

Namespace Awperative

Classes

[Awperative](#)

Initiating class of Awperative. Call Start() to start the kernel.

[Base](#)

Base class of Awperative. Carries events from MonoGame into scenes and hooks.

[Body](#)

[BodyComponent](#)

[BodyCreateEvent](#)

[BodyDestroyEvent](#)

[Component](#)

The lowest level scripting class in Awperative. Components are scene level and provide access to all scene level methods, can be applied to any docker and inherited Sadly component does not have excessive access to specific types. Anything that inherits Component is built to work in any DockerEntity, which leads to generic Assumptions. If you want to make a body specific or scene specific component both classes are available.

[ComponentCreateEvent](#)

[ComponentDestroyEvent](#)

[Debug](#)

[DockerEntity](#)

Base class for all Awperative entities, manages components as a requirement because that is the job of all entities.

[Scene](#)

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Interfaces

[AwperativeHook](#)

Awperative hooks are the source of entry for scripts using Awperative. Create a hook and send into Start() to be recognized by the engine.

Class Awperative

Namespace: [Awperative](#)

Assembly: Awperative.dll

Initiating class of Awperative. Call Start() to start the kernel.

```
public static class Awperative
```

Inheritance

[object](#) ← Awperative

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

Base

Bottom class of Awperative. Contains the MonoGame instance.

```
public static Base Base { get; }
```

Property Value

[Base](#)

ContentManager

Handles loading content through MonoGame.

```
public static ContentManager ContentManager { get; }
```

Property Value

EventHooks

List of all event hooks currently loaded in the kernel.

```
public static List<AwperativeHook> EventHooks { get; }
```

Property Value

[List](#)<[AwperativeHook](#)>

GraphicsDeviceManager

Handles graphics settings through MonoGame.

```
public static GraphicsDeviceManager GraphicsDeviceManager { get; }
```

Property Value

GraphicsDeviceManager

LoadedScenes

List of all scenes currently loaded in the kernel.

```
public static List<Scene> LoadedScenes { get; }
```

Property Value

[List](#)<[Scene](#)>

SpriteBatch

Handles drawing sprites to the screen through MonoGame.

```
public static SpriteBatch SpriteBatch { get; }
```

Property Value

SpriteBatch

Methods

Start(List<AwperativeHook>)

Start() begins the game; and begins communication with all event hooks.

```
public static void Start(List<AwperativeHook> __hooks)
```

Parameters

__hooks [List](#)<AwperativeHook>

List of all event hooks you wish to use.

Remarks

You cannot add new hooks later; so make sure to register all of them in the Start() method.

Interface AwperativeHook

Namespace: [Awperative](#)

Assembly: Awperative.dll

Awperative hooks are the source of entry for scripts using Awperative. Create a hook and send into Start() to be recognized by the engine.

```
public interface AwperativeHook
```

Methods

Load()

Called when the program starts; It is not recommended you load assets here.

```
void Load()
```

Unload()

Called when the program closes.

```
void Unload()
```

Class Base

Namespace: [Awperative](#)

Assembly: Awperative.dll

Base class of Awperative. Carries events from MonoGame into scenes and hooks.

```
public sealed class Base : Game, IDisposable
```

Inheritance

[object](#) ← Game ← Base

Implements

[IDisposable](#)

Inherited Members

Game.Dispose() , Game.Exit() , Game.ResetElapsedTime() , Game.SuppressDraw() ,
Game.RunOneFrame() , Game.Run() , Game.Run(GameRunBehavior) , Game.Tick()
Game.LaunchParameters , Game.Components , Game.InactiveSleepTime , Game.MaxElapsedTime ,
Game.IsActive , Game.IsMouseVisible , Game.TargetElapsedTime , Game.IsFixedTimeStep ,
Game.Services , Game.Content , Game.GraphicsDevice , Game.Window , Game.Activated ,
Game.Deactivated , Game.Disposed , Game.Exiting , [object.Equals\(object\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

Draw(GameTime)

Draw() is called every frame; after Update(). Override Draw() in scripting tools to call from this event.

```
protected override void Draw(GameTime __gameTime)
```

Parameters

[__gameTime](#) GameTime

Remarks

Hooks are unable to receive both Update() and Draw()

EndRun()

EndRun() is called if the program closes. Override Terminate() in scripting tools or use hooks to call from this event.

```
protected override void EndRun()
```

Remarks

This event may not trigger if the program is force closed.

Initialize()

Initialize() is called when the program starts. Goes before LoadContent(). And prepares the kernel for use.

```
protected override void Initialize()
```

Remarks

It is recommended not to load content in Initialize()

LoadContent()

LoadContent() is called when the program starts; right after Initialize(). Override Load() in scripting tools or use hooks to call from this event.

```
protected override void LoadContent()
```

Remarks

It is recommended to load content during LoadContent()

Update(GameTime)

Update() is called every frame; before Draw(). Override Update() in scripting tools to call from this event.

```
protected override void Update(GameTime __gameTime)
```

Parameters

__gameTime GameTime

Remarks

Hooks are unable to receive both Update() and Draw()

Class Body

Namespace: [Awperative](#)

Assembly: Awperative.dll

```
public sealed class Body : DockerEntity
```

Inheritance

[object](#) ← [DockerEntity](#) ← Body

Inherited Members

[DockerEntity.AddComponent<Generic>\(\)](#) , [DockerEntity.AddComponent<Generic>\(object\[\]\)](#) ,
[DockerEntity.GetComponent<Generic>\(\)](#) , [DockerEntity.GetComponents<Generic>\(\)](#) ,
[DockerEntity.RemoveComponent\(Component\)](#) , [DockerEntity.RemoveComponent<Generic>\(\)](#) ,
[DockerEntity.RemoveComponents<Generic>\(\)](#) , [object.Equals\(object\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

Components

All components attached to the body

```
public List<Component> Components { get; }
```

Property Value

[List](#)<[Component](#)>

Scene

Current scene the body exists in

```
public Scene Scene { get; }
```

Property Value

[Scene](#)

Tags

All tags attached to the body

```
public List<string> Tags { get; }
```

Property Value

[List<string>](#)

transform

Position of the body

```
public Transform transform { get; }
```

Property Value

[Transform](#)

Class BodyComponent

Namespace: [Awperative](#)

Assembly: Awperative.dll

```
public class BodyComponent : Component
```

Inheritance

[object](#) ← [Component](#) ← BodyComponent

Inherited Members

[Component.Scene](#) , [Component.Unload\(\)](#) , [Component.Load\(\)](#) , [Component.Update\(GameTime\)](#) ,
[Component.Draw\(GameTime\)](#) , [Component.Create\(\)](#) , [Component.Destroy\(\)](#) , [Component.AddBody\(\)](#) ,
[Component.AddBody\(Transform\)](#) , [Component.GetBody\(string\)](#) , [Component.GetBodies\(string\)](#) ,
[Component.DestroyBody\(Body\)](#) , [Component.AddComponent<Generic>\(\)](#) ,
[Component.AddComponent<Generic>\(object\[\]\)](#) , [Component.GetComponent<Generic>\(\)](#) ,
[Component.GetComponents<Generic>\(\)](#) , [Component.RemoveComponent<Generic>\(\)](#) ,
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Fields

Body

```
public Body Body
```

Field Value

[Body](#)

Properties

Transform

```
public Transform Transform { get; }
```

Property Value

[Transform](#)

Class BodyCreateEvent

Namespace: [Awperative](#)

Assembly: Awperative.dll

```
public sealed record BodyCreateEvent : IEquatable<BodyCreateEvent>
```

Inheritance

[object](#) ← BodyCreateEvent

Implements

[IEquatable](#)<[BodyCreateEvent](#)>

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Fields

body

```
public readonly Body body
```

Field Value

[Body](#)

scene

```
public readonly Scene scene
```

Field Value

[Scene](#)

Class BodyDestroyEvent

Namespace: [Awperative](#)

Assembly: Awperative.dll

```
public sealed record BodyDestroyEvent : IEquatable<BodyDestroyEvent>
```

Inheritance

[object](#) ← BodyDestroyEvent

Implements

[IEquatable](#)<[BodyDestroyEvent](#)>

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Fields

body

```
public readonly Body body
```

Field Value

[Body](#)

scene

```
public readonly Scene scene
```

Field Value

[Scene](#)

Class Component

Namespace: [Awperative](#)

Assembly: Awperative.dll

The lowest level scripting class in Awperative. Components are scene level and provide access to all scene level methods, can be applied to any docker and inherited Sadly component does not have excessive access to specific types. Anything that inherits Component is built to work in any DockerEntity, which leads to generic Assumptions. If you want to make a body specific or scene specific component both classes are available.

```
public abstract class Component
```

Inheritance

[object](#) ← Component

Derived

[BodyComponent](#), [SceneComponent](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

Scene

```
public Scene Scene { get; set; }
```

Property Value

[Scene](#)

Methods

AddBody()

```
protected Body AddBody()
```

Returns

[Body](#)

AddBody(Transform)

```
protected Body AddBody(Transform __transform)
```

Parameters

__transform [Transform](#)

Returns

[Body](#)

AddComponent<Generic>()

```
public Component AddComponent<Generic>() where Generic : Component
```

Returns

[Component](#)

Type Parameters

[Generic](#)

AddComponent<Generic>(object[])

```
public Component AddComponent<Generic>(object[] __args) where Generic : Component
```

Parameters

__args object[]

Returns

Component

Type Parameters

Generic

Create()

```
public virtual void Create()
```

Destroy()

```
public virtual void Destroy()
```

DestroyBody(Body)

```
protected void DestroyBody(Body __body)
```

Parameters

__body Body

Draw(GameTime)

```
public virtual void Draw(GameTime __gameTime)
```

Parameters

__gameTime GameTime

GetBodies(string)

protected Body[] GetBodies(string __tag)

Parameters

__tag string ↗

Returns

[Body](#)[]

GetBody(string)

protected Body GetBody(string __tag)

Parameters

__tag string ↗

Returns

[Body](#)

GetComponent<Generic>()

public Component GetComponent<Generic>() where Generic : Component

Returns

[Component](#)

Type Parameters

Generic

GetComponents<Generic>()

```
public Component[] GetComponents<Generic>() where Generic : Component
```

Returns

[Component\[\]](#)

Type Parameters

Generic

Load()

```
public virtual void Load()
```

RemoveComponent<Generic>()

```
public void RemoveComponent<Generic>() where Generic : Component
```

Type Parameters

Generic

Unload()

```
public virtual void Unload()
```

Update(GameTime)

```
public virtual void Update(GameTime __gameTime)
```

Parameters

__gameTime GameTime

Class ComponentCreateEvent

Namespace: [Awperative](#)

Assembly: Awperative.dll

```
public sealed record ComponentCreateEvent : IEquatable<ComponentCreateEvent>
```

Inheritance

[object](#) ← ComponentCreateEvent

Implements

[IEquatable](#)<[ComponentCreateEvent](#)>

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Fields

body

```
public readonly Body body
```

Field Value

[Body](#)

component

```
public readonly Component component
```

Field Value

[Component](#)

scene

```
public readonly Scene scene
```

Field Value

[Scene](#)

Class ComponentDestroyEvent

Namespace: [Awperative](#)

Assembly: Awperative.dll

```
public sealed record ComponentDestroyEvent : IEquatable<ComponentDestroyEvent>
```

Inheritance

[object](#) ← ComponentDestroyEvent

Implements

[IEquatable](#)<[ComponentDestroyEvent](#)>

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Fields

body

```
public readonly Body body
```

Field Value

[Body](#)

component

```
public readonly Component component
```

Field Value

[Component](#)

scene

```
public readonly Scene scene
```

Field Value

[Scene](#)

Class Debug

Namespace: [Awperative](#)

Assembly: Awperative.dll

```
public static class Debug
```

Inheritance

[object](#) ← Debug

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

LogFilePath

True path of the log file Awperative dumps to.

```
public static string LogFilePath { get; }
```

Property Value

[string](#)

Methods

AssertAction(bool, string)

Writes the current message to the log file if the condition is true.

```
public static void AssertAction(bool __condition, string __message)
```

Parameters

__condition [bool](#)

Condition to debug

__message [string](#)

Message to debug

AssertError(bool, string)

Writes the current message to the log file if the condition is true.

```
public static void AssertError(bool __condition, string __message)
```

Parameters

__condition [bool](#)

Condition to debug

__message [string](#)

Message to debug

AssertGeneric(bool, string, string, string[], string[])

Writes the current message to the log file if the condition is true. With any given call sign.

```
public static void AssertGeneric(bool __condition, string __message, string  
__callSign, string[] __parameters, string[] __values)
```

Parameters

__condition [bool](#)

Condition to debug

__message [string](#)

Message to debug

__callSign [string](#)

Message identifier

__parameters [string](#)[]

Names of values to debug

__values [string](#)[]

Values to debug

AssertState(bool, string)

Writes the current message to the log file if the condition is true.

```
public static void AssertState(bool __condition, string __message)
```

Parameters

__condition [bool](#)

Condition to debug

__message [string](#)

Message to debug

AssertValue(bool, string)

Writes the current message to the log file if the condition is true.

```
public static void AssertValue(bool __condition, string __message)
```

Parameters

__condition [bool](#)

Condition to debug

__message [string](#)

Message to debug

AssertWarning(bool, string)

Writes the current message to the log file if the condition is true.

```
public static void AssertWarning(bool __condition, string __message)
```

Parameters

__condition [bool](#)

Condition to debug

__message [string](#)

Message to debug

LogAction(string)

Writes the current message to the log file.

```
public static void LogAction(string __message)
```

Parameters

__message [string](#)

Message to debug

LogAction(string, string[], string[])

Writes the current message to the log file. With any given call sign.

```
public static void LogAction(string __message, string[] __parameters,  
string[] __values)
```

Parameters

__message [string](#)

Message to debug

__parameters [string](#)[]

Names of values to debug

__values [string](#)[]

Values to debug

.LogError(string)

Writes the current message to the log file.

```
public static void LogError(string __message)
```

Parameters

__message [string](#)

Message to debug

.LogError(string, string[], string[])

Writes the current message to the log file. With any given call sign.

```
public static void LogError(string __message, string[] __parameters,
string[] __values)
```

Parameters

__message [string](#)

Message to debug

__parameters [string](#)[]

Names of values to debug

__values string[]

Values to debug

LogGeneric(string, string, string[], string[])

Writes the current message to the log file. With any given call sign.

```
public static void LogGeneric(string __message, string __callSign, string[]
__parameters, string[] __values)
```

Parameters

__message string[]

Message to debug

__callSign string[]

Message identifier

__parameters string[][]

Names of values to debug

__values string[][]

Values to debug

LogState(string)

Writes the current message to the log file.

```
public static void LogState(string __message)
```

Parameters

__message string[]

Message to debug

LogState(string, string[], string[])

Writes the current message to the log file. With any given call sign.

```
public static void LogState(string __message, string[] __parameters,  
string[] __values)
```

Parameters

__message [string](#)

Message to debug

__parameters [string](#)[]

Names of values to debug

__values [string](#)[]

Values to debug

LogValue(string)

Writes the current message to the log file.

```
public static void LogValue(string __message)
```

Parameters

__message [string](#)

Message to debug

LogValue(string, string[], string[])

Writes the current message to the log file. With any given call sign.

```
public static void LogValue(string __message, string[] __parameters,  
string[] __values)
```

Parameters

__message [string](#)

Message to debug

__parameters [string](#)[]

Names of values to debug

__values [string](#)[]

Values to debug

LogWarning(string)

Writes the current message to the log file.

```
public static void LogWarning(string __message)
```

Parameters

__message [string](#)

Message to debug

LogWarning(string, string[], string[])

Writes the current message to the log file. With any given call sign.

```
public static void LogWarning(string __message, string[] __parameters,  
string[] __values)
```

Parameters

__message [string](#)

Message to debug

parameters [string](#)[]

Names of values to debug

values [string](#)[]

Values to debug

Class DockerEntity

Namespace: [Awperative](#)

Assembly: Awperative.dll

Base class for all Awperative entities, manages components as a requirement because that is the job of all entities.

```
public abstract class DockerEntity
```

Inheritance

[object](#) ← DockerEntity

Derived

[Body](#), [Scene](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Fields

Scene

```
public Scene Scene
```

Field Value

[Scene](#)

Methods

AddComponent<Generic>()

```
public Component AddComponent<Generic>() where Generic : Component
```

Returns

[Component](#)

Type Parameters

Generic

AddComponent<Generic>(object[])

```
public Component AddComponent<Generic>(object[] __args) where Generic : Component
```

Parameters

__args [object](#)[]

Returns

[Component](#)

Type Parameters

Generic

GetComponent<Generic>()

```
public Component GetComponent<Generic>() where Generic : Component
```

Returns

[Component](#)

Type Parameters

Generic

GetComponents<Generic>()

```
public Component[] GetComponents<Generic>() where Generic : Component
```

Returns

[Component\[\]](#)

Type Parameters

Generic

RemoveComponent(Component)

```
public void RemoveComponent(Component __component)
```

Parameters

__component [Component](#)

RemoveComponent<Generic>()

```
public void RemoveComponent<Generic>() where Generic : Component
```

Type Parameters

Generic

RemoveComponents<Generic>()

```
public void RemoveComponents<Generic>() where Generic : Component
```

Type Parameters

Generic

Class Scene

Namespace: [Awperative](#)

Assembly: Awperative.dll

```
public sealed class Scene : DockerEntity
```

Inheritance

[object](#) ← [DockerEntity](#) ← Scene

Inherited Members

[DockerEntity.AddComponent<Generic>\(\)](#) , [DockerEntity.AddComponent<Generic>\(object\[\]\)](#) ,
[DockerEntity.Scene](#) , [DockerEntity.GetComponent<Generic>\(\)](#) ,
[DockerEntity.GetComponents<Generic>\(\)](#) , [DockerEntity.RemoveComponent\(Component\)](#) ,
[DockerEntity.RemoveComponent<Generic>\(\)](#) , [DockerEntity.RemoveComponents<Generic>\(\)](#) ,
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Properties

bodies

```
public List<Body> bodies { get; }
```

Property Value

[List](#)<[Body](#)>

Methods

AddBody()

```
public Body AddBody()
```

Returns

Body

AddBody(Transform)

```
public Body AddBody(Transform __transform)
```

Parameters

__transform [Transform](#)

Returns

Body

DestroyBody(Body)

```
public void DestroyBody(Body __body)
```

Parameters

__body [Body](#)

Draw(GameTime)

```
public void Draw(GameTime __gameTime)
```

Parameters

__gameTime [GameTime](#)

GetBodies(string)

```
public Body[] GetBodies(string tag)
```

Parameters

tag [string](#)

Returns

[Body](#)[]

GetBody(string)

```
public Body GetBody(string tag)
```

Parameters

tag [string](#)

Returns

[Body](#)

Load()

```
public void Load()
```

Unload()

```
public void Unload()
```

Update(GameTime)

```
public void Update(GameTime __gameTime)
```

Parameters

__gameTime GameTime

Events

BodyCreatedEvent

```
public event EventHandler<BodyCreateEvent> BodyCreatedEvent
```

Event Type

[EventHandler](#)<[BodyCreateEvent](#)>

BodyDestroyedEvent

```
public event EventHandler<BodyDestroyEvent> BodyDestroyedEvent
```

Event Type

[EventHandler](#)<[BodyDestroyEvent](#)>

Class SceneComponent

Namespace: [Awperative](#)

Assembly: Awperative.dll

```
public class SceneComponent : Component
```

Inheritance

[object](#) ← [Component](#) ← SceneComponent

Inherited Members

[Component.Scene](#) , [Component.Unload\(\)](#) , [Component.Load\(\)](#) , [Component.Update\(GameTime\)](#) ,
[Component.Draw\(GameTime\)](#) , [Component.Create\(\)](#) , [Component.Destroy\(\)](#) , [Component.AddBody\(\)](#) ,
[Component.AddBody\(Transform\)](#) , [Component.GetBody\(string\)](#) , [Component.GetBodies\(string\)](#) ,
[Component.DestroyBody\(Body\)](#) , [Component.AddComponent<Generic>\(\)](#) ,
[Component.AddComponent<Generic>\(object\[\]\)](#) , [Component.GetComponent<Generic>\(\)](#) ,
[Component.GetComponents<Generic>\(\)](#) , [Component.RemoveComponent<Generic>\(\)](#) ,
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Class SceneCreateEvent

Namespace: [Awperative](#)

Assembly: Awperative.dll

```
public sealed record SceneCreateEvent : IEquatable<SceneCreateEvent>
```

Inheritance

[object](#) ← SceneCreateEvent

Implements

[IEquatable](#)<[SceneCreateEvent](#)>

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Fields

scene

```
public Scene scene
```

Field Value

[Scene](#)

Class SceneDestroyEvent

Namespace: [Awperative](#)

Assembly: Awperative.dll

```
public sealed record SceneDestroyEvent : IEquatable<SceneDestroyEvent>
```

Inheritance

[object](#) ← SceneDestroyEvent

Implements

[IEquatable](#)<[SceneDestroyEvent](#)>

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Fields

scene

```
public Scene scene
```

Field Value

[Scene](#)

Class Transform

Namespace: [Awperative](#)

Assembly: Awperative.dll

```
public sealed class Transform
```

Inheritance

[object](#) ← Transform

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

Transform()

```
public Transform()
```

Transform(Vector2, Vector2, float, float, Vector2)

```
public Transform(Vector2 __origin, Vector2 __position, float __depth, float  
__rotation, Vector2 __scale)
```

Parameters

__origin Vector2

__position Vector2

__depth float

__rotation float

__scale Vector2

Properties

Depth

```
public float Depth { get; set; }
```

Property Value

[float](#) ↗

Origin

```
public Vector2 Origin { get; set; }
```

Property Value

Vector2

Position

```
public Vector2 Position { get; set; }
```

Property Value

Vector2

Rotation

```
public float Rotation { get; set; }
```

Property Value

[float](#) ↗

Scale

```
public Vector2 Scale { get; set; }
```

Property Value

Vector2

Methods

Clone()

```
public Transform Clone()
```

Returns

[Transform](#)

Set(Vector2, Vector2, float, float, Vector2)

```
public void Set(Vector2 __origin, Vector2 __position, float __depth, float  
__rotation, Vector2 __scale)
```

Parameters

__origin Vector2

__position Vector2

__depth [float](#)

__rotation [float](#)

__scale Vector2

ToMatrix()

```
public Matrix ToMatrix()
```

Returns

Matrix

Events

OnTransformChangedEvent

```
public event EventHandler<TransformModifyEvent> OnTransformChangedEvent
```

Event Type

[EventHandler](#)<[TransformModifyEvent](#)>

Class TransformModifyEvent

Namespace: [Awperative](#)

Assembly: Awperative.dll

```
public sealed record TransformModifyEvent : IEquatable<TransformModifyEvent>
```

Inheritance

[object](#) ← TransformModifyEvent

Implements

[IEquatable](#)<[TransformModifyEvent](#)>

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Fields

after

```
public readonly Transform after
```

Field Value

[Transform](#)

before

```
public readonly Transform before
```

Field Value

[Transform](#)

Namespace Awperative.Kernel.Communication.Config

Classes

[Config](#)

Class Config

Namespace: [Awperative.Kernel.Communication.Config](#)

Assembly: Awperative.dll

```
public static class Config
```

Inheritance

[object](#) ← Config

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Fields

logFileName

```
public static string logFileName
```

Field Value

[string](#)