# Namespace Cobilas.GodotEngine. Component

**▼** Filter by title

# Classes

- Cobilas.GodotEngine.

# Component Internal Component Hub (Cobhilas Godot Engine Component.Internal Component Hub.html)

Innertals in the PCLASS for than ding I Component Hub (Cobilas. Godot Engine. Component. I Component Hub. html). (Cobilas. Godot Engine. Component Hub. html). IInternal Component Hub

# NullComponentHub (Cobilas GodotEngine.Component.NullComponentHub.html)

Represents a municential benefit of the component of the

# Require Component Attribute

# (Cobilas:GodotEngine:Component.RequireComponentAttribute.html)

Sidnals to the Addreguire Component (Node?)

(Cobilas.GodotEngine.Component.InternalComponentHub.html#Cobilas\_GodotEngine\_Component\_InternalComponentHub\_AddRequireComponent\_Godot\_Node\_) method which components to add to the Godot.Node object.

# Interfaces

# IComponentHub (Cobilas.GodotEngine.Component.IComponentHub.html)

An interface to transform a Godot. Node object into a pseudo Component.

# IInternalComponentHub (Cobilas.GodotEngine.Component.IInternalComponentHub.html)

Interface for inner class for handling IComponentHub (Cobilas.GodotEngine.Component.IComponentHub.html).

# Interface IComponentHub

An interface to transform a Godot.Node object into a pseudo Component.

**Filter** by title

## **Inherited Members**

TEndmerable Godot Engine rumerator()

(h**Companant** rosoft.com/dotnet/api/system.collections.generic.ienumerable-1.getenumerator)

Names parce: Cobilas (Cobilas Him), Godot Engine (Cobilas Godot Engine (Cobilas Godot Engine Component (Cobilas Godot Engine Component Him)

# Assembny Romentills godot.icomponent.dll

Syntax Sy

IInternalComponentHub

(Cobilas.GodotEngine.Component.l public interface IComponentHub: IEnumerable<Node>, IEnumerable InternalComponentHub

(Cobilas. Godot Engine. Component. I

NullComponentHub

(Cobilas. Godot Engine. Component. I

# Properties onentAttribute

(Cobilas. Godot Engine. Component. I

# ComponentsCount

The number of child objects.

## **Declaration**

int ComponentsCount { get; }

## **Property Value**

Туре		Description
int (https://learn.microsoft.com/dotnet	/api/system.int32)	Returns the number of child objects.

# **Parent**

The parent object.

## Declaration

Node? Parent { get; }

# **Property Value**

Туре	Description
Node	Returns the parent object.

# **ParentComponent**

The parent object as IComponentHub (Cobilas.GodotEngine.Component.IComponentHub.html).

- Cobilas.GodotEngine.

Declaration Component

(Cobilas.GodotEngine.Compon
IComponentHub? ParentComponent { get; }

**IComponentHub** 

(Cobilas.GodotEngine.Component.l

Property Value mponent Hub

Type Cobilas. Godot Engine. Component. I	Description
InternalComponentHub IComponentHub ComponentHub Component.I	Returns the parent object as
(Cobilar Component.ICompone	
ntHub html).	(Cobilas.GodotEngine.Component.IComponentHub.html)
RequireComponentAttribute	

(Cobilas.GodotEngine.Component.l

# **Methods**

# AddComponent(Type?)

Allows you to add a component by specifying its type.

## Declaration

Node? AddComponent(Type? component)

## **Parameters**

Туре	Name	Description
Type (https://learn.microsoft.com/dotnet/api/system.type)	component	The type to be added.

## **Returns**

Туре	Description
Node	Returns the type that was added.

# AddComponent<TypeComponent>()

Allows you to add a component by specifying its type.

#### Declaration

TypeComponent? AddComponent<TypeComponent>() where TypeComponent : Node

Returns

Т <mark>у</mark> ре	Description
TypeComponent - Cobilas.GodotEngine.	Returns the type that was added.

**Component**Type Parameters

(Cobilas.GodotEngine.Compon Name IComponentHub	Description
Type Cobipation dot Engine. Component.	The type to be added.

IInternalComponentHub (Cobilas.GodotEngine.Component.I

InternalComponentHub

AddComponents(params,Type[]?)

Allows you to add multiple components by specifying their type. (Cobilas.GodotEngine.Component.I

**Declaration**eComponentAttribute

(Cobilas.GodotEngine.Component.l

void AddComponents(params Type[]? components)

## **Parameters**

Туре		Name	Description
Type (https://learn.microsoft.com/dotn	et/api/system.type)[]	components	The types to be added.

# AddNodeComponent(Node?)

Allows you to add a Godot. Node object to the component list.

## Declaration

void AddNodeComponent(Node? component)

## **Parameters**

Туре	Name	Description
Node	component	The Godot.Node object to add.

# AddNodeComponents(params Node[]?)

Allows you to add multiple Godot. Node objects to the component list.

## **Declaration**

## **Parameters**

Туре	Name	Description
Node[]	components	The Godot.Node objects to add.

# - Cobilas.GodotEngine.

# Component

# GetComp.gpeateType?dompon

Gets General Elyloby the specified type.

(Cobilas.GodotEngine.Component.l

**Declaration** al Component Hub

(Cobilas.GodotEngine.Component.I

Norteinattonponenti(Type? component)

(Cobilas.GodotEngine.Component.I

NullComponentHub
Parameters
(Cobilas,GodotEngine,Component.I

<b>TypR</b> equireComponentAttribute	Name	Description
(Cobilas GodotEngine Component l Type (https://learn.microsoft.com/dotnet/api/system.type)	component	The type to be obtained.

## **Returns**

Туре	Description
Node	Returns the component type as node.

# **GetComponent(Type?, bool)**

Gets the component by the specified type.

## Declaration

Node? GetComponent(Type? component, bool recursive)

## **Parameters**

Туре		Name	Description
Type (https://learn.microsoft.com/dotn	et/api/system.type)	component	The type to be obtained.
bool (https://learn.microsoft.com/dotn	et/api/system.boolean)	recursive	Allows searching in sub-children.

## Returns

Туре	Description
Node	Returns the component type as node.

# **GetComponent<TypeComponent>()**

Gets the component by the specified type.

## Declaration

▼TypeComponent? GetComponent<TypeComponent>() where TypeComponent : Node

# ReCobilas.GodotEngine.

T⊊emponent	Description
_(Cobilas. Godot Engine. Comp	on
TypeComponent	Returns the component type as node.
IComponentHub	

(Cobilas.GodotEngine.Component.l Type Parameters IInternalComponentHub

Name bilas. Godot Engine. Component. I	Description
InternalComponentHub TypeComponent (Cobilas GodotEngine Component I	The type to be obtained.

NullComponentHub

(Cobilas.GodotEngine.Component.I

# GetComponent<TypeComponent>(bool)

(Cobilas.GodotEngine.Component.) Gets the component by the specified type.

## Declaration

TypeComponent? GetComponent<TypeComponent>(bool recursive) where TypeComponent : Node

## **Parameters**

Туре		Name	Description
bool (https://learn.microsoft.com/dotn	et/api/system.boolean)	recursive	Allows searching in sub-children.

## **Returns**

Туре	Description
TypeComponent	Returns the component type as node.

# **Type Parameters**

Name	Description
TypeComponent	The type to be obtained.

# **GetComponents(Type?)**

Gets components by the specified type.

## **Declaration**

## **Parameters**

T <u>y</u> pe ▼		Name	Description
Type (https://learn.microsoft.com/dotn	et/api/system.type)	component	The type to be obtained.

- Cobilas.GodotEngine.

Returns Component

# Tyebbilas.Godo ใช้หมู่เกี่ย์ Compon

Nod€ mponent HuRe turns the component types as a node list.

(Cobilas.GodotEngine.Component.I

IInternalComponentHub

(Cobilas.GodotEngine.Component J GetComponents(Type?, bool)

Gets ComponentSubjection of the NullComponentHub

Declacations. Godot Engine. Component.

RequireComponentAttribute

NGCepilas Geodotifraginat & Oroponentifonent, bool recursive)

## **Parameters**

Туре		Name	Description
Type (https://learn.microsoft.com/dotn	et/api/system.type)	component	The type to be obtained.
bool (https://learn.microsoft.com/dotn	et/api/system.boolean)	recursive	Allows searching in sub-children.

#### Returns

Туре	Description
Node[]	Returns the component types as a node list.

# **GetComponents<TypeComponent>()**

Gets components by the specified type.

## Declaration

TypeComponent[]? GetComponents<TypeComponent>() where TypeComponent : Node

## Returns

Туре	Des	ription
TypeComponent[]	Retu	rns the component types as a node list.

## **Type Parameters**

Name	Description
TypeComponent	The type to be obtained.

# Ŧ

# GetComponents<TypeComponent>(bool)

GetobilasoGodotFngineecified type.

Component Declaration

(Cobilas. Godot Engine. Compon

Typeromponents<TypeComponent>(bool recursive) where TypeComponent: Node (Cobilas.GodotEngine.Component.

IInternalComponentHub

Parameters. Godot Engine. Component. I

TypleternalComponentHub	Name	Description
(Cobilas.GodotEngine.Component.l book(https://bearg.microsoft.com/dotnet/api/system.boolean)	recursive	Allows searching in sub-children.

(Cobilas.GodotEngine.Component.I

# RetuResquireComponentAttribute

Type (Cobilas.GodotEngine.Compo	Description
TypeComponent[]	Returns the component types as a node list.

# **Type Parameters**

Name	Description
TypeComponent	The type to be obtained.

# RemoveComponent(Node?)

Allows you to remove a Godot. Node object from the list of components.

## Declaration

bool RemoveComponent(Node? component)

## **Parameters**

Туре	Name	Description
Node	component	The Godot.Node object to remove.

#### Returns

Туре		Description
bool (https://learn.microsoft.com/dotn	et/api/system.boolean)	Returns true if the operation is successful.

# RemoveComponents(params Node[]?)

Allows you to remove several Godot. Node objects from the list of components.

# Declaration

▼void RemoveComponents(params Node[]? components)

# Pa**Corbitas**. Godot Engine.

T⊊emponent <sub>Name</sub>	Description
(Cobilas.GodotEngine.Compon Node[] components IComponentHub	The Godot.Node objects to be removed.
(Cobilas. Godot Engine. Component. I	
IInternalComponentHub	
(Cobilas. Godot Engine. Component. I	
Internal Component Hub	
(Cobilas. Godot Engine. Component. I	
NullComponentHub	
(Cobilas. Godot Engine. Component. I	
Require Component Attribute	
(Cobilas. Godot Engine. Component. F	

# Interface IInternalComponentHub

Interface for inner class for handling IComponentHub (Cobilas.GodotEngine.Component.IComponentHub.html).

**Filter** by title

## **Inherited Members**

# TC Cobilas Godot Engine.

(Canage Metalling) (Canage Metal

IComponent Hub Components Count

(Cobilas, Godot Engine, Component, IComponent Hub.html#Cobilas\_Godot Engine\_Component\_IComponentHub\_ComponentSCount)

mponentSCount)
Internal ComponentHub

IComponent Hub Parent Component I

(Cobilas Godot Engine Component I Component Hub.html #Cobilas Godot Engine Component I Component Hub Par

entComponent) (Cobilas GodotEngine.Component.)

IComponent Hub Get Component (Type, bool)

(Cobilas, Godot Engine, Component, IComponentHub.html#Cobilas\_Godot Engine\_Component\_IComponentHub\_Get Component\_System\_Type\_System\_Boolean\_)
RequireComponentAttribute

IComponentHub.GetComponent(Iype)

(Cobilas.GodotEngine.Component.IComponentHub.html#Cobilas\_GodotEngine\_Component\_IComponentHub\_Get Component\_System\_Type\_)

IComponentHub.GetComponent<TypeComponent>(bool)

(Cobilas.GodotEngine.Component.IComponentHub.html#Cobilas\_GodotEngine\_Component\_IComponentHub\_Get Component\_\_1\_System\_Boolean\_)

IComponentHub.GetComponent<TypeComponent>()

(Cobilas.GodotEngine.Component.IComponentHub.html#Cobilas\_GodotEngine\_Component\_IComponentHub\_Get Component\_1)

IComponentHub.GetComponents(Type, bool)

(Cobilas.GodotEngine.Component.IComponentHub.html#Cobilas\_GodotEngine\_Component\_IComponentHub\_Get Components\_System\_Type\_System\_Boo ean\_)

IComponentHub.GetComponents(Type)

 $(Cobilas. Godot Engine. Component. I Component Hub. html \# Cobilas\_Godot Engine\_Component\_I Component Hub\_Get\_Components\_System\_Type\_)$ 

IComponentHub.GetComponents<TypeComponent>(bool)

(Cobilas.GodotEngine.Component.IComponentHub.html#Cobilas\_GodotEngine\_Component\_IComponentHub\_Get Components\_\_1\_System\_Boolean\_)

IComponentHub.GetComponents<TypeComponent>()

(Cobilas.GodotEngine.Component.IComponentHub.html#Cobilas\_GodotEngine\_Component\_IComponentHub\_Get Components 1)

IComponentHub.AddComponent(Type)

(Cobilas.GodotEngine.Component.IComponentHub.html#Cobilas\_GodotEngine\_Component\_IComponentHub\_Ad dComponent System Type )

IComponentHub.AddComponent<TypeComponent>()

(Cobilas.GodotEngine.Component.IComponentHub.html#Cobilas\_GodotEngine\_Component\_IComponentHub\_AddComponent\_1)

IComponentHub.AddComponents(params Type[])

(Cobilas.GodotEngine.Component.IComponentHub.html#Cobilas GodotEngine Component IComponentHub Ad

dComponents System Type )

IComponentHub.AddNodeComponent(Node)

(Cobilas.GodotEngine.Component.IComponentHub.html#Cobilas\_GodotEngine\_Component\_IComponentHub\_Ad dNodeComponent Godot Node )

IComponentHub.AddNodeComponents(params Node[])

(Cobilas.GodotEngine.Component.IComponentHub.html#Cobilas\_GodotEngine\_Component\_IComponentHub\_Ad dNodeComponents\_Godot\_Node\_\_\_)

IComponentHub.RemoveComponent(Node)

(Cobilias. Goldgiffing) onent. I Component Hub. html #Cobilas\_Godot Engine\_Component\_I Component Hub. Re m**cohoponent**t\_Godot\_Node\_)

IComponentHub RemoveComponents(params Node[]) (Cobilas GodotEngine ComponentHub.html#Cobilas GodotEngine ComponentHub.html#Cobilas GodotEngine ComponentHub.Re moveComponents\_Godot\_Node\_\_\_)

IEnumerable (Node > Getenumerator).

(https://fearm.microsoff.com/dotnet/api/system.collections.generic.ienumerable-1.getenumerator)

(Cobilas.GodotEngine.Component.l Namespace: Cobilas (Cobilas.html).GodotEngine (Cobilas.GodotEngine.html).Component (Cobilas.GodotEngine.Component.html) InternalComponentHub

Assembly: rangobila Enorhaticomponent dil

SyntakullComponentHub

(Cobilas. Godot Engine. Component. I

րընդան արգրագրան 14 հեն բանալ Component Hub : IComponent Hub, IEnumerable < Node > , IEnumerable (Cobilas.GodotEngine.Component.l

# **Properties**

# **Entity**

The Godot. Node object that is associated.

## Declaration

Node? Entity { get; }

## **Property Value**

Туре	Description	
Node	Returns the associated	Godot.Node object.

# Class InternalComponentHub

Inner class for handling IComponentHub (Cobilas.GodotEngine.Component.IComponentHub.html).

**▼** Filter by title

#### Inheritance

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**Comparent** ponent Hub

# Im (Cobilas. Godot Engine. Compon

IInte โคลเบอคทองโลโปลแบ (Cobilas.GodotEngine.Component.IInternalComponentHub.html)

IComponent.IComponentHub.html)

IEnumerable (निस्कृष्ठ प्रारक्षित प्राप्त कर्मा स्मी crosoft.com/dotnet/api/system.collections.generic.ienumerable-1) < Node >

IEnument (Perfect Freing: French Soffe Control of the Control of t

IDisplosable (中央的 P. Meath History of Loom / dotnet/api/system.idisposable)

(Cobilas.GodotEngine.Component.l Inherited Members NullComponentHub

object Complain Godot Eps;///le@onnpioresuff.com/dotnet/api/system.object.tostring)

objectecquiats(object): <a href="https://doi.org/doi.o obje(Q) bilas. Godot Engine. Component.

object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-objectequals(system-object-system-object))

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals) object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode) object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

Namespace: Cobilas (Cobilas.html).GodotEngine (Cobilas.GodotEngine.html).Component (Cobilas.GodotEngine.Component.html)

Assembly: com.cobilas.godot.icomponent.dll

## **Syntax**

[Serializable]

public sealed class InternalComponentHub : IInternalComponentHub, IComponentHub, IEnumerable <Node>, IEnumerable, IDisposable

# Constructors

# InternalComponentHub(Node)

Inner class for handling IComponentHub (Cobilas.GodotEngine.Component.IComponentHub.html).

## Declaration

public InternalComponentHub(Node entity)

## **Parameters**

Туре	Name	Description
Node	entity	

# **Properties**

- Cobilas.GodotEngine.

# Components Count

(Cobilas.GodotEngine.Compon The number of child objects.

IComponentHub

Declaration S.GodotEngine.Component.l

IInternalComponentHub

p(Colbidasi. Godottangimet. 660mptonered; }

InternalComponentHub

Property Value NullComponentHub

<b>Typ</b> €Cobilas.GodotEngine.Component.I	Description
RequireComponentAttribute int (https://learn.microsoft.com/dotnet/api/system.int32) (Cobilas.GodotEngine.Component.l	Returns the number of child objects.

# **Entity**

The Godot.Node object that is associated.

## Declaration

public Node? Entity { get; }

# **Property Value**

Туре	Description	Description
Node	Returns the associated Godot.Node object.	Returns the associated

# **Parent**

The parent object.

## Declaration

public Node? Parent { get; }

# **Property Value**

Туре	Description
Node	Returns the parent object.

# **ParentComponent**

The parent object as IComponentHub (Cobilas.GodotEngine.Component.IComponentHub.html).

- Cobilas.GodotEngine.

Declaration Component

(Cobilas.GodotEngine.Compon
 public IComponentHub? ParentComponent { get; }

**IComponentHub** 

(Cobilas. Godot Engine. Component. I

Property Value omponent Hub

Typ@obilas.GodotEngine.Component.l	Description
InternalComponentHub IComponentHub (Cobiles.GodotEngine.Component.I	Returns the parent object as
(Cobilar Godot Engine Component. I Compone	IComponentHub
ntH(tobilas.GodotEngine.Component.I	(Cobilas.GodotEngine.Component.lComponentHub.html)
RequireComponentAttribute	

(Cobilas.GodotEngine.Component.l

# **Methods**

# AddComponent(Type?)

Allows you to add a component by specifying its type.

## Declaration

public Node? AddComponent(Type? component)

## **Parameters**

Туре	Name	Description
Type (https://learn.microsoft.com/dotnet/api/system.type)	component	The type to be added.

## Returns

Туре	Description
Node	Returns the type that was added.

#### Remarks

If the specified type is null or not found in the component list, an object of type NullNode (../com.cobilas.godot.utility.api/Cobilas.GodotEngine.Utility.NullNode.html) will be returned.

## **Exceptions**

Туре	Condition
ArgumentException (https://learn.microsoft.com/dotnet/api/system.argumeption)	Occurs when the specified type does not inherit from Godot.Node.



# AddComponent<TypeComponent>() - Cobilas.GodotEngine.

Allowmportent d a component by specifying its type.

# (Cobilas.GodotEngine.Compon

**IComponentHub** 

(Cobilas. Godot Engine. Component. I

# **Returns** Ernal Component Hub

Type obilas. Godot Engine. Component.	Description
NullComponentHub TypeComponent.I	Returns the type that was added.

RequireComponentAttribute

# Type( Cots in section of the component.)

Name	Description
TypeComponent	The type to be added.

## Remarks

If the specified type is null or not found in the component list, an object of type NullNode (../com.cobilas.godot.utility.api/Cobilas.GodotEngine.Utility.NullNode.html) will be returned.

## **Exceptions**

Туре		Condition
ArgumentException (https://learn.microsoft.com/dotnet/apeption)	i/system.argumentexc	Occurs when the specified type does not inherit from Godot.Node.

# AddComponents(params Type[]?)

Allows you to add multiple components by specifying their type.

## Declaration

public void AddComponents(params Type[]? components)

## **Parameters**

Туре	Name	Description
Type (https://learn.microsoft.com/dotnet/api/system.type)[]	components	The types to be added.

# **Exceptions**

Т <del>у</del> ре		Condition
ArgumentException -(h <b>CobilásaGodotEngime</b> n/dotnet/ap	i/system.argumentexc	Occurs when the specified type does not inherit from Godot.Node.

# (Cobilas. Godot Engine. Compon

**IComponentHub** 

# AddNodeComponent(Node?)

IInternalComponentHub Allows you to add a Godot Node object (Cobilas GodotEngine Component list.

Declaration | Component Hub

(Cobilas.GodotEngine.Component.I

NullComponentHub public void AddNodeComponent(Node? component) (Cobilas.GodotEngine.Component.I

RequireComponentAttribute

Paranceten as. Godot Engine. Component.

Туре	Name	escription	
Node	component	ne Godot.Node object to add.	

# AddNodeComponents(params Node[]?)

Allows you to add multiple Godot. Node objects to the component list.

#### Declaration

public void AddNodeComponents(params Node[]? components)

## **Parameters**

Туре	Name	Description
Node[]	components	The Godot.Node objects to add.

# AddRequireComponent(Node?)

Static function to add components automatically.

## Declaration

public static void AddRequireComponent(Node? mono)

#### **Parameters**

Туре	Name	Description
Node	mono	Target Godot.Node object.

# Remarks

The target Godot.Node object must have the RequireComponentAttribute

(Cobilas.GodotEngine.Component.RequireComponentAttribute.html) attribute to specify the types to be added.

- Cobilas.GodotEngine. Exceptions

Type Component Type Component Component Type Component C	Condition
Argucoenpersentiino (https://difasicotiorengfiseco/enpoent/नाः) eptipmernalComponentHub	Occurs when the specified type does not inherit from Godot.Node.

(Cobilas. Godot Engine. Component. I

InternalComponentHub

Dispose() NullComponentHub

Perform Perform or resetting unmanaged resources.

Require Component Attribute

Declarations. Godot Engine. Component.

public void Dispose()

# ~InternalComponentHub()

The destructor is responsible for discarding unmanaged resources.

## Declaration

protected ~InternalComponentHub()

# **GetComponent(Type?)**

Gets the component by the specified type.

## Declaration

public Node? GetComponent(Type? component)

## **Parameters**

Туре		Name	Description
Type (https://learn.microsoft.com/dotn	et/api/system.type)	component	The type to be obtained.

#### Returns

Туре	Description
Node	Returns the component type as node.

# Remarks

If the specified type is null or not found in the component list, an object of type NullNode (../com.cobilas.godot.utility.api/Cobilas.GodotEngine.Utility.NullNode.html) will be returned.

- Cobilas.GodotEngine.

EX	cep	τις	วทร		
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Type Component Type Component Compon		Condition
Argumenţersentikub (https://dirasigotierentikem/api/ eptipmernalComponentHub	/system.argumentexc	Occurs when the specified type does not inherit from Godot.Node.

(Cobilas.GodotEngine.Component.l InternalComponentHub

# GetComponent(1ype?, bool) NullComponentHub

Gets (Frebilden podent Trusting The Sprenting entyle.

RequireComponentAttribute

Declarations. Godot Engine. Component.

public Node? GetComponent(Type? component, bool recursive)

## **Parameters**

Туре		Name	Description
Type (https://learn.microsoft.com/dotn	et/api/system.type)	component	The type to be obtained.
bool (https://learn.microsoft.com/dotn	et/api/system.boolean)	recursive	Allows searching in sub-children.

## **Returns**

Туре	Description
Node	Returns the component type as node.

## Remarks

If the specified type is null or not found in the component list, an object of type NullNode (../com.cobilas.godot.utility.api/Cobilas.GodotEngine.Utility.NullNode.html) will be returned.

# **Exceptions**

Туре		Condition
ArgumentException (https://learn.microsoft.com/dotnet/apieption)	i/system.argumentexc	Occurs when the specified type does not inherit from Godot.Node.

# **GetComponent<TypeComponent>()**

Gets the component by the specified type.

## Declaration

▼public TypeComponent? GetComponent<TypeComponent>() where TypeComponent : Node

# ReCobilas.GodotEngine.

Description
Returns the component type as node.
Returns the component type as node.

(Cobilas. Godot Engine. Component. I Type Parameters IInternal Component Hub

Name bilas. Godot Engine. Component. I	Description
InternalComponentHub TypeComponent (Cobilas GodotEngine Component I	The type to be obtained.

NullComponentHub

Remarks (Cobilas. Godot Engine. Component. I

If the specified type is null or note found in the component list, an object of type NullNode (../coര് പ്രെട്ടില് പ്രൂപ്പെട്ടില് ക്രൂപ്പ് പ്രൂപ്പ് പ്രൂപ്പുട്ടില്ലായ പ്രൂപ്വുട്ടില്ലായ പ്രൂപ്പുട്ടില്ലായ പ്രൂപ്പുട്ടില് പ്രൂപ്പുട്ടില് പ്രൂപ്പുട്ടില് പ്രൂപ്വുട്ടില് പ്രൂപ്പുട്ടില് പ്രൂപ്പുട്ടില് പ്രൂപ്പുട്ടില് പ്രൂപ്പുട്ടില് പ്രൂപ്പുട്ടില് പ്രൂപ്പുട്ടില് പ്രൂപ്പുട്ടില് പ്രൂപ്വുട്ടില് പ്രൂപ്പുട്ടില് പ്രൂപ്പുട്ടില് പ്രൂപ്പുട്ടില് പ്രൂപ്വുട്ടില് പ്രൂപ്വുട്ടില് പ്രൂപ്വുട്ടില് പ്രൂപ്വുട്ടില് പ്രൂപ്വുട്ടില് പ്രൂപ്വുട്ടില് പ്രൂപ്വുട്ടില് പ്രൂപ്പുട്ടില് പ്രൂപ്വുട

# **Exceptions**

Туре		Condition
ArgumentException (https://learn.microsoft.com/dotnet/apeption)	i/system.argumentexc	Occurs when the specified type does not inherit from Godot.Node.

# **GetComponent<TypeComponent>(bool)**

Gets the component by the specified type.

## Declaration

public TypeComponent? GetComponent<TypeComponent>(bool recursive) where TypeComponent : Node

## **Parameters**

Туре		Name	Description
bool (https://learn.microsoft.com/dotn	et/api/system.boolean)	recursive	Allows searching in sub-children.

#### Returns

Туре	Description
TypeComponent	Returns the component type as node.

## **Type Parameters**

Name	Description
TypeComponent	The type to be obtained.

## Remarks

If the specified type is null or not found in the component list, an object of type NullNode (../com.cobilas.godot.utility.api/Cobilas.GodotEngine.Utility.NullNode.html) will be returned.

Exceptions CodotEngine

Toomponent	Condition
A(Gobilas,GodotEngine.Compon	Occurs when the specified type does not inherit
(https://leมาคาเนาอยู่oft.com/dotnet/api/system.argumentexc	from Godot.Node.
epti@bilas.GodotEngine.Component.l	

IInternalComponentHub

(Cobilas. Godot Engine. Component. I

GetComponentHub (Cobilas.GodotEngine.Component.I

Gets Nothborneous the specified type. (Cobilas. Godot Engine. Component. I

**Declaration** Component Attribute

(Cobilas.GodotEngine.Component.l

public Node[]? GetComponents(Type? component)

#### **Parameters**

Туре		Name	Description
Type (https://learn.microsoft.com/dotn	et/api/system.type)	component	The type to be obtained.

## Returns

Туре	Description
Node[]	Returns the component types as a node list.

## Remarks

If the specified type is null or not found in the component list, an empty list will be returned.

# **Exceptions**

Туре		Condition
ArgumentException (https://learn.microsoft.com/dotnet/apieption)	/system.argumentexc	Occurs when the specified type does not inherit from Godot.Node.

# **GetComponents(Type?, bool)**

Gets components by the specified type.

## Declaration

public Node[]? GetComponents(Type? component, bool recursive)

## **Parameters**

Type		Name	Description
Type (https://learn.microsoft.com/dotn- - Cobilas.GodotEngine.	et/api/system.type)	component	The type to be obtained.
beditation (1997)		recursive	Allows searching in sub-children.

# (Cobilas.GodotEngine.Compon

Returns ComponentHub

TypeCobilas.Godot**Degiription**ponent.l

!InternalComponentHub

Node[] Returns the component types as a node list. (Cobilas.GodotEngine.Component.)

InternalComponentHub

Remarksbilas.GodotEngine.Component.I

If the supecified type is in the component list, an empty list will be returned.

Exception las. Godot Engine. Component. I

RequireComponentAttribute  TypeCobilas.GodotEngine.Component.f		Condition
ArgumentException (https://learn.microsoft.com/dotnet/apreption)	i/system.argumentexc	Occurs when the specified type does not inherit from Godot.Node.

# **GetComponents<TypeComponent>()**

Gets components by the specified type.

## Declaration

public TypeComponent[]? GetComponents<TypeComponent>() where TypeComponent : Node

## Returns

Туре	Description
TypeComponent[]	Returns the component types as a node list.

# **Type Parameters**

Name	Description
TypeComponent	The type to be obtained.

## Remarks

If the specified type is null or not found in the component list, an empty list will be returned.

## **Exceptions**

Туре	Condition	
ArgumentException (https://learn.microsoft.com/dotnet/api/system.argumentexeption)	Occurs when the specified type does not inherit from Godot.Node.	



# GetComponents<TypeComponent>(bool) - Cobilas.GodotEngine.

Gecomponents by the specified type.

# (Cobilas. Godot Engine. Compon

**IComponentHub** 

p(691) | asymptotic form a component on the component of the component of

(Cobilas. Godot Engine. Component. I

Internal Component Hub

Parameters (Cobilas.GodotEngine.Component.I

Type UllComponent Hub	Name	Description
(Cobilas.GodotEngine.Component.l bool (https://learn.microsoft.com/dotnet/api/system.boolean) RequireComponentAttribute	recursive	Allows searching in sub-children.

(Cobilas. Godot Engine. Component. I

## **Returns**

Туре	Description
TypeComponent[]	Returns the component types as a node list.

# **Type Parameters**

Name	Description
TypeComponent	The type to be obtained.

## Remarks

If the specified type is null or not found in the component list, an empty list will be returned.

## **Exceptions**

Туре		Condition
ArgumentException (https://learn.microsoft.com/dotnet/apeption)	i/system.argumentexc	Occurs when the specified type does not inherit from Godot.Node.

# **GetEnumerator()**

Returns an enumerator that iterates through the collection.

## Declaration

#### Returns

Type		Description
IEnumerator  (https://learn.microsoft.com/dotnet/api Cobilas.GodotEngine. c.ienumerator-1) - Component	i/system.collections.generi	An enumerator that can be used to iterate through the collection.

# (Cobilas. Godot Engine. Compon

**IComponentHub** 

# (Cobilas GodotEngine Component.I RemoveComponent(Node?) IlnternalComponentHub

Allows 961/266 Gentate gires and moderablect from the list of components.

Internal Component Hub

Declarations. Godot Engine. Component. I

NullComponentHub

p(Cdbidab.CddBtEnogirCo.Component)

RequireComponentAttribute

(Cobilas. Godot Engine. Component. Farameters

Туре	Name	Description
Node	component	The Godot.Node object to remove.

# Returns

Туре		Description
bool (https://learn.microsoft.com/dotne	et/api/system.boolean)	Returns true if the operation is successful.

# RemoveComponents(params Node[]?)

Allows you to remove several Godot. Node objects from the list of components.

#### Declaration

public void RemoveComponents(params Node[]? components)

## **Parameters**

Туре	Name	Description
Node[]	components	The Godot.Node objects to be removed.

# **Implements**

IInternalComponentHub (Cobilas.GodotEngine.Component.IInternalComponentHub.html)
IComponentHub (Cobilas.GodotEngine.Component.IComponentHub.html)
IEnumerable<T> (https://learn.microsoft.com/dotnet/api/system.collections.generic.ienumerable-1)
IEnumerable (https://learn.microsoft.com/dotnet/api/system.collections.ienumerable)
IDEposable (https://learn.microsoft.com/dotnet/api/system.idisposable)

# Cobilas.GodotEngine. Component (Cobilas.GodotEngine.Compon

IComponent Hub
(Cobilas. Godot Engine. Component. IInternal Component Hub
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(Cobilas. Godot Engine. Component. IIN Component. IIN Require Component Attribute

# Class NullComponentHub

Represents a null ComponentHub.

**▼** Filter by title

## Inheritance

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# Çongeonent

# (Cobidas.GodotEngine.Compon

IComponentHub

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IComponent.IComponentHub.html)

IEnumerable-1) < Node>

IEnumenable)

INull object.html)

(Cobilas.GodotEngine.Component.I Inherited Members RequireComponentAttribute

## Node Obbilia Cioch Et Eleg Tree Component.

Node.NotificationExitTree

Node.NotificationMovedInParent

Node.NotificationReady

Node.NotificationPaused

Node.NotificationUnpaused

Node.NotificationPhysicsProcess

Node.NotificationProcess

Node.NotificationParented

Node.NotificationUnparented

Node.NotificationInstanced

Node.NotificationDragBegin

Node.NotificationDragEnd

Node.NotificationPathChanged

Node.NotificationChildOrderChanged

Node.NotificationInternalProcess

Node.NotificationInternalPhysicsProcess

Node.NotificationPostEnterTree

Node. Notification Reset Physics Interpolation

Node.NotificationWmMouseEnter

Node.NotificationWmMouseExit

Node.NotificationWmFocusIn

Node.NotificationWmFocusOut

Node.NotificationWmQuitRequest

Node.NotificationWmGoBackRequest

Node.NotificationWmUnfocusRequest

Node.NotificationOsMemoryWarning

Node.NotificationTranslationChanged

Node.NotificationWmAbout

Node.NotificationCrash

Node.NotificationOsImeUpdate

Node.NotificationAppResumed

Node.NotificationAppPaused

Node.GetNode<T>(NodePath)

Node.GetNodeOrNull<T>(NodePath)

Node.GetChild<T>(int) (https://learn.microsoft.com/dotnet/api/system.int32)

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Nochretowent<T>()

Node Get Owner Or Null STAN Compon

Node.GetParent<T>()

Node.GettpapefitttHllII<T>()

Node Cepilas GodotEngine. Component. I

Node.\_Exittree()

Node. Geles GodotEngine Component.

Node: Input (Input Event) Hub

Node. Physics Process (loat) (https://lealn.microsoft.com/dotnet/api/system.single)

Node \_\_ | Component | Hithps://learn.microsoft.com/dotnet/api/system.single)

Node Cabilas GodotÉngine. Component. I

Node.eghirgComponentAttributent)

Node. Obilas Godot Engine (Input Event Key)

Node.AddChildBelowNode(Node, Node, bool) (https://learn.microsoft.com/dotnet/api/system.boolean)

Node.SetName(string) (https://learn.microsoft.com/dotnet/api/system.string)

Node.GetName()

Node.AddChild(Node, bool) (https://learn.microsoft.com/dotnet/api/system.boolean)

Node.RemoveChild(Node)

Node.GetChildCount()

Node.GetChildren()

Node.GetChild(int) (https://learn.microsoft.com/dotnet/api/system.int32)

Node.HasNode(NodePath)

Node.GetNode(NodePath)

Node.GetNodeOrNull(NodePath)

Node.GetParent()

Node.FindNode(string, bool, bool) (https://learn.microsoft.com/dotnet/api/system.string)

Node.FindParent(string) (https://learn.microsoft.com/dotnet/api/system.string)

Node.HasNodeAndResource(NodePath)

Node.GetNodeAndResource(NodePath)

Node.IsInsideTree()

Node.IsAParentOf(Node)

Node.IsGreaterThan(Node)

Node.GetPath()

Node.GetPathTo(Node)

Node.AddToGroup(string, bool) (https://learn.microsoft.com/dotnet/api/system.string)

Node.RemoveFromGroup(string) (https://learn.microsoft.com/dotnet/api/system.string)

Node.lsInGroup(string) (https://learn.microsoft.com/dotnet/api/system.string)

Node.MoveChild(Node, int) (https://learn.microsoft.com/dotnet/api/system.int32)

Node.GetGroups()

Node.Raise()

Node.SetOwner(Node)

Node.GetOwner()

Node.RemoveAndSkip()

Node.GetIndex()

Node.PrintTree()

Node.PrintTreePretty()

Node.SetFilename(string) (https://learn.microsoft.com/dotnet/api/system.string)

Node.GetFilename()

NCobilasa Godelot Efigine (int) (https://learn.microsoft.com/dotnet/api/system.int32)

Nocle Propagate Call(string, Array, bool) (https://learn.microsoft.com/dotnet/api/system.string)

Node SetPhysicsProcess(bool) (https://learn.microsoft.com/dotnet/api/system.boolean) (Cobilas:GodotEngine.Compon Node.GetPhysicsProcessDeltaTime()

Node (SPRYSICSProcessing()

Node: GetProcessBettarine Component.I

Node.SetProcess(800) (https://learn.microsoft.com/dotnet/api/system.boolean)

Node: Set Process Profile (https://learn.microsoft.com/dotnet/api/system.int32)

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Node: SProcessing()

Node: Set Processing It (bool) (https://learn.microsoft.com/dotnet/api/system.boolean)

Node (Cobilas GodotEngine.Component.I

Node: Set Process Offiand led in put (bool) (https://learn.microsoft.com/dotnet/api/system.boolean)

Node (Sphilas Godot Engine Component.)

Node.SetProcessUnhandledKeyInput(bool) (https://learn.microsoft.com/dotnet/api/system.boolean)

Node.IsProcessingUnhandledKeyInput()

Node.SetPauseMode(Node.PauseModeEnum)

Node.GetPauseMode()

Node.CanProcess()

Node.PrintStrayNodes()

Node.GetPositionInParent()

Node.SetDisplayFolded(bool) (https://learn.microsoft.com/dotnet/api/system.boolean)

Node.IsDisplayedFolded()

Node.SetProcessInternal(bool) (https://learn.microsoft.com/dotnet/api/system.boolean)

Node.lsProcessingInternal()

Node.SetPhysicsProcessInternal(bool) (https://learn.microsoft.com/dotnet/api/system.boolean)

Node.lsPhysicsProcessingInternal()

Node.SetPhysicsInterpolationMode(Node.PhysicsInterpolationModeEnum)

Node.GetPhysicsInterpolationMode()

Node.lsPhysicsInterpolated()

Node.lsPhysicsInterpolatedAndEnabled()

Node.ResetPhysicsInterpolation()

Node.GetTree()

Node.CreateTween()

Node.Duplicate(int) (https://learn.microsoft.com/dotnet/api/system.int32)

Node.ReplaceBy(Node, bool) (https://learn.microsoft.com/dotnet/api/system.boolean)

Node.SetSceneInstanceLoadPlaceholder(bool) (https://learn.microsoft.com/dotnet/api/system.boolean)

Node.GetSceneInstanceLoadPlaceholder()

Node.SetEditableInstance(Node, bool) (https://learn.microsoft.com/dotnet/api/system.boolean)

Node.lsEditableInstance(Node)

Node.GetViewport()

Node.QueueFree()

Node.RequestReady()

Node.IsNodeReady()

Node.SetNetworkMaster(int, bool) (https://learn.microsoft.com/dotnet/api/system.int32)

Node.GetNetworkMaster()

Node.lsNetworkMaster()

Node.GetMultiplayer()

Node.GetCustomMultiplayer()

NccobiltisuGodottHinginger(MultiplayerAPI)

Nocle Recompleting (string, Multiplayer API. RPCMode) (https://learn.microsoft.com/dotnet/api/system.string)

Node Rset Config(string Multiplayer API RPCMode) (https://learn.microsoft.com/dotnet/api/system.string) (Cobilas. Godot Engine. Compon Node. Set Unique Name In Owner (bool) (https://learn.microsoft.com/dotnet/api/system.boolean)

Node: SUffique Name (nowner()

Node: Rpc(string, params object]) (https://learn.microsoft.com/dotnet/api/system.string)

Node.RpcUnreliable(string, params object[]) (https://learn.microsoft.com/dotnet/api/system.string)

Node:Rpcidini, string, params objecti) (https://learn.microsoft.com/dotnet/api/system.int32)

Node.Reconcellable (int, string, params object[]) (https://learn.microsoft.com/dotnet/api/system.int32)

Node: Rset(String, object) (https://learn.rnicrosoft.com/dotnet/api/system.string)

Node Rsetiding, string, object) (https://learn.microsoft.com/dotnet/api/system.int32)

Node Regide Regide (Spring, Object) (https://learn.microsoft.com/dotnet/api/system.string)

Node: Require Component Attribute object) (https://learn.microsoft.com/dotnet/api/system.int32)

Node Obulate 889 Afternation Warming ont.

Node.EditorDescription

Node. ImportPath

Node.PauseMode

Node.PhysicsInterpolationMode

Node.Name

Node.UniqueNameInOwner

Node.Filename

Node Owner

Node.Multiplaver

Node.CustomMultiplayer

Node.ProcessPriority

Object.NotificationPostinitialize

Object.NotificationPredelete

Object.IsInstanceValid(Object)

Object.WeakRef(Object)

Object.Dispose()

Object.Dispose(bool) (https://learn.microsoft.com/dotnet/api/system.boolean)

Object.ToString()

Object.ToSignal(Object, string) (https://learn.microsoft.com/dotnet/api/system.string)

Object.\_Get(string) (https://learn.microsoft.com/dotnet/api/system.string)

Object.\_GetPropertyList()

Object. Notification(int) (https://learn.microsoft.com/dotnet/api/system.int32)

Object.\_Set(string, object) (https://learn.microsoft.com/dotnet/api/system.string)

Object.Free()

Object.GetClass()

Object.IsClass(string) (https://learn.microsoft.com/dotnet/api/system.string)

Object.Set(string, object) (https://learn.rnicrosoft.com/dotnet/api/system.string)

Object.Get(string) (https://learn.microsoft.com/dotnet/api/system.string) Object.SetIndexed(NodePath, object) (https://learn.microsoft.com/dotnet/api/system.object) Object.GetIndexed(NodePath) Object.GetPropertyList() Object.GetMethodList() Object.Notification(int, bool) (https://learn.microsoft.com/dotnet/api/system.int32) Object.GetInstanceId() Object.SetScript(Reference) Olfobilats Godot Engine. Object SetMeta(string, object) (https://learn.microsoft.com/dotnet/api/system.string) Object Remove Meta (string) (https://learn.microsoft.com/dotnet/api/system.string) (Cobilas.GodotEngine.Compon Object.GetMeta(string, object) (https://learn.microsoft.com/dotnet/api/system.string) Object Hashneta (string) (https://learn.microsoft.com/dotnet/api/system.string) Object Geliki Godot Figine. Component. Object: Add Ser Signal (string, Array) (https://learn.microsoft.com/dotnet/api/system.string) Object. Has Usersignal String (Nitps://learn.microsoft.com/dotnet/api/system.string) Object:EmitSignal(string, params object[]) (https://learn.microsoft.com/dotnet/api/system.string) Object. Callosting, params object (1) (fifters://learn.microsoft.com/dotnet/api/system.string) Object: Caliberer ed (string, params object[]) (https://learn.microsoft.com/dotnet/api/system.string) Object Selbergered strang, object (https://learn.microsoft.com/dotnet/api/system.string) Object Gally (string, Array) (https://learn.microsoft.com/dotnet/api/system.string) Object Philam English (https://learn/microsoft.com/dotnet/api/system.string) Object.HasSignal(string) (https://learn.microsoft.com/dotnet/api/system.string) Object.GetSignalList() Object.GetSignalConnectionList(string) (https://learn.microsoft.com/dotnet/api/system.string) Object.GetIncomingConnections() Object.Connect(string, Object, string, Array, uint) (https://learn.microsoft.com/dotnet/api/system.string) Object. Disconnect(string, Object, string) (https://learn.microsoft.com/dotnet/api/system.string) Object.IsConnected(string, Object, string) (https://learn.microsoft.com/dotnet/api/system.string) Object.SetBlockSignals(bool) (https://learn.microsoft.com/dotnet/api/system.boolean) Object.IsBlockingSignals() Object.PropertyListChangedNotify() Object.SetMessageTranslation(bool) (https://learn.microsoft.com/dotnet/api/system.boolean) Object.CanTranslateMessages() Object.Tr(string) (https://learn.microsoft.com/dotnet/api/system.string) Object.IsQueuedForDeletion() Object.NativeInstance Object.DynamicObject object.Equals(object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-object-equals(systemobject)) object.Equals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.equals#system-objectequals(system-object-system-object))

 $object. Reference Equals (object, object) \ (https://learn.microsoft.com/dotnet/api/system.object.reference equals) \\$ 

object.GetHashCode() (https://learn.microsoft.com/dotnet/api/system.object.gethashcode)

object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

 $object. Member wise Clone () \ (https://learn.microsoft.com/dotnet/api/system.object.member wise clone) \\$ 

Namespace: Cobilas (Cobilas.html).GodotEngine (Cobilas.GodotEngine.html).Component (Cobilas.GodotEngine.Component.html)

Assembly: com.cobilas.godot.icomponent.dll

Syntax

public class NullComponentHub : Node, IDisposable, IComponentHub, IEnumerable<Node>, IEnumer able, INullObject

# **₹** Properties

- Cobilas.GodotEngine.

# Component Components Count (Cobilas. Godot Engine. Compon

The number of child objects.

Declarations.GodotEngine.Component.I

IInternalComponentHub

(Cobilas Godot Engine Component I public int Component Scount { get; } Internal Component Hub

(Cobilas. Godot Engine. Component. I

# Property Control

Type (Cobilas.GodotEngine.Component.I RequireComponentAttribute	Description
int (https://www.int32)	Returns the number of child objects.

# Null

A representation of a null ComponentHub.

## Declaration

public static NullComponentHub Null { get; }

## **Property Value**

Туре		Description
NullComponentHub		Returns a representation of a null
(Cobilas.GodotEngine.Component.Null	ComponentHub.html)	ComponentHub.

# **Parent**

The parent object.

#### Declaration

public Node? Parent { get; }

## **Property Value**

Туре	Description
Node	Returns the parent object.

# **ParentComponent**

The parent object as IComponentHub (Cobilas.GodotEngine.Component.IComponentHub.html).

- Cobilas.GodotEngine.

Declaration Component

(Cobilas.GodotEngine.Compon
 public IComponentHub? ParentComponent { get; }

**IComponentHub** 

(Cobilas. Godot Engine. Component. I

Property Value omponent Hub

Typ@obilas.GodotEngine.Component.l	Description
InternalComponentHub IComponentHub (Cobiles:GodotEngine.Component.I	Returns the parent object as
(Cobilar Godot Engine Component. I Compone	
ntHub html).	(Cobilas.GodotEngine.Component.IComponentHub.html)
RequireComponentAttribute	

(Cobilas.GodotEngine.Component.l

# **Methods**

# AddComponent(Type?)

Allows you to add a component by specifying its type.

## Declaration

public Node? AddComponent(Type? component)

## **Parameters**

Туре	Name	Description
Type (https://learn.microsoft.com/dotnet/api/system.type)	component	The type to be added.

## Returns

Туре	Description
Node	Returns the type that was added.

# AddComponent<T>()

Allows you to add a component by specifying its type.

## Declaration

public T? AddComponent<T>() where T : Node

## Returns

Type	Description
T Cobilas Godo	Returns the type that was added.

**Component**Type Parameters

(Cobilas.GodotEngine.Compon	
Name IComponentHub	Description
T (Cobilas.GodotEngine.Component.l	
IInternalComponentHub	

(Cobilas.GodotEngine.Component.l InternalComponentHub \_\_

# AddComponents(params,Type[]?)

Allows you to add multiple components by specifying their type. (Cobilas.GodotEngine.Component.I

# **Declaration**eComponentAttribute

(Cobilas. Godot Engine. Component. F

public void AddComponents(params Type[]? components)

## **Parameters**

Туре		Name	Description
Type (https://learn.microsoft.com/dotn	et/api/system.type)[]	components	The types to be added.

# AddNodeComponent(Node?)

Allows you to add a Godot. Node object to the component list.

## Declaration

public void AddNodeComponent(Node? component)

## **Parameters**

Туре	Name	Description	
Node	component	The Godot.Node object to add.	

# AddNodeComponents(params Node[]?)

Allows you to add multiple Godot. Node objects to the component list.

## **Declaration**

## **Parameters**

Туре	Name	Description	
Node[]	components	The Godot.Node objects to add.	

# - Cobilas.GodotEngine.

Component

# **GetСышы аванц** Туре?dompon

Gets General Elyloby the specified type.

(Cobilas.GodotEngine.Component.l

**Declaration** IComponent Hub

(Cobilas. Godot Engine. Component. I

plutternalCodentpodetaComponent(Type? component)

(Cobilas.GodotEngine.Component.I

NullComponentHub
Parameters
(Cobilas.GodotEngine.Component.I

<b>TypR</b> equireComponentAttribute	Name	Description
(Cobilas GodotEngine Component   Type (https://learn.microsoft.com/dotnet/api/system.type)	component	The type to be obtained.

## **Returns**

Туре	Description
Node	Returns the component type as node.

# **GetComponent(Type?, bool)**

Gets the component by the specified type.

## Declaration

public Node? GetComponent(Type? component, bool recursive)

## **Parameters**

Туре		Name	Description
Type (https://learn.microsoft.com/dotn	et/api/system.type)	component	The type to be obtained.
bool (https://learn.microsoft.com/dotn	et/api/system.boolean)	recursive	Allows searching in sub-children.

#### Returns

Туре	Description
Node	Returns the component type as node.

# GetComponent<T>()

Gets the component by the specified type.

## Declaration

▼public T? GetComponent<T>() where T : Node

# ReCobilas.GodotEngine.

⊤ഗ്ലൂളmponent	Description	
(Cobilas.God	lotEngine.Compon Returns the compone	nt type as node.
		it type as node.

**IComponentHub** 

(Cobilas.GodotEngine.Component.l Type Parameters IInternalComponentHub

Name obilas. Godot Engine. Component. I	Description
<sub>T</sub> InternalComponentHub	
(Cobilas.GodotEngine.Component.l	

NullComponentHub

(Cobilas. Godot Engine. Component. I

# GetComponent (botol)

(Cobilas.GodotEngine.Component.) Gets the component by the specified type.

## Declaration

public T? GetComponent<T>(bool recursive) where T : Node

## **Parameters**

Туре		Name	Description
bool (https://learn.microsoft.com/dotn	et/api/system.boolean)	recursive	Allows searching in sub-children.

## **Returns**

Туре	Description
Т	Returns the component type as node.

# **Type Parameters**

Name	Description
Τ	

# **GetComponents(Type?)**

Gets components by the specified type.

# Declaration

## **Parameters**

T <u>y</u> pe ▼		Name	Description
Type (https://learn.microsoft.com/dotn	et/api/system.type)	component	The type to be obtained.

- Cobilas.GodotEngine.

Returns Component

# Tyebbilas.Godo ใช้หัฐเคยี่ Compon

Nod€@mponentHuketurns the component types as a node list.

(Cobilas. Godot Engine. Component. I

IInternalComponentHub

(Cobilas.GodotEngine.Component J GetComponents(Type?, bool)

Gets ComponentSubjection of the NullComponentHub

Declarations. Godot Engine. Component. I

RequireComponentAttribute

p(Labilan Grad of Engine Component, bool recursive)

## **Parameters**

Туре		Name	Description
Type (https://learn.microsoft.com/dotn	et/api/system.type)	component	The type to be obtained.
bool (https://learn.microsoft.com/dotn	et/api/system.boolean)	recursive	Allows searching in sub-children.

#### Returns

Туре	Description
Node[]	Returns the component types as a node list.

# GetComponents<T>()

Gets components by the specified type.

Declaration

public T[]? GetComponents<T>() where T : Node

## Returns

Туре	Description
T[]	Returns the component types as a node list.

# **Type Parameters**

Name	Description
T	

# **GetComponents<T>(bool)**

GetoloilasoGodott Fingine cified type.

Component
Declaration
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plungate the components of the control of the contr

(Cobilas. Godot Engine. Component. I

IInternalComponentHub

Parameters. Godot Engine. Component. I

TypleternalComponentHub	Name	Description
(Cobilas.GodotEngine.Component.l book(https://jearg.microsoft.com/dotnet/api/system.boolean)	recursive	Allows searching in sub-children.

(Cobilas. Godot Engine. Component. I

**Retures**quireComponentAttribute

Type (Cobilas.G	odotEngine Component.l
T[]	Returns the component types as a node list.

# **Type Parameters**

Name	Description
Τ	

# **GetEnumerator()**

Returns an enumerator that iterates through the collection.

## Declaration

public IEnumerator<Node> GetEnumerator()

## **Returns**

Туре		Description
IEnumerator (https://learn.microsoft.com/dotnet/apc.ienumerator-1) <node></node>	i/system.collections.generi	An enumerator that can be used to iterate through the collection.

# RemoveComponent(Node?)

Allows you to remove a Godot. Node object from the list of components.

#### Declaration

▼public bool RemoveComponent(Node? component)

# Pacorbitas. Godot Engine.

τ <b>Ç</b> emponer		Description
(Cobilas.GodotEngine.Compon Node component		The Godot.Node object to remove.
IComponentHub		

(Cobilas.GodotEngine.Component.l Returns IInternalComponentHub

Typ@obilas.GodotEngine.Component.l	Description
InternalComponentHub bool (https://learn.microsoft.com/dotnet/api/system.boolean) (Cobilas GodotEngine Component I	Returns true if the operation is successful.

NullComponentHub

(Cobilas. Godot Engine. Component. I

# RemoveComponents(params Node[]?)

(Cobilas.GodotEngine.Component.) Allows you to remove several Godot.Node objects from the list of components.

## Declaration

public void RemoveComponents(params Node[]? components)

## **Parameters**

Туре	Name	Description
Node[]	components	The Godot.Node objects to be removed.

# **Implements**

IDisposable (https://learn.microsoft.com/dotnet/api/system.idisposable)

IComponentHub (Cobilas.GodotEngine.Component.IComponentHub.html)

IEnumerable < T > (https://learn.microsoft.com/dotnet/api/system.collections.generic.ienumerable-1)

IEnumerable (https://learn.microsoft.com/dotnet/api/system.collections.ienumerable)

INullObject (../com.cobilas.cs.lib.core.net4x.api/Cobilas.INullObject.html)

# Class RequireComponentAttribute

Signals to the AddRequireComponent(Node?)

(C**r**bilissed) of Elegine. Component. Internal Component Hub. html #Cobilas\_GodotEngine\_Component\_Internal Component Hub\_AddRequireComponent\_Godot\_Node\_) method which components to add to the Godot. Node object.

# - Cobilas.GodotEngine.

# Interitancenent

# L (Ciebillast Godost Engine Compon thet/api/system.object)

L. Attribute (https://learn.microsoft.com/dotnet/api/system.attribute)
L. RequireComponentAttribute
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Implentents | Component Hub

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InternalComponentHub

Inherited Members (Cobilas Godot Engine Component I

Attribute Cortocotent Attributes (Member Info, Type)

(http**(C//dleidars.)Groiclostsofg.iromC/odroprom/empil**/system.attribute.getcustomattributes#system-attribute-getcu**kstopniatCrobnopes(systActtribefte**ction-memberinfo-system-type))

Attributes (Info, Type, bool)

(https://learn.microsoft.com/dotnet/api/system.attribute.getcustomattributes#system-attribute-getcustomattributes(system-reflection-memberinfo-system-type-system-boolean))

Attribute.GetCustomAttributes(MemberInfo)

(https://learn.microsoft.com/dotnet/api/system.attribute.getcustomattributes#system-attribute-getcustomattributes(system-reflection-memberinfo))

Attribute.GetCustomAttributes(MemberInfo, bool)

(https://learn.microsoft.com/dotnet/api/system.attribute.getcustomattributes#system-attribute-getcustomattributes(system-reflection-memberinfo-system-boolean))

Attribute.lsDefined(MemberInfo, Type) (https://learn.microsoft.com/dotnet/api/system.attribute.isdefined#system-attribute-isdefined(system-reflection-memberinfo-system-type))

Attribute.lsDefined(MemberInfo, Type, bool)

(https://learn.microsoft.com/dotnet/api/system.attribute.isdefined#system-attribute-isdefined(system-reflection-memberinfo-system-type-system-boolean))

Attribute.GetCustomAttribute(MemberInfo, Type)

(https://learn.microsoft.com/dotnet/api/system.attribute.getcustomattribute#system-attribute-getcustomattribute(system-reflection-memberinfo-system-type))

Attribute.GetCustomAttribute(MemberInfo, Type, bool)

(https://learn.microsoft.com/dotnet/api/system.attribute.getcustomattribute#system-attribute-getcustomattribute(system-reflection-memberinfo-system-type-system-boolean))

Attribute.GetCustomAttributes(ParameterInfo)

(https://learn.microsoft.com/dotnet/api/system.attribute.getcustomattributes#system-attribute-getcustomattributes(system-reflection-parameterinfo))

Attribute.GetCustomAttributes(ParameterInfo, Type)

(https://learn.microsoft.com/dotnet/api/system.attribute.getcustomattributes#system-attribute-getcustomattributes(system-reflection-parameterinfo-system-type))

Attribute.GetCustomAttributes(ParameterInfo, Type, bool)

(https://learn.microsoft.com/dotnet/api/system.attribute.getcustomattributes#system-attribute-

getcustomattributes(system-reflection-parameterinfo-system-type-system-boolean)) Attribute.GetCustomAttributes(ParameterInfo, bool) (https://learn.microsoft.com/dotnet/api/system.attribute.getcustomattributes#system-attributegetcustomattributes(system-reflection-parameterinfo-system-boolean)) Attribute.lsDefined(ParameterInfo, Type) (https://learn.microsoft.com/dotnet/api/system.attribute.isdefined#system-attribute-isdefined(system-reflectionparameterinfo-system-type)) Attribute.lsDefined(ParameterInfo, Type, bool) (http://lasr.GodotEntgione/dotnet/api/system.attribute.isdefined#system-attribute-isdefined(system-reflectionpacements (stem-type-system-boolean)) Attribute Get Custom Attribute (Parameter Info, Type) (Cobilas. Godot Engine. Compon (https://learn.microsoft.com/dotnet/api/system.attribute.getcustomattribute#system-attributegetcustomattribute(system-reflection-parameterinfo-system-type)) Attribute. Get Custom Attribute (Parameter Info, Type, bool) (https://learn.miclosoff.com/dotnet/api/system.attribute.getcustomattribute#system-attributegetcustomattribute(system-reflection-parameterinfo-system-type-system-boolean)) Attribute. Get Custom Attributes (Module, Type) (https://learn.microsoff.com/dotnet/apil/system.attribute.getcustomattributes#system-attributegetcustomattributes(system-reflection-module-system-type)) Attribute: (https://leirn.microsoft.com/buthet/api/system.attribute.getcustomattributes#system-attributegetcustohilattinedtes(system-perection-module)) Attribute.GetCustomAttributes(Module, bool) (https://learn.microsoft.com/dotnet/api/system.attribute.getcustomattributes#system-attributegetcustomattributes(system-reflection-module-system-boolean)) Attribute.GetCustomAttributes(Module, Type, bool) (https://learn.microsoft.com/dotnet/api/system.attribute.getcustomattributes#system-attributegetcustomattributes(system-reflection-module-system-type-system-boolean)) Attribute.lsDefined(Module, Type) (https://learn.microsoft.com/dotnet/api/system.attribute.isdefined#systemattribute-isdefined(system-reflection-module-system-type)) Attribute.IsDefined(Module, Type, bool) (https://learn.microsoft.com/dotnet/api/system.attribute.isdefined#system-attribute-isdefined(system-reflectionmodule-system-type-system-boolean)) Attribute.GetCustomAttribute(Module, Type) (https://learn.microsoft.com/dotnet/api/system.attribute.getcustomattribute#system-attributegetcustomattribute(system-reflection-module-system-type)) Attribute.GetCustomAttribute(Module, Type, bool) (https://learn.microsoft.com/dotnet/api/system.attribute.getcustomattribute#system-attributegetcustomattribute(system-reflection-module-system-type-system-boolean)) Attribute.GetCustomAttributes(Assembly, Type) (https://learn.microsoft.com/dotnet/api/system.attribute.getcustomattributes#system-attributegetcustomattributes(system-reflection-assembly-system-type)) Attribute.GetCustomAttributes(Assembly, Type, bool) (https://learn.microsoft.com/dotnet/api/system.attribute.getcustomattributes#system-attributegetcustomattributes(system-reflection-assembly-system-type-system-boolean))

(https://learn.microsoft.com/dotnet/api/system.attribute.getcustomattributes#system-attribute-

Attribute.GetCustomAttributes(Assembly)

getcustomattributes(system-reflection-assembly))

Attribute.GetCustomAttributes(Assembly, bool)

(https://learn.microsoft.com/dotnet/api/system.attribute.getcustomattributes#system-attribute-

getcustomattributes(system-reflection-assembly-system-boolean))

Attribute.IsDefined(Assembly, Type) (https://learn.microsoft.com/dotnet/api/system.attribute.isdefined#systemattribute-isdefined(system-reflection-assembly-system-type))

Attribute.IsDefined(Assembly, Type, bool)

(https://learn.microsoft.com/dotnet/api/system.attribute.isdefined#system-attribute-isdefined(system-reflectionassembly-system-type-system-boolean))

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(http://panenicrosoft.com/dotnet/api/system.attribute.getcustomattribute#system-attribute-

getcustomattribute(system-reflection-assembly-system-type)) (Cobilas.GodotEngine.Compon Attribute.GetCustomAttribute(Assembly, Type, bool)

(https://leam.microsoft.com/dotnet/api/system.attribute.getcustomattribute#system-attribute-

getcustomattribute(system-reflection-assembly-system-type-system-boolean))

Attribute.Equals(object) (https://learn.microsoft.com/dotnet/api/system.attribute.equals)

Attribute. Get Hash Code () (https://learn.microsoft.com/dotnet/api/system.attribute.gethashcode)

Attribute.Match(object) (https://learn.microsoft.com/dotnet/api/system.attribute.match)

Attribute.isdefaultattribute.om/dotnet/api/system.attribute.isdefaultattribute)

Attribute. Type10 (https://learn.microsoft.com/dotnet/api/system.attribute.typeid)

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object.Equials(object, object) https://learn.microsoft.com/dotnet/api/system.object.equals#system-objectequals(system-object-gystem-object)) t.l

object.ReferenceEquals(object, object) (https://learn.microsoft.com/dotnet/api/system.object.referenceequals) object.GetType() (https://learn.microsoft.com/dotnet/api/system.object.gettype)

Namespace: Cobilas (Cobilas.html).GodotEncine (Cobilas.GodotEngine.html).Component (Cobilas.GodotEngine.Component.html)

Assembly: com.cobilas.godot.icomponent.dll

**Syntax** 

[AttributeUsage(AttributeTargets.Class, Inherited = true, AllowMultiple = false)] public sealed class RequireComponentAttribute : Attribute, \_Attribute

# Constructors

# RequireComponentAttribute(Type)

Creates a new instance of this object.

Declaration

public RequireComponentAttribute(Type component)

## **Parameters**

Туре		Name	Description
Type (https://learn.microsoft.com/dotnet/api/	i/system.type)	component	

# RequireComponentAttribute(Type, Type)

Creates a new instance of this object.

#### Declaration

▼public RequireComponentAttribute(Type component1, Type component2)

# Pa Corbilas. Godot Engine.

T∳@mponent	Name	Description
(Cobilas.GodotEngine.Compon Type (https://learn.microsoft.com/dotnet/api/system.type)	component1	
IComponentHub Typedbtips:/dearnenigne.eft.com/deatnet/api/system.type)	component2	

IInternalComponentHub

(Cobilas. Godot Engine. Component. I

# RequireComponentAttribute (Type, Type, Type) (Cobilas.GodotEngine.Component.I

Creates Gompingent Leubf this object.

(Cobilas. Godot Engine. Component. I

**Declaration** ComponentAttribute

(Cobilas.GodotEngine.Component.l

public RequireComponentAttribute(Type component1, Type component2, Type component3)

#### **Parameters**

Туре	Name	Description
Type (https://learn.microsoft.com/dotnet/api/system.type)	component1	
Type (https://learn.microsoft.com/dotnet/api/system.type)	component2	
Type (https://learn.microsoft.com/dotnet/api/system.type)	component3	

# RequireComponentAttribute(params Type[])

Signals to the AddRequireComponent(Node?)

(Cobilas.GodotEngine.Component.InternalComponentHub.html#Cobilas\_GodotEngine\_Component\_InternalComponentHub AddRequireComponent Godot Node ) method which components to add to the Godot.Node object.

## Declaration

public RequireComponentAttribute(params Type[] components)

## **Parameters**

Туре		Name	Description
Type (https://learn.microsoft.com/dotn	et/api/system.type)[]	components	

# **Properties**

# **Components**

The types of components to be added.

Declaration

- Cobilas.GodotEngine.
 public Type[] Components { get; }
Component

# (Cobilas.GodotEngine.Compon Property Value

Type Cobilas. Godot Engine. Component. I	Description
InternalComponentHub Type (https://learn.microsoft.com/dotnet/api/system.type)[] (Cobilas.GodotEngine.Component.l	Returns the types of components to be added.

InternalComponentHub

(Cobilas. Godot Engine. Component. I

# Implements thub

\_Attribute||@strosdyleagingicos (Cobilas.GodotEngine.Component.l