Namespace Lunar

Classes

Class1

Class Class1

Namespace: Lunar

Assembly: Lunar.dll

```
public class Class1
```

Inheritance

object ← Class1

Inherited Members

object.Equals(object) , object.Equals(object, object) , object.GetHashCode() , object.GetType() , object.MemberwiseClone() , object.ReferenceEquals(object, object) , object.ToString()

Namespace Lunar.Adapters.Unity

Classes

Class1

Class Class1

Namespace: Lunar.Adapters.Unity

Assembly: Lunar.Adapters.Unity.dll

```
public class Class1
```

Inheritance

object ← Class1

Inherited Members

object.Equals(object) , object.Equals(object, object) , object.GetHashCode() , object.GetType() , object.MemberwiseClone() , object.ReferenceEquals(object, object) , object.ToString()

Namespace Lunar.Modules.TypeWriter

Classes

TypeWriter

Enums

State

Enum State

Namespace: Lunar.Modules.TypeWriter

Assembly: Lunar.Modules.TypeWriter.dll

```
public enum State
```

Fields

`Cancelled = 3`

`Finished = 4`

`Idle = 0`

`Paused = 2`

`Playing = 1`

Class TypeWriter

Namespace: Lunar.Modules.TypeWriter

Assembly: Lunar.Modules.TypeWriter.dll

```
public class TypeWriter
```

Inheritance

object ← TypeWriter

Inherited Members

object.Equals(object) , object.Equals(object, object) , object.GetHashCode() , object.GetType() , object.MemberwiseClone() , object.ReferenceEquals(object, object) , object.ToString()

Constructors

TypeWriter(string, TimeSpan)

```
public TypeWriter(string sourceText, TimeSpan delay)
```

Parameters

`sourceText` string

`delay` TimeSpan

Properties

IsCancelled

Is the typewriter cancelled? (read-only)

```
public bool IsCancelled { get; }
```

Property Value

bool

IsPaused

Is the typewriter paused? (read-only)

```
public bool IsPaused { get; }
```

Property Value

bool

IsPlaying

Is the typewriter playing? (read-only)

```
public bool IsPlaying { get; }
```

Property Value

bool

ResultText

The results of the text. (read-only)

```
public string ResultText { get; }
```

Property Value

string

State

Current status of typewriter. (read-only)

```
public State State { get; }
```

Property Value

State

Methods

Cancel()

Cancel the TypeWriter.

```
public void Cancel()
```

Pause()

Pause the TypeWriter.

```
public void Pause()
```

Resume()

Resume the TypeWriter.

```
public void Resume()
```

StartAsync(bool, CancellationToken)

Start the TypeWriter.

```
public Task StartAsync(bool isForce = true, CancellationToken token = default)
```

Parameters

`isForce` bool

`token` CancellationToken

Returns

Task