

Game_Core
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Contents

| | |
|--|-----------|
| 1 Namespace Index | 1 |
| 1.1 Packages | 1 |
| 2 Hierarchical Index | 3 |
| 2.1 Class Hierarchy | 3 |
| 3 Class Index | 5 |
| 3.1 Class List | 5 |
| 4 Namespace Documentation | 9 |
| 4.1 achievement_system Namespace Reference | 9 |
| 4.2 game_core Namespace Reference | 9 |
| 4.2.1 Enumeration Type Documentation | 11 |
| 4.2.1.1 Scenes | 11 |
| 4.2.1.2 SoundSystemStateID | 11 |
| 4.2.1.3 SoundSystemTransition | 12 |
| 5 Class Documentation | 13 |
| 5.1 achievement_system.achievement Class Reference | 13 |
| 5.1.1 Detailed Description | 13 |
| 5.1.2 Member Function Documentation | 14 |
| 5.1.2.1 Awake() | 14 |
| 5.1.2.2 Start() | 14 |
| 5.1.3 Property Documentation | 14 |
| 5.1.3.1 filter | 14 |
| 5.1.3.2 isAccomplished | 14 |
| 5.2 achievement_system.actionBehaviour Class Reference | 14 |
| 5.2.1 Detailed Description | 14 |
| 5.3 achievement_system.amountReachedFilter Class Reference | 14 |
| 5.3.1 Detailed Description | 15 |
| 5.3.2 Constructor & Destructor Documentation | 15 |
| 5.3.2.1 amountReachedFilter() | 15 |
| 5.3.3 Member Function Documentation | 15 |

| | | |
|----------|---|----|
| 5.3.3.1 | test() | 15 |
| 5.3.4 | Property Documentation | 15 |
| 5.3.4.1 | value | 15 |
| 5.4 | game_core.BarView Class Reference | 16 |
| 5.4.1 | Detailed Description | 16 |
| 5.4.2 | Constructor & Destructor Documentation | 16 |
| 5.4.2.1 | BarView(string name) | 16 |
| 5.4.3 | Property Documentation | 16 |
| 5.4.3.1 | active | 16 |
| 5.4.3.2 | gameObject | 17 |
| 5.4.3.3 | position | 17 |
| 5.4.3.4 | rectTransform | 17 |
| 5.4.3.5 | text | 17 |
| 5.4.3.6 | transform | 17 |
| 5.4.3.7 | value | 17 |
| 5.5 | game_core.BoundaryBehaviour Class Reference | 17 |
| 5.5.1 | Detailed Description | 18 |
| 5.6 | game_core.ButtonBehaviour Class Reference | 18 |
| 5.6.1 | Detailed Description | 18 |
| 5.6.2 | Member Function Documentation | 19 |
| 5.6.2.1 | FixedUpdate() | 19 |
| 5.6.2.2 | OnClickEvent() | 19 |
| 5.6.2.3 | OnEnable() | 19 |
| 5.6.2.4 | OnMouseDown() | 19 |
| 5.6.2.5 | OnMouseDrag() | 19 |
| 5.6.2.6 | OnMouseEnter() | 19 |
| 5.6.2.7 | OnMouseExit() | 19 |
| 5.6.2.8 | OnMouseOver() | 19 |
| 5.6.2.9 | OnMouseUp() | 19 |
| 5.6.2.10 | Start() | 19 |
| 5.6.2.11 | Update() | 19 |
| 5.7 | game_core.ButtonView Class Reference | 20 |
| 5.7.1 | Detailed Description | 20 |
| 5.7.2 | Constructor & Destructor Documentation | 20 |
| 5.7.2.1 | ButtonView(string name) | 20 |
| 5.7.3 | Property Documentation | 20 |
| 5.7.3.1 | active | 20 |
| 5.7.3.2 | gameObject | 21 |
| 5.7.3.3 | interactable | 21 |
| 5.7.3.4 | position | 21 |

CONTENTS**v**

| | | |
|----------|--|----|
| 5.7.3.5 | rectTransform | 21 |
| 5.7.3.6 | transform | 21 |
| 5.8 | game_core.CanvasButton Class Reference | 21 |
| 5.8.1 | Detailed Description | 22 |
| 5.8.2 | Member Function Documentation | 22 |
| 5.8.2.1 | action() | 22 |
| 5.9 | game_core.Channel Class Reference | 22 |
| 5.9.1 | Detailed Description | 22 |
| 5.9.2 | Property Documentation | 22 |
| 5.9.2.1 | audioSource | 22 |
| 5.10 | game_core.CloseButtonBehaviour Class Reference | 23 |
| 5.10.1 | Detailed Description | 23 |
| 5.10.2 | Member Function Documentation | 23 |
| 5.10.2.1 | action() | 23 |
| 5.11 | game_core.CreditsBehaviour Class Reference | 23 |
| 5.11.1 | Detailed Description | 24 |
| 5.11.2 | Member Function Documentation | 24 |
| 5.11.2.1 | OnClick() | 24 |
| 5.12 | game_core.DestroyOnContact Class Reference | 24 |
| 5.12.1 | Detailed Description | 25 |
| 5.13 | game_core.FadePanelBehaviour Class Reference | 25 |
| 5.13.1 | Detailed Description | 25 |
| 5.13.2 | Member Function Documentation | 25 |
| 5.13.2.1 | fadeIn() | 25 |
| 5.14 | achievement_system.Filter Class Reference | 25 |
| 5.14.1 | Detailed Description | 26 |
| 5.14.2 | Constructor & Destructor Documentation | 26 |
| 5.14.2.1 | Filter() | 26 |
| 5.14.3 | Member Function Documentation | 26 |
| 5.14.3.1 | test() | 26 |
| 5.15 | game_core.GameBehaviour Class Reference | 26 |
| 5.15.1 | Detailed Description | 27 |
| 5.16 | game_core.legalBehaviour Class Reference | 27 |
| 5.16.1 | Detailed Description | 27 |
| 5.17 | game_core.LevelManager Class Reference | 27 |
| 5.17.1 | Detailed Description | 28 |
| 5.17.2 | Member Function Documentation | 28 |
| 5.17.2.1 | Load(string name) | 28 |
| 5.17.3 | Property Documentation | 28 |
| 5.17.3.1 | Instance | 28 |

| | | |
|----------|--|----|
| 5.17.3.2 | loadingLevel | 28 |
| 5.18 | game_core.LinkCanvasButton Class Reference | 28 |
| 5.18.1 | Detailed Description | 29 |
| 5.18.2 | Member Function Documentation | 29 |
| 5.18.2.1 | action() | 29 |
| 5.19 | game_core.loadingScreen Class Reference | 29 |
| 5.19.1 | Detailed Description | 30 |
| 5.19.2 | Member Data Documentation | 30 |
| 5.19.2.1 | backgroundColor | 30 |
| 5.19.2.2 | message | 30 |
| 5.19.2.3 | style | 30 |
| 5.19.2.4 | textColor | 30 |
| 5.20 | game_core.LoadTrack Class Reference | 30 |
| 5.20.1 | Detailed Description | 31 |
| 5.20.2 | Constructor & Destructor Documentation | 31 |
| 5.20.2.1 | LoadTrack(GameObject gc) | 31 |
| 5.20.3 | Member Function Documentation | 31 |
| 5.20.3.1 | Act() | 31 |
| 5.20.3.2 | DoBeforeEntering() | 31 |
| 5.20.3.3 | DoBeforeLeaving() | 31 |
| 5.20.3.4 | Reason() | 31 |
| 5.21 | achievement_system.missionAccomplishedFilter Class Reference | 31 |
| 5.21.1 | Detailed Description | 32 |
| 5.21.2 | Constructor & Destructor Documentation | 32 |
| 5.21.2.1 | missionAccomplishedFilter() | 32 |
| 5.21.3 | Member Function Documentation | 32 |
| 5.21.3.1 | test() | 32 |
| 5.22 | game_core.MusicButtonBehaviour Class Reference | 32 |
| 5.22.1 | Detailed Description | 33 |
| 5.22.2 | Member Function Documentation | 33 |
| 5.22.2.1 | action() | 33 |
| 5.22.2.2 | Start() | 33 |
| 5.23 | game_core.MusicMuteBehaviour Class Reference | 33 |
| 5.23.1 | Detailed Description | 34 |
| 5.23.2 | Member Function Documentation | 34 |
| 5.23.2.1 | setActive(bool value) | 34 |
| 5.24 | game_core.objectFade Class Reference | 34 |
| 5.24.1 | Detailed Description | 34 |
| 5.25 | game_core.ObjectPool Class Reference | 35 |
| 5.25.1 | Detailed Description | 35 |

| | |
|---|----|
| 5.25.2 Member Function Documentation | 35 |
| 5.25.2.1 activateObject() | 35 |
| 5.25.2.2 getObject() | 35 |
| 5.26 game_core.PanelView Class Reference | 36 |
| 5.26.1 Detailed Description | 36 |
| 5.26.2 Constructor & Destructor Documentation | 36 |
| 5.26.2.1 PanelView(string name) | 36 |
| 5.26.3 Property Documentation | 36 |
| 5.26.3.1 active | 36 |
| 5.26.3.2 gameObject | 36 |
| 5.26.3.3 position | 37 |
| 5.26.3.4 rectTransform | 37 |
| 5.26.3.5 transform | 37 |
| 5.27 game_core.particleSortingLayer Class Reference | 37 |
| 5.27.1 Detailed Description | 37 |
| 5.28 game_core.PauseAudioBehaviour Class Reference | 37 |
| 5.28.1 Detailed Description | 38 |
| 5.29 game_core.PauseButton Class Reference | 38 |
| 5.29.1 Detailed Description | 38 |
| 5.29.2 Member Function Documentation | 38 |
| 5.29.2.1 action() | 38 |
| 5.30 game_core.PauseTrack Class Reference | 39 |
| 5.30.1 Detailed Description | 39 |
| 5.30.2 Constructor & Destructor Documentation | 39 |
| 5.30.2.1 PauseTrack(GameObject gc) | 39 |
| 5.30.3 Member Function Documentation | 39 |
| 5.30.3.1 Act() | 39 |
| 5.30.3.2 DoBeforeEntering() | 40 |
| 5.30.3.3 DoBeforeLeaving() | 40 |
| 5.30.3.4 Reason() | 40 |
| 5.31 game_core.PlayingTrack Class Reference | 40 |
| 5.31.1 Detailed Description | 41 |
| 5.31.2 Constructor & Destructor Documentation | 41 |
| 5.31.2.1 PlayingTrack(GameObject gc) | 41 |
| 5.31.3 Member Function Documentation | 41 |
| 5.31.3.1 Act() | 41 |
| 5.31.3.2 DoBeforeEntering() | 41 |
| 5.31.3.3 DoBeforeLeaving() | 41 |
| 5.31.3.4 Reason() | 41 |
| 5.32 game_core.ScreenShakeBehaviour Class Reference | 41 |

| | | |
|-----------|--|----|
| 5.32.1 | Detailed Description | 42 |
| 5.32.2 | Member Function Documentation | 42 |
| 5.32.2.1 | OnShake() | 42 |
| 5.32.3 | Member Data Documentation | 42 |
| 5.32.3.1 | camTransform | 42 |
| 5.32.3.2 | onEnableShake | 42 |
| 5.32.3.3 | shakeAmount | 42 |
| 5.33 | game_core.SocialCanvasButton Class Reference | 42 |
| 5.33.1 | Detailed Description | 43 |
| 5.33.2 | Member Function Documentation | 43 |
| 5.33.2.1 | action() | 43 |
| 5.33.2.2 | Start() | 44 |
| 5.34 | game_core.SoundCanvasButton Class Reference | 44 |
| 5.34.1 | Detailed Description | 44 |
| 5.34.2 | Member Function Documentation | 45 |
| 5.34.2.1 | action() | 45 |
| 5.34.2.2 | Start() | 45 |
| 5.35 | game_core.SoundManager Class Reference | 45 |
| 5.35.1 | Detailed Description | 46 |
| 5.35.2 | Member Function Documentation | 46 |
| 5.35.2.1 | Mute(bool value) | 46 |
| 5.35.2.2 | play(Track clip) | 46 |
| 5.35.2.3 | play(AudioClip clip) | 46 |
| 5.35.2.4 | SetTransition(SoundSystemTransition t) | 47 |
| 5.35.2.5 | Stop() | 47 |
| 5.35.3 | Property Documentation | 47 |
| 5.35.3.1 | channelOne | 47 |
| 5.35.3.2 | channelTwo | 47 |
| 5.35.3.3 | duration | 47 |
| 5.35.3.4 | enable | 47 |
| 5.35.3.5 | Instance | 47 |
| 5.35.3.6 | LoadedSong | 47 |
| 5.35.3.7 | NewSong | 48 |
| 5.35.3.8 | NewTrack | 48 |
| 5.35.3.9 | smoothSem | 48 |
| 5.35.3.10 | timePeriod | 48 |
| 5.36 | game_core.SoundView Class Reference | 48 |
| 5.36.1 | Detailed Description | 49 |
| 5.36.2 | Constructor & Destructor Documentation | 49 |
| 5.36.2.1 | SoundView(string name) | 49 |

| | | |
|----------|--|----|
| 5.36.3 | Property Documentation | 49 |
| 5.36.3.1 | active | 49 |
| 5.36.3.2 | audioSource | 49 |
| 5.36.3.3 | gameObject | 49 |
| 5.36.3.4 | pitch | 49 |
| 5.36.3.5 | play | 49 |
| 5.36.3.6 | position | 49 |
| 5.36.3.7 | transform | 50 |
| 5.36.3.8 | volume | 50 |
| 5.37 | game_core.SpawnerBehaviour Class Reference | 50 |
| 5.37.1 | Detailed Description | 50 |
| 5.38 | game_core.SplashBehaviour Class Reference | 50 |
| 5.38.1 | Detailed Description | 51 |
| 5.39 | game_core.StartTrack Class Reference | 51 |
| 5.39.1 | Detailed Description | 51 |
| 5.39.2 | Constructor & Destructor Documentation | 51 |
| 5.39.2.1 | StartTrack(GameObject gc) | 51 |
| 5.39.3 | Member Function Documentation | 52 |
| 5.39.3.1 | Act() | 52 |
| 5.39.3.2 | DoBeforeEntering() | 52 |
| 5.39.3.3 | DoBeforeLeaving() | 52 |
| 5.39.3.4 | Reason() | 52 |
| 5.40 | game_core.StarView Class Reference | 52 |
| 5.40.1 | Detailed Description | 53 |
| 5.40.2 | Constructor & Destructor Documentation | 53 |
| 5.40.2.1 | StarView(string name) | 53 |
| 5.40.3 | Property Documentation | 53 |
| 5.40.3.1 | active | 53 |
| 5.40.3.2 | activeStar | 53 |
| 5.40.3.3 | gameObject | 53 |
| 5.40.3.4 | position | 53 |
| 5.40.3.5 | rectTransform | 53 |
| 5.40.3.6 | transform | 53 |
| 5.41 | game_core.StatsData Class Reference | 54 |
| 5.41.1 | Detailed Description | 54 |
| 5.42 | game_core.TextView Class Reference | 54 |
| 5.42.1 | Detailed Description | 55 |
| 5.42.2 | Constructor & Destructor Documentation | 55 |
| 5.42.2.1 | TextView(string name) | 55 |
| 5.42.3 | Property Documentation | 55 |

| | | |
|----------|--|----|
| 5.42.3.1 | active | 55 |
| 5.42.3.2 | gameObject | 55 |
| 5.42.3.3 | position | 55 |
| 5.42.3.4 | rectTransform | 55 |
| 5.42.3.5 | text | 55 |
| 5.42.3.6 | transform | 55 |
| 5.43 | achievement_system.timeOutFilter Class Reference | 56 |
| 5.43.1 | Detailed Description | 56 |
| 5.43.2 | Constructor & Destructor Documentation | 56 |
| 5.43.2.1 | timeOutFilter() | 56 |
| 5.43.3 | Member Function Documentation | 56 |
| 5.43.3.1 | test() | 56 |
| 5.43.4 | Property Documentation | 56 |
| 5.43.4.1 | time | 56 |
| 5.44 | game_core.timeOutScene Class Reference | 57 |
| 5.45 | game_core.TouchBehaviour Class Reference | 57 |
| 5.45.1 | Detailed Description | 58 |
| 5.45.2 | Member Function Documentation | 58 |
| 5.45.2.1 | Awake() | 58 |
| 5.45.2.2 | OnEnable() | 58 |
| 5.45.2.3 | OnTouchBegan(Vector3 v) | 58 |
| 5.45.2.4 | OnTouchCanceled(Vector3 v) | 58 |
| 5.45.2.5 | OnTouchEnded(Vector3 v) | 58 |
| 5.45.2.6 | OnTouchMoved(Vector3 v) | 59 |
| 5.45.2.7 | OnTouchStay(Vector3 v) | 59 |
| 5.45.2.8 | Start() | 59 |
| 5.45.2.9 | Update() | 59 |
| 5.45.3 | Member Data Documentation | 59 |
| 5.45.3.1 | touchSemaphore | 59 |
| 5.46 | game_core.TouchSystem2D Class Reference | 59 |
| 5.46.1 | Detailed Description | 60 |
| 5.46.2 | Member Data Documentation | 60 |
| 5.46.2.1 | touchInputMask | 60 |
| 5.47 | game_core.TouchSystem3D Class Reference | 60 |
| 5.47.1 | Detailed Description | 60 |
| 5.47.2 | Member Data Documentation | 60 |
| 5.47.2.1 | touchInputMask | 60 |
| 5.48 | game_core.Track Class Reference | 61 |
| 5.48.1 | Detailed Description | 61 |
| 5.48.2 | Property Documentation | 61 |

CONTENTS**xi**

| | | |
|--------------|--|-----------|
| 5.48.2.1 | isLoaded | 61 |
| 5.48.2.2 | keyWord | 61 |
| 5.48.2.3 | Name | 61 |
| 5.49 | game_core.WaitState Class Reference | 62 |
| 5.49.1 | Detailed Description | 62 |
| 5.49.2 | Constructor & Destructor Documentation | 62 |
| 5.49.2.1 | WaitState(GameObject gc) | 62 |
| 5.49.3 | Member Function Documentation | 62 |
| 5.49.3.1 | Act() | 62 |
| 5.49.3.2 | DoBeforeEntering() | 62 |
| 5.49.3.3 | DoBeforeLeaving() | 63 |
| 5.49.3.4 | Reason() | 63 |
| Index | | 65 |

Chapter 1

Namespace Index

1.1 Packages

Here are the packages with brief descriptions (if available):

| | |
|------------------------------|---|
| achievement_system | 9 |
| game_core | 9 |

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

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

| | |
|--|----|
| game_core.BarView | 16 |
| game_core.ButtonView | 20 |
| game_core.Channel | 22 |
| achievement_system.Filter | 25 |
| achievement_system.amountReachedFilter | 14 |
| achievement_system.missionAccomplishedFilter | 31 |
| achievement_system.timeOutFilter | 56 |
| MonoBehaviour | |
| achievement_system.achievement | 13 |
| achievement_system.actionBehaviour | 14 |
| game_core.BoundaryBehaviour | 17 |
| game_core.ButtonBehaviour | 18 |
| game_core.CanvasButton | 21 |
| game_core.CloseButtonBehaviour | 23 |
| game_core.LinkCanvasButton | 28 |
| game_core.MusicButtonBehaviour | 32 |
| game_core.PauseButton | 38 |
| game_core.SocialCanvasButton | 42 |
| game_core.SoundCanvasButton | 44 |
| game_core.CreditsBehaviour | 23 |
| game_core.DestroyOnContact | 24 |
| game_core.FadePanelBehaviour | 25 |
| game_core.GameBehaviour | 26 |
| game_core.legalBehaviour | 27 |
| game_core.LevelManager | 27 |
| game_core.loadingScreen | 29 |
| game_core.MusicMuteBehaviour | 33 |
| game_core.objectFade | 34 |
| game_core.ObjectPool | 35 |
| game_core.particleSortingLayer | 37 |
| game_core.PauseAudioBehaviour | 37 |
| game_core.ScreenShakeBehaviour | 41 |
| game_core.SoundManager | 45 |
| game_core.SpawnerBehaviour | 50 |
| game_core.SplashBehaviour | 50 |
| game_core.StatsData | 54 |
| game_core.timeOutScene | 57 |

| | |
|------------------------------------|----|
| game_core.TouchBehaviour | 57 |
| game_core.TouchSystem2D | 59 |
| game_core.TouchSystem3D | 60 |
| game_core.PanelView | 36 |
| game_core.SoundView | 48 |
| game_core.StarView | 52 |
| State | |
| game_core.LoadTrack | 30 |
| game_core.PauseTrack | 39 |
| game_core.PlayingTrack | 40 |
| game_core.StartTrack | 51 |
| game_core.WaitState | 62 |
| game_core.TextView | 54 |
| game_core.Track | 61 |

Chapter 3

Class Index

3.1 Class List

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

| | |
|--|----|
| <code>achievement_system.achievement</code> | |
| This class represents the achievement in the Achievement System. Each achievement has a filter to verify the game progress. The filter can be checked every frame to execute an action when achievement is accomplished. | 13 |
| <code>achievement_system.actionBehaviour</code> | |
| Action TEST behaviour. | 14 |
| <code>achievement_system.amountReachedFilter</code> | |
| Quantitative filter; it tests whether the desired amount is reached. | 14 |
| <code>game_core.BarView</code> | |
| Bar view class; Abstraction layer to deal with UI elements(Bar in this case). | 16 |
| <code>game_core.BoundaryBehaviour</code> | |
| <code>BoundaryBehaviour</code> class defines the behaviour of boundary when a gameObject leaves from game zone. | 17 |
| <code>game_core.ButtonBehaviour</code> | |
| Button behaviour. | 18 |
| <code>game_core.ButtonView</code> | |
| Button view class; Abstraction layer to deal with UI elements(Buttons in this case). | 20 |
| <code>game_core.CanvasButton</code> | |
| Canvas button class. | 21 |
| <code>game_core.Channel</code> | |
| Channel. | 22 |
| <code>game_core.CloseButtonBehaviour</code> | |
| Close button behaviour. | 23 |
| <code>game_core.CreditsBehaviour</code> | |
| Credits behaviour class shows credits slowly on credits scene, whether user touches the credits changes the movement flag. | 23 |
| <code>game_core.DestroyOnContact</code> | |
| <code>DestroyOnContact</code> class defines the behaviour of gameObject when collide with other. | 24 |
| <code>game_core.FadePanelBehaviour</code> | |
| Fade panel behaviour class; makes that panels (dis)appear on the screen smoothly. | 25 |
| <code>achievement_system.Filter</code> | |
| <code>Filter</code> abstract class define a set of operations which all objects that implement class must support. | 25 |
| <code>game_core.GameBehaviour</code> | |
| Game behaviour class is a test system to verify the right operation of code. | 26 |
| <code>game_core.legalBehaviour</code> | |
| 27 | |

| | | |
|---|---|----|
| <code>game_core.LevelManager</code> | Level manager class; Deals with level load transaction. | 27 |
| <code>game_core.LinkCanvasButton</code> | 28 | |
| <code>game_core.loadingScreen</code> | Loading screen. | 29 |
| <code>game_core.LoadTrack</code> | unload <code>Track</code> | 30 |
| <code>achievement_system.missionAccomplishedFilter</code> | Dichotomic filter; it tests whether the mission is accomplished. | 31 |
| <code>game_core.MusicButtonBehaviour</code> | Music button behaviour class; Enable/Disable music. | 32 |
| <code>game_core.MusicMuteBehaviour</code> | Music mute configuration. | 33 |
| <code>game_core.objectFade</code> | Object fade behaviour. | 34 |
| <code>game_core.ObjectPool</code> | Object pool class creates and manages object instances. | 35 |
| <code>game_core.PanelView</code> | Panel view class; Abstraction layer to deal with UI elements(Panel in this case). | 36 |
| <code>game_core.particleSortingLayer</code> | This class sets the particle sorting layer in 2D perspective. | 37 |
| <code>game_core.PauseAudioBehaviour</code> | Music behaviour on game pause. | 37 |
| <code>game_core.PauseButton</code> | Pause button. | 38 |
| <code>game_core.PauseTrack</code> | pause <code>Track</code> | 39 |
| <code>game_core.PlayingTrack</code> | playing <code>Track</code> | 40 |
| <code>game_core.ScreenShakeBehaviour</code> | Screen shake effect behaviour. | 41 |
| <code>game_core.SocialCanvasButton</code> | 42 | |
| <code>game_core.SoundCanvasButton</code> | 44 | |
| <code>game_core.SoundManager</code> | Sound manager. 2D | 45 |
| <code>game_core.SoundView</code> | Sound view class; Abstraction layer to deal with UI elements(Sound in this case). | 48 |
| <code>game_core.SpawnerBehaviour</code> | This class spawns objects with a certain force and every X seconds(timeRange). | 50 |
| <code>game_core.SplashBehaviour</code> | Splash behaviour. | 50 |
| <code>game_core.StartTrack</code> | start <code>Track</code> | 51 |
| <code>game_core.StarView</code> | Star view class; Abstraction layer to deal with UI elements(Star in this case). | 52 |
| <code>game_core.StatsData</code> | Stats data class; manages the stats saved in PlayerPrefs. | 54 |
| <code>game_core.TextView</code> | Text view class; Abstraction layer to deal with UI elements(Text in this case). | 54 |
| <code>achievement_system.timeOutFilter</code> | time filter; it tests whether the time is over. | 56 |
| <code>game_core.timeOutScene</code> | 57 | |
| <code>game_core.TouchBehaviour</code> | Touch behaviour class; Not in use, but define a set of operations which all objects that implement class must support (similar <code>ButtonBehaviour</code> class). | 57 |

| | | |
|---|---|----|
| game_core.TouchSystem2D | Touch system2d(Vector2) class; Deals with the hits on the screen. | 59 |
| game_core.TouchSystem3D | Touch system3d(Vector3) class; Deals with the hits on the screen. | 60 |
| game_core.Track | Audio track. | 61 |
| game_core.WaitState | delay track play if needed. | 62 |

Chapter 4

Namespace Documentation

4.1 achievement_system Namespace Reference

Classes

- class [achievement](#)

This class represents the achievement in the Achievement System. Each achievement has a filter to verify the game progress. The filter can be checked every frame to execute an action when achievement is accomplished.

- class [actionBehaviour](#)

Action TEST behaviour.

- class [amountReachedFilter](#)

Quantitative filter; it tests whether the desired amount is reached.

- class [Filter](#)

Filter abstract class define a set of operations which all objects that implement class must support.

- class [missionAccomplishedFilter](#)

Dichotomic filter; it tests whether the mission is accomplished.

- class [timeOutFilter](#)

time filter; it tests whether the time is over.

4.2 game_core Namespace Reference

Classes

- class [BarView](#)

Bar view class; Abstraction layer to deal with UI elements(Bar in this case).

- class [BoundaryBehaviour](#)

BoundaryBehaviour class defines the behaviour of boundary when a gameObject leaves from game zone.

- class [ButtonBehaviour](#)

Button behaviour.

- class [ButtonView](#)

Button view class; Abstraction layer to deal with UI elements(Buttons in this case).

- class [CanvasButton](#)

Canvas button class.

- class [Channel](#)

Channel.

- class [CloseButtonBehaviour](#)

Close button behaviour.

- class [CreditsBehaviour](#)
Credits behaviour class shows credits slowly on credits scene, whether user touches the credits changes the movement flag.
- class [DestroyOnContact](#)
DestroyOnContact class defines the behaviour of gameObject when collide with other.
- class [FadePanelBehaviour](#)
Fade panel behaviour class; makes that panels (dis)appear on the screen smoothly.
- class [GameBehaviour](#)
Game behaviour class is a test system to verify the right operation of code.
- class [legalBehaviour](#)
- class [LevelManager](#)
Level manager class; Deals with level load transaction.
- class [LinkCanvasButton](#)
- class [LoadingScreen](#)
Loading screen.
- class [LoadTrack](#)
unload Track.
- class [MusicButtonBehaviour](#)
Music button behaviour class; Enable/Disable music.
- class [MusicMuteBehaviour](#)
Music mute configuration.
- class [objectFade](#)
Object fade behaviour.
- class [ObjectPool](#)
Object pool class creates and manages object instances.
- class [PanelView](#)
Panel view class; Abstraction layer to deal with UI elements(Panel in this case).
- class [particleSortingLayer](#)
This class sets the particle sorting layer in 2D perspective.
- class [PauseAudioBehaviour](#)
Music behaviour on game pause.
- class [PauseButton](#)
Pause button.
- class [PauseTrack](#)
pause Track.
- class [PlayingTrack](#)
playing Track.
- class [ScreenShakeBehaviour](#)
Screen shake effect behaviour.
- class [SettingsManager](#)
Settings manager class; Deals with player settings saved in PlayerPrefs.
- class [SocialCanvasButton](#)
- class [SoundCanvasButton](#)
- class [SoundManager](#)
Sound manager. 2D
- class [SoundView](#)
Sound view class; Abstraction layer to deal with UI elements(Sound in this case).
- class [SpawnerBehaviour](#)
This class spawns objects with a certain force and every X seconds(timeRange).
- class [SplashBehaviour](#)
Splash behaviour.

- class [StartTrack](#)
start Track.
- class [StarView](#)
Star view class; Abstraction layer to deal with UI elements(Star in this case).
- class [StatsController](#)
- class [StatsData](#)
Stats data class; manages the stats saved in PlayerPrefs.
- class [TextView](#)
Text view class; Abstraction layer to deal with UI elements(Text in this case).
- class [TimeManager](#)
Time manager class; Controls time flow of the game.
- class [timeOutScene](#)
- class [TouchBehaviour](#)
Touch behaviour class; Not in use, but define a set of operations which all objects that implement class must support (similar [ButtonBehaviour](#) class).
- class [TouchSystem2D](#)
Touch system2d(Vector2) class; Deals with the hits on the screen.
- class [TouchSystem3D](#)
Touch system3d(Vector3) class; Deals with the hits on the screen.
- class [Track](#)
Audio track.
- class [WaitState](#)
delay track play if needed.

Enumerations

- enum [Scenes](#) {
Default, splash, loading, story,
menu, field, stats, shop,
settings, credits }
Scenes.
- enum [SoundSystemTransition](#) {
NullTransition = 0, loadTrack = 1, wait = 3, startTrack = 4,
playingTrack = 5, pausedTrack = 6 }
Sound system transition.
- enum [GameTheme](#) {
main = 0, happy = 1, sad = 2, warning = 3,
danger = 4 }
- enum [SoundSystemStateID](#) {
NullStateID = 0, loadTrack = 1, wait = 3, startTrack = 4,
playingTrack = 5, pauseTrack = 6 }
Sound system state ID.

4.2.1 Enumeration Type Documentation

4.2.1.1 enum game_core.Scenes [strong]

Scenes.

4.2.1.2 enum game_core.SoundSystemStateID [strong]

Sound system state ID.

4.2.1.3 enum game_core.SoundSystemTransition [strong]

Sound system transition.

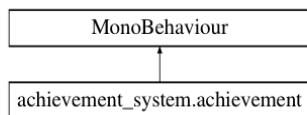
Chapter 5

Class Documentation

5.1 achievement_system.achievement Class Reference

This class represents the achievement in the Achievement System. Each achievement has a filter to verify the game progress. The filter can be checked every frame to execute an action when achievement is accomplished.

Inheritance diagram for achievement_system.achievement:



Public Member Functions

- void **Awake** ()
Use this for initialization.
- void **Start** ()
Use this for initialization.

Public Attributes

- float **weight** = 1000.0f
- bool **checkEveryFrame** = false

Properties

- bool **isAccomplished** [get]
Gets a value indicating whether this game_core.achievement is accomplished.
- **Filter filter** [get, set]
Gets or sets the filter.

5.1.1 Detailed Description

This class represents the achievement in the Achievement System. Each achievement has a filter to verify the game progress. The filter can be checked every frame to execute an action when achievement is accomplished.

5.1.2 Member Function Documentation

5.1.2.1 void achievement_system.achievement.Awake ()

Use this for initialization.

5.1.2.2 void achievement_system.achievement.Start ()

Use this for initialization.

5.1.3 Property Documentation

5.1.3.1 Filter achievement_system.achievement.filter [get], [set]

Gets or sets the filter.

The filter.

5.1.3.2 bool achievement_system.achievement.isAccomplished [get]

Gets a value indicating whether this game_core.achievement is accomplished.

true if is accomplished; otherwise, false.

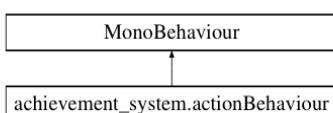
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/cardestroyer/Assets/smashcar/game_core/scripts/achievement→
System/achievement.cs

5.2 achievement_system.actionBehaviour Class Reference

Action TEST behaviour.

Inheritance diagram for achievement_system.actionBehaviour:



5.2.1 Detailed Description

Action TEST behaviour.

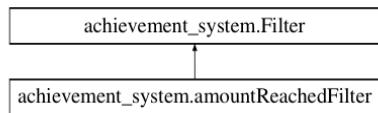
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/cardestroyer/Assets/smashcar/game_core/scripts/achievement→
System/actionBehaviour.cs

5.3 achievement_system.amountReachedFilter Class Reference

Quantitative filter; it tests whether the desired amount is reached.

Inheritance diagram for achievement_system.amountReachedFilter:



Public Member Functions

- **amountReachedFilter ()**
Initializes a new instance of the game_core.timeOutFilter class.
- **override bool test ()**
Test this instance.

Public Attributes

- float **target** = 0.0f

Properties

- float **value** [get, set]
Gets or sets the value.

5.3.1 Detailed Description

Quantitative filter; it tests whether the desired amount is reached.

5.3.2 Constructor & Destructor Documentation

5.3.2.1 achievement_system.amountReachedFilter.amountReachedFilter ()

Initializes a new instance of the game_core.timeOutFilter class.

5.3.3 Member Function Documentation

5.3.3.1 override bool achievement_system.amountReachedFilter.test () [virtual]

Test this instance.

Implements [achievement_system.Filter](#).

5.3.4 Property Documentation

5.3.4.1 float achievement_system.amountReachedFilter.value [get], [set]

Gets or sets the value.

The value.

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

• /Users/mrferrys/Documents/looneybits/works/unity/cardestroyer/Assets/smashcar/game_core/scripts/achievementSystem/filters.cs

5.4 game_core.BarView Class Reference

Bar view class; Abstraction layer to deal with UI elements(Bar in this case).

Public Member Functions

- **BarView** (string name)
Initializes a new instance of the BarView class.

Properties

- GameObject **gameObject** [get]
Games the object.
- Transform **transform** [get]
Transform this instance.
- RectTransform **rectTransform** [get]
Transform this instance.
- Vector3 **position** [get]
Sets the position.
- bool **active** [get, set]
Gets or sets a value indicating whether this IndicatorView is active.
- string **text** [set]
Sets the text.
- float **value** [set]
Sets the value.

5.4.1 Detailed Description

Bar view class; Abstraction layer to deal with UI elements(Bar in this case).

5.4.2 Constructor & Destructor Documentation

5.4.2.1 game_core.BarView.BarView (string name)

Initializes a new instance of the BarView class.

5.4.3 Property Documentation

5.4.3.1 bool game_core.BarView.active [get], [set]

Gets or sets a value indicating whether this IndicatorView is active.

true if active; otherwise, false.

5.4.3.2 `GameObject game_core.BarView.gameObject [get]`

Games the object.

Returns

The object.

5.4.3.3 `Vector3 game_core.BarView.position [get]`

Sets the position.

The position.

5.4.3.4 `RectTransform game_core.BarView.rectTransform [get]`

Transform this instance.

5.4.3.5 `string game_core.BarView.text [set]`

Sets the text.

The text.

5.4.3.6 `Transform game_core.BarView.transform [get]`

Transform this instance.

5.4.3.7 `float game_core.BarView.value [set]`

Sets the value.

The value.

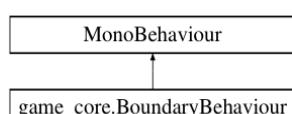
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/cardestroyer/Assets/smashcar/game_core/scripts/views/ui/BarView.cs

5.5 game_core.BoundaryBehaviour Class Reference

[BoundaryBehaviour](#) class defines the behaviour of boundary when a gameObject leaves from game zone.

Inheritance diagram for game_core.BoundaryBehaviour:



Public Attributes

- `bool destroy =true`

5.5.1 Detailed Description

[BoundaryBehaviour](#) class defines the behaviour of boundary when a gameObject leaves from game zone.

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

- /Users/mrferrys/Documents/looneybits/works/unity/cardestroyer/Assets/smashcar/game_core/scripts/behaviour/game/BoundaryBehaviour.cs

5.6 game_core.ButtonBehaviour Class Reference

Button behaviour.

Inheritance diagram for game_core.ButtonBehaviour:



Public Member Functions

- virtual void [OnClickEvent](#) ()

Raises the click event event.

Protected Member Functions

- virtual void [Start](#) ()

Use this for initialization.
- virtual void [FixedUpdate](#) ()

Fixed Update is called every fixed framerate frame.
- virtual void [Update](#) ()

Update is called once per frame.
- virtual void [OnEnable](#) ()

Raises the enable event.
- virtual void [OnMouseDown](#) ()

Raises the mouse down event.
- virtual void [OnMouseDrag](#) ()

Raises the mouse drag event.
- virtual void [OnMouseEnter](#) ()

Raises the mouse enter event.
- virtual void [OnMouseExit](#) ()

Raises the mouse exit event.
- virtual void [OnMouseOver](#) ()

Raises the mouse over event.
- virtual void [OnMouseUp](#) ()

Raises the mouse up event.
- virtual void [action](#) ()

5.6.1 Detailed Description

Button behaviour.

5.6.2 Member Function Documentation

5.6.2.1 `virtual void game_core.ButtonBehaviour.FixedUpdate() [protected], [virtual]`

Fixed Update is called every fixed framerate frame.

5.6.2.2 `virtual void game_core.ButtonBehaviour.OnClickEvent() [virtual]`

Raises the click event event.

5.6.2.3 `virtual void game_core.ButtonBehaviour.OnEnable() [protected], [virtual]`

Raises the enable event.

5.6.2.4 `virtual void game_core.ButtonBehaviour.OnMouseDown() [protected], [virtual]`

Raises the mouse down event.

5.6.2.5 `virtual void game_core.ButtonBehaviour.OnMouseDrag() [protected], [virtual]`

Raises the mouse drag event.

5.6.2.6 `virtual void game_core.ButtonBehaviour.OnMouseEnter() [protected], [virtual]`

Raises the mouse enter event.

5.6.2.7 `virtual void game_core.ButtonBehaviour.OnMouseExit() [protected], [virtual]`

Raises the mouse exit event.

5.6.2.8 `virtual void game_core.ButtonBehaviour.OnMouseOver() [protected], [virtual]`

Raises the mouse over event.

5.6.2.9 `virtual void game_core.ButtonBehaviour.OnMouseUp() [protected], [virtual]`

Raises the mouse up event.

5.6.2.10 `virtual void game_core.ButtonBehaviour.Start() [protected], [virtual]`

Use this for initialization.

Reimplemented in [game_core.SocialCanvasButton](#), [game_core.SoundCanvasButton](#), and [game_core.MusicButtonBehaviour](#).

5.6.2.11 `virtual void game_core.ButtonBehaviour.Update() [protected], [virtual]`

Update is called once per frame.

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

- /Users/mrferrys/Documents/looneybits/works/unity/cardestroyer/Assets/smashcar/game_core/scripts/behaviour/ui/ButtonBehaviour.cs

5.7 game_core.ButtonView Class Reference

Button view class; Abstraction layer to deal with UI elements(Buttons in this case).

Public Member Functions

- [ButtonView](#) (string name)

Initializes a new instance of the [BarView](#) class.

Properties

- [GameObject gameObject](#) [get]

Games the object.
- [Transform transform](#) [get]

Transform this instance.
- [RectTransform rectTransform](#) [get]

Transform this instance.
- [Vector3 position](#) [get]

Sets the position.
- [bool active](#) [get, set]

Gets or sets a value indicating whether this IndicatorView is active.
- [bool interactable](#) [get, set]

Gets or sets a value indicating whether this IndicatorView is active.

5.7.1 Detailed Description

Button view class; Abstraction layer to deal with UI elements(Buttons in this case).

5.7.2 Constructor & Destructor Documentation

5.7.2.1 game_core.ButtonView.ButtonView (string name)

Initializes a new instance of the [BarView](#) class.

5.7.3 Property Documentation

5.7.3.1 bool game_core.ButtonView.active [get], [set]

Gets or sets a value indicating whether this IndicatorView is active.

true if active; otherwise, false.

5.7.3.2 GameObject game_core.ButtonView.gameObject [get]

GAMES the object.

Returns

The object.

5.7.3.3 bool game_core.ButtonView.interactable [get], [set]

Gets or sets a value indicating whether this IndicatorView is active.

true if active; otherwise, false.

5.7.3.4 Vector3 game_core.ButtonView.position [get]

Sets the position.

The position.

5.7.3.5 RectTransform game_core.ButtonView.rectTransform [get]

Transform this instance.

5.7.3.6 Transform game_core.ButtonView.transform [get]

Transform this instance.

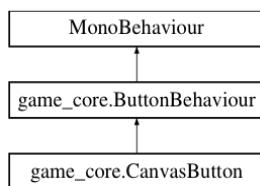
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/cardestroyer/Assets/smashcar/game_core/scripts/views/ui/ButtonView.cs

5.8 game_core.CanvasButton Class Reference

Canvas button class.

Inheritance diagram for game_core.CanvasButton:



Public Attributes

- bool **saveld** = false
- string **sceneName** = "menu"
- int **buttonID** = 0
- AudioClip **soundEffect**

Protected Member Functions

- `override void action ()`
Raises the mouse down event.

Additional Inherited Members

5.8.1 Detailed Description

Canvas button class.

5.8.2 Member Function Documentation

5.8.2.1 `override void game_core.CanvasButton.action () [protected], [virtual]`

Raises the mouse down event.

Reimplemented from [game_core.ButtonBehaviour](#).

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

- /Users/mrferrys/Documents/looneybits/works/unity/cardestroyer/Assets/smashcar/game_core/scripts/behaviour/ui/CanvasButton.cs

5.9 game_core.Channel Class Reference

[Channel](#).

Public Attributes

- `int channelID = 0`

Properties

- `AudioSource audioSource [get, set]`
Gets or sets the audio source.

5.9.1 Detailed Description

[Channel](#).

5.9.2 Property Documentation

5.9.2.1 `AudioSource game_core.Channel.audioSource [get], [set]`

Gets or sets the audio source.

The audio source.

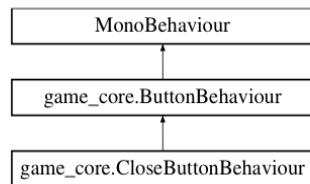
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/cardestroyer/Assets/smashcar/game_core/scripts/soundsystem/SoundManager.cs

5.10 game_core.CloseButtonBehaviour Class Reference

Close button behaviour.

Inheritance diagram for game_core.CloseButtonBehaviour:



Public Attributes

- AudioClip **soundEffect**

Protected Member Functions

- override void **action** ()

Raises the mouse down event.

Additional Inherited Members

5.10.1 Detailed Description

Close button behaviour.

5.10.2 Member Function Documentation

5.10.2.1 override void game_core.CloseButtonBehaviour.action() [protected], [virtual]

Raises the mouse down event.

Reimplemented from [game_core.ButtonBehaviour](#).

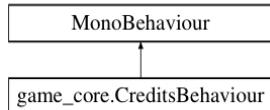
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/cardestroyer/Assets/smashcar/game_core/scripts/behaviour/ui/CloseButtonBehaviour.cs

5.11 game_core.CreditsBehaviour Class Reference

Credits behaviour class shows credits slowly on credits scene, whether user touches the credits changes the movement flag.

Inheritance diagram for game_core.CreditsBehaviour:



Public Member Functions

- void [OnClick \(\)](#)
Raises the click event.

Public Attributes

- float **endMarker**
- float **speed** = 1.0f

5.11.1 Detailed Description

Credits behaviour class shows credits slowly on credits scene, whether user touches the credits changes the movement flag.

5.11.2 Member Function Documentation

5.11.2.1 void game_core.CreditsBehaviour.OnClick ()

Raises the click event.

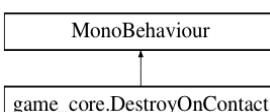
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/cardestroyer/Assets/smashcar/game_core/scripts/behaviour/ui/CreditsBehaviour.cs

5.12 game_core.DestroyOnContact Class Reference

[DestroyOnContact](#) class defines the behaviour of gameObject when collide with other.

Inheritance diagram for game_core.DestroyOnContact:



Public Attributes

- bool **destroy** = true

5.12.1 Detailed Description

[DestroyOnContact](#) class defines the behaviour of `gameObject` when collide with other.

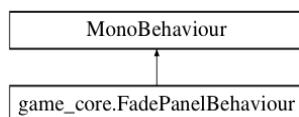
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/cardestroyer/Assets/smashcar/game_core/scripts/behaviour/game/DestroyOnContact.cs

5.13 game_core.FadePanelBehaviour Class Reference

Fade panel behaviour class; makes that panels (dis)appear on the screen smoothly.

Inheritance diagram for `game_core.FadePanelBehaviour`:



Public Member Functions

- void [fadeIn\(\)](#)
- Fade IN.*

Public Attributes

- float [fadeTime](#) = 1.0f
- bool [fadeInFlag](#) = true

5.13.1 Detailed Description

Fade panel behaviour class; makes that panels (dis)appear on the screen smoothly.

5.13.2 Member Function Documentation

5.13.2.1 void game_core.FadePanelBehaviour.fadeIn()

Fade IN.

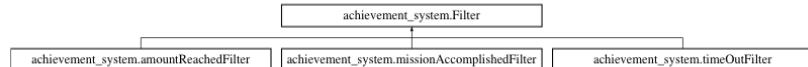
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/cardestroyer/Assets/smashcar/game_core/scripts/behaviour/ui/FadePanelBehaviour.cs

5.14 achievement_system.Filter Class Reference

[Filter](#) abstract class define a set of operations which all objects that implement class must support.

Inheritance diagram for `achievement_system.Filter`:



Public Member Functions

- [Filter \(\)](#)
Initializes a new instance of the [Filter](#) class.
- abstract bool [test \(\)](#)
Test this instance.

5.14.1 Detailed Description

[Filter](#) abstract class define a set of operations which all objects that implement class must support.

5.14.2 Constructor & Destructor Documentation

5.14.2.1 achievement_system.Filter.Filter()

Initializes a new instance of the [Filter](#) class.

5.14.3 Member Function Documentation

5.14.3.1 abstract bool achievement_system.Filter.test() [pure virtual]

Test this instance.

Implemented in [achievement_system.amountReachedFilter](#), [achievement_system.missionAccomplishedFilter](#), and [achievement_system.timeOutFilter](#).

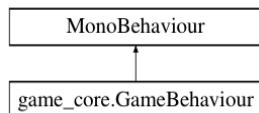
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/cardestroyer/Assets/smashcar/game_core/scripts/achievementSystem/Filter.cs

5.15 game_core.GameBehaviour Class Reference

Game behaviour class is a test system to verify the right operation of code.

Inheritance diagram for game_core.GameBehaviour:



Public Attributes

- [missionAccomplishedFilter saveThePrince](#)
- [amountReachedFilter collectedCoins](#)
- [timeOutFilter timeOut](#)

5.15.1 Detailed Description

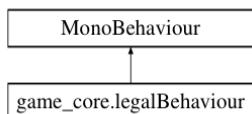
Game behaviour class is a test system to verify the right operation of code.

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

- /Users/mrferrys/Documents/looneybits/works/unity/cardestroyer/Assets/smashcar/game_core/scripts/behaviour/gameBehaviour.cs

5.16 game_core.legalBehaviour Class Reference

Inheritance diagram for game_core.legalBehaviour:



5.16.1 Detailed Description

Legal behaviour class; manage legal text saved in PlayerPrefs.

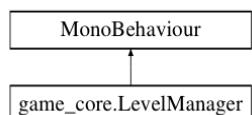
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/cardestroyer/Assets/smashcar/game_core/scripts/behaviour/ui/legalBehaviour.cs

5.17 game_core.LevelManager Class Reference

Level manager class; Deals with level load transaction.

Inheritance diagram for game_core.LevelManager:



Static Public Member Functions

- static void **Load** (string name)
Load the specified name.

Static Protected Attributes

- static **LevelManager instance**
- static string **levelName** = ""

Properties

- static `LevelManager Instance` [get]
Gets the instance.
- static string `loadingLevel` [get, set]
Gets or sets the loading level.

5.17.1 Detailed Description

Level manager class; Deals with level load transaction.

5.17.2 Member Function Documentation

5.17.2.1 static void game_core.LevelManager.Load(string name) [static]

Load the specified name.

Parameters

| | |
|-------------------|-------|
| <code>name</code> | Name. |
|-------------------|-------|

5.17.3 Property Documentation

5.17.3.1 LevelManager game_core.LevelManager.Instance [static], [get]

Gets the instance.

The instance.

5.17.3.2 string game_core.LevelManager.loadingLevel [static], [get], [set]

Gets or sets the loading level.

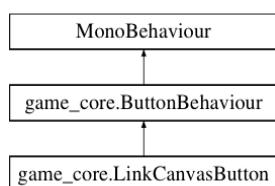
The loading level.

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

- /Users/mrferrys/Documents/looneybits/works/unity/cardestroyer/Assets/smashcar/game_core/scripts/managers/LevelManager.cs

5.18 game_core.LinkCanvasButton Class Reference

Inheritance diagram for game_core.LinkCanvasButton:



Public Attributes

- string **link** = ""

Protected Member Functions

- override void **action** ()

Action this instance.

Additional Inherited Members

5.18.1 Detailed Description

Link canvas button class; manage external links.

5.18.2 Member Function Documentation

5.18.2.1 override void game_core.LinkCanvasButton.action() [protected], [virtual]

Action this instance.

Reimplemented from [game_core.ButtonBehaviour](#).

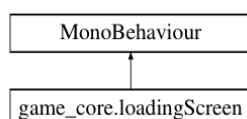
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/cardestroyer/Assets/smashcar/game_core/scripts/behaviour/ui/LinkCanvasButton.cs

5.19 game_core.loadingScreen Class Reference

Loading screen.

Inheritance diagram for game_core.loadingScreen:



Public Attributes

- Color **backgroundColor** = Color.black

The color of the background.
- Color **textColor** = Color.white

The color of the text.
- string **message** = "Loading ..."

The message shown on screen.
- GUIStyle **style**

The style of GUI.

5.19.1 Detailed Description

Loading screen.

5.19.2 Member Data Documentation

5.19.2.1 Color game_core.loadingScreen.backgroundColor = Color.black

The color of the background.

5.19.2.2 string game_core.loadingScreen.message = "Loading ..."

The message shown on screen.

5.19.2.3 GUIStyle game_core.loadingScreen.style

The style of GUI.

5.19.2.4 Color game_core.loadingScreen.textColor = Color.white

The color of the text.

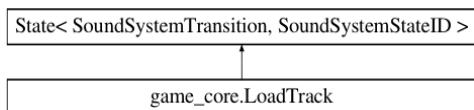
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/cardestroyer/Assets/smashcar/game_core/scripts/behaviour/game/loadingScreen.cs

5.20 game_core.LoadTrack Class Reference

unload [Track](#).

Inheritance diagram for game_core.LoadTrack:



Public Member Functions

- [LoadTrack](#) (GameObject gc)

Initializes a new instance of the LoadGame class.
- override void [Reason](#) ()

This method decides if the state should transition to another on its list NPC is a reference to the object that is controlled by this class
- override void [Act](#) ()

This method controls the behavior of the NPC in the game World. Every action, movement or communication the NPC does should be placed here NPC is a reference to the object that is controlled by this class
- override void [DoBeforeEntering](#) ()

This method is used to set up the State condition before entering it. It is called automatically by the FSMSystem class before assigning it to the current state.

- override void [DoBeforeLeaving \(\)](#)

This method is used to make anything necessary, as resetting variables before the FSMSystem changes to another one. It is called automatically by the FSMSystem before changing to a new state.

5.20.1 Detailed Description

unload [Track](#).

5.20.2 Constructor & Destructor Documentation

5.20.2.1 [game_core.LoadTrack.LoadTrack \(GameObject gc \)](#)

Initializes a new instance of the LoadGame class.

Parameters

| | |
|--------------------|---------------------|
| gc | Gc. |
|--------------------|---------------------|

5.20.3 Member Function Documentation

5.20.3.1 [override void game_core.LoadTrack.Act \(\)](#)

This method controls the behavior of the NPC in the game World. Every action, movement or communication the NPC does should be placed here NPC is a reference to the object that is controlled by this class

5.20.3.2 [override void game_core.LoadTrack.DoBeforeEntering \(\)](#)

This method is used to set up the State condition before entering it. It is called automatically by the FSMSystem class before assigning it to the current state.

5.20.3.3 [override void game_core.LoadTrack.DoBeforeLeaving \(\)](#)

This method is used to make anything necessary, as resetting variables before the FSMSystem changes to another one. It is called automatically by the FSMSystem before changing to a new state.

5.20.3.4 [override void game_core.LoadTrack.Reason \(\)](#)

This method decides if the state should transition to another on its list NPC is a reference to the object that is controlled by this class

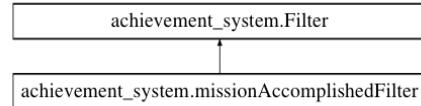
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/cardestroyer/Assets/smashcar/game_core/scripts/soundsystem/SoundSystemStates.cs

5.21 achievement_system.missionAccomplishedFilter Class Reference

Dichotomic filter; it tests whether the mission is accomplished.

Inheritance diagram for achievement_system.missionAccomplishedFilter:



Public Member Functions

- **missionAccomplishedFilter ()**
Initializes a new instance of the game_core.timeOutFilter class.
- **override bool test ()**
Test this instance.

Public Attributes

- **bool missionFlag = false**

5.21.1 Detailed Description

Dichotomic filter; it tests whether the mission is accomplished.

5.21.2 Constructor & Destructor Documentation

5.21.2.1 achievement_system.missionAccomplishedFilter.missionAccomplishedFilter()

Initializes a new instance of the game_core.timeOutFilter class.

5.21.3 Member Function Documentation

5.21.3.1 override bool achievement_system.missionAccomplishedFilter.test() [virtual]

Test this instance.

Implements [achievement_system.Filter](#).

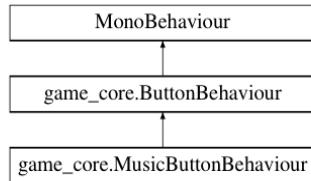
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/cardestroyer/Assets/smashcar/game_core/scripts/achievementSystem/filters.cs

5.22 game_core.MusicButtonBehaviour Class Reference

Music button behaviour class; Enable/Disable music.

Inheritance diagram for game_core.MusicButtonBehaviour:



Public Attributes

- Sprite **buttonNormal**
- Sprite **buttonPushed**

Protected Member Functions

- override void [Start \(\)](#)
Use this for initialization.
- override void [action \(\)](#)
Execute action(OnClick).

Additional Inherited Members

5.22.1 Detailed Description

Music button behaviour class; Enable/Disable music.

5.22.2 Member Function Documentation

5.22.2.1 [override void game_core.MusicButtonBehaviour.action \(\) \[protected\], \[virtual\]](#)

Execute action(OnClick).

Reimplemented from [game_core.ButtonBehaviour](#).

5.22.2.2 [override void game_core.MusicButtonBehaviour.Start \(\) \[protected\], \[virtual\]](#)

Use this for initialization.

Reimplemented from [game_core.ButtonBehaviour](#).

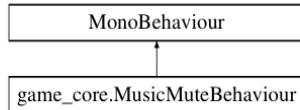
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/cardestroyer/Assets/smashcar/game_core/scripts/behaviour/ui/MusicButtonBehaviour.cs

5.23 game_core.MusicMuteBehaviour Class Reference

Music mute configuration.

Inheritance diagram for game_core.MusicMuteBehaviour:



Public Member Functions

- void **setActive** (bool value)
Enable/Disable audio.

5.23.1 Detailed Description

Music mute configuration.

5.23.2 Member Function Documentation

5.23.2.1 void game_core.MusicMuteBehaviour.setActive (bool value)

Enable/Disable audio.

Parameters

| | |
|--------------|------------------------------------|
| value | If set to <code>true</code> value. |
|--------------|------------------------------------|

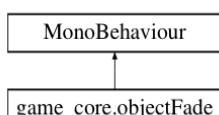
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/cardestroyer/Assets/smashcar/game_core/scripts/behaviour/game/MusicMuteBehaviour.cs

5.24 game_core.objectFade Class Reference

Object fade behaviour.

Inheritance diagram for game_core.objectFade:



Public Attributes

- Vector3 **startMarker**
- Vector3 **endMarker**
- float **speed** = 1.0F

5.24.1 Detailed Description

Object fade behaviour.

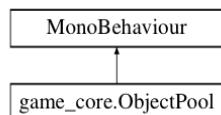
The documentation for this class was generated from the following file:

• /Users/mrferrys/Documents/looneybits/works/unity/cardestroyer/Assets/smashcar/game_core/scripts/behaviour/game/objectFade.cs

5.25 game_core.ObjectPool Class Reference

Object pool class creates and manages object instances.

Inheritance diagram for game_core.ObjectPool:



Public Member Functions

- `GameObject getObject ()`
Gets the object.
- `GameObject activateObject ()`
This method gets the first available gameObject in the array.

Public Attributes

- `GameObject[] objectPool`
- `int numberOfObjects = 0`
- `GameObject prefab`
- `Queue objectQueue`

5.25.1 Detailed Description

Object pool class creates and manages object instances.

5.25.2 Member Function Documentation

5.25.2.1 `GameObject game_core.ObjectPool.activateObject ()`

This method gets the first available gameObject in the array.

5.25.2.2 `GameObject game_core.ObjectPool.getObject ()`

Gets the object.

Returns

The object.

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

• /Users/mrferrys/Documents/looneybits/works/unity/cardestroyer/Assets/smashcar/game_core/scripts/behaviour/game/ObjectPool.cs

5.26 game_core.PanelView Class Reference

Panel view class; Abstraction layer to deal with UI elements(Panel in this case).

Public Member Functions

- [PanelView](#) (string name)
Initializes a new instance of the PanelView class.

Properties

- [GameObject gameObject](#) [get]
Games the object.
- [Transform transform](#) [get]
Transform this instance.
- [RectTransform rectTransform](#) [get]
Transform this instance.
- [Vector3 position](#) [get]
Sets the position.
- [bool active](#) [get, set]
Gets or sets a value indicating whether this IndicatorView is active.

5.26.1 Detailed Description

Panel view class; Abstraction layer to deal with UI elements(Panel in this case).

5.26.2 Constructor & Destructor Documentation

5.26.2.1 [game_core.PanelView](#) (string name)

Initializes a new instance of the [PanelView](#) class.

5.26.3 Property Documentation

5.26.3.1 [bool game_core.PanelView.active](#) [get], [set]

Gets or sets a value indicating whether this IndicatorView is active.
true if active; otherwise, false.

5.26.3.2 [GameObject game_core.PanelView.gameObject](#) [get]

Games the object.

Returns

The object.

5.26.3.3 Vector3 game_core.PanelView.position [get]

Sets the position.

The position.

5.26.3.4 RectTransform game_core.PanelView.rectTransform [get]

Transform this instance.

5.26.3.5 Transform game_core.PanelView.transform [get]

Transform this instance.

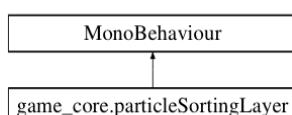
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/cardestroyer/Assets/smashcar/game_core/scripts/views/ui/PanelView.cs

5.27 game_core.particleSortingLayer Class Reference

This class sets the particle sorting layer in 2D perspective.

Inheritance diagram for game_core.particleSortingLayer:



Public Attributes

- int **order** = 0
- string **layerName** = "foreground"

5.27.1 Detailed Description

This class sets the particle sorting layer in 2D perspective.

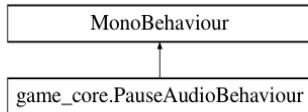
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/cardestroyer/Assets/smashcar/game_core/scripts/behaviour/game/particleSortingLayer.cs

5.28 game_core.PauseAudioBehaviour Class Reference

Music behaviour on game pause.

Inheritance diagram for game_core.PauseAudioBehaviour:



5.28.1 Detailed Description

Music behaviour on game pause.

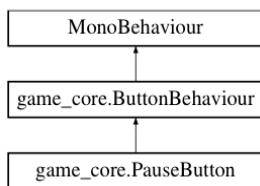
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/cardestryer/Assets/smashcar/game_core/scripts/behaviour/game/PauseAudioBehaviour.cs

5.29 game_core.PauseButton Class Reference

Pause button.

Inheritance diagram for game_core.PauseButton:



Protected Member Functions

- `override void action ()`
Execute aciton(OnClick).

Additional Inherited Members

5.29.1 Detailed Description

Pause button.

5.29.2 Member Function Documentation

5.29.2.1 `override void game_core.PauseButton.action () [protected], [virtual]`

Execute aciton(OnClick).

Reimplemented from [game_core.ButtonBehaviour](#).

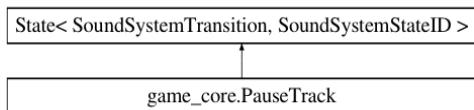
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/cardestryer/Assets/smashcar/game_core/scripts/behaviour/ui/PauseButton.cs

5.30 game_core.PauseTrack Class Reference

pause [Track](#).

Inheritance diagram for game_core.PauseTrack:



Public Member Functions

- [PauseTrack](#) (GameObject gc)
Initializes a new instance of the LoadGame class.
- [override void Reason \(\)](#)
This method decides if the state should transition to another on its list NPC is a reference to the object that is controlled by this class
- [override void Act \(\)](#)
This method controls the behavior of the NPC in the game World. Every action, movement or communication the NPC does should be placed here NPC is a reference to the object that is controlled by this class
- [override void DoBeforeEntering \(\)](#)
This method is used to set up the State condition before entering it. It is called automatically by the FSMSystem class before assigning it to the current state.
- [override void DoBeforeLeaving \(\)](#)
This method is used to make anything necessary, as resetting variables before the FSMSystem changes to another one. It is called automatically by the FSMSystem before changing to a new state.

Protected Attributes

- [GameBehaviour gBehaviour](#)

5.30.1 Detailed Description

pause [Track](#).

5.30.2 Constructor & Destructor Documentation

5.30.2.1 game_core.PauseTrack.PauseTrack (GameObject gc)

Initializes a new instance of the LoadGame class.

Parameters

| | |
|----|-----|
| gc | Gc. |
|----|-----|

5.30.3 Member Function Documentation

5.30.3.1 override void game_core.PauseTrack.Act ()

This method controls the behavior of the NPC in the game World. Every action, movement or communication the NPC does should be placed here NPC is a reference to the object that is controlled by this class

5.30.3.2 override void game_core.PauseTrack.DoBeforeEntering ()

This method is used to set up the State condition before entering it. It is called automatically by the FSMSystem class before assigning it to the current state.

5.30.3.3 override void game_core.PauseTrack.DoBeforeLeaving ()

This method is used to make anything necessary, as resetting variables before the FSMSystem changes to another one. It is called automatically by the FSMSystem before changing to a new state.

5.30.3.4 override void game_core.PauseTrack.Reason ()

This method decides if the state should transition to another on its list NPC is a reference to the object that is controlled by this class

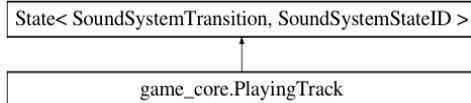
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/cardestroyer/Assets/smashcar/game_core/scripts/soundsystem/SoundSystemStates.cs

5.31 game_core.PlayingTrack Class Reference

playing [Track](#).

Inheritance diagram for game_core.PlayingTrack:



Public Member Functions

- [PlayingTrack](#) (GameObject gc)

Initializes a new instance of the LoadGame class.
- [override void Reason \(\)](#)

This method decides if the state should transition to another on its list NPC is a reference to the object that is controlled by this class
- [override void Act \(\)](#)

This method controls the behavior of the NPC in the game World. Every action, movement or communication the NPC does should be placed here NPC is a reference to the object that is controlled by this class
- [override void DoBeforeEntering \(\)](#)

This method is used to set up the State condition before entering it. It is called automatically by the FSMSystem class before assigning it to the current state.
- [override void DoBeforeLeaving \(\)](#)

This method is used to make anything necessary, as resetting variables before the FSMSystem changes to another one. It is called automatically by the FSMSystem before changing to a new state.

Protected Attributes

- [GameBehaviour gBehaviour](#)

5.31.1 Detailed Description

playing [Track](#).

5.31.2 Constructor & Destructor Documentation

5.31.2.1 game_core.PlayingTrack.PlayingTrack (GameObject gc)

Initializes a new instance of the LoadGame class.

Parameters

| | |
|-----------------|-----|
| <code>gc</code> | Gc. |
|-----------------|-----|

5.31.3 Member Function Documentation

5.31.3.1 override void game_core.PlayingTrack.Act ()

This method controls the behavior of the NPC in the game World. Every action, movement or communication the NPC does should be placed here NPC is a reference to the object that is controlled by this class

5.31.3.2 override void game_core.PlayingTrack.DoBeforeEntering ()

This method is used to set up the State condition before entering it. It is called automatically by the FSMSystem class before assigning it to the current state.

5.31.3.3 override void game_core.PlayingTrack.DoBeforeLeaving ()

This method is used to make anything necessary, as resetting variables before the FSMSystem changes to another one. It is called automatically by the FSMSystem before changing to a new state.

5.31.3.4 override void game_core.PlayingTrack.Reason ()

This method decides if the state should transition to another on its list NPC is a reference to the object that is controlled by this class

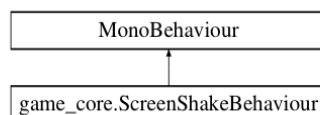
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/cardestroyer/Assets/smashcar/game_core/scripts/soundsystem/SoundSystemStates.cs

5.32 game_core.ScreenShakeBehaviour Class Reference

Screen shake effect behaviour.

Inheritance diagram for game_core.ScreenShakeBehaviour:



Public Member Functions

- void [OnShake \(\)](#)
Raises the shake event.

Public Attributes

- Transform [camTransform](#)
Transform of the camera to shake. Grabs the gameObject's transform if null.
- bool [onEnableShake =true](#)
How long the object should shake for.
- float [shake = 0f](#)
- float [shakeAmount = 0.7f](#)
Amplitude of the shake. A larger value shakes the camera harder.
- float [decreaseFactor = 1.0f](#)

5.32.1 Detailed Description

Screen shake effect behaviour.

5.32.2 Member Function Documentation

5.32.2.1 void game_core.ScreenShakeBehaviour.OnShake ()

Raises the shake event.

5.32.3 Member Data Documentation

5.32.3.1 Transform game_core.ScreenShakeBehaviour.camTransform

Transform of the camera to shake. Grabs the gameObject's transform if null.

5.32.3.2 bool game_core.ScreenShakeBehaviour.onEnableShake =true

How long the object should shake for.

5.32.3.3 float game_core.ScreenShakeBehaviour.shakeAmount = 0.7f

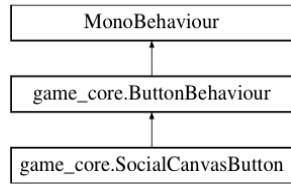
Amplitude of the shake. A larger value shakes the camera harder.

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

- /Users/mrferrys/Documents/looneybits/works/unity/cardestroyer/Assets/smashcar/game_core/scripts/behaviour/game/Screen+ShakeBehaviour.cs

5.33 game_core.SocialCanvasButton Class Reference

Inheritance diagram for game_core.SocialCanvasButton:



Public Attributes

- string **title** = "GAME TITLE"
- string **url** = "http://looneybits.com"
- string **caption** = "GAME TITLE"
- string **description** = "Super Score: "
- string **hashtags** = "#looneybits"
- string **variableName** = "superScore"
- string **FBAppID** = "1435061540094302"
- string **FBRedirectUri** = "http://looneybits.com"

Protected Member Functions

- override void **Start** ()

Use this for initialization.
- override void **action** ()

*PROBLEM: Right now the best solution to solve the problem of share button with facebook is use dialog system.
Sharer system has suffered some changes.*

Additional Inherited Members

5.33.1 Detailed Description

Social canvas button class; Share in social media the player score.

5.33.2 Member Function Documentation

5.33.2.1 override void game_core.SocialCanvasButton.action() [protected], [virtual]

*PROBLEM: Right now the best solution to solve the problem of share button with facebook is use dialog system.
Sharer system has suffered some changes.*

1 SOLUTION SAMPLE OF FACEBOOK DIALOGS:(CHANGE APP_ID) http://www.facebook.com/dialog/feed?app_id=123050457758183&link=http://developers.facebook.com/docs/reference/dialogs/?picture=http://looneybits.com/assets/img/p04.png&name=Facebook%20Dialogs&caption=Reference%20Documentation&description=Dialogs%20provide%20a%20simple,%20consistent%20interface%20for%20applications%20to%20integrate%20with%20Facebook%20Dialogs%20are%20so%20easy!&redirect_uri=http://www.example.com/response

REQUISITES(TWITTER DOES NOT HAVE REQUISITES) FACEBOOK ACCOUNT REGISTER AS FACEBOOK DEVELOPER APP_ID YOU MUST TO HAVE AN APP_ID. REGISTER A SIMPLE APP ON <http://developers.facebook.com>

2 SOLUTION SAMPLE OF FACEBOOK SHARER.php (DEPRECATED HALF SOLUTION) [http://www.facebook.com/sharer.php?s=100&p\[title\]=TITLE&p\[url\]=http://looneybits.com&p\[summary\]=yoursummaryhere&p\[images\]\[0\]=http://looneybits.com/assets/img/p04.png](http://www.facebook.com/sharer.php?s=100&p[title]=TITLE&p[url]=http://looneybits.com&p[summary]=yoursummaryhere&p[images][0]=http://looneybits.com/assets/img/p04.png);

LITERATURE:
<http://stackoverflow.com/questions/5023602/facebook-share-body-text>

```
WITH OLD SHARER.php
string facebookshare = "https://www.facebook.com/sharer/sharer.php?t="+System.Uri.EscapeDataString(title)+"&u="
string facebookshare = "http://www.facebook.com/sharer.php?s=100&p[title]=TITLE&p[url]=http://looneybits.com&p[description]=DESCRIPTION&p[height]=300&p[width]=600";
```

Reimplemented from [game_core.ButtonBehaviour](#).

5.33.2.2 override void game_core.SocialCanvasButton.Start() [protected], [virtual]

Use this for initialization.

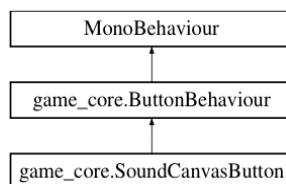
Reimplemented from [game_core.ButtonBehaviour](#).

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

- /Users/mrferrys/Documents/looneybits/works/unity/cardestroyer/Assets/smashcar/game_core/scripts/behaviour/ui/SocialCanvasButton.cs

5.34 game_core.SoundCanvasButton Class Reference

Inheritance diagram for game_core.SoundCanvasButton:



Public Attributes

- Sprite **buttonNormal**
- Sprite **buttonPushed**

Protected Member Functions

- override void **Start** ()

Use this for initialization.
- override void **action** ()

Action this instance.

Additional Inherited Members

5.34.1 Detailed Description

Sound canvas button class; Enable/Disable sound.

5.34.2 Member Function Documentation

5.34.2.1 `override void game_core.SoundCanvasButton.action() [protected], [virtual]`

Action this instance.

Reimplemented from [game_core.ButtonBehaviour](#).

5.34.2.2 `override void game_core.SoundCanvasButton.Start() [protected], [virtual]`

Use this for initialization.

Reimplemented from [game_core.ButtonBehaviour](#).

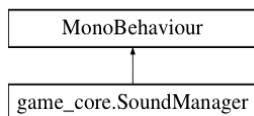
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/cardestryer/Assets/smashcar/game_core/scripts/behaviour/ui/SoundCanvasButton.cs

5.35 game_core.SoundManager Class Reference

Sound manager. 2D

Inheritance diagram for game_core.SoundManager:



Static Public Member Functions

- static void [play \(Track clip\)](#)
Play the specified clip.
- static void [play \(AudioClip clip\)](#)
Play the specified clip.
- static void [Stop \(\)](#)
Stop this instance.
- static void [Mute \(bool value\)](#)
Mute the specified value.
- static void [SetTransition \(SoundSystemTransition t\)](#)
Sets the transition.

Public Attributes

- [Track defaultTheme](#)
- [Track\[\] soundTrack](#)
- [Channel\[\] channels](#)

Static Protected Attributes

- static [SoundManager _instance](#)

Properties

- static **SoundManager Instance** [get]
Gets the object instance.
- static **Track NewSong** [get, set]
Gets or sets the new song.
- static **Track LoadedSong** [get, set]
Gets the loaded song.
- static bool **NewTrack** [get]
Gets a value indicating whether this `game_core.SoundManager` new track.
- static AudioSource **channelOne** [get, set]
Gets or sets the background theme.
- static AudioSource **channelTwo** [get, set]
Gets or sets the background theme.
- static float **timePeriod** [get, set]
Gets or sets the time period.
- static float **duration** [get, set]
Gets or sets the duration.
- static bool **smoothSem** [get, set]
Gets or sets a value indicating whether this `game_core.SoundManager` smooth sem.
- static bool **enable** [get, set]
Gets or sets a value indicating whether this `game_core.SoundManager` is enable.

5.35.1 Detailed Description

Sound manager. 2D

5.35.2 Member Function Documentation

5.35.2.1 static void game_core.SoundManager.Mute (bool value) [static]

Mute the specified value.

Parameters

| | |
|--------------------|------------------------------------|
| <code>value</code> | If set to <code>true</code> value. |
|--------------------|------------------------------------|

5.35.2.2 static void game_core.SoundManager.play (Track clip) [static]

Play the specified clip.

Parameters

| | |
|-------------------|-------|
| <code>clip</code> | Clip. |
|-------------------|-------|

5.35.2.3 static void game_core.SoundManager.play (AudioClip clip) [static]

Play the specified clip.

Parameters

| | |
|-------------|-------|
| <i>clip</i> | Clip. |
|-------------|-------|

5.35.2.4 static void game_core.SoundManager.SetTransition (SoundSystemTransition *t*) [static]

Sets the transition.

Parameters

| | |
|----------|----|
| <i>t</i> | T. |
|----------|----|

5.35.2.5 static void game_core.SoundManager.Stop () [static]

Stop this instance.

5.35.3 Property Documentation

5.35.3.1 AudioSource game_core.SoundManager.channelOne [static], [get], [set]

Gets or sets the background theme.

The background theme.

5.35.3.2 AudioSource game_core.SoundManager.channelTwo [static], [get], [set]

Gets or sets the background theme.

The background theme.

5.35.3.3 float game_core.SoundManager.duration [static], [get], [set]

Gets or sets the duration.

The duration.

5.35.3.4 bool game_core.SoundManager.enable [static], [get], [set]

Gets or sets a value indicating whether this [game_core.SoundManager](#) is enable.

true if enable; otherwise, false.

5.35.3.5 SoundManager game_core.SoundManager.Instance [static], [get]

Gets the object instance.

The instance.

5.35.3.6 Track game_core.SoundManager.LoadedSong [static], [get], [set]

Gets the loaded song.

The loaded song.

5.35.3.7 Track game_core.SoundManager.NewSong [static], [get], [set]

Gets or sets the new song.

The new song.

5.35.3.8 bool game_core.SoundManager.NewTrack [static], [get]

Gets a value indicating whether this [game_core.SoundManager](#) new track.

`true` if new track; otherwise, `false`.

5.35.3.9 bool game_core.SoundManager.smoothSem [static], [get], [set]

Gets or sets a value indicating whether this [game_core.SoundManager](#) smooth sem.

`true` if smooth sem; otherwise, `false`.

5.35.3.10 float game_core.SoundManager.timePeriod [static], [get], [set]

Gets or sets the time period.

The time period.

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

- /Users/mrferrys/Documents/looneybits/works/unity/cardestroyer/Assets/smashcar/game_core/scripts/soundsystem/SoundManager.cs

5.36 game_core.SoundView Class Reference

Sound view class; Abstraction layer to deal with UI elements(Sound in this case).

Public Member Functions

- [SoundView](#) (string name)
Initializes a new instance of the [SoundView](#) class.

Properties

- [GameObject gameObject](#) [get]
Games the object.
- [Transform transform](#) [get]
Transform this instance.
- [AudioSource audioSource](#) [get]
Transform this instance.
- [Vector3 position](#) [get]
Sets the position.
- [bool active](#) [get, set]
Gets or sets a value indicating whether this [IndicatorView](#) is active.
- [bool play](#) [get, set]
Gets or sets a value indicating whether this [SoundView](#) is play.
- [float volume](#) [get, set]

Gets or sets the volume.

- float `pitch` [get, set]

Gets or sets the pitch.

5.36.1 Detailed Description

Sound view class; Abstraction layer to deal with UI elements(Sound in this case).

5.36.2 Constructor & Destructor Documentation

5.36.2.1 game_core.SoundView.SoundView (string `name`)

Initializes a new instance of the `SoundView` class.

5.36.3 Property Documentation

5.36.3.1 bool game_core.SoundView.active [get], [set]

Gets or sets a value indicating whether this IndicatorView is active.

`true` if active; otherwise, `false`.

5.36.3.2 AudioSource game_core.SoundView.audioSource [get]

Transform this instance.

5.36.3.3 GameObject game_core.SoundView.gameObject [get]

Games the object.

Returns

The object.

5.36.3.4 float game_core.SoundView.pitch [get], [set]

Gets or sets the pitch.

The pitch.

5.36.3.5 bool game_core.SoundView.play [get], [set]

Gets or sets a value indicating whether this `SoundView` is play.

`true` if play; otherwise, `false`.

5.36.3.6 Vector3 game_core.SoundView.position [get]

Sets the position.

The position.

5.36.3.7 Transform game_core.SoundView.transform [get]

Transform this instance.

5.36.3.8 float game_core.SoundView.volume [get], [set]

Gets or sets the volume.

The volume.

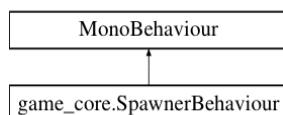
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/cardestroyer/Assets/smashcar/game_core/scripts/views/ui/SoundView.cs

5.37 game_core.SpawnerBehaviour Class Reference

This class spawns objects with a certain force and every X seconds(timeRange).

Inheritance diagram for game_core.SpawnerBehaviour:



Public Attributes

- Vector2 **timeRange** = new Vector2(5.0f,10.0f)
- Vector2 **force** = new Vector2(0,-200)

5.37.1 Detailed Description

This class spawns objects with a certain force and every X seconds(timeRange).

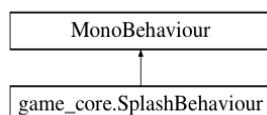
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/cardestroyer/Assets/smashcar/game_core/scripts/behaviour/game/SpawnerBehaviour.cs

5.38 game_core.SplashBehaviour Class Reference

Splash behaviour.

Inheritance diagram for game_core.SplashBehaviour:



Public Attributes

- float **timeOut** = 1.0f
- string **sceneName** = "menu"
- bool **activeAds** = false

5.38.1 Detailed Description

Splash behaviour.

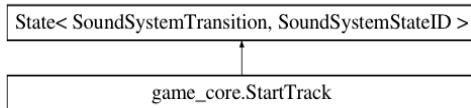
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/cardestroyer/Assets/smashcar/game_core/scripts/behaviour/game/SplashBehaviour.cs

5.39 game_core.StartTrack Class Reference

start [Track](#).

Inheritance diagram for game_core.StartTrack:



Public Member Functions

- [StartTrack](#) (GameObject gc)

Initializes a new instance of the LoadGame class.
- override void [Reason](#) ()

This method decides if the state should transition to another on its list NPC is a reference to the object that is controlled by this class
- override void [Act](#) ()

This method controls the behavior of the NPC in the game World. Every action, movement or communication the NPC does should be placed here NPC is a reference to the object that is controlled by this class
- override void [DoBeforeEntering](#) ()

This method is used to set up the State condition before entering it. It is called automatically by the FSMSystem class before assigning it to the current state.
- override void [DoBeforeLeaving](#) ()

This method is used to make anything necessary, as resetting variables before the FSMSystem changes to another one. It is called automatically by the FSMSystem before changing to a new state.

5.39.1 Detailed Description

start [Track](#).

5.39.2 Constructor & Destructor Documentation

5.39.2.1 game_core.StartTrack.StartTrack (GameObject gc)

Initializes a new instance of the LoadGame class.

Parameters

| | |
|-----------------|------------------|
| <code>gc</code> | <code>Gc.</code> |
|-----------------|------------------|

5.39.3 Member Function Documentation

5.39.3.1 `override void game_core.StartTrack.Act()`

This method controls the behavior of the NPC in the game World. Every action, movement or communication the NPC does should be placed here NPC is a reference to the object that is controlled by this class

5.39.3.2 `override void game_core.StartTrack.DoBeforeEntering()`

This method is used to set up the State condition before entering it. It is called automatically by the FSMSystem class before assigning it to the current state.

5.39.3.3 `override void game_core.StartTrack.DoBeforeLeaving()`

This method is used to make anything necessary, as resetting variables before the FSMSystem changes to another one. It is called automatically by the FSMSystem before changing to a new state.

5.39.3.4 `override void game_core.StartTrack.Reason()`

This method decides if the state should transition to another on its list NPC is a reference to the object that is controlled by this class

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

- /Users/mrferrys/Documents/looneybits/works/unity/cardestroyer/Assets/smashcar/game_core/scripts/soundsystem/SoundSystemStates.cs

5.40 game_core.StarView Class Reference

Star view class; Abstraction layer to deal with UI elements(Star in this case).

Public Member Functions

- `StarView (string name)`
Initializes a new instance of the `BarView` class.

Properties

- `GameObject gameObject [get]`
Games the object.
- `Transform transform [get]`
Transform this instance.
- `RectTransform rectTransform [get]`
Transform this instance.
- `Vector3 position [get]`
Sets the position.
- `bool active [get, set]`

- `bool activeStar [get, set]`
Gets or sets a value indicating whether this IndicatorView is active.

5.40.1 Detailed Description

Star view class; Abstraction layer to deal with UI elements(Star in this case).

5.40.2 Constructor & Destructor Documentation

5.40.2.1 game_core.StarView.StarView (string name)

Initializes a new instance of the `BarView` class.

5.40.3 Property Documentation

5.40.3.1 bool game_core.StarView.active [get], [set]

Gets or sets a value indicating whether this IndicatorView is active.
`true` if active; otherwise, `false`.

5.40.3.2 bool game_core.StarView.activeStar [get], [set]

Gets or sets a value indicating whether this IndicatorView is active.
`true` if active; otherwise, `false`.

5.40.3.3 GameObject game_core.StarView.gameObject [get]

Games the object.

Returns

The object.

5.40.3.4 Vector3 game_core.StarView.position [get]

Sets the position.

The position.

5.40.3.5 RectTransform game_core.StarView.rectTransform [get]

Transform this instance.

5.40.3.6 Transform game_core.StarView.transform [get]

Transform this instance.

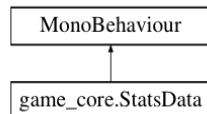
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/cardestroyer/Assets/smashcar/game_core/scripts/views/ui/StarView.cs

5.41 game_core.StatsData Class Reference

Stats data class; manages the stats saved in PlayerPrefs.

Inheritance diagram for game_core.StatsData:



Public Attributes

- string **variableName** = ""

5.41.1 Detailed Description

Stats data class; manages the stats saved in PlayerPrefs.

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

- /Users/mrferrys/Documents/looneybits/works/unity/cardestroyer/Assets/smashcar/game_core/scripts/behaviour/ui/StatsData.cs

5.42 game_core.TextView Class Reference

Text view class; Abstraction layer to deal with UI elements(Text in this case).

Public Member Functions

- [TextView](#) (string name)
Initializes a new instance of the [TextView](#) class.

Properties

- GameObject [gameObject](#) [get]
Games the object.
- Transform [transform](#) [get]
Transform this instance.
- RectTransform [rectTransform](#) [get]
Transform this instance.
- Vector3 [position](#) [get]
Sets the position.
- bool [active](#) [get, set]
Gets or sets a value indicating whether this IndicatorView is active.
- string [text](#) [set]
Sets the text.

5.42.1 Detailed Description

Text view class; Abstraction layer to deal with UI elements(Text in this case).

5.42.2 Constructor & Destructor Documentation

5.42.2.1 game_core.TextView.TextView (string name)

Initializes a new instance of the [TextView](#) class.

5.42.3 Property Documentation

5.42.3.1 bool game_core.TextView.active [get], [set]

Gets or sets a value indicating whether this IndicatorView is active.

true if active; otherwise, false.

5.42.3.2 GameObject game_core.TextView.gameObject [get]

Games the object.

Returns

The object.

5.42.3.3 Vector3 game_core.TextView.position [get]

Sets the position.

The position.

5.42.3.4 RectTransform game_core.TextView.rectTransform [get]

Transform this instance.

5.42.3.5 string game_core.TextView.text [set]

Sets the text.

The text.

5.42.3.6 Transform game_core.TextView.transform [get]

Transform this instance.

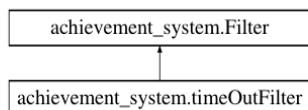
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/cardestroyer/Assets/smashcar/game_core/scripts/views/ui/TextView.cs

5.43 achievement_system.timeOutFilter Class Reference

time filter; it tests whether the time is over.

Inheritance diagram for achievement_system.timeOutFilter:



Public Member Functions

- **timeOutFilter ()**
Initializes a new instance of the game_core.timeOutFilter class.
- **override bool test ()**
Test this instance.

Public Attributes

- float **timeLimit** = 0.0f

Properties

- float **time** [get, set]
Gets or sets the time.

5.43.1 Detailed Description

time filter; it tests whether the time is over.

5.43.2 Constructor & Destructor Documentation

5.43.2.1 achievement_system.timeOutFilter()

Initializes a new instance of the game_core.timeOutFilter class.

5.43.3 Member Function Documentation

5.43.3.1 override bool achievement_system.timeOutFilter.test() [virtual]

Test this instance.

Implements [achievement_system.Filter](#).

5.43.4 Property Documentation

5.43.4.1 float achievement_system.timeOutFilter.time [get], [set]

Gets or sets the time.

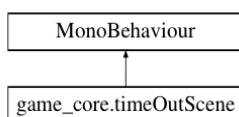
The time.

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

- /Users/mrferrys/Documents/looneybits/works/unity/cardestroyer/Assets/smashcar/game_core/scripts/achievementSystem/filters.cs

5.44 game_core.timeOutScene Class Reference

Inheritance diagram for game_core.timeOutScene:



Public Attributes

- float **timeOut** = 1.0f
- string **sceneName** = "menu"

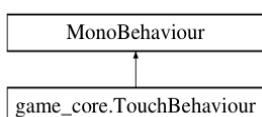
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/cardestroyer/Assets/smashcar/game_core/scripts/behaviour/game/timeOutScene.cs

5.45 game_core.TouchBehaviour Class Reference

Touch behaviour class; Not in use, but define a set of operations which all objects that implement class must support (similar [ButtonBehaviour](#) class).

Inheritance diagram for game_core.TouchBehaviour:



Protected Member Functions

- virtual void **Awake** ()

Use this for initialization
- virtual void **OnEnable** ()

Use this for initialization
- virtual void **Start** ()

Use this for initialization
- virtual void **Update** ()

Update is called once per frame
- virtual void **OnTouchBegan** (Vector3 v)

- virtual void [OnTouchCanceled](#) (Vector3 v)

Raises the touch began event.
- virtual void [OnTouchEnded](#) (Vector3 v)

Raises the touch canceled event.
- virtual void [OnTouchMoved](#) (Vector3 v)

Raises the touch ended event.
- virtual void [OnTouchStay](#) (Vector3 v)

Raises the touch moved event.
- virtual void [action](#) ()

Raises the touch stay event.

Protected Attributes

- bool [touchSemaphore](#) = true

The touch sem.

5.45.1 Detailed Description

Touch behaviour class; Not in use, but define a set of operations which all objects that implement class must support (similar [ButtonBehaviour](#) class).

5.45.2 Member Function Documentation

5.45.2.1 virtual void game_core.TouchBehaviour.Awake () [protected], [virtual]

Use this for initialization

5.45.2.2 virtual void game_core.TouchBehaviour.OnEnable () [protected], [virtual]

Use this for initialization

5.45.2.3 virtual void game_core.TouchBehaviour.OnTouchBegan (Vector3 v) [protected], [virtual]

Raises the touch began event.

Parameters

| | |
|---|----|
| v | V. |
|---|----|

5.45.2.4 virtual void game_core.TouchBehaviour.OnTouchCanceled (Vector3 v) [protected], [virtual]

Raises the touch canceled event.

Parameters

| | |
|---|----|
| v | V. |
|---|----|

5.45.2.5 virtual void game_core.TouchBehaviour.OnTouchEnded (Vector3 v) [protected], [virtual]

Raises the touch ended event.

Parameters

| | |
|---|----|
| v | V. |
|---|----|

5.45.2.6 virtual void game_core.TouchBehaviour.OnTouchMoved (Vector3 v) [protected], [virtual]

Raises the touch moved event.

Parameters

| | |
|---|----|
| v | V. |
|---|----|

5.45.2.7 virtual void game_core.TouchBehaviour.OnTouchStay (Vector3 v) [protected], [virtual]

Raises the touch stay event.

Parameters

| | |
|---|----|
| v | V. |
|---|----|

5.45.2.8 virtual void game_core.TouchBehaviour.Start () [protected], [virtual]

Use this for initialization

5.45.2.9 virtual void game_core.TouchBehaviour.Update () [protected], [virtual]

Update is called once per frame

5.45.3 Member Data Documentation

5.45.3.1 bool game_core.TouchBehaviour.touchSemaphore = true [protected]

The touch sem.

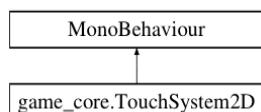
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/cardestroyer/Assets/smashcar/game_core/scripts/behaviour/ui/TouchBehaviour.cs

5.46 game_core.TouchSystem2D Class Reference

Touch system2d(Vector2) class; Deals with the hits on the screen.

Inheritance diagram for game_core.TouchSystem2D:



Public Attributes

- LayerMask **touchInputMask**
Layer mask name for example input.
- Camera **cam**

5.46.1 Detailed Description

Touch system2d(Vector2) class; Deals with the hits on the screen.

5.46.2 Member Data Documentation

5.46.2.1 LayerMask game_core.TouchSystem2D.touchInputMask

Layer mask name for example input.

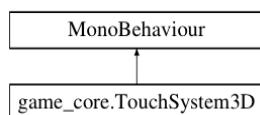
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/cardestroyer/Assets/smashcar/game_core/scripts/touchSystem/TouchSystem2D.cs

5.47 game_core.TouchSystem3D Class Reference

Touch system3d(Vector3) class; Deals with the hits on the screen.

Inheritance diagram for game_core.TouchSystem3D:



Public Attributes

- LayerMask **touchInputMask**
Layer mask name for example input.
- Camera **cam**

5.47.1 Detailed Description

Touch system3d(Vector3) class; Deals with the hits on the screen.

5.47.2 Member Data Documentation

5.47.2.1 LayerMask game_core.TouchSystem3D.touchInputMask

Layer mask name for example input.

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

- /Users/mrferrys/Documents/looneybits/works/unity/cardestroyer/Assets/smashcar/game_core/scripts/touchSystem/TouchSystem3D.cs

5.48 game_core.Track Class Reference

Audio track.

Public Attributes

- **Scenes scene**
- **AudioClip clip**
- **Vector2 pitchRandomRange** = new Vector2(0.95f,1.05f)
- **float volume** = 1.0f
- **float delayedStart** = 0.0f
- **float pitch** = 1.0f
- **float smoothDuration** = 0.0f
- **bool loop** = false
- **bool randomPitch** = false
- **bool smoothPlay** = false
- **bool smoothEnd** = false

Properties

- **string keyWord [get]**
Gets the key word.
- **string Name [get]**
Gets the name.
- **bool isLoading [get, set]**
Gets or sets a value indicating whether this game_core.SoundTrack is loaded.

5.48.1 Detailed Description

Audio track.

5.48.2 Property Documentation

5.48.2.1 bool game_core.Track.isLoading [get], [set]

Gets or sets a value indicating whether this game_core.SoundTrack is loaded.

true if is loaded; otherwise, false.

5.48.2.2 string game_core.Track.keyWord [get]

Gets the key word.

The key word.

5.48.2.3 string game_core.Track.Name [get]

Gets the name.

The name.

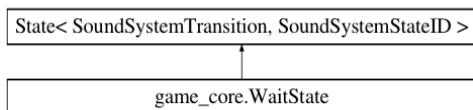
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/cardestroyer/Assets/smashcar/game_core/scripts/soundsystem/SoundManager.cs

5.49 game_core.WaitState Class Reference

delay track play if needed.

Inheritance diagram for game_core.WaitState:



Public Member Functions

- **WaitState (GameObject gc)**
Initializes a new instance of the LoadGame class.
- **override void Reason ()**
This method decides if the state should transition to another on its list NPC is a reference to the object that is controlled by this class
- **override void Act ()**
This method controls the behavior of the NPC in the game World. Every action, movement or communication the NPC does should be placed here NPC is a reference to the object that is controlled by this class
- **override void DoBeforeEntering ()**
This method is used to set up the State condition before entering it. It is called automatically by the FSMSystem class before assigning it to the current state.
- **override void DoBeforeLeaving ()**
This method is used to make anything necessary, as resetting variables before the FSMSystem changes to another one. It is called automatically by the FSMSystem before changing to a new state.

5.49.1 Detailed Description

delay track play if needed.

5.49.2 Constructor & Destructor Documentation

5.49.2.1 game_core.WaitState (GameObject gc)

Initializes a new instance of the LoadGame class.

Parameters

| | |
|----|-----|
| gc | Gc. |
|----|-----|

5.49.3 Member Function Documentation

5.49.3.1 override void game_core.WaitState.Act ()

This method controls the behavior of the NPC in the game World. Every action, movement or communication the NPC does should be placed here NPC is a reference to the object that is controlled by this class

5.49.3.2 override void game_core.WaitState.DoBeforeEntering ()

This method is used to set up the State condition before entering it. It is called automatically by the FSMSystem class before assigning it to the current state.

5.49.3.3 override void game_core.WaitState.DoBeforeLeaving()

This method is used to make anything necessary, as resetting variables before the FSMSystem changes to another one. It is called automatically by the FSMSystem before changing to a new state.

5.49.3.4 override void game_core.WaitState.Reason()

This method decides if the state should transition to another on its list NPC is a reference to the object that is controlled by this class

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

- /Users/mrferrys/Documents/looneybits/works/unity/cardestroyer/Assets/smashcar/game_core/scripts/soundsystem/SoundSystemStates.cs

Index

achievement_system, 9
achievement_system.achievement, 13
achievement_system.actionBehaviour, 14
achievement_system.amountReachedFilter, 14
achievement_system.Filter, 25
achievement_system.missionAccomplishedFilter, 31
achievement_system.timeOutFilter, 56
achievement_system::Filter
 Filter, 26
 test, 26
achievement_system::achievement
 Awake, 14
 filter, 14
 isAccomplished, 14
 Start, 14
achievement_system::amountReachedFilter
 amountReachedFilter, 15
 test, 15
 value, 15
achievement_system::missionAccomplishedFilter
 missionAccomplishedFilter, 32
 test, 32
achievement_system::timeOutFilter
 test, 56
 time, 56
 timeOutFilter, 56
Act
 game_core::LoadTrack, 31
 game_core::PauseTrack, 39
 game_core::PlayingTrack, 41
 game_core::StartTrack, 52
 game_core::WaitState, 62
action
 game_core::CanvasButton, 22
 game_core::CloseButtonBehaviour, 23
 game_core::LinkCanvasButton, 29
 game_core::MusicButtonBehaviour, 33
 game_core::PauseButton, 38
 game_core::SocialCanvasButton, 43
 game_core::SoundCanvasButton, 45
activateObject
 game_core::ObjectPool, 35
active
 game_core::BarView, 16
 game_core::ButtonView, 20
 game_core::PanelView, 36
 game_core::SoundView, 49
 game_core::StarView, 53
 game_core::TextView, 55
activeStar
 game_core::StarView, 53
amountReachedFilter
 achievement_system::amountReachedFilter, 15
audioSource
 game_core::Channel, 22
 game_core::SoundView, 49
Awake
 achievement_system::achievement, 14
 game_core::TouchBehaviour, 58
backgroundColor
 game_core::loadingScreen, 30
BarView
 game_core::BarView, 16
ButtonView
 game_core::ButtonView, 20
camTransform
 game_core::ScreenShakeBehaviour, 42
channelOne
 game_core::SoundManager, 47
channelTwo
 game_core::SoundManager, 47
DoBeforeEntering
 game_core::LoadTrack, 31
 game_core::PauseTrack, 39
 game_core::PlayingTrack, 41
 game_core::StartTrack, 52
 game_core::WaitState, 62
DoBeforeLeaving
 game_core::LoadTrack, 31
 game_core::PauseTrack, 40
 game_core::PlayingTrack, 41
 game_core::StartTrack, 52
 game_core::WaitState, 62
duration
 game_core::SoundManager, 47
enable
 game_core::SoundManager, 47
fadeIn
 game_core::FadePanelBehaviour, 25
Filter
 achievement_system::Filter, 26
filter
 achievement_system::achievement, 14
FixedUpdate
 game_core::ButtonBehaviour, 19

game_core, 9
 Scenes, 11
 SoundSystemStateID, 11
 SoundSystemTransition, 11
 game_core.BarView, 16
 game_core.BoundaryBehaviour, 17
 game_core.ButtonBehaviour, 18
 game_core.ButtonView, 20
 game_core.CanvasButton, 21
 game_core.Channel, 22
 game_core.CloseButtonBehaviour, 23
 game_core.CreditsBehaviour, 23
 game_core.DestroyOnContact, 24
 game_core.FadePanelBehaviour, 25
 game_core.GameBehaviour, 26
 game_core.legalBehaviour, 27
 game_core.LevelManager, 27
 game_core.LinkCanvasButton, 28
 game_core.LoadTrack, 30
 game_core.loadingScreen, 29
 game_core.MusicButtonBehaviour, 32
 game_core.MusicMuteBehaviour, 33
 game_core.objectFade, 34
 game_core.ObjectPool, 35
 game_core.PanelView, 36
 game_core.particleSortingLayer, 37
 game_core.PauseAudioBehaviour, 37
 game_core.PauseButton, 38
 game_core.PauseTrack, 39
 game_core.PlayingTrack, 40
 game_core.ScreenShakeBehaviour, 41
 game_core.SocialCanvasButton, 42
 game_core.SoundCanvasButton, 44
 game_core.SoundManager, 45
 game_core.SoundView, 48
 game_core.SpawnerBehaviour, 50
 game_core.SplashBehaviour, 50
 game_core.StarView, 52
 game_core.StartTrack, 51
 game_core.StatsData, 54
 game_core.TextView, 54
 game_core.timeOutScene, 57
 game_core.TouchBehaviour, 57
 game_core.TouchSystem2D, 59
 game_core.TouchSystem3D, 60
 game_core.Track, 61
 game_core.WaitState, 62
 game_core::BarView
 active, 16
 BarView, 16
 gameObject, 16
 position, 17
 rectTransform, 17
 text, 17
 transform, 17
 value, 17
 game_core::ButtonBehaviour
 FixedUpdate, 19
 OnClickEvent, 19
 OnEnable, 19
 OnMouseDown, 19
 OnMouseDrag, 19
 OnMouseEnter, 19
 OnMouseExit, 19
 OnMouseOver, 19
 OnMouseUp, 19
 Start, 19
 Update, 19
 game_core::ButtonView
 active, 20
 ButtonView, 20
 gameObject, 20
 interactable, 21
 position, 21
 rectTransform, 21
 transform, 21
 game_core::CanvasButton
 action, 22
 game_core::Channel
 audioSource, 22
 game_core::CloseButtonBehaviour
 action, 23
 game_core::CreditsBehaviour
 OnClick, 24
 game_core::FadePanelBehaviour
 fadeln, 25
 game_core::LevelManager
 Instance, 28
 Load, 28
 loadingLevel, 28
 game_core::LinkCanvasButton
 action, 29
 game_core::LoadTrack
 Act, 31
 DoBeforeEntering, 31
 DoBeforeLeaving, 31
 LoadTrack, 31
 Reason, 31
 game_core::MusicButtonBehaviour
 action, 33
 Start, 33
 game_core::MusicMuteBehaviour
 setActive, 34
 game_core::ObjectPool
 activateObject, 35
 getObject, 35
 game_core::PanelView
 active, 36
 gameObject, 36
 PanelView, 36
 position, 36
 rectTransform, 37
 transform, 37
 game_core::PauseButton
 action, 38
 game_core::PauseTrack

Act, 39
DoBeforeEntering, 39
DoBeforeLeaving, 40
PauseTrack, 39
Reason, 40
game_core::PlayingTrack
Act, 41
DoBeforeEntering, 41
DoBeforeLeaving, 41
PlayingTrack, 41
Reason, 41
game_core::ScreenShakeBehaviour
camTransform, 42
onEnableShake, 42
OnShake, 42
shakeAmount, 42
game_core::SocialCanvasButton
action, 43
Start, 44
game_core::SoundCanvasButton
action, 45
Start, 45
game_core::SoundManager
channelOne, 47
channelTwo, 47
duration, 47
enable, 47
Instance, 47
LoadedSong, 47
Mute, 46
NewSong, 47
NewTrack, 48
play, 46
SetTransition, 47
smoothSem, 48
Stop, 47
timePeriod, 48
game_core::SoundView
active, 49
audioSource, 49
gameObject, 49
pitch, 49
play, 49
position, 49
SoundView, 49
transform, 49
volume, 50
game_core::StarView
active, 53
activeStar, 53
gameObject, 53
position, 53
rectTransform, 53
StarView, 53
transform, 53
game_core::StartTrack
Act, 52
DoBeforeEntering, 52
DoBeforeLeaving, 52
Reason, 52
StartTrack, 51
game_core::TextView
active, 55
gameObject, 55
position, 55
rectTransform, 55
text, 55
TextView, 55
transform, 55
game_core::TouchBehaviour
Awake, 58
OnEnable, 58
OnTouchBegan, 58
OnTouchCanceled, 58
OnTouchEnded, 58
OnTouchMoved, 59
OnTouchStay, 59
Start, 59
touchSemaphore, 59
Update, 59
game_core::TouchSystem2D
touchInputMask, 60
game_core::TouchSystem3D
touchInputMask, 60
game_core::Track
isLoaded, 61
keyWord, 61
Name, 61
game_core::WaitState
Act, 62
DoBeforeEntering, 62
DoBeforeLeaving, 62
Reason, 63
WaitState, 62
game_core::loadingScreen
backgroundColor, 30
message, 30
style, 30
textColor, 30
gameObject
game_core::BarView, 16
game_core::ButtonView, 20
game_core::PanelView, 36
game_core::SoundView, 49
game_core::StarView, 53
game_core::TextView, 55
getObject
game_core::ObjectPool, 35
Instance
game_core::LevelManager, 28
game_core::SoundManager, 47
interactable
game_core::ButtonView, 21
isAccomplished
achievement_system::achievement, 14
isLoaded

game_core::Track, 61
 keyWord
 game_core::Track, 61
 Load
 game_core::LevelManager, 28
 LoadTrack
 game_core::LoadTrack, 31
 LoadedSong
 game_core::SoundManager, 47
 loadingLevel
 game_core::LevelManager, 28
 message
 game_core::loadingScreen, 30
 missionAccomplishedFilter
 achievement_system::missionAccomplishedFilter, 32
 Mute
 game_core::SoundManager, 46
 Name
 game_core::Track, 61
 NewSong
 game_core::SoundManager, 47
 NewTrack
 game_core::SoundManager, 48
 OnClick
 game_core::CreditsBehaviour, 24
 OnClickEvent
 game_core::ButtonBehaviour, 19
 OnEnable
 game_core::ButtonBehaviour, 19
 game_core::TouchBehaviour, 58
 onEnableShake
 game_core::ScreenShakeBehaviour, 42
 OnMouseDown
 game_core::ButtonBehaviour, 19
 OnMouseDrag
 game_core::ButtonBehaviour, 19
 OnMouseEnter
 game_core::ButtonBehaviour, 19
 OnMouseExit
 game_core::ButtonBehaviour, 19
 OnMouseOver
 game_core::ButtonBehaviour, 19
 OnMouseUp
 game_core::ButtonBehaviour, 19
 OnShake
 game_core::ScreenShakeBehaviour, 42
 OnTouchBegan
 game_core::TouchBehaviour, 58
 OnTouchCanceled
 game_core::TouchBehaviour, 58
 OnTouchEnded
 game_core::TouchBehaviour, 58
 OnTouchMoved
 game_core::TouchBehaviour, 59
 OnTouchStay
 game_core::TouchBehaviour, 59
 PanelView
 game_core::PanelView, 36
 PauseTrack
 game_core::PauseTrack, 39
 pitch
 game_core::SoundView, 49
 play
 game_core::SoundManager, 46
 game_core::SoundView, 49
 PlayingTrack
 game_core::PlayingTrack, 41
 position
 game_core::BarView, 17
 game_core::ButtonView, 21
 game_core::PanelView, 36
 game_core::SoundView, 49
 game_core::StarView, 53
 game_core::TextView, 55
 Reason
 game_core::LoadTrack, 31
 game_core::PauseTrack, 40
 game_core::PlayingTrack, 41
 game_core::StartTrack, 52
 game_core::WaitState, 63
 rectTransform
 game_core::BarView, 17
 game_core::ButtonView, 21
 game_core::PanelView, 37
 game_core::StarView, 53
 game_core::TextView, 55
 Scenes
 game_core, 11
 setActive
 game_core::MusicMuteBehaviour, 34
 SetTransition
 game_core::SoundManager, 47
 shakeAmount
 game_core::ScreenShakeBehaviour, 42
 smoothSem
 game_core::SoundManager, 48
 SoundSystemStateID
 game_core, 11
 SoundSystemTransition
 game_core, 11
 SoundView
 game_core::SoundView, 49
 StarView
 game_core::StarView, 53
 Start
 achievement_system::achievement, 14
 game_core::ButtonBehaviour, 19
 game_core::MusicButtonBehaviour, 33
 game_core::SocialCanvasButton, 44

```
    game_core::SoundCanvasButton, 45
    game_core::TouchBehaviour, 59
StartTrack
    game_core::StartTrack, 51
Stop
    game_core::SoundManager, 47
style
    game_core::loadingScreen, 30
test
    achievement_system::Filter, 26
    achievement_system::amountReachedFilter, 15
    achievement_system::missionAccomplishedFilter,
        32
    achievement_system::timeOutFilter, 56
text
    game_core::BarView, 17
    game_core::TextView, 55
textColor
    game_core::loadingScreen, 30
TextView
    game_core::TextView, 55
time
    achievement_system::timeOutFilter, 56
timeOutFilter
    achievement_system::timeOutFilter, 56
timePeriod
    game_core::SoundManager, 48
touchInputMask
    game_core::TouchSystem2D, 60
    game_core::TouchSystem3D, 60
touchSemaphore
    game_core::TouchBehaviour, 59
transform
    game_core::BarView, 17
    game_core::ButtonView, 21
    game_core::PanelView, 37
    game_core::SoundView, 49
    game_core::StarView, 53
    game_core::TextView, 55
Update
    game_core::ButtonBehaviour, 19
    game_core::TouchBehaviour, 59
value
    achievement_system::amountReachedFilter, 15
    game_core::BarView, 17
volume
    game_core::SoundView, 50
WaitState
    game_core::WaitState, 62
```