uFrameComplete/uFrame/Base/Bindings/MouseEventBinding.cs

3.29 ISerializer Interface Reference

Public Member Functions

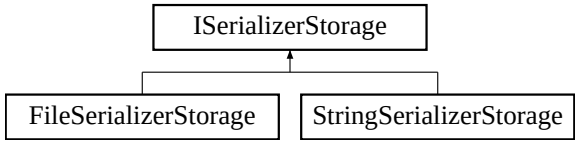
- IEnumerable< T > **ReadArray**< **T** > ()
- void **WriteArray**< **T** > (T[] objs)
- void **WriteObject** (IUFSerializable obj)
- object **ReadObject**< **T** > (ISerializerStream stream)
- void **SerializeField**< **T** > (string name, T obj)
- object **ReadField** (string name)
- T **ReadField**< **T** > (string name)

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

- Assets/uFrameComplete/uFrame/Base/Serialization/ISerializer.cs

3.30 ISerializerStorage Interface Reference

Inheritance diagram for ISerializerStorage:



Public Member Functions

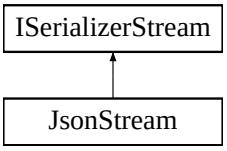
- void **Load** (ISerializerStream stream)
- void **Save** (ISerializerStream stream)

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

- Assets/uFrameComplete/uFrame/Base/Serialization/ISerializerStorage.cs

3.31 ISerializerStream Interface Reference

Inheritance diagram for ISerializerStream:



Public Member Functions

- void **SerializeArray**< **T** > (string name, IEnumerable< T > items)
- void **SerializeObjectArray** (string name, IEnumerable< object > items)
- void **SerializeObject** (string name, object value)
- void **SerializeInt** (string name, int value)
- void **SerializeBool** (string name, bool value)
- void **SerializeString** (string name, string value)
- void **SerializeVector2** (string name, Vector2 value)
- void **SerializeVector3** (string name, Vector3 value)
- void **SerializeQuaternion** (string name, Quaternion value)
- void **SerializeDouble** (string name, double value)
- void **SerializeFloat** (string name, float value)
- void **SerializeBytes** (string name, byte[] bytes)
- IEnumerable< T > **DeserializeObjectArray**< **T** > (string name)
- T **DeserializeObject**< **T** > (string name)
- object **DeserializeObject** (string name)
- int **DeserializeInt** (string name)
- bool **DeserializeBool** (string name)
- string **DeserializeString** (string name)
- Vector2 **DeserializeVector2** (string name)
- Vector3 **DeserializeVector3** (string name)
- Quaternion **DeserializeQuaternion** (string name)
- double **DeserializeDouble** (string name)
- float **DeserializeFloat** (string name)
- byte[] **DeserializeBytes** (string name)
- void **Load** (byte[] readAllBytes)
- byte[] **Save** ()

Properties

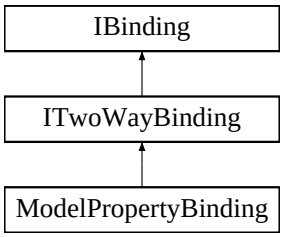
- IGameContainer **DependencyContainer** `[get, set]`
- Dictionary< string, IUFSerializable > **ReferenceObjects** `[get, set]`
- ITypeResolver **TypeResolver** `[get, set]`

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

- Assets/uFrameComplete/uFrame/Base/Serialization/ISerializerStream.cs

3.32 ITwoWayBinding Interface Reference

Inheritance diagram for ITwoWayBinding:



Public Member Functions

- void BindReverse ()

  Will be called every update frame

Additional Inherited Members

3.32.1 Member Function Documentation

3.32.1.1 void ITwoWayBinding.BindReverse ( )

Will be called every update frame

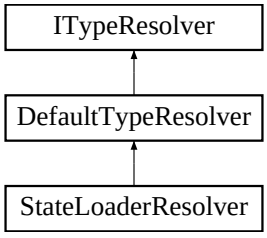
Implemented in ModelPropertyBinding.

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

- Assets/uFrameComplete/uFrame/Base/Bindings/ITwoWayBinding.cs

3.33 ITypeResolver Interface Reference

Inheritance diagram for ITypeResolver:



Public Member Functions

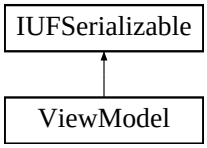
- Type **GetType** (string name)
- string **SetType** (Type type)
- object **CreateInstance** (string name, string identifier)

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

- Assets/uFrameComplete/uFrame/Base/Serialization/ITypeResolver.cs

3.34 IUFSerializable Interface Reference

Inheritance diagram for IUFSerializable:



Public Member Functions

- void **Write** (ISerializerStream stream)
- void **Read** (ISerializerStream stream)

Properties

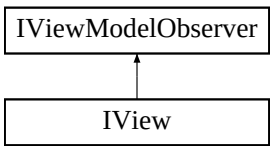
- string **Identifier** `[get]`

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

- Assets/uFrameComplete/uFrame/Base/Serialization/IUFSerializable.cs

3.35 IView Interface Reference

Inheritance diagram for IView:



Properties

- ViewModel ViewModelObject `[get]`

  Gets the view model object.
- Type ViewModelType `[get]`

  Gets the type of the view model.
- string ViewName `[get, set]`

  The name of the prefab that created this view

Additional Inherited Members

3.35.1 Property Documentation

3.35.1.1 ViewModel IView.ViewModelObject [get]

Gets the view model object.

The view model object.

3.35.1.2 Type IView.ViewModelType [get]

Gets the type of the view model.

The type of the model.

3.35.1.3 string IView.ViewName [get], [set]

The name of the prefab that created this view

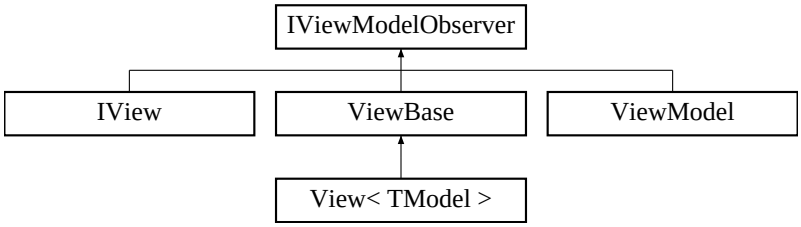
The documentation for this interface was generated from the following file:

- Assets/uFrameComplete/uFrame/Base/Views/IView.cs

3.36 IViewModelObserver Interface Reference

Potential future use.

Inheritance diagram for IViewModelObserver:



Public Member Functions

- void **AddBinding** (IBinding binding)
- void **RemoveBinding** (IBinding binding)
- void **Unbind** ()

3.36.1 Detailed Description

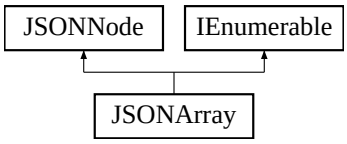
Potential future use.

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

- Assets/uFrameComplete/uFrame/Base/Bindings/IViewModelObserver.cs

3.37 JSONArray Class Reference

Inheritance diagram for JSONArray:



Public Member Functions

- override void **Add** (string aKey, JSONNode aItem)
- IEnumerator **GetEnumerator** ()
- override JSONNode **Remove** (int aIndex)
- override JSONNode **Remove** (JSONNode aNode)
- override void **Serialize** (System.IO.BinaryWriter aWriter)
- override string **ToString** ()
- override string **ToString** (string aPrefix)

Properties

- override IEnumerable< JSONNode > **Childs** `[get]`
- override int **Count** `[get]`
- override JSONNode **this[int aIndex]** `[get, set]`
- override JSONNode **this[string aKey]** `[get, set]`

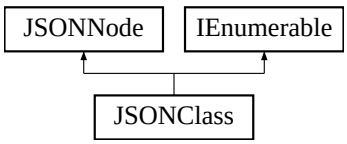
Additional Inherited Members

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

- Assets/uFrameComplete/uFrame/Base/SimpleJSON.cs

3.38 JSONClass Class Reference

Inheritance diagram for JSONClass:



Public Member Functions

- override void **Add** (string aKey, JSONNode aItem)
- IEnumerator **GetEnumerator** ()
- override JSONNode **Remove** (string aKey)
- override JSONNode **Remove** (int aIndex)
- override JSONNode **Remove** (JSONNode aNode)
- override void **Serialize** (System.IO.BinaryWriter aWriter)
- override string **ToString** ()
- override string **ToString** (string aPrefix)

Properties

- override IEnumerable< JSONNode > **Childs** `[get]`
- override int **Count** `[get]`
- override JSONNode **this[string aKey]** `[get, set]`
- override JSONNode **this[int aIndex]** `[get, set]`

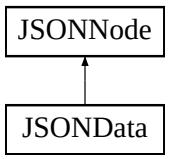
Additional Inherited Members

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

- Assets/uFrameComplete/uFrame/Base/SimpleJSON.cs

3.39 JSONData Class Reference

Inheritance diagram for JSONData:



Public Member Functions

- **JSONData** (Vector3 value)
- **JSONData** (Vector2 value)
- **JSONData** (Quaternion value)
- **JSONData** (string aData)
- **JSONData** (float aData)
- **JSONData** (double aData)
- **JSONData** (bool aData)
- **JSONData** (int aData)
- override void **Serialize** (System.IO.BinaryWriter aWriter)
- override string **ToString** ()
- override string **ToString** (string aPrefix)

Properties

- override string **Value** `[get, set]`

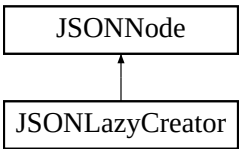
Additional Inherited Members

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

- Assets/uFrameComplete/uFrame/Base/SimpleJSON.cs

3.40 JSONLazyCreator Class Reference

Inheritance diagram for JSONLazyCreator:



Public Member Functions

- **JSONLazyCreator** (JSONNode aNode)
- **JSONLazyCreator** (JSONNode aNode, string aKey)
- override void **Add** (JSONNode aItem)
- override void **Add** (string aKey, JSONNode aItem)
- override bool **Equals** (object obj)
- override int **GetHashCode** ()
- override string **ToString** ()
- override string **ToString** (string aPrefix)

Static Public Member Functions

- static bool **operator!=** (JSONLazyCreator a, object b)
- static bool **operator==** (JSONLazyCreator a, object b)

Properties

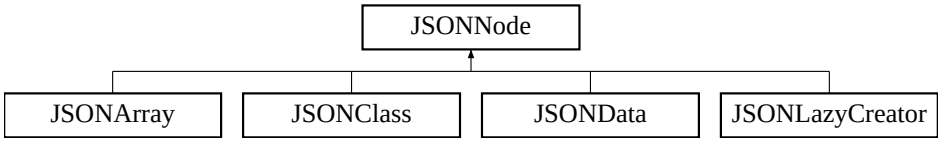
- override JSONArray **AsArray** `[get]`
- override bool **AsBool** `[get, set]`
- override double **AsDouble** `[get, set]`
- override float **AsFloat** `[get, set]`
- override int **AsInt** `[get, set]`
- override JSONClass **AsObject** `[get]`
- override JSONNode **this[int aIndex]** `[get, set]`
- override JSONNode **this[string aKey]** `[get, set]`

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

- Assets/uFrameComplete/uFrame/Base/SimpleJSON.cs

3.41 JSONNode Class Reference

Inheritance diagram for JSONNode:



Public Member Functions

- virtual void **Add** (string aKey, JSONNode aItem)
- virtual void **Add** (JSONNode aItem)
- virtual JSONNode **Remove** (string aKey)
- virtual JSONNode **Remove** (int aIndex)
- virtual JSONNode **Remove** (JSONNode aNode)
- override string **ToString** ()
- virtual string **ToString** (string aPrefix)
- override bool **Equals** (object obj)
- override int **GetHashCode** ()
- string **SaveToBase64** ()
- string **SaveToCompressedBase64** ()
- void **SaveToCompressedFile** (string aFileName)
- void **SaveToCompressedStream** (System.IO.Stream aData)
- void **SaveToStream** (System.IO.Stream aData)
- virtual void **Serialize** (System.IO.BinaryWriter aWriter)

Static Public Member Functions

- static implicit **operator JSONNode** (string s)
- static implicit **operator string** (JSONNode d)
- static bool **operator!=** (JSONNode a, object b)
- static bool **operator==** (JSONNode a, object b)
- static JSONNode **Deserialize** (System.IO.BinaryReader aReader)
- static JSONNode **LoadFromBase64** (string aBase64)
- static JSONNode **LoadFromCompressedBase64** (string aBase64)
- static JSONNode **LoadFromCompressedFile** (string aFileName)
- static JSONNode **LoadFromCompressedStream** (System.IO.Stream aData)
- static JSONNode **LoadFromFile** (string aFileName)
- static JSONNode **LoadFromStream** (System.IO.Stream aData)
- static JSONNode **Parse** (string aJSON)

Properties

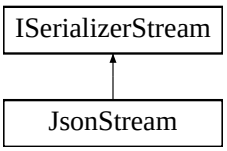
- virtual IEnumerable< JSONNode > **Childs** `[get]`
- virtual int **Count** `[get]`
- IEnumerable< JSONNode > **DeepChilds** `[get]`
- virtual string **Value** `[get, set]`
- virtual JSONNode **this[int aIndex]** `[get, set]`
- virtual JSONNode **this[string aKey]** `[get, set]`
- virtual JSONArray **AsArray** `[get]`
- virtual bool **AsBool** `[get, set]`
- virtual double **AsDouble** `[get, set]`
- virtual float **AsFloat** `[get, set]`
- virtual int **AsInt** `[get, set]`
- virtual JSONClass **AsObject** `[get]`
- virtual Quaternion **AsQuaternion** `[get, set]`
- virtual Vector2 **AsVector2** `[get, set]`
- virtual Vector3 **AsVector3** `[get, set]`
- virtual Vector4 **AsVector4** `[get, set]`

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

- Assets/uFrameComplete/uFrame/Base/SimpleJSON.cs

3.42 JsonStream Class Reference

Inheritance diagram for JsonStream:



Public Member Functions

- **JsonStream** (JSONNode node)
- **JsonStream** (string json)
- **JsonStream** (ITypeResolver typeResolver)
- **JsonStream** (ITypeResolver typeResolver, string json)
- void **Push** (string name, JSONNode node)
- void **Pop** ()
- void **Serialize** (string name, object obj)
- void **SerializeArray**< **T** > (string name, IEnumerable< T > items)
- void **SerializeObjectArray** (string name, IEnumerable< object > items)
- void **SerializeObject** (string name, object value)
- void **SerializeInt** (string name, int value)
- void **SerializeBool** (string name, bool value)
- void **SerializeString** (string name, string value)
- void **SerializeVector2** (string name, Vector2 value)
- void **SerializeVector3** (string name, Vector3 value)
- void **SerializeQuaternion** (string name, Quaternion value)
- void **SerializeDouble** (string name, double value)
- void **SerializeFloat** (string name, float value)
- void **SerializeBytes** (string name, byte[] bytes)
- IEnumerable< T > **DeserializeObjectArray**< **T** > (string name)
- T **DeserializeObject**< **T** > (string name)
- object **DeserializeObject** (string name)
- int **DeserializeInt** (string name)
- bool **DeserializeBool** (string name)
- string **DeserializeString** (string name)
- Vector2 **DeserializeVector2** (string name)
- Vector3 **DeserializeVector3** (string name)
- Quaternion **DeserializeQuaternion** (string name)
- double **DeserializeDouble** (string name)
- float **DeserializeFloat** (string name)
- byte[] **DeserializeBytes** (string name)
- void **Load** (byte[] readAllBytes)
- byte[] **Save** ()

Properties

- JSONNode **RootNode** `[get, set]`
- Dictionary< string, IUFSerializable > **ReferenceObjects** `[get, set]`
- ITypeResolver **TypeResolver** `[get, set]`
- Stack< JSONNode > **NodeStack** `[get, set]`
- JSONNode **CurrentNode** `[get]`

- IGameContainer **DependencyContainer** `[get, set]`
- bool **UseReferences** `[get, set]`

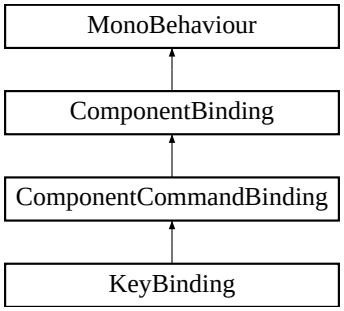
The documentation for this class was generated from the following file:

- Assets/uFrameComplete/uFrame/Base/Serialization/Json/JsonStream.cs

3.43 KeyBinding Class Reference

A component that will process a key binding as well as provide a key binding instance to the source view. Note. Even when adding this binding via code the component will still be added because a component is needed to process a keypress

Inheritance diagram for KeyBinding:



Public Attributes

- bool **_Alt**
- bool **_Control**
- KeyCode **_Key**
- KeyBindingEventType **_KeyEventType** = KeyBindingEventType.KeyDown
- bool **_Shift**

Protected Member Functions

- override IBinding GetBinding ()

  The binding provider. Create the binding that the component will add to the source view here.
- virtual bool **IsKey** (ModelKeyBinding keyBinding)
- void **Update** ()

Additional Inherited Members

3.43.1 Detailed Description

A component that will process a key binding as well as provide a key binding instance to the source view. Note. Even when adding this binding via code the component will still be added because a component is needed to process a keypress

3.43.2 Member Function Documentation

3.43.2.1 override IBinding KeyBinding.GetBinding ( ) `[protected], [virtual]`

The binding provider. Create the binding that the component will add to the source view here.

Returns

The binding that will be added to the source view.

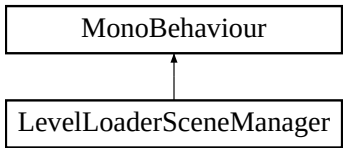
Implements ComponentBinding.

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

- Assets/uFrameComplete/uFrame/Base/Bindings/KeyBinding.cs

3.44 LevelLoaderSceneManager Class Reference

Inheritance diagram for LevelLoaderSceneManager:



Protected Member Functions

- void **Awake** ()

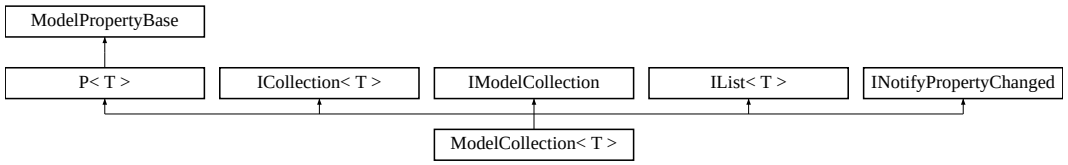
The documentation for this class was generated from the following file:

- Assets/uFrameComplete/uFrame/Base/Controllers/LevelLoaderSceneContainer.cs

3.45 ModelCollection< T > Class Template Reference

An observable collection to use in viewmodels.

Inheritance diagram for ModelCollection< T >:



Public Member Functions

- delegate void **ModelCollectionChangedWith** (ModelCollectionChangeEventWith< T > changeArgs)
- **ModelCollection** (List< T > value)
- void **AddObject** (object item)
- void **RemoveObject** (object item)
- **ModelCollection** (ViewModel owner, string propertyName)
- **ModelCollection** (ViewModel owner, string propertyName, IEnumerable< T > enumerable)
- **ModelCollection** (IEnumerable< T > enumerable)
- virtual void **Add** (T item)
- override bool **CanSetValue** (List< T > value)
- virtual void **Clear** ()
- virtual bool **Contains** (T item)
- void **CopyTo** (T[] array, int arrayIndex)

- override void **Deserialize** (JSONNode node)
- IEnumerator< T > **GetEnumerator** ()
- virtual bool **Remove** (T item)
- override JSONNode **Serialize** ()
- override string **ToString** ()
- void **AddRange** (IEnumerable< T > value)
- int **IndexOf** (T item)
- void **Insert** (int index, T item)
- void **RemoveAt** (int index)

Protected Member Functions

- virtual void **OnChangedWith** (ModelCollectionChangeEventWith< T > changeargs)
- virtual void **OnPropertyChanged** (string propertyName)

Properties

- int **Count** `[get]`
- bool **IsReadOnly** `[get]`
- override Type **ValueType** `[get]`
- Type **ItemType** `[get]`
- T **this[int index]** `[get, set]`

Events

- ModelCollectionChanged **CollectionChanged**
- ModelCollectionChangedWith **CollectionChangedWith**
- PropertyChangedEventHandler **PropertyChanged**

Additional Inherited Members

3.45.1 Detailed Description

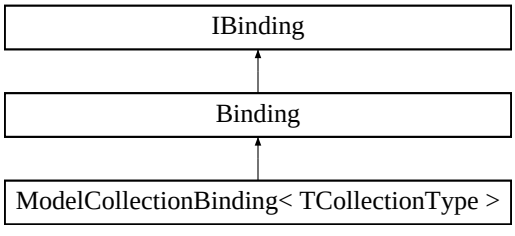
An observable collection to use in viewmodels.

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

- Assets/uFrameComplete/uFrame/Base/ViewModels/ModelCollection.cs

3.46 ModelCollectionBinding< TCollectionType > Class Template Reference

Inheritance diagram for ModelCollectionBinding< TCollectionType >:



Public Member Functions

- override void Bind ()

  Set-up the binding. This should almost always be implemented in a deriving class.
- void **Immediate** ()
- ModelCollectionBinding < TCollectionType > **SetAddHandler** (Action< TCollectionType > onAddHandler)
- ModelCollectionBinding < TCollectionType > **SetRemoveHandler** (Action< TCollectionType > onRemoveHandler)
- override void Unbind ()

  Unbind this binding

Properties

- ModelCollection< TCollectionType > **Collection** `[get]`
- bool **IsImmediate** `[get, set]`
- Action< TCollectionType > **OnAdd** `[get, set]`
- Action< TCollectionType > **OnRemove** `[get, set]`

Additional Inherited Members

3.46.1 Member Function Documentation

3.46.1.1 override void ModelCollectionBinding< TCollectionType >.Bind ( ) `[virtual]`

Set-up the binding. This should almost always be implemented in a deriving class.

Reimplemented from Binding.

3.46.1.2 override void ModelCollectionBinding< TCollectionType >.Unbind ( ) `[virtual]`

Unbind this binding

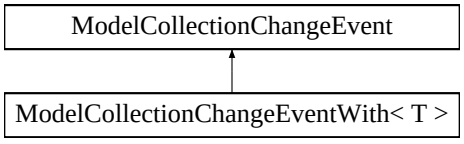
Reimplemented from Binding.

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

- Assets/uFrameComplete/uFrame/Base/Bindings/ModelViewModelCollectionBinding.cs

3.47 ModelCollectionChangeEvent Class Reference

Inheritance diagram for ModelCollectionChangeEvent:



Properties

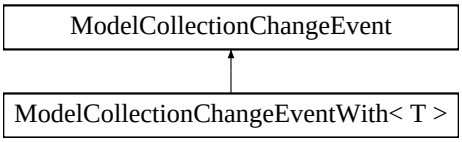
- ModelCollectionAction **Action** `[get, set]`
- object[] **NewItems** `[get, set]`
- object[] **OldItems** `[get, set]`

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

- Assets/uFrameComplete/uFrame/Base/ViewModels/ModelCollection.cs

3.48 ModelCollectionChangeEventWith< T > Class Template Reference

Inheritance diagram for ModelCollectionChangeEventWith< T >:



Properties

- T[] **NewItemsOfT** `[get, set]`
- T[] **OldItemsOfT** `[get, set]`

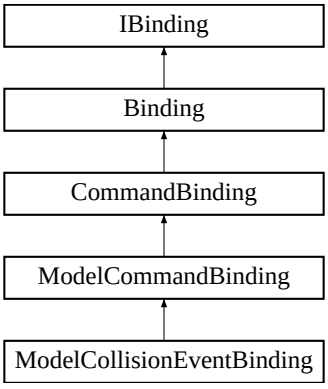
The documentation for this class was generated from the following file:

- Assets/uFrameComplete/uFrame/Base/ViewModels/ModelCollection.cs

3.49 ModelCollisionEventBinding Class Reference

A collision binding that will trigger a command when executed. Use chaining when possible to provide additional options for this binding.

Inheritance diagram for ModelCollisionEventBinding:



Public Member Functions

- override object GetArgument ()

  Overriden to supply the CommandArgumentSelector result value if its not equal to null
- ModelCollisionEventBinding SetParameterSelector (Func< GameObject, object > commandArgSelector)

  Set the parameter that will be passed to the command.
- CommandBinding Subscribe (Action< GameObject > action, bool before=false)

  Subscribe to this collision binding with a reference to the collider.
- ModelCollisionEventBinding When (Predicate< GameObject > predicate)

  A filter to determine when a collision should invoke the command this is bound to.

Properties

- CollisionEventType CollisionEvent `[get, set]`

  The collision/trigger event that will invoke the command this is bound to.

Additional Inherited Members

3.49.1 Detailed Description

A collision binding that will trigger a command when executed. Use chaining when possible to provide additional options for this binding.

3.49.2 Member Function Documentation

3.49.2.1 override object ModelCollisionEventBinding.GetArgument ( ) `[virtual]`

Overriden to supply the CommandArgumentSelector result value if its not equal to null

Returns

The object that will be passed as the argument to the command.

Reimplemented from CommandBinding.

3.49.2.2 ModelCollisionEventBinding ModelCollisionEventBinding.SetParameterSelector (Func< GameObject, object > *commandArgSelector*)

Set the parameter that will be passed to the command.

Parameters

commandArgSelector	A selector that will select the object to pass to the command with the collider as the first argument

Returns

3.49.2.3 CommandBinding ModelCollisionEventBinding.Subscribe (Action< GameObject > *action*, bool *before* = `false`)

Subscribe to this collision binding with a reference to the collider.

Parameters

action	The action to perform with the collider as the parameter.
before	Execute the action before the action executes. Defaults to false.

Returns

This so it can be further chained.

3.49.2.4 ModelCollisionEventBinding ModelCollisionEventBinding.When (Predicate< GameObject > *predicate*)

A filter to determine when a collision should invoke the command this is bound to.

Parameters

predicate	Return true if the command should be invoked. Use the GameObject parameter to filter colliders.

Returns

This so it can be further chained.

3.49.3 Property Documentation

3.49.3.1 CollisionEventType ModelCollisionEventBinding.CollisionEvent [get],[set]

The collision/trigger event that will invoke the command this is bound to.

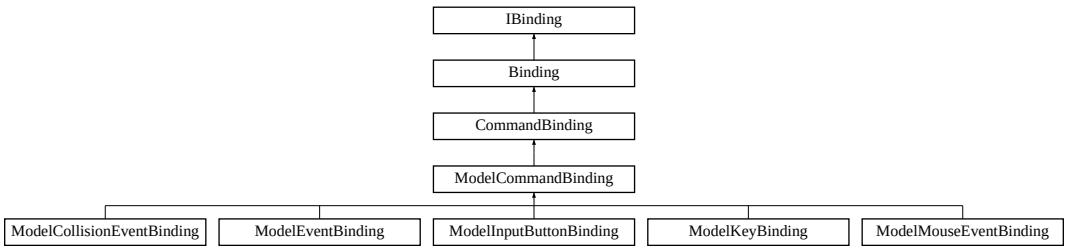
The documentation for this class was generated from the following file:

- Assets/uFrameComplete/uFrame/Base/Bindings/ModelCollisionEventBinding.cs

3.50 ModelCommandBinding Class Reference

A base class for binding to a ViewModel command.

Inheritance diagram for ModelCommandBinding:



Public Member Functions

- override void Bind ()

  Set-up the binding. This should almost always be implemented in a deriving class.
- override void Unbind ()

  Unbind this binding

Properties

- ComponentCommandBinding **Component** [get, set]

Additional Inherited Members

3.50.1 Detailed Description

A base class for binding to a ViewModel command.

3.50.2 Member Function Documentation

3.50.2.1 override void ModelCommandBinding.Bind ( ) [virtual]

Set-up the binding. This should almost always be implemented in a deriving class.

Reimplemented from CommandBinding.

Reimplemented in ModelEventBinding.

3.50.2.2 override void ModelCommandBinding.Unbind ( ) [virtual]

Unbind this binding

Reimplemented from CommandBinding.

Reimplemented in ModelEventBinding.

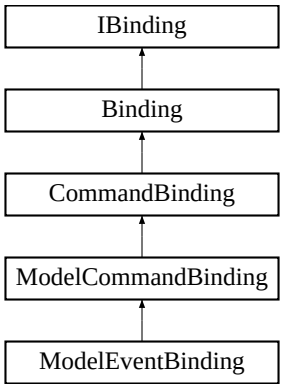
The documentation for this class was generated from the following file:

- Assets/uFrameComplete/uFrame/Base/Bindings/ModelCommandBinding.cs

3.51 ModelEventBinding Class Reference

An event binding. Basically a wrapper for a .NET event so events can be triggered by a string. They can easily be bound and is mainly for conveniance.

Inheritance diagram for ModelEventBinding:



Public Member Functions

- **ModelEventBinding** (string eventName)
- override void Bind ()

  Set-up the binding. This should almost always be implemented in a deriving class.
- override void Unbind ()

  Unbind this binding

Properties

- virtual string **EventName** [get, set]

Additional Inherited Members

3.51.1 Detailed Description

An event binding. Basically a wrapper for a .NET event so events can be triggered by a string. They can easily be bound and is mainly for conveniance.

3.51.2 Member Function Documentation

3.51.2.1 override void ModelEventBinding.Bind ( ) [virtual]

Set-up the binding. This should almost always be implemented in a deriving class.

Reimplemented from ModelCommandBinding.

3.51.2.2 override void ModelEventBinding.Unbind ( ) [virtual]

Unbind this binding

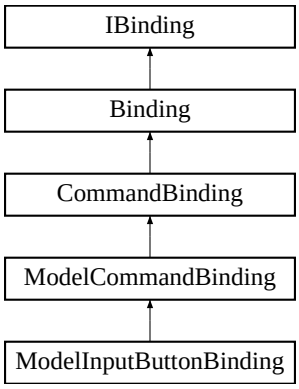
Reimplemented from ModelCommandBinding.

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

- Assets/uFrameComplete/uFrame/Base/Bindings/ModelEventBinding.cs

3.52 ModelInputButtonBinding Class Reference

Inheritance diagram for ModelInputButtonBinding:



Properties

- string **ButtonName** [get, set]
- InputButtonEventType **EventType** [get, set]

Additional Inherited Members

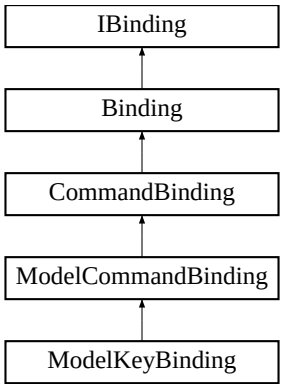
The documentation for this class was generated from the following file:

- Assets/uFrameComplete/uFrame/Base/Bindings/ModelMouseEventBinding.cs

3.53 ModelKeyBinding Class Reference

Binds a key to a ViewModel command.

Inheritance diagram for ModelKeyBinding:



Public Member Functions

- **ModelKeyBinding** (KeyCode key)
- ModelKeyBinding **On** (KeyBindingEventType eventType)
- ModelKeyBinding RequireAlt ()

  When invoked Alt must be pressed along with 'Key' for the command to be invoked
- ModelKeyBinding RequireControl ()

  When invoked Control must be pressed along with 'Key' for the command to be invoked
- ModelKeyBinding RequireShift ()

  When invoked Shift must be pressed along with 'Key' for the command to be invoked

Properties

- bool **Alt** `[get, set]`
- bool **Control** `[get, set]`
- KeyCode **Key** `[get, set]`
- KeyBindingEventType **KeyEventType** `[get, set]`
- bool **Shift** `[get, set]`

Additional Inherited Members

3.53.1 Detailed Description

Binds a key to a ViewModel command.

3.53.2 Member Function Documentation

3.53.2.1 ModelKeyBinding ModelKeyBinding.RequireAlt ( )

When invoked Alt must be pressed along with 'Key' for the command to be invoked

Returns

This to respect chaining.

3.53.2.2 ModelKeyBinding ModelKeyBinding.RequireControl ( )

When invoked Control must be pressed along with 'Key' for the command to be invoked

Returns

This to respect chaining.

3.53.2.3 ModelKeyBinding ModelKeyBinding.RequireShift ( )

When invoked Shift must be pressed along with 'Key' for the command to be invoked

Returns

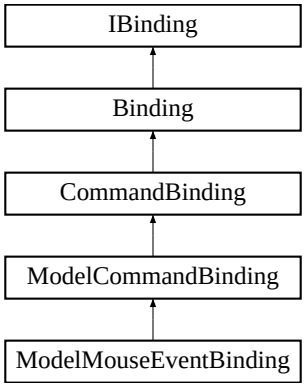
This to respect chaining.

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

- Assets/uFrameComplete/uFrame/Base/Bindings/ModelKeyBinding.cs

3.54 ModelMouseEventBinding Class Reference

Inheritance diagram for ModelMouseEventBinding:



Properties

- MouseEventType **EventType** `[get, set]`

Additional Inherited Members

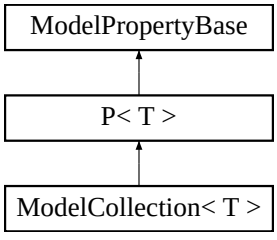
The documentation for this class was generated from the following file:

- Assets/uFrameComplete/uFrame/Base/Bindings/ModelMouseEventBinding.cs

3.55 ModelPropertyBase Class Reference

A base class for model properties.

Inheritance diagram for ModelPropertyBase:



Public Member Functions

- delegate void **PropertyChangedHandler** (object value)
- abstract void **Deserialize** (JSONNode node)
- void QuietlySetValue (object value)

  Sets the value without invoking any OnPropertyChanged events. This is useful for two-way bindings
- abstract JSONNode **Serialize** ()

Static Public Member Functions

- static object **DeserializeObject** (Type valueType, JSONNode node)
- static JSONNode **SerializeObject** (Type valueType, object value)

Protected Member Functions

- **ModelPropertyBase** (ViewModel owner, string propertyName)

Protected Attributes

- object **_value**

Properties

- ViewModel **Owner** `[get, set]`
- string **PropertyName** `[get, set]`
- virtual object ObjectValue `[get, set]`

  The value of this model property
- object **LastValueObject** `[get, set]`
- virtual Type ValueType `[get]`

  The value type of this property

Events

- PropertyChangedHandler ValueChanged

  When the value has changed

3.55.1 Detailed Description

A base class for model properties.

3.55.2 Member Function Documentation

3.55.2.1 void ModelPropertyBase.QuietlySetValue (object *value*)

Sets the value without invoking any OnPropertyChanged events. This is useful for two-way bindings

Parameters

value	

3.55.3 Property Documentation

3.55.3.1 virtual object ModelPropertyBase.ObjectValue [get],[set]

The value of this model property

3.55.3.2 virtual Type ModelPropertyBase.ValueType [get]

The value type of this property

3.55.4 Event Documentation

3.55.4.1 PropertyChangedHandler ModelPropertyBase.ValueChanged

When the value has changed

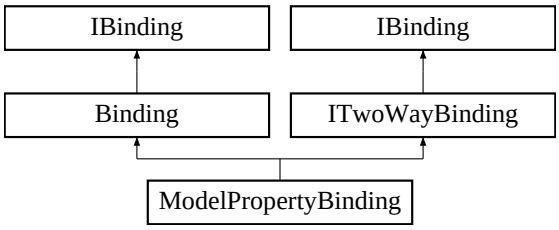
The documentation for this class was generated from the following file:

- Assets/uFrameComplete/uFrame/Base/ViewModels/ModelPropertyBase.cs

3.56 ModelPropertyBinding Class Reference

A class that contains a binding from a ViewModel to a Target

Inheritance diagram for ModelPropertyBinding:



Public Member Functions

- override void Bind ()

  Set-up the binding. This should almost always be implemented in a deriving class.
- void BindReverse ()

  If the value has changed apply the value to the property without reinvoking the SetTargetDelegate. It's important to not reinvoke the SetTargetDelegate because it will create a stack overflow. But only the SetTargetDelegate should be ignored because there may be other bindings to this property and when it changes they should definately know about it.
- override void Unbind ()

  Unbind remove the property changed event handler and the sets the model property to null so it can be refreshed if a new model is set

Properties

- bool **IsImmediate** [get, set]

Additional Inherited Members

3.56.1 Detailed Description

A class that contains a binding from a ViewModel to a Target

3.56.2 Member Function Documentation

3.56.2.1 override void ModelPropertyBinding.Bind ( ) [virtual]

Set-up the binding. This should almost always be implemented in a deriving class.

Reimplemented from Binding.

3.56.2.2 void ModelPropertyBinding.BindReverse ( )

If the value has changed apply the value to the property without reinvoking the SetTargetDelegate. It's important to not reinvoke the SetTargetDelegate because it will create a stack overflow. But only the SetTargetDelegate should be ignored because there may be other bindings to this property and when it changes they should definately know about it.

Implements ITwoWayBinding.

3.56.2.3 override void ModelPropertyBinding.Unbind ( ) [virtual]

Unbind remove the property changed event handler and the sets the model property to null so it can be refreshed if a new model is set

Reimplemented from Binding.

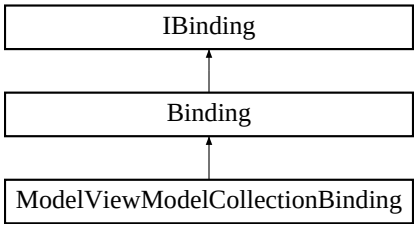
The documentation for this class was generated from the following file:

- Assets/uFrameComplete/uFrame/Base/Bindings/ModelPropertyBinding.cs

3.57 ModelViewModelCollectionBinding Class Reference

Class for a view collection binding. Binds a ViewModel collection to a set of corresponding Views

Inheritance diagram for ModelViewModelCollectionBinding:



Public Member Functions

- ModelViewModelCollectionBinding **Immediate** (bool immediate=true)
- ModelViewModelCollectionBinding **SetAddHandler** (Action< ViewBase > onAdd)
- ModelViewModelCollectionBinding **SetCreateHandler** (Func< ViewModel, ViewBase > onCreateView)
- ModelViewModelCollectionBinding **SetParent** (Transform parent)
- ModelViewModelCollectionBinding **SetRemoveHandler** (Action< ViewBase > onRemove)
- ModelViewModelCollectionBinding **SetView** (string viewName)
- override void Unbind ()

  Unbind this binding
- override void Bind ()

Set-up the binding. This should almost always be implemented in a deriving class.

- void **ViewFirst** ()

Protected Member Functions

- void **AddLookup** (GameObject obj, ViewModel viewModel)
- void **RemoveLookup** (ViewModel model)

Properties

- IModelCollection **Collection** `[get]`
- bool **IsImmediate** `[get, set]`
- Action< ViewBase > **OnAddView** `[get, set]`
- Func< ViewModel, ViewBase > **OnCreateView** `[get, set]`
- Action< ViewBase > **OnRemoveView** `[get, set]`
- Transform **Parent** `[get, set]`
- string **ViewName** `[get, set]`
- Dictionary< int, GameObject > **GameObjectLookup** `[get, set]`
- Dictionary< ViewModel, int > **ObjectIdLookup** `[get, set]`

3.57.1 Detailed Description

Class for a view collection binding. Binds a ViewModel collection to a set of corresponding Views

3.57.2 Member Function Documentation

3.57.2.1 override void ModelViewModelCollectionBinding.Bind ( ) `[virtual]`

Set-up the binding. This should almost always be implemented in a deriving class.

Reimplemented from Binding.

3.57.2.2 override void ModelViewModelCollectionBinding.Unbind ( ) `[virtual]`

Unbind this binding

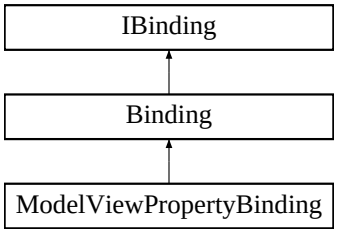
Reimplemented from Binding.

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

- Assets/uFrameComplete/uFrame/Base/Bindings/ModelViewModelCollectionBinding.cs

3.58 ModelViewPropertyBinding Class Reference

Inheritance diagram for ModelViewPropertyBinding:



Public Member Functions

- override void Bind ()

  Set-up the binding. This should almost always be implemented in a deriving class.
- ModelViewPropertyBinding **SetView** (string viewName)
- ModelViewPropertyBinding **SetParent** (Transform parent)
- override void Unbind ()

  Unbind this binding

Properties

- Transform **Parent** `[get, set]`
- string **ViewName** `[get, set]`
- Func
  < ModelViewModelCollectionBinding,
  ViewModel, ViewBase > **OnCreateView** `[get, set]`

Additional Inherited Members

3.58.1 Member Function Documentation

3.58.1.1 override void ModelViewPropertyBinding.Bind ( ) [virtual]

Set-up the binding. This should almost always be implemented in a deriving class.

Reimplemented from Binding.

3.58.1.2 override void ModelViewPropertyBinding.Unbind ( ) [virtual]

Unbind this binding

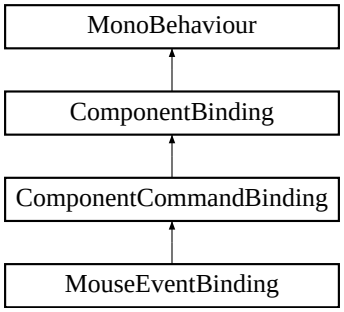
Reimplemented from Binding.

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

- Assets/uFrameComplete/uFrame/Base/Bindings/ModelPropertyBinding.cs

3.59 MouseEventBinding Class Reference

Inheritance diagram for MouseEventBinding:



Public Attributes

- MouseEventType **_EventType**

Protected Member Functions

- override IBinding GetBinding ()

  The binding provider. Create the binding that the component will add to the source view here.
- virtual void **OnBecameInvisible** ()
- virtual void **OnBecameVisible** ()
- virtual void **OnMouseDown** ()
- virtual void **OnMouseDrag** ()
- virtual void **OnMouseEnter** ()
- virtual void **OnMouseExit** ()
- virtual void **OnMouseOver** ()
- virtual void **OnMouseUp** ()
- virtual void **OnMouseUpAsButton** ()

Additional Inherited Members

3.59.1 Member Function Documentation

3.59.1.1 override IBinding MouseEventBinding.GetBinding ( ) [protected], [virtual]

The binding provider. Create the binding that the component will add to the source view here.

Returns

The binding that will be added to the source view.

Implements ComponentBinding.

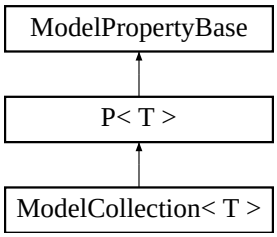
The documentation for this class was generated from the following file:

- Assets/uFrameComplete/uFrame/Base/Bindings/MouseEventBinding.cs

3.60 P< T > Class Template Reference

A typed ViewModel Property Class

Inheritance diagram for P< T >:



Public Member Functions

- **P** (ViewModel owner, string propertyName)
- **P** (ViewModel owner, string propertyName, T value)
- **P** (T value)
- virtual bool **CanSetValue** (T value)
- override void Deserialize (JSONNode node)

  Deserialize the specified node into `Value`.
- override bool **Equals** (object obj)

- override int **GetHashCode** ()
- override JSONNode Serialize ()

  Serializes this object

Properties

- T Value `[get, set]`

  Gets or sets the value.
- T **LastValue** `[get]`
- override Type ValueType `[get]`

  Gets the type of the value.

Additional Inherited Members

3.60.1 Detailed Description

A typed ViewModel Property Class

Template Parameters

T	

3.60.2 Member Function Documentation

3.60.2.1 override void P< T >.Deserialize (JSONNode *node*) `[virtual]`

Deserialize the specified node into `Value`.

Parameters

node	Node.

Implements ModelPropertyBase.

3.60.2.2 override JSONNode P< T >.Serialize ( ) `[virtual]`

Serializes this object

Implements ModelPropertyBase.

3.60.3 Property Documentation

3.60.3.1 T P< T >.Value `[get]`, `[set]`

Gets or sets the value.

The value.

3.60.3.2 override Type P< T >.ValueType `[get]`

Gets the type of the value.

The type of the value.

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

- Assets/uFrameComplete/uFrame/Base/ViewModels/P.cs

3.61 RegisteredInstance Class Reference

Properties

- Type **Base** `[get, set]`
- object **Instance** `[get, set]`
- string **Name** `[get, set]`

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

- Assets/uFrameComplete/uFrame/Base/Controllers/GameContainer.cs

3.62 SceneContext Class Reference

The scene context keeps track of view-models based on their identifiers when a view has checked "Save & Load"

Public Member Functions

- **SceneContext** (IGameContainer gameContainer)
- TViewModel **CreateViewModel**< **TViewModel** > (Controller controller, string identifier)
- void Load (ISerializerStorage storage, ISerializerStream stream)

  Load's a set of view-models from a storage medium based on a stream.
- void Save (ISerializerStorage storage, ISerializerStream stream, IEnumerable< ViewModel > viewModels=null)

  Saves

Properties

- ViewModel **this[Type type]** `[get, set]`
- ViewModel **this[string identifier]** `[get, set]`
- IGameContainer **Container** `[get, set]`
- Dictionary< string, ViewModel > ViewModels `[get, set]`

  The dictionary of ViewModels currently loaded in the scene that have been marked as persistant.
- Dictionary< string, ViewModel > **PersitantViewModels** `[get, set]`

3.62.1 Detailed Description

The scene context keeps track of view-models based on their identifiers when a view has checked "Save & Load"

3.62.2 Member Function Documentation

3.62.2.1 void SceneContext.Load (ISerializerStorage *storage*, ISerializerStream *stream*)

Load's a set of view-models from a storage medium based on a stream.

Parameters

storage	This is for loading the stream from a persistant medium. e.g. File, String..etc
stream	The type of stream to serialize as. eg. Json,Xml,Binary

3.62.2.2 void SceneContext.Save (ISerializerStorage *storage*, ISerializerStream *stream*, IEnumerable< ViewModel > *viewModels* = `null`)

Saves

Parameters

storage	
stream	
viewModels	

3.62.3 Property Documentation

3.62.3.1 Dictionary<string, ViewModel> SceneContext.ViewModels [get], [set]

The dictionary of ViewModels currently loaded in the scene that have been marked as persistant.

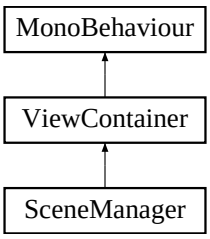
The documentation for this class was generated from the following file:

- Assets/uFrameComplete/uFrame/Base/Scene/SceneContext.cs

3.63 SceneManager Class Reference

The main entry point for a game that is managed and accessible via GameManager. Only one will available at a time. This class when derived form should setup the container and load anything needed to properly run a game. This could include ViewModel Registering in the Container, Instantiating Views, Instantiating or Initializing Controllers.

Inheritance diagram for SceneManager:



Public Member Functions

- virtual IEnumerator Load (UpdateProgressDelegate progress)

  This method should do any set up necessary to load the controller and is invoked when you call GameStateManager.SwitchGame(). This should call StartCoroutine(Controller.Load) on any regular controller in the scene.
- virtual void OnLoaded ()

  This method is called when the load function has completed
- virtual void OnLoading ()

  This method is called when this controller has started loading
- virtual void Reload ()

  This method simply starts the load method as a coroutine and should be overriden to add any reload logic that is necessary
- virtual void Setup ()

  This method is called by the GameManager in order to register any dependencies. It is one of the first things to be invoked. This method is called before the "Load" method.
- virtual void Unload ()

  This method should be used to property unload a scene when transitioning to another scene.
- TViewModel SetupViewModel< TViewModel > (Controller controller, string identifier)

  Used by the SceneManager when creating an instance before the scene loads. This allows a view-model instance to be ready before a view-initializes it. This is used by the uFrame generators to initialize single isntance view-models.
- ViewModel RequestViewModel (ViewBase viewBase, Controller controller, string identifier)

  This is method is called by each view in order to get it's view-model as well as place it in the SceneContext if the "Save & Load" option is checked in it's inspector

Protected Member Functions

- virtual void Awake ()

  The awake method of this scenemanager simply registers itself with the GameManager
- virtual void OnDestroy ()

  When this scene manager is destroy it is removed from the gamemanager.

Properties

- IGameContainer Container `[get, set]`

  The Dependency container for this scene. If unset then it will use "GameManager.Container".
- SceneContext Context `[get, set]`

  The scene context for the current running scene. Used for Saving and loading a scenes state.
- static ISwitchLevelSettings Settings `[get]`

  The settings at which the level will be loaded with. Used for transitioning from one scene to another.

3.63.1 Detailed Description

The main entry point for a game that is managed and accessible via GameManager. Only one will available at a time. This class when derived form should setup the container and load anything needed to properly run a game. This could include ViewModel Registering in the Container, Instantiating Views, Instantiating or Initializing Controllers.

3.63.2 Member Function Documentation

3.63.2.1 virtual void SceneManager.Awake ( ) `[protected], [virtual]`

The awake method of this scenemanager simply registers itself with the GameManager

3.63.2.2 virtual IEnumerator SceneManager.Load (UpdateProgressDelegate *progress*) `[virtual]`

This method should do any set up necessary to load the controller and is invoked when you call GameStateManager.SwitchGame(). This should call StartCoroutine(Controller.Load) on any regular controller in the scene.

Returns

3.63.2.3 virtual void SceneManager.OnDestroy ( ) `[protected], [virtual]`

When this scene manager is destroy it is removed from the gamemanager.

3.63.2.4 virtual void SceneManager.OnLoaded ( ) `[virtual]`

This method is called when the load function has completed

3.63.2.5 virtual void SceneManager.OnLoading ( ) `[virtual]`

This method is called when this controller has started loading

3.63.2.6 virtual void SceneManager.Reload ( ) `[virtual]`

This method simply starts the load method as a coroutine and should be overriden to add any reload logic that is necessary

3.63.2.7 ViewModel SceneManager.RequestViewModel (ViewBase *viewBase,* Controller *controller,* string *identifier*)

This is method is called by each view in order to get it's view-model as well as place it in the SceneContext if the "Save & Load" option is checked in it's inspector

Parameters

viewBase	The view that is requesting it's view-model.
controller	The controller that should be assigned to the view-model if any.
identifier	The identifier of the view-model to be created or loaded (if reloading a scenes state).

Returns

A new view model or the view-model with the identifier specified found in the scene context.

3.63.2.8 virtual void SceneManager.Setup ( ) [virtual]

This method is called by the GameManager in order to register any dependencies. It is one of the first things to be invoked. This method is called before the "Load" method.

3.63.2.9 TViewModel SceneManager.SetupViewModel< TViewModel > (Controller *controller,* string *identifier*)

Used by the SceneManager when creating an instance before the scene loads. This allows a view-model instance to be ready before a view-initializes it. This is used by the uFrame generators to initialize single isntance view-models.

Template Parameters

TViewModel	The type of view-model to create.

Parameters

controller	The controller that the view-model should be initialized with
identifier	The identifier of the view-model to be created or loaded (if reloading a scenes state).

Returns

A new view model or the view-model with the identifier specified found in the scene context.

Type Constraints

TViewModel* : *ViewModel

TViewModel* : *new()

3.63.2.10 virtual void SceneManager.Unload ( ) [virtual]

This method should be used to property unload a scene when transitioning to another scene.

3.63.3 Property Documentation

3.63.3.1 IGameContainer SceneManager.Container [get], [set]

The Dependency container for this scene. If unset then it will use "GameManager.Container".

3.63.3.2 SceneContext SceneManager.Context [get], [set]

The scene context for the current running scene. Used for Saving and loading a scenes state.

3.63.3.3 ISwitchLevelSettings SceneManager.Settings [static], [get]

The settings at which the level will be loaded with. Used for transitioning from one scene to another.

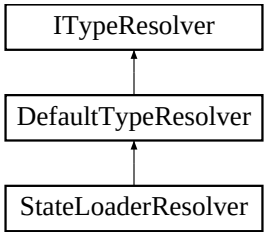
The settings.

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

- Assets/uFrameComplete/uFrame/Base/Controllers/SceneManager.cs

3.64 StateLoaderResolver Class Reference

Inheritance diagram for StateLoaderResolver:



Public Member Functions

- **StateLoaderResolver** (SceneContext context)
- override object **CreateInstance** (string name, string identifier)

Properties

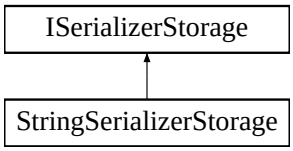
- SceneContext **Context** `[get, set]`

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

- Assets/uFrameComplete/uFrame/Base/Serialization/StateLoaderResolver.cs

3.65 StringSerializerStorage Class Reference

Inheritance diagram for StringSerializerStorage:



Public Member Functions

- void **Load** (ISerializerStream stream)
- void **Save** (ISerializerStream stream)
- override string **ToString** ()

Properties

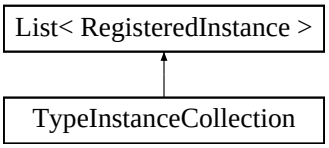
- string **Result** `[get, set]`

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

- Assets/uFrameComplete/uFrame/Base/Serialization/Storage/StringSerializerStorage.cs

3.66 TypeInstanceCollection Class Reference

Inheritance diagram for TypeInstanceCollection:



Properties

- object **this[Type from, string name=null]** `[get, set]`

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

- Assets/uFrameComplete/uFrame/Base/Controllers/GameContainer.cs

3.67 TypeMapping Class Reference

Properties

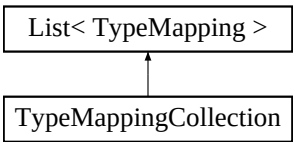
- Type **From** `[get, set]`
- Type **To** `[get, set]`
- string **Name** `[get, set]`

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

- Assets/uFrameComplete/uFrame/Base/Controllers/GameContainer.cs

3.68 TypeMappingCollection Class Reference

Inheritance diagram for TypeMappingCollection:



Properties

- Type **this[Type from, string name=null]** `[get, set]`

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

- Assets/uFrameComplete/uFrame/Base/Controllers/GameContainer.cs

3.69 TypeRelation Class Reference

Properties

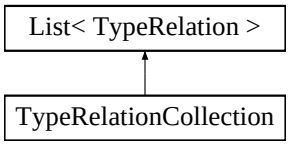
- Type **From** `[get, set]`
- Type **To** `[get, set]`
- Type **Concrete** `[get, set]`

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

- Assets/uFrameComplete/uFrame/Base/Controllers/GameContainer.cs

3.70 TypeRelationCollection Class Reference

Inheritance diagram for TypeRelationCollection:



Properties

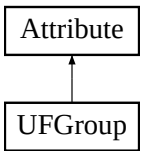
- Type **this[Type from, Type to]** `[get, set]`

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

- Assets/uFrameComplete/uFrame/Base/Controllers/GameContainer.cs

3.71 UFGroup Class Reference

Inheritance diagram for UFGroup:



Public Member Functions

- **UFGroup** (string viewModelProperties)

Properties

- string **Name** `[get, set]`

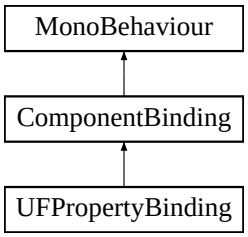
The documentation for this class was generated from the following file:

- Assets/uFrameComplete/uFrame/Base/Controllers/Controller.cs

3.72 UFPropertyBinding Class Reference

A component for a property binding. A component property binding will use reflection to pull the member information so if performance is an issue I would recommend a code only binding.

Inheritance diagram for UFPropertyBinding:



Public Attributes

- Component **_TargetComponent**
- List< string > **_TargetProperties** = new List<string>()
- bool **_TwoWay** = false

Protected Member Functions

- override IBinding GetBinding ()

  The binding provider. Create the binding that the component will add to the source view here.

Protected Attributes

- MemberInfo **_targetPropertyInfo**
- object **_targetPropertyObject**

Properties

- BindableProperty **TargetProperty** `[get]`

Additional Inherited Members

3.72.1 Detailed Description

A component for a property binding. A component property binding will use reflection to pull the member information so if performance is an issue I would recommend a code only binding.

Note: NGUI added a propertybinding class so this one is renamed to UFPropertyBinding.

3.72.2 Member Function Documentation

3.72.2.1 override IBinding UFPropertyBinding.GetBinding ( ) `[protected], [virtual]`

The binding provider. Create the binding that the component will add to the source view here.

Returns

The binding that will be added to the source view.

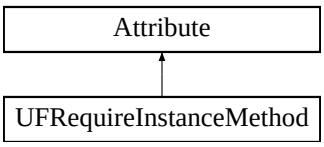
Implements ComponentBinding.

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

- Assets/uFrameComplete/uFrame/Base/Bindings/UFPropertyBinding.cs

3.73 UFRequireInstanceMethod Class Reference

Inheritance diagram for UFRequireInstanceMethod:



Public Member Functions

- **UFRequireInstanceMethod** (string canmovetochanged)

Properties

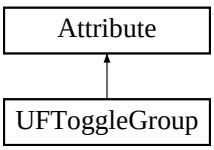
- string **MethodName** `[get, set]`

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

- Assets/uFrameComplete/uFrame/Base/Controllers/Controller.cs

3.74 UFToggleGroup Class Reference

Inheritance diagram for UFToggleGroup:



Public Member Functions

- **UFToggleGroup** (string checkers)

Properties

- string **Name** `[get, set]`

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

- Assets/uFrameComplete/uFrame/Base/Controllers/Controller.cs

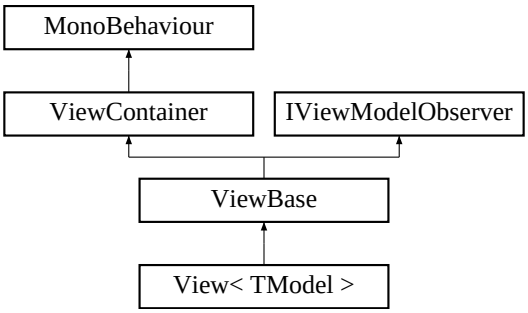
3.75 View< TModel > Class Template Reference

A View is a visual representation of a ViewModel. For example: A UI dialog, Player, Weapon, etc...

Template Parameters

TModel	The ViewModel Type

Inheritance diagram for View< TModel >:



Protected Member Functions

- sealed override void InitializeViewModel (ViewModel model)

  This method should be overriden to Initialize the ViewModel with any options specified in a unity component inspector.
- virtual void InitializeViewModel (TModel viewModel)

  The method InitializeViewModel should be overriden to initialize anything from the Inspector Editor.

Properties

- TModel Model `[get, set]`

  Gets or sets the ViewModel. Note: The setter will reinvoke the bind method. To set quietly use ViewModelObject
- override Type **ViewModelType** `[get]`

Additional Inherited Members

3.75.1 Detailed Description

A View is a visual representation of a ViewModel. For example: A UI dialog, Player, Weapon, etc...

Template Parameters

TModel	The ViewModel Type

Type Constraints

TModel* : *ViewModel

TModel* : *new()

3.75.2 Member Function Documentation

3.75.2.1 sealed override void View< TModel >.InitializeViewModel (ViewModel *model*) `[protected], [virtual]`

This method should be overriden to Initialize the ViewModel with any options specified in a unity component inspector.

Parameters

model	The model to initialize.

Implements ViewBase.

3.75.2.2 virtual void View< TModel >.InitializeViewModel (TModel *viewModel*) [protected], [virtual]

The method InitializeViewModel should be overriden to initialize anything from the Inspector Editor.

Parameters

viewModel	

3.75.3 Property Documentation

3.75.3.1 TModel View< TModel >.Model [get], [set]

Gets or sets the ViewModel. Note: The setter will reinvoke the bind method. To set quietly use ViewModelObject

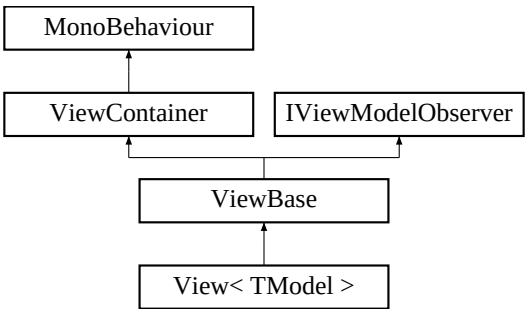
The documentation for this class was generated from the following file:

- Assets/uFrameComplete/uFrame/Base/Views/View.cs

3.76 ViewBase Class Reference

The base class for a View that binds to a ViewModel

Inheritance diagram for ViewBase:



Public Member Functions

- delegate void ViewEvent (string eventName)

  The View Event delegate that takes a string for the event name.
- virtual void AfterBind ()

  This method is invoked right after it has been bound
- virtual void **Awake** ()
- virtual void Bind ()

  This method is called in order to subscribe to properties, commands, and collections.
- abstract ViewModel CreateModel ()

  This method is called in order to create a model for this view. In a uFrame Designer generated view it will implement this method and call the "RequestViewModel" on the scene manager.
- void ExecuteCommand (ICommand command, object argument)

  All of the designer generated "Execute{CommandName}" ultimately use this method. So when need to execute a command on an outside view-model(meaning not the view-model of this view) this method can be used. e.g. ExecuteCommand(command, argument)

- virtual void ExecuteCommand (ICommand command)

  All of the designer generated "Execute{CommandName}" ultimately use this method. So when need to execute a command on an outside view-model(meaning not the view-model of this view) this method can be used. e.g. ExecuteCommand(MyGameViewModel.MainMenuCommand)
- void ExecuteCommand< TArgument > (ICommandWith< TArgument > command, ViewModel sender, TArgument argument)

  Executes a command of type ICommand.
- void ExecuteCommand< TArgument > (ICommandWith< TArgument > command, TArgument argument)

  Executes a command of type ICommand.
- void InitializeData (ViewModel model)

  A wrapper for "InitializeViewModel".
- virtual void OnDestroy ()

  When this view is destroy it will decrememnt the ViewModel's reference count. If the reference count reaches 0 it will call "Unbind" on the viewmodel properly unbinding anything subscribed to it.
- virtual void **OnDisable** ()
- virtual void **OnEnable** ()
- void SetupBindings ()

  This method will setup all bindings on this view. Bindings don't actually occur on a view until this method is called. In the bind method it will simply add to the collection of bindings. You should never have to call this method manually.
- virtual void Start ()

  The start method approparitely initializes the "ChildViews" collection.
- void AddBinding (IBinding binding)

  Adds a binding to the view-model's binding dictionary for this view.
- void RemoveBinding (IBinding binding)

  Removes a binding from the view-models binding dictionary for this view.
- virtual void Unbind ()

  Unbind the current bindings.

Public Attributes

- bool _LogEvents

  Should we log an event for each View event that occurs.

Protected Member Functions

- virtual void PreBind ()

  This method is called immediately before "Bind". This method is used by uFrames designer generated code to set-up defined bindings.
- abstract void InitializeViewModel (ViewModel model)

  This method should be overriden to Initialize the ViewModel with any options specified in a unity component inspector.
- virtual void LateUpdate ()

  Just calls the apply method.
- virtual void Apply ()

  Overriden by the the uFrame designer to apply any two-way/reverse properties.
- ViewModel RequestViewModel (Controller controller)

  Request a view-model with a given controller.
- virtual ViewBase **ReplaceView** (ViewBase current, ViewModel value, GameObject prefab)

Properties

- List< IBindingProvider > **BindingProviders** `[get, set]`
- IEnumerable< ViewModel > **ChildViewModels** `[get]`
- List< ViewBase > **ChildViews** `[get, set]`
- bool **ForceResolveViewModel** `[get, set]`
- bool **Instantiated** `[get, set]`
- virtual bool **IsMultiInstance** `[get]`
- bool **OverrideViewModel** `[get, set]`
- ViewBase **ParentView** `[get, set]`
- ViewModel **ParentViewModel** `[get]`
- virtual ViewModel **ViewModelObject** `[get, set]`
- abstract Type **ViewModelType** `[get]`
- virtual string DefaultIdentifier `[get]`

  This is the default identifier to use when "ResolveName" is not specified and it's a single instance. This field is automatically overriden by the uFrame designer.
- string ViewName `[get, set]`

  The name of the prefab that created this view
- List< IBinding > Bindings `[get]`

  A wrapper for this view's viewmodel bindings. It is a wrapper for ViewModel.Bindings[gameObject.GetInstanceId()]
- int InstanceId `[get]`

  A lazy loaded property for "GetInstanceId" on the game-object.
- virtual string Identifier `[get, set]`

  The identifier used for requesting a view-model. Implementation Details: -If its not a multiinstance viewmodel and the "ResolveName" is empty it will use "DefaultIdentifier" property otherwise it will use the resolve name.
- SceneManager **SceneManager** `[get]`
- bool **IsBound** `[get, set]`
- bool Save `[get, set]`

  Should this view be saved in the "SceneContext"
- bool **InjectView** `[get, set]`

Events

- ViewEvent EventTriggered

  An event that is invoked whe calling Event("MyEvent")

3.76.1 Detailed Description

The base class for a View that binds to a ViewModel

3.76.2 Member Function Documentation

3.76.2.1 void ViewBase.AddBinding (IBinding *binding*)

Adds a binding to the view-model's binding dictionary for this view.

Parameters

binding	

Implements IViewModelObserver.

3.76.2.2 virtual void ViewBase.AfterBind ( ) `[virtual]`

This method is invoked right after it has been bound

3.76.2.3 virtual void ViewBase.Apply ( ) [protected], [virtual]

Overriden by the the uFrame designer to apply any two-way/reverse properties.

3.76.2.4 virtual void ViewBase.Bind ( ) [virtual]

This method is called in order to subscribe to properties, commands, and collections.

3.76.2.5 abstract ViewModel ViewBase.CreateModel ( ) [pure virtual]

This method is called in order to create a model for this view. In a uFrame Designer generated view it will implement this method and call the "RequestViewModel" on the scene manager.

Returns

A view model for this view to bind to

3.76.2.6 void ViewBase.ExecuteCommand (ICommand *command*, object *argument*)

All of the designer generated "Execute{CommandName}" ultimately use this method. So when need to execute a command on an outside view-model(meaning not the view-model of this view) this method can be used. e.g. ExecuteCommand(command, argument)

Parameters

command	The command to execute e.g. MyGameViewModel.MainMenuCommand
argument	The argument to pass along if needed.

3.76.2.7 virtual void ViewBase.ExecuteCommand (ICommand *command*) [virtual]

All of the designer generated "Execute{CommandName}" ultimately use this method. So when need to execute a command on an outside view-model(meaning not the view-model of this view) this method can be used. e.g. ExecuteCommand(MyGameViewModel.MainMenuCommand)

Parameters

command	The command to execute e.g. MyGameViewModel.MainMenuCommand

3.76.2.8 void ViewBase.ExecuteCommand< TArgument > (ICommandWith< TArgument > *command*, ViewModel *sender*, TArgument *argument*)

Executes a command of type ICommand.

Template Parameters

TArgument	

Parameters

command	The command instance to execute.
sender	The sender of the command.
argument	The argument required by the command.

3.76.2.9 void ViewBase.ExecuteCommand< TArgument > (ICommandWith< TArgument > *command*, TArgument *argument*)

Executes a command of type ICommand.

Template Parameters

TArgument	

Parameters

command	The command instance to execute.
argument	The argument required by the command.

3.76.2.10 void ViewBase.InitializeData (ViewModel *model*)

A wrapper for "InitializeViewModel".

Parameters

model	

3.76.2.11 abstract void ViewBase.InitializeViewModel (ViewModel *model*) [protected], [pure virtual]

This method should be overriden to Initialize the ViewModel with any options specified in a unity component inspector.

Parameters

model	The model to initialize.

Implemented in View< TModel >.

3.76.2.12 virtual void ViewBase.LateUpdate ( ) [protected], [virtual]

Just calls the apply method.

3.76.2.13 virtual void ViewBase.OnDestroy ( ) [virtual]

When this view is destroy it will decrememnt the ViewModel's reference count. If the reference count reaches 0 it will call "Unbind" on the viewmodel properly unbinding anything subscribed to it.

3.76.2.14 virtual void ViewBase.PreBind ( ) [protected], [virtual]

This method is called immediately before "Bind". This method is used by uFrames designer generated code to set-up defined bindings.

3.76.2.15 void ViewBase.RemoveBinding (IBinding *binding*)

Removes a binding from the view-models binding dictionary for this view.

Parameters

binding	

Implements IViewModelObserver.

3.76.2.16 ViewModel ViewBase.RequestViewModel (Controller *controller*) [protected]

Request a view-model with a given controller.

Parameters

controller	

Returns

3.76.2.17 void ViewBase.SetupBindings ( )

This method will setup all bindings on this view. Bindings don't actually occur on a view until this method is called. In the bind method it will simply add to the collection of bindings. You should never have to call this method manually.

3.76.2.18 virtual void ViewBase.Start ( ) [virtual]

The start method approparitely initializes the "ChildViews" collection.

3.76.2.19 virtual void ViewBase.Unbind ( ) [virtual]

Unbind the current bindings.

Implements IViewModelObserver.

3.76.2.20 delegate void ViewBase.ViewEvent (string *eventName*)

The View Event delegate that takes a string for the event name.

Parameters

eventName	The event that has occured.

3.76.3 Member Data Documentation

3.76.3.1 bool ViewBase._LogEvents

Should we log an event for each View event that occurs.

3.76.4 Property Documentation

3.76.4.1 List<IBinding> ViewBase.Bindings [get]

A wrapper for this view's viewmodel bindings. It is a wrapper for ViewModel.Bindings[gameObject.GetInstanceId()]

3.76.4.2 virtual string ViewBase.DefaultIdentifier [get]

This is the default identifier to use when "ResolveName" is not specified and it's a single instance. This field is automatically overriden by the uFrame designer.

3.76.4.3 virtual string ViewBase.Identifier [get], [set]

The identifier used for requesting a view-model. Implementation Details: -If its not a multiinstance viewmodel and the "ResolveName" is empty it will use "DefaultIdentifier" property otherwise it will use the resolve name.

- If it's a multiinstance viewmodel and the resolvename is specified it will use that.
- If the Use Hashcode as identifier is checked it will use this views hashcode.

Note: If using a prefab that is placed in the Unity editor in various places around a scene and it still needs to be unique every scene load (for scene loading and saving) you will want to override this property and supply a identifier that makes it unique.

3.76.4.4 int ViewBase.InstanceId [get]

A lazy loaded property for "GetInstanceId" on the game-object.

3.76.4.5 bool ViewBase.Save [get], [set]

Should this view be saved in the "SceneContext"

3.76.4.6 string ViewBase.ViewName [get],[set]

The name of the prefab that created this view

3.76.5 Event Documentation

3.76.5.1 ViewEvent ViewBase.EventTriggered

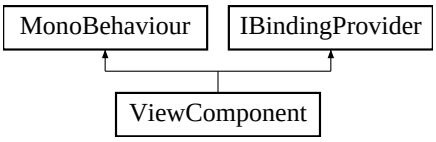
An event that is invoked whe calling Event("MyEvent")

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

- Assets/uFrameComplete/uFrame/Base/Views/ViewBase.cs

3.77 ViewComponent Class Reference

Inheritance diagram for ViewComponent:



Public Member Functions

- virtual void **Awake** ()
- virtual void **Bind** (ViewBase view)
- virtual void **Unbind** (ViewBase viewBase)

Properties

- ViewBase **View** [get, set]

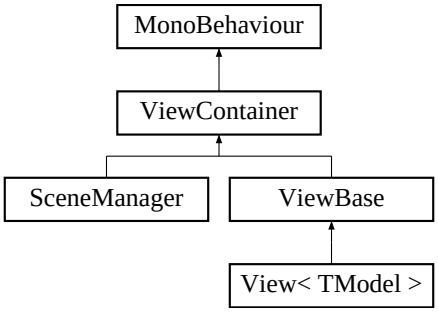
The documentation for this class was generated from the following file:

- Assets/uFrameComplete/uFrame/Base/Views/ViewComponent.cs

3.78 ViewContainer Class Reference

A base class for all view containers. Simply just utility methods for views and events.

Inheritance diagram for ViewContainer:



Public Member Functions

- virtual TView **CreateView**< **TView** > ()
- virtual TView **CreateView**< **TView** > (ViewModel model)
- virtual TView **CreateView**< **TView** > (ViewModel model, Vector3 position)
- virtual TView **CreateView**< **TView** > (ViewModel model, Vector3 position, Quaternion rotation)
- ViewBase **InstantiateView** (ViewModel model)
- ViewBase **InstantiateView** (ViewModel model, Vector3 position)
- ViewBase **InstantiateView** (ViewModel model, Vector3 position, Quaternion rotation)
- ViewBase **InstantiateView** (GameObject prefab, ViewModel model)
- ViewBase **InstantiateView** (GameObject prefab, ViewModel model, Vector3 position)
- ViewBase **InstantiateView** (string viewName, string identifier=null)
- ViewBase InstantiateView (string viewName, ViewModel model, string identifier=null)

  Instantiates a view.
- ViewBase InstantiateView (string viewName, Vector3 position, string identifier=null)

  Instantiates a view.
- ViewBase InstantiateView (string viewName, ViewModel model, Vector3 position, string identifier=null)

  Instantiates a view.
- ViewBase InstantiateView (string viewName, ViewModel model, Vector3 position, Quaternion rotation, string identifier=null)

  Instantiates a view.
- ViewBase InstantiateView (GameObject prefab, ViewModel model, Vector3 position, Quaternion rotation, string identifier=null)

  Instantiates a view.
- Coroutine **LoadAdditive** (string rootObjectName, string levelName, Action< GameObject > complete=null)
- Coroutine **Task** (Func< IEnumerator > coroutine)

3.78.1 Detailed Description

A base class for all view containers. Simply just utility methods for views and events.

3.78.2 Member Function Documentation

3.78.2.1 ViewBase ViewContainer.InstantiateView (string *viewName*, ViewModel *model*, string *identifier* = `null`)

Instantiates a view.

Parameters

viewName	The name of the prefab/view to instantiate
model	The model that will be passed to the view.

Returns

The instantiated view

3.78.2.2 ViewBase ViewContainer.InstantiateView (string *viewName*, Vector3 *position*, string *identifier* = `null`)

Instantiates a view.

Parameters

viewName	The name of the prefab/view to instantiate
position	The position to instantiate the view.

Returns

The instantiated view

3.78.2.3 ViewBase ViewContainer.InstantiateView (string *viewName,* ViewModel *model,* Vector3 *position,* string *identifier* = `null`)

Instantiates a view.

Parameters

viewName	The name of the prefab/view to instantiate
model	The model that will be passed to the view.
position	The position to instantiate the view.

Returns

The instantiated view

3.78.2.4 ViewBase ViewContainer.InstantiateView (string *viewName,* ViewModel *model,* Vector3 *position,* Quaternion *rotation,* string *identifier* = `null`)

Instantiates a view.

Parameters

viewName	The name of the prefab/view to instantiate
model	The model that will be passed to the view.
position	The position to instantiate the view.
rotation	The rotation to instantiate the view with.

Returns

The instantiated view

3.78.2.5 ViewBase ViewContainer.InstantiateView (GameObject *prefab,* ViewModel *model,* Vector3 *position,* Quaternion *rotation,* string *identifier* = `null`)

Instantiates a view.

Parameters

prefab	The prefab/view to instantiate
model	The model that will be passed to the view.
position	The position to instantiate the view.
rotation	The rotation to instantiate the view with.

Returns

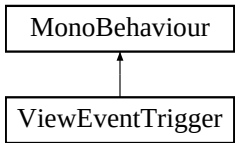
The instantiated view

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

- Assets/uFrameComplete/uFrame/Base/ViewContainer.cs

3.79 ViewEventTrigger Class Reference

Inheritance diagram for ViewEventTrigger:



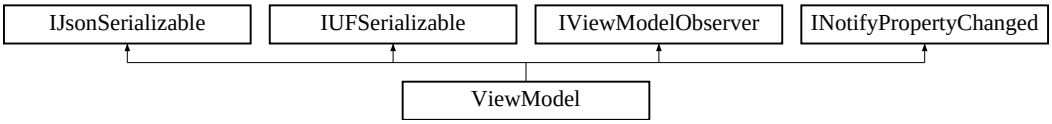
The documentation for this class was generated from the following file:

- Assets/uFrameComplete/uFrame/Base/Bindings/ViewEventTrigger.cs

3.80 ViewModel Class Reference

A data structure that contains information/data needed for a 'View'

Inheritance diagram for ViewModel:



Public Member Functions

- void **AddBinding** (IBinding binding)
- void **RemoveBinding** (IBinding binding)
- virtual void **Unbind** ()
- virtual void **Deserialize** (JSONNode node)
- virtual IEnumerable < ModelPropertyBase > GetProperties ()

  Override this method to skip using reflection. This can drastically improve performance especially IOS
- virtual JSONNode **Serialize** ()
- override string **ToString** ()
- virtual void **Write** (ISerializerStream stream)
- virtual void **Read** (ISerializerStream stream)
- virtual void **OnPropertyChanged** (string propertyName)
- List< ViewModelPropertyInfo > **GetViewModelProperties** ()
- List< ViewModelCommandInfo > **GetViewModelCommands** ()

Static Public Member Functions

- static Dictionary< string, PropertyInfo > GetReflectedCommands (Type modelType)

  Grabs all the commands available for a viewmodel type
- static Dictionary< string, FieldInfo > GetReflectedModelProperties (Type modelType)

  Grab the bindable properties for the view-model

Protected Member Functions

- ICommand **Command** (Action command)
- ICommand **Command** (Func< IEnumerator > command)
- virtual void **WireCommands** (Controller controller)
- virtual void **FillProperties** (List< ViewModelPropertyInfo > list)
- virtual void **FillCommands** (List< ViewModelCommandInfo > list)

Properties

- Dictionary< int, List< IBinding > > **Bindings** `[get, set]`
- int **References** `[get, set]`
- virtual string **Identifier** `[get, set]`
- ModelPropertyBase this[string bindingPropertyName] `[get]`

  Access a model property via string. This is optimized using a compiled delegate to access derived classes properties so use as needed
- Dictionary< string, ICommand > **Commands** `[get]`
- Dictionary< string, ModelPropertyBase > **Properties** `[get]`
- Controller **Controller** `[get, set]`
- bool **Dirty** `[get, set]`

Events

- PropertyChangedEventHandler **PropertyChanged**

3.80.1 Detailed Description

A data structure that contains information/data needed for a 'View'

3.80.2 Member Function Documentation

3.80.2.1 virtual IEnumerable<ModelPropertyBase> ViewModel.GetProperties ( ) `[virtual]`

Override this method to skip using reflection. This can drastically improve performance especially IOS

Returns

3.80.2.2 static Dictionary<string, PropertyInfo> ViewModel.GetReflectedCommands (Type *modelType*) `[static]`

Grabs all the commands available for a viewmodel type

Parameters

modelType	

Returns

3.80.2.3 static Dictionary<string, FieldInfo> ViewModel.GetReflectedModelProperties (Type *modelType*) `[static]`

Grab the bindable properties for the view-model

Parameters

modelType	

Returns

3.80.3 Property Documentation

3.80.3.1 ModelPropertyBase ViewModel.this[string bindingPropertyName] [get]

Access a model property via string. This is optimized using a compiled delegate to access derived classes properties so use as needed

Parameters

bindingPropertyName	The name of the property/field to access

Returns

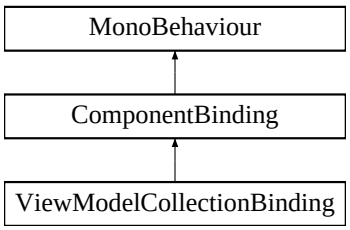
ModelPropertyBase The Model Property class. Use value to get the value of the property

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

- Assets/uFrameComplete/uFrame/Base/ViewModels/ViewModel.cs

3.81 ViewModelCollectionBinding Class Reference

Inheritance diagram for ViewModelCollectionBinding:



Public Attributes

- bool **_Immediate**
- Transform **_Parent**
- Component **_TargetComponent**
- string **_ViewName**

Protected Member Functions

- override IBinding GetBinding ()

  The binding provider. Create the binding that the component will add to the source view here.

Additional Inherited Members

3.81.1 Member Function Documentation

3.81.1.1 override IBinding ViewModelCollectionBinding.GetBinding ( ) [protected], [virtual]

The binding provider. Create the binding that the component will add to the source view here.

Returns

The binding that will be added to the source view.

Implements ComponentBinding.

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

- Assets/uFrameComplete/uFrame/Base/Bindings/ViewModelCollectionBinding.cs

3.82 ViewModelCommandInfo Class Reference

Public Member Functions

- **ViewModelCommandInfo** (string name, ICommand command)
- **ViewModelCommandInfo** (Type parameterType, string name, ICommand command)

Properties

- Type **ParameterType** [get, set]
- string **Name** [get, set]
- ICommand **Command** [get, set]

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

- Assets/uFrameComplete/uFrame/Base/ViewModels/ViewModel.cs

3.83 ViewModelPropertyInfo Class Reference

Public Member Functions

- **ViewModelPropertyInfo** (ModelPropertyBase property, bool isElementProperty, bool isCollectionProperty, bool isEnum)

Properties

- bool **IsEnum** [get, set]
- ModelPropertyBase **Property** [get, set]
- bool **IsElementProperty** [get, set]
- bool **IsCollectionProperty** [get, set]

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

- Assets/uFrameComplete/uFrame/Base/ViewModels/ViewModel.cs

3.84 ViewResolver Class Reference

The View Managers responsibility is to provide prefabes based off of a view model This implementation finds a prefab based off of the ViewModel's type name removing "View" from it.

Public Member Functions

- virtual GameObject FindView (ViewModel model)

  Provides a prefab
- virtual GameObject FindView (string viewName)

  Provides a prefab based off a viewname

3.84.1 Detailed Description

The View Managers responsibility is to provide prefabes based off of a view model This implementation finds a prefab based off of the ViewModel's type name removing "View" from it.

3.84.2 Member Function Documentation

3.84.2.1 virtual GameObject ViewResolver.FindView (ViewModel *model*) [virtual]

Provides a prefab

Parameters

model	The model for the view prefab we are looking for

Returns

3.84.2.2 virtual GameObject ViewResolver.FindView (string *viewName*) [virtual]

Provides a prefab based off a viewname

Parameters

viewName	The name of the view prefab we are looking for

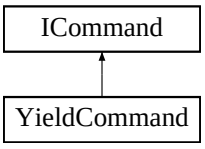
Returns

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

- Assets/uFrameComplete/uFrame/Base/Views/ViewResolver.cs

3.85 YieldCommand Class Reference

Inheritance diagram for YieldCommand:



Public Member Functions

- **YieldCommand** (Func< IEnumerator > enumeratorDelegate)
- IEnumerator **Execute** ()

Protected Member Functions

- virtual void **OnOnCommandComplete** ()
- virtual void **OnOnCommandExecuting** ()

Properties

- object **Sender** `[get, set]`
- object **Parameter** `[get, set]`
- Func< IEnumerator > **EnumeratorDelegate** `[get, set]`

Events

- CommandEvent **OnCommandExecuted**
- CommandEvent **OnCommandExecuting**

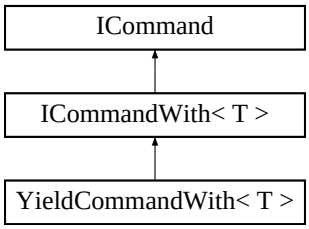
The documentation for this class was generated from the following file:

- Assets/uFrameComplete/uFrame/Base/Commands/Command.cs

3.86 YieldCommandWith< T > Class Template Reference

A coroutine command with a parameter.

Inheritance diagram for YieldCommandWith< T >:



Public Member Functions

- **YieldCommandWith** (Func< T, IEnumerator > enumeratorDelegate)
- **YieldCommandWith** (T sender, Func< T, IEnumerator > enumeratorDelegate)
- IEnumerator **Execute** ()

Protected Member Functions

- virtual void **OnOnCommandComplete** ()
- virtual void **OnOnCommandExecuting** ()

Properties

- object **Sender** `[get, set]`
- object **Parameter** `[get, set]`
- Func< T, IEnumerator > **EnumeratorDelegate** `[get, set]`

Events

- CommandEvent **OnCommandExecuted**
- CommandEvent **OnCommandExecuting**

3.86.1 Detailed Description

A coroutine command with a parameter.

Template Parameters

T	

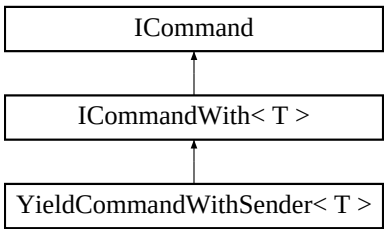
The documentation for this class was generated from the following file:

- Assets/uFrameComplete/uFrame/Base/Commands/YieldCommandWith.cs

3.87 YieldCommandWithSender< T > Class Template Reference

A coroutine command with a parameter.

Inheritance diagram for YieldCommandWithSender< T >:



Public Member Functions

- **YieldCommandWithSender** (Func< T, IEnumerator > enumeratorDelegate)
- **YieldCommandWithSender** (T sender, Func< T, IEnumerator > enumeratorDelegate)
- IEnumerator **Execute** ()

Protected Member Functions

- virtual void **OnOnCommandComplete** ()
- virtual void **OnOnCommandExecuting** ()

Properties

- object **Sender** `[get, set]`
- object **Parameter** `[get, set]`
- Func< T, IEnumerator > **EnumeratorDelegate** `[get, set]`

Events

- CommandEvent **OnCommandExecuted**
- CommandEvent **OnCommandExecuting**

3.87.1 Detailed Description

A coroutine command with a parameter.

Template Parameters

T	

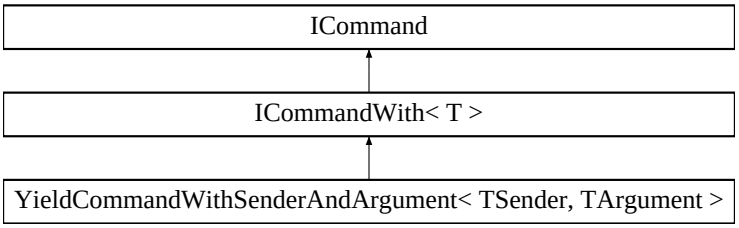
The documentation for this class was generated from the following file:

- Assets/uFrameComplete/uFrame/Base/Commands/YieldCommandWith.cs

3.88 YieldCommandWithSenderAndArgument< TSender, TArgument > Class Template Reference

A coroutine command with a parameter.

Inheritance diagram for YieldCommandWithSenderAndArgument< TSender, TArgument >:



Public Member Functions

- **YieldCommandWithSenderAndArgument** (Func< TSender, TArgument, IEnumerator > enumeratorDelegate)
- **YieldCommandWithSenderAndArgument** (TSender sender, Func< TSender, TArgument, IEnumerator > enumeratorDelegate)
- IEnumerator **Execute** ()

Protected Member Functions

- virtual void **OnOnCommandComplete** ()
- virtual void **OnOnCommandExecuting** ()

Properties

- object **Sender** `[get, set]`
- object **Parameter** `[get, set]`
- Func< TSender, TArgument, IEnumerator > **EnumeratorDelegate** `[get, set]`

Events

- CommandEvent **OnCommandExecuted**
- CommandEvent **OnCommandExecuting**

3.88.1 Detailed Description

A coroutine command with a parameter.

Template Parameters

TSender	
TArgument	

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

- Assets/uFrameComplete/uFrame/Base/Commands/YieldCommandWith.cs

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