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Classes

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Class TimelinePlayerEditor

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TimelinePlayerEditor

Namespace: [PragmaFramework.Timeline.Editor](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class TimelinePlayerEditor : UnityEditor.Editor
```

Methods

OnInspectorGUI()

Declaration

```
public override void OnInspectorGUI()
```

Namespace PragmaFramework.Timeline.Runtime

Classes

[TimelinePlayer](#)

Structs

[ControlBindInfo](#)

[SubPlayerBindInfo](#)

[TrackBindInfo](#)

Struct ControlBindInfo

Namespace: [PragmaFramework.Timeline.Runtime](#)
Assembly: cs.temp.dll.dll

Syntax

```
public struct ControlBindInfo
```

Fields

hash

Declaration

```
public int hash
```

Field Value

| TYPE | DESCRIPTION |
|-----------------------|-------------|
| Int32 | |

key

Declaration

```
public string key
```

Field Value

| TYPE | DESCRIPTION |
|------------------------|-------------|
| String | |

playableAsset

Declaration

```
public ControlPlayableAsset playableAsset
```

Field Value

| TYPE | DESCRIPTION |
|----------------------|-------------|
| ControlPlayableAsset | |

trackAsset

Declaration

```
public TrackAsset trackAsset
```

Field Value

| TYPE | DESCRIPTION |
|------------|-------------|
| TrackAsset | |

Struct SubPlayerBindInfo

Namespace: [PragmaFramework.Timeline.Runtime](#)

Assembly: cs.temp.dll.dll

Syntax

```
public struct SubPlayerBindInfo
```

Fields

hash

Declaration

```
public int hash
```

Field Value

| TYPE | DESCRIPTION |
|-----------------------|-------------|
| Int32 | |

key

Declaration

```
public string key
```

Field Value

| TYPE | DESCRIPTION |
|------------------------|-------------|
| String | |

playableAsset

Declaration

```
public ControlPlayableAsset playableAsset
```

Field Value

| TYPE | DESCRIPTION |
|----------------------|-------------|
| ControlPlayableAsset | |

subPlayer

Declaration

```
public TimelinePlayer subPlayer
```

Field Value

| TYPE | DESCRIPTION |
|--------------------------------|-------------|
| TimelinePlayer | |

Class TimelinePlayer

Inheritance

[Object](#)

TimelinePlayer

Implements

ISerializationCallbackReceiver

Namespace: [PragmaFramework.Timeline.Runtime](#)

Assembly: cs.temp.dll.dll

Syntax

```
public class TimelinePlayer : MonoBehaviour, ISerializationCallbackReceiver
```

Fields

controlBindInfos

Bind info for control Track.

Declaration

```
public List<ControlBindInfo> controlBindInfos
```

Field Value

| TYPE | DESCRIPTION |
|---|-------------|
| List< ControlBindInfo > | |

subTimelines

Bind info for child timelines

Declaration

```
public List<SubPlayerBindInfo> subTimelines
```

Field Value

| TYPE | DESCRIPTION |
|---|-------------|
| List< SubPlayerBindInfo > | |

trackBindInfos

Bind info for track.

Declaration

```
public List<TrackBindInfo> trackBindInfos
```

Field Value

| TYPE | DESCRIPTION |
|---------------------------------------|-------------|
| List< TrackBindInfo > | |

Properties

Director

The `PlayableDirector` of this timeline player.

Declaration

```
public PlayableDirector Director { get; }
```

Property Value

| TYPE | DESCRIPTION |
|------------------|-------------|
| PlayableDirector | |

Methods

ClearTimeline()

Clear the timeline and remove all the runtime children.

Declaration

```
public void ClearTimeline()
```

Init(IReadOnlyDictionary<String, Object>)

Initialize this timeline player with a bindingMap; it only does the initialization and does not play it yet.

Declaration

```
public void Init(IReadOnlyDictionary<string, object> bindingMap)
```

Parameters

| TYPE | NAME | DESCRIPTION |
|-------------------------------------|------------|-------------|
| IReadOnlyDictionary<String, Object> | bindingMap | |

OnAfterDeserialize()

Declaration

```
public void OnAfterDeserialize()
```

OnBeforeSerialize()

Declaration

```
public void OnBeforeSerialize()
```

PlayTimeline(Boolean)

Play this timeline.

Declaration

```
public void PlayTimeline(bool autoDestroyOnStop = false)
```

Parameters

| TYPE | NAME | DESCRIPTION |
|------|------|-------------|
| | | |

| TYPE | NAME | DESCRIPTION |
|---------|-------------------|--------------------------------------|
| Boolean | autoDestroyOnStop | Auto destroy when the timeline stop. |

Events

Stopped

Declaration

```
public event Action<PlayableDirector> Stopped
```

Event Type

| TYPE | DESCRIPTION |
|--------------------------|-------------|
| Action<PlayableDirector> | |

Implements

ISerializationCallbackReceiver

Struct TrackBindInfo

Namespace: [PragmaFramework.Timeline.Runtime](#)

Assembly: cs.temp.dll.dll

Syntax

```
public struct TrackBindInfo
```

Fields

key

Declaration

```
public string key
```

Field Value

| TYPE | DESCRIPTION |
|------------------------|-------------|
| String | |

trackAsset

Declaration

```
public TrackAsset trackAsset
```

Field Value

| TYPE | DESCRIPTION |
|------------|-------------|
| TrackAsset | |