

# Namespace CatSweeper.Core

## Classes

[BootstrapEndState](#)

[GameEntry](#)

[GameEntry.MethodName](#)

Cached StringNames for the methods contained in this class, for fast lookup.

[GameEntry.PropertyName](#)

Cached StringNames for the properties and fields contained in this class, for fast lookup.

[GameEntry.SignalName](#)

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[GameStateMachine](#)

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[InfoLoadState](#)

[LoadStageState](#)

[LoadStageState.InitParam](#)

[LocalLoadState](#)

[LoginState](#)

[LoginState.Param](#)

[UILoadState](#)

[UserDataLoadState](#)

## Enums

[GameStatelD](#)



# Class BootstrapEndState

## Inheritance

object → State<GameStatId, GameState, GameStateMachine> → GameState → BootstrapEndState

## Implements

[IDisposable](#)

## Inherited Members

State<GameStatId, GameState, GameStateMachine>.Id

State<GameStatId, GameState, GameStateMachine>.StateMachine

State<GameStatId, GameState, GameStateMachine>.IsReady()

State<GameStatId, GameState, GameStateMachine>.StartContext(StateParam)

State<GameStatId, GameState, GameStateMachine>.OnEndContext()

State<GameStatId, GameState, GameStateMachine>.Dispose()

[object.Equals\(object\)](#)

[object.Equals\(object, object\)](#)

[object.GetHashCode\(\)](#)

[object.GetType\(\)](#)

[object.MemberwiseClone\(\)](#)

[object.ReferenceEquals\(object, object\)](#)

[object.ToString\(\)](#)

Namespace: [CatSweeper.Core](#)

Assembly: CatSweeper.dll

## Syntax

```
public class BootstrapEndState : GameState, IDisposable
```

## Properties

### Id

---

#### Declaration

```
public override GameStateId Id { get; }
```

## Property Value

### TYPE

GameStatId

## Overrides

cfEngine.Util.State<CatSweeper.Core.GameStatId, CatSweeper.Core.GameState, CatSweeper.Core.GameStateMachine>.Id

## Methods

### StartContext(StateParam)

#### Declaration

```
public override void StartContext(StateParam stateParam)
```

#### Parameters

TYPE	NAME
StateParam	stateParam

## Overrides

cfEngine.Util.State<CatSweeper.Core.GameStatId, CatSweeper.Core.GameState, CatSweeper.Core.GameStateMachine>.StartContext(cfEngine.Util.StateParam)

## Implements

### IDisposable

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# Class GameEntry

## Inheritance

[object](#) → GodotObject → Node → GameEntry

## Implements

[IDisposable](#)

## Inherited Members

Node.NotificationEnterTree  
Node.NotificationExitTree  
Node.NotificationMovedInParent  
Node.NotificationReady  
Node.NotificationPaused  
Node.NotificationUnpaused  
Node.NotificationPhysicsProcess  
Node.NotificationProcess  
Node.NotificationParented  
Node.NotificationUnparented  
Node.NotificationSceneInstantiated  
Node.NotificationDragBegin  
Node.NotificationDragEnd  
Node.NotificationPathRenamed  
Node.NotificationChildOrderChanged  
Node.NotificationInternalProcess  
Node.NotificationInternalPhysicsProcess  
Node.NotificationPostEnterTree  
Node.NotificationDisabled  
Node.NotificationEnabled  
Node.NotificationResetPhysicsInterpolation  
Node.NotificationEditorPreSave  
Node.NotificationEditorPostSave  
Node.NotificationWMMouseEnter  
Node.NotificationWMMouseExit  
Node.NotificationWMWindowFocusIn  
Node.NotificationWMWindowFocusOut  
Node.NotificationWMCloseRequest  
Node.NotificationWMGoBackRequest  
Node.NotificationWMSizeChanged  
Node.NotificationWMDpiChange  
Node.NotificationVpMouseEnter

Node.NotificationVpMouseExit  
Node.NotificationWMPositionChanged  
Node.NotificationOsMemoryWarning  
Node.NotificationTranslationChanged  
Node.NotificationWMAbout  
Node.NotificationCrash  
Node.NotificationOslmeUpdate  
Node.NotificationApplicationResumed  
Node.NotificationApplicationPaused  
Node.NotificationApplicationFocusIn  
Node.NotificationApplicationFocusOut  
Node.NotificationTextServerChanged  
Node.GetNode<T>(NodePath)  
Node.GetNodeOrNull<T>(NodePath)  
**Node.GetChild<T>(int, bool)**  
**Node.GetChildOrNull<T>(int, bool)**  
Node.GetOwner<T>()  
Node.GetOwnerOrNull<T>()  
Node.GetParent<T>()  
Node.GetParentOrNull<T>()  
Node.\_EnterTree()  
Node.\_ExitTree()  
Node.\_GetConfigurationWarnings()  
Node.\_Input(InputEvent)  
**Node.\_PhysicsProcess(double)**  
**Node.\_Process(double)**  
Node.\_Ready()  
Node.\_ShortcutInput(InputEvent)  
Node.\_UnhandledInput(InputEvent)  
Node.\_UnhandledKeyInput(InputEvent)  
Node.PrintOrphanNodes()  
**Node.AddSibling(Node, bool)**  
**Node.AddChild(Node, bool, Node.InternalMode)**  
Node.RemoveChild(Node)  
**Node.Reparent(Node, bool)**  
Node.GetChildCount(bool)  
Node.GetChildren(bool)  
**Node.GetChild(int, bool)**  
Node.HasNode(NodePath)  
Node.GetNode(NodePath)  
Node.GetNodeOrNull(NodePath)  
Node.GetParent()  
**Node.FindChild(string, bool, bool)**  
**Node.FindChildren(string, string, bool, bool)**  
**Node.FindParent(string)**  
Node.HasNodeAndResource(NodePath)  
Node.GetNodeAndResource(NodePath)  
Node.IsInsideTree()  
Node.IsPartOfEditedScene()  
Node.IsAncestorOf(Node)

Node.IsGreater Than(Node)  
Node.GetPath()  
**Node.GetPath To(Node, bool)**  
**Node.AddToGroup(StringName, bool)**  
Node.RemoveFromGroup(StringName)  
Node.IsInGroup(StringName)  
**Node.MoveChild(Node, int)**  
Node.GetGroups()  
**Node.GetIndex(bool)**  
Node.PrintTree()  
Node.PrintTreePretty()  
Node.GetTreeString()  
Node.GetTreeStringPretty()  
**Node.PropagateNotification(int)**  
**Node.PropagateCall(StringName, Array, bool)**  
**Node.SetPhysicsProcess(bool)**  
Node.GetPhysicsProcessDelta Time()  
Node.IsPhysicsProcessing()  
Node.GetProcessDelta Time()  
**Node.SetProcess(bool)**  
Node.IsProcessing()  
**Node.SetProcessInput(bool)**  
Node.IsProcessingInput()  
**Node.SetProcessShortcutInput(bool)**  
Node.IsProcessingShortcutInput()  
**Node.SetProcessUnhandledInput(bool)**  
Node.IsProcessingUnhandledInput()  
**Node.SetProcessUnhandledKeyInput(bool)**  
Node.IsProcessingUnhandledKeyInput()  
Node.CanProcess()  
**Node.SetDisplayFolded(bool)**  
Node.IsDisplayedFolded()  
**Node.SetProcessInternal(bool)**  
Node.IsProcessingInternal()  
**Node.SetPhysicsProcessInternal(bool)**  
Node.IsPhysicsProcessingInternal()  
Node.IsPhysicsInterpolated()  
Node.IsPhysicsInterpolatedAndEnabled()  
Node.ResetPhysicsInterpolation()  
Node.SetTranslationDomainInherited()  
Node.GetWindow()  
Node.GetLastExclusiveWindow()  
Node.GetTree()  
Node.CreateTween()  
**Node.Duplicate(int)**  
**Node.ReplaceBy(Node, bool)**  
**Node.setSceneInstanceLoadPlaceholder(bool)**  
Node.GetSceneInstanceLoadPlaceholder()  
**Node.setEditableInstance(Node, bool)**  
Node.setEditableInstance(Node)

```
Node.GetViewport()
Node.QueueFree()
Node.RequestReady()
Node.IsNodeReady()
Node.SetMultiplayerAuthority(int, bool)
Node.GetMultiplayerAuthority()
Node.IsMultiplayerAuthority()
Node.RpcConfig(StringName, Variant)
Node.GetRpcConfig()
Node.Atr(string, StringName)
Node.AtrN(string, StringName, int, StringName)
Node.Rpc(StringName, params Variant[])
Node.Rpc(StringName, ReadOnlySpan<Variant>)
Node.RpcId(long, StringName, params Variant[])
Node.RpcId(long, StringName, ReadOnlySpan<Variant>)
Node.UpdateConfigurationWarnings()
Node.CallDeferredThreadGroup(StringName, params Variant[])
Node.CallDeferredThreadGroup(StringName, ReadOnlySpan<Variant>)
Node.SetDeferredThreadGroup(StringName, Variant)
Node.NotifyDeferredThreadGroup(int)
Node.CallThreadSafe(StringName, params Variant[])
Node.CallThreadSafe(StringName, ReadOnlySpan<Variant>)
Node.SetThreadSafe(StringName, Variant)
Node.NotifyThreadSafe(int)
Node.EmitSignalReady()
Node.EmitSignalRenamed()
Node.EmitSignalTreeEntered()
Node.EmitSignalTreeExiting()
Node.EmitSignalTreeExited()
Node.EmitSignalChildEnteredTree(Node)
Node.EmitSignalChildExitingTree(Node)
Node.EmitSignalChildOrderChanged()
Node.EmitSignalReplacingBy(Node)
Node.EmitSignalEditorDescriptionChanged(Node)
Node.EmitSignalEditorStateChanged()
Node.InvokeGodotClassMethod(in godot_string_name, NativeVariantPtrArgs, out godot_variant)
Node.HasGodotClassMethod(in godot_string_name)
Node.HasGodotClassSignal(in godot_string_name)
Node.Name
Node.UniqueNameInOwner
Node.SceneFilePath
Node.Owner
Node.Multiplayer
Node.ProcessMode
Node.ProcessPriority
Node.ProcessPhysicsPriority
Node.ProcessThreadGroup
Node.ProcessThreadGroupOrder
Node.ProcessThreadMessages
Node.PhysicsInterpolationMode
```

Node.AutoTranslateMode  
Node.EditorDescription  
Node.Ready  
Node.Renamed  
Node.TreeEntered  
Node.TreeExiting  
Node.TreeExited  
Node.ChildEnteredTree  
Node.ChildExitingTree  
Node.ChildOrderChanged  
Node.ReplacingBy  
Node.EditorDescriptionChanged  
Node.EditorStateChanged  
GodotObject.NotificationPostinitialize  
GodotObject.NotificationPredelete  
GodotObject.NotificationExtensionReloaded  
**GodotObject.InstanceFromId(ulong)**  
**GodotObject.IsInstanceIdValid(ulong)**  
GodotObject.IsValid(GodotObject)  
GodotObject.WeakRef(GodotObject)  
GodotObject.Dispose()  
**GodotObject.Dispose(bool)**  
GodotObject.ToString()  
GodotObject.ToSignal(GodotObject, StringName)  
GodotObject.\_Get(StringName)  
GodotObject.\_GetPropertyList()  
GodotObject.\_IterGet(Variant)  
GodotObject.\_IterInit(Array)  
GodotObject.\_IterNext(Array)  
**GodotObject.\_Notification(int)**  
GodotObject.\_PropertyCanRevert(StringName)  
GodotObject.\_PropertyGetRevert(StringName)  
GodotObject.\_Set(StringName, Variant)  
GodotObject.\_ValidateProperty(Dictionary)  
GodotObject.Free()  
GodotObject.GetClass()  
**GodotObject.IsClass(string)**  
GodotObject.Set(StringName, Variant)  
GodotObject.Get(StringName)  
GodotObject.SetIndexed(NodePath, Variant)  
GodotObject.GetIndexed(NodePath)  
GodotObject.GetPropertyList()  
GodotObject.GetMethodList()  
GodotObject.PropertyCanRevert(StringName)  
GodotObject.PropertyGetRevert(StringName)  
**GodotObject.Notification(int, bool)**  
GodotObject.GetInstanceId()  
GodotObject.SetScript(Variant)  
GodotObject.GetScript()  
GodotObject.SetMeta(StringName, Variant)

```
GodotObject.RemoveMeta(StringName)
GodotObject.GetMeta(StringName, Variant)
GodotObject.HasMeta(StringName)
GodotObject.GetMetaList()
GodotObject.AddUserSignal(string, Array)
GodotObject.HasUserSignal(StringName)
GodotObject.RemoveUserSignal(StringName)
GodotObject.EmitSignal(StringName, params Variant[])
GodotObject.EmitSignal(StringName, ReadOnlySpan<Variant>)
GodotObject.Call(StringName, params Variant[])
GodotObject.Call(StringName, ReadOnlySpan<Variant>)
GodotObject.CallDeferred(StringName, params Variant[])
GodotObject.CallDeferred(StringName, ReadOnlySpan<Variant>)
GodotObject.SetDeferred(StringName, Variant)
GodotObject.Cally(StringName, Array)
GodotObject.HasMethod(StringName)
GodotObjectGetMethodArgumentCount(StringName)
GodotObject.HasSignal(StringName)
GodotObject.GetSignalList()
GodotObject.GetSignalConnectionList(StringName)
GodotObject.GetIncomingConnections()
GodotObject.Connect(StringName, Callable, uint)
GodotObject.Disconnect(StringName, Callable)
GodotObject.IsConnected(StringName, Callable)
GodotObject.HasConnections(StringName)
GodotObject.SetBlockSignals(bool)
GodotObject.IsBlockingSignals()
GodotObject.NotifyPropertyListChanged()
GodotObject.SetMessageTranslation(bool)
GodotObject.CanTranslateMessages()
GodotObject.Tr(StringName, StringName)
GodotObject.TrN(StringName, StringName, int, StringName)
GodotObject.GetTranslationDomain()
GodotObject.SetTranslationDomain(StringName)
GodotObject.IsQueuedForDeletion()
GodotObject.CancelFree()
GodotObject.EmitSignalScriptChanged()
GodotObject.EmitSignalPropertyListChanged()
GodotObject.NativeInstance
GodotObject.ScriptChanged
GodotObject.PropertyListChanged
object.Equals(object)
object.Equals(object, object)
object.GetHashCode()
object.GetType()
object.MemberwiseClone()
object.ReferenceEquals(object, object)
```

Namespace: [CatSweeper.Core](#)

Assembly: CatSweeper.dll

```
[ScriptPath("res://Script/Core/GameEntry/GameEntry.cs")]
public class GameEntry : Node, IDisposable
```

## Methods

### RegisterGenericService(Game)

---

#### Declaration

```
public static Game RegisterGenericService(Game game)
```

#### Parameters

TYPE	NAME
Game	game

#### Returns

TYPE
Game

## Implements

IDisposable

## Extension Methods

NodeUtil.DontDestroyOnLoad(Node)

# Class GameEntry.MethodName

Cached StringNames for the methods contained in this class, for fast lookup.

## Inheritance

[object](#) → [GodotObject.MethodName](#) → [Node.MethodName](#) → [GameEntry.MethodName](#)

## Inherited Members

[Node.MethodName.\\_EnterTree](#)

[Node.MethodName.\\_ExitTree](#)

[Node.MethodName.\\_GetConfigurationWarnings](#)

[Node.MethodName.\\_Input](#)

[Node.MethodName.\\_PhysicsProcess](#)

[Node.MethodName.\\_Process](#)

[Node.MethodName.\\_Ready](#)

[Node.MethodName.\\_ShortcutInput](#)

[Node.MethodName.\\_UnhandledInput](#)

[Node.MethodName.\\_UnhandledKeyInput](#)

[Node.MethodName.PrintOrphanNodes](#)

[Node.MethodName.AddSibling](#)

[Node.MethodName.SetName](#)

[Node.MethodName.GetName](#)

[Node.MethodName.AddChild](#)

[Node.MethodName.RemoveChild](#)

[Node.MethodName.Reparent](#)

[Node.MethodName.GetChildCount](#)

[Node.MethodName.GetChildren](#)

[Node.MethodName.GetChild](#)

[Node.MethodName.HasNode](#)

[Node.MethodName.GetNode](#)

[Node.MethodName.GetNodeOrNull](#)

[Node.MethodName.GetParent](#)

[Node.MethodName.FindChild](#)

[Node.MethodName.FindChildren](#)

[Node.MethodName.FindParent](#)

[Node.MethodName.HasNodeAndResource](#)

[Node.MethodName.GetNodeAndResource](#)

[Node.MethodName.IsInsideTree](#)

[Node.MethodName.IsPartOfEditedScene](#)

[Node.MethodName.IsAncestorOf](#)

[Node.MethodName.IsGreaterThan](#)

[Node.MethodName.GetPath](#)

Node.MethodName.GetPathTo  
Node.MethodName.AddToGroup  
Node.MethodName.RemoveFromGroup  
Node.MethodName.IsInGroup  
Node.MethodName.MoveChild  
Node.MethodName.GetGroups  
Node.MethodName.SetOwner  
Node.MethodName.GetOwner  
Node.MethodName.GetIndex  
Node.MethodName.PrintTree  
Node.MethodName.PrintTreePretty  
Node.MethodName.GetTreeString  
Node.MethodName.GetTreeStringPretty  
Node.MethodName.SetSceneFilePath  
Node.MethodName.GetSceneFilePath  
Node.MethodName.PropagateNotification  
Node.MethodName.PropagateCall  
Node.MethodName.SetPhysicsProcess  
Node.MethodName.GetPhysicsProcessDeltaTime  
Node.MethodName.IsPhysicsProcessing  
Node.MethodName.GetProcessDeltaTime  
Node.MethodName.SetProcess  
Node.MethodName.SetProcessPriority  
Node.MethodName.GetProcessPriority  
Node.MethodName.SetPhysicsProcessPriority  
Node.MethodName.GetPhysicsProcessPriority  
Node.MethodName.IsProcessing  
Node.MethodName.SetProcessInput  
Node.MethodName.IsProcessingInput  
Node.MethodName.SetProcessShortcutInput  
Node.MethodName.IsProcessingShortcutInput  
Node.MethodName.SetProcessUnhandledInput  
Node.MethodName.IsProcessingUnhandledInput  
Node.MethodName.SetProcessUnhandledKeyInput  
Node.MethodName.IsProcessingUnhandledKeyInput  
Node.MethodName.SetProcessMode  
Node.MethodName.GetProcessMode  
Node.MethodName.CanProcess  
Node.MethodName.SetProcessThreadGroup  
Node.MethodName.GetProcessThreadGroup  
Node.MethodName.SetProcessThreadMessages  
Node.MethodName.GetProcessThreadMessages  
Node.MethodName.SetProcessThreadGroupOrder  
Node.MethodName.GetProcessThreadGroupOrder  
Node.MethodName.SetDisplayFolded  
Node.MethodName.IsDisplayedFolded  
Node.MethodName.SetProcessInternal  
Node.MethodName.IsProcessingInternal  
Node.MethodName.SetPhysicsProcessInternal  
Node.MethodName.IsPhysicsProcessingInternal

Node.MethodName.SetPhysicsInterpolationMode  
Node.MethodName.GetPhysicsInterpolationMode  
Node.MethodName.IsPhysicsInterpolated  
Node.MethodName.IsPhysicsInterpolatedAndEnabled  
Node.MethodName.ResetPhysicsInterpolation  
Node.MethodName.SetAutoTranslateMode  
Node.MethodName.GetAutoTranslateMode  
Node.MethodName.SetTranslationDomainInherited  
Node.MethodName.GetWindow  
Node.MethodName.GetLastExclusiveWindow  
Node.MethodName.GetTree  
Node.MethodName.CreateTween  
Node.MethodName.Duplicate  
Node.MethodName.ReplaceBy  
Node.MethodName.SetSceneInstanceLoadPlaceholder  
Node.MethodName.GetSceneInstanceLoadPlaceholder  
Node.MethodName.SetEditableInstance  
Node.MethodName.IsEditableInstance  
Node.MethodName.GetViewport  
Node.MethodName.QueueFree  
Node.MethodName.RequestReady  
Node.MethodName.IsNodeReady  
Node.MethodName.SetMultiplayerAuthority  
Node.MethodName.GetMultiplayerAuthority  
Node.MethodName.IsMultiplayerAuthority  
Node.MethodName.GetMultiplayer  
Node.MethodName.RpcConfig  
Node.MethodName.GetRpcConfig  
Node.MethodName.SetEditorDescription  
Node.MethodName.GetEditorDescription  
Node.MethodName.\_SetImportPath  
Node.MethodName.\_GetImportPath  
Node.MethodName.SetUniqueNameInOwner  
Node.MethodName.IsUniqueNameInOwner  
Node.MethodName.Atr  
Node.MethodName.AtrN  
Node.MethodName.Rpc  
Node.MethodName.RpcId  
Node.MethodName.UpdateConfigurationWarnings  
Node.MethodName.CallDeferredThreadGroup  
Node.MethodName.SetDeferredThreadGroup  
Node.MethodName.NotifyDeferredThreadGroup  
Node.MethodName.CallThreadSafe  
Node.MethodName.SetThreadSafe  
Node.MethodName.NotifyThreadSafe  
GodotObject.MethodName.\_Get  
GodotObject.MethodName.\_GetPropertyList  
GodotObject.MethodName.\_IterGet  
GodotObject.MethodName.\_IterInit  
GodotObject.MethodName.\_IterNext

GodotObject.MethodName.\_Notification  
GodotObject.MethodName.\_PropertyCanRevert  
GodotObject.MethodName.\_PropertyGetRevert  
GodotObject.MethodName.\_Set  
GodotObject.MethodName.\_ValidateProperty  
GodotObject.MethodName.Free  
GodotObject.MethodName.GetClass  
GodotObject.MethodName.IsClass  
GodotObject.MethodName.Set  
GodotObject.MethodName.Get  
GodotObject.MethodName.SetIndexed  
GodotObject.MethodName.GetIndexed  
GodotObject.MethodName.GetPropertyList  
GodotObject.MethodName.GetMethodList  
GodotObject.MethodName.PropertyCanRevert  
GodotObject.MethodName.PropertyGetRevert  
GodotObject.MethodName.Notification  
GodotObject.MethodName.GetInstanceId  
GodotObject.MethodName.SetScript  
GodotObject.MethodName.GetScript  
GodotObject.MethodName.SetMeta  
GodotObject.MethodName.RemoveMeta  
GodotObject.MethodName.GetMeta  
GodotObject.MethodName.HasMeta  
GodotObject.MethodName.GetMetaList  
GodotObject.MethodName.AddUserSignal  
GodotObject.MethodName.HasUserSignal  
GodotObject.MethodName.RemoveUserSignal  
GodotObject.MethodName.EmitSignal  
GodotObject.MethodName.Call  
GodotObject.MethodName.CallDeferred  
GodotObject.MethodName.SetDeferred  
GodotObject.MethodName.Callv  
GodotObject.MethodName.HasMethod  
GodotObject.MethodName.GetMethodArgumentCount  
GodotObject.MethodName.HasSignal  
GodotObject.MethodName.GetSignalList  
GodotObject.MethodName.GetSignalConnectionList  
GodotObject.MethodName.GetIncomingConnections  
GodotObject.MethodName.Connect  
GodotObject.MethodName.Disconnect  
GodotObject.MethodName.IsConnected  
GodotObject.MethodName.HasConnections  
GodotObject.MethodName.SetBlockSignals  
GodotObject.MethodName.IsBlockingSignals  
GodotObject.MethodName.NotifyPropertyListChanged  
GodotObject.MethodName.SetMessageTranslation  
GodotObject.MethodName.CanTranslateMessages  
GodotObject.MethodName.Tr  
GodotObject.MethodName.TrN

GodotObject.MethodName.GetTranslationDomain  
GodotObject.MethodName.SetTranslationDomain  
GodotObject.MethodName.IsQueuedForDeletion  
GodotObject.MethodName.CancelFree  
**object.Equals(object)**  
**object.Equals(object, object)**  
**object.GetHashCode()**  
**object.GetType()**  
**object.MemberwiseClone()**  
**object.ReferenceEquals(object, object)**  
**object.ToString()**

Namespace: **CatSweeper.Core**

Assembly: CatSweeper.dll

## Syntax

```
public class GameEntry.MethodName : Node.MethodName
```

# Fields

## InfoBuildByte

---

Cached name for the 'InfoBuildByte' method.

### Declaration

```
public static readonly StringName InfoBuildByte
```

### Field Value

#### TYPE

---

StringName

## RegisterJsonConverters

---

Cached name for the 'RegisterJsonConverters' method.

### Declaration

```
public static readonly StringName RegisterJsonConverters
```

## Field Value

### TYPE

---

StringName

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# Class GameEntry.PropertyName

Cached StringNames for the properties and fields contained in this class, for fast lookup.

## Inheritance

[object](#) → GodotObject.PropertyName → Node.PropertyName → GameEntry.PropertyName

## Inherited Members

Node.PropertyName.\_ImportPath  
Node.PropertyName.Name  
Node.PropertyName.UniqueNameInOwner  
Node.PropertyName.SceneFilePath  
Node.PropertyName.Owner  
Node.PropertyName.Multiplayer  
Node.PropertyName.ProcessMode  
Node.PropertyName.ProcessPriority  
Node.PropertyName.ProcessPhysicsPriority  
Node.PropertyName.ProcessThreadGroup  
Node.PropertyName.ProcessThreadGroupOrder  
Node.PropertyName.ProcessThreadMessages  
Node.PropertyName.PhysicsInterpolationMode  
Node.PropertyName.AutoTranslateMode  
Node.PropertyName.EditorDescription  
[object.Equals\(object\)](#)  
[object.Equals\(object, object\)](#)  
[object.GetHashCode\(\)](#)  
[object.GetType\(\)](#)  
[object.MemberwiseClone\(\)](#)  
[object.ReferenceEquals\(object, object\)](#)  
[object.ToString\(\)](#)

Namespace: [CatSweeper.Core](#)

Assembly: CatSweeper.dll

## Syntax

```
public class GameEntry.PropertyName : Node.PropertyName
```

## Fields

# \_logLevel

---

Cached name for the '\_logLevel' field.

## Declaration

```
public static readonly StringName _logLevel
```

## Field Value

### TYPE

---

StringName

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# Class GameEntry.SignalName

Cached StringNames for the signals contained in this class, for fast lookup.

## Inheritance

[object](#) → GodotObject.SignalName → Node.SignalName → GameEntry.SignalName

## Inherited Members

Node.SignalName.Ready  
Node.SignalName.Renamed  
Node.SignalName.TreeEntered  
Node.SignalName.TreeExiting  
Node.SignalName.TreeExited  
Node.SignalName.ChildEnteredTree  
Node.SignalName.ChildExitingTree  
Node.SignalName.ChildOrderChanged  
Node.SignalName.ReplacingBy  
Node.SignalName.EditorDescriptionChanged  
Node.SignalName.EditorStateChanged  
GodotObject.SignalName.ScriptChanged  
GodotObject.SignalName.PropertyListChanged  
[object.Equals\(object\)](#)  
[object.Equals\(object, object\)](#)  
[object.GetHashCode\(\)](#)  
[object.GetType\(\)](#)  
[object.MemberwiseClone\(\)](#)  
[object.ReferenceEquals\(object, object\)](#)  
[object.ToString\(\)](#)

Namespace: [CatSweeper.Core](#)

Assembly: CatSweeper.dll

## Syntax

```
public class GameEntry.SignalName : Node.SignalName
```



# Class GameState

## Inheritance

object → State<GameStatId, GameState, GameStateMachine> → GameState → BootstrapEndState → GameplayInitState → InfoLoadState → LoadStageState → LocalLoadState → LoginState → UILoadState → UserDataLoadState

## Implements

[IDisposable](#)

## Inherited Members

State<GameStatId, GameState, GameStateMachine>.Id  
State<GameStatId, GameState, GameStateMachine>.StateMachine  
State<GameStatId, GameState, GameStateMachine>.IsReady()  
State<GameStatId, GameState, GameStateMachine>.StartContext(StateParam)  
State<GameStatId, GameState, GameStateMachine>.OnEndContext()  
State<GameStatId, GameState, GameStateMachine>.Dispose()  
[object.Equals\(object\)](#)  
[object.Equals\(object, object\)](#)  
[object.GetHashCode\(\)](#)  
[object.GetType\(\)](#)  
[object.MemberwiseClone\(\)](#)  
[object.ReferenceEquals\(object, object\)](#)  
[object.ToString\(\)](#)

Namespace: [CatSweeper.Core](#)

Assembly: CatSweeper.dll

## Syntax

```
public abstract class GameState : State<GameStateId, GameState, GameStateMachine>, IDisposable
```

# Implements

[IDisposable](#)

# Enum GameStatId

Namespace: [CatSweeper.Core](#)

Assembly: CatSweeper.dll

## Syntax

```
public enum GameStateId
```

## Fields

### NAME

---

BootstrapEnd

GameplayInit

InfoLoad

LoadStage

LocalLoad

Login

UILoad

UserDataTableLoad

# Class GameStateMachine

## Inheritance

object → StateMachine<GameStatId, GameState, GameStateMachine> → GameStateMachine

## Implements

IStateMachine<GameStatId>

IService

IDisposable

## Inherited Members

StateMachine<GameStatId, GameState, GameStateMachine>.lastStatId

StateMachine<GameStatId, GameState, GameStateMachine>.currentStatId

StateMachine<GameStatId, GameState, GameStateMachine>.SubscribeBeforeStateChange(Action<StateChange Record<GameStatId>>)

StateMachine<GameStatId, GameState, GameStateMachine>.SubscribeAfterStateChange(Action<StateChange Record<GameStatId>>)

StateMachine<GameStatId, GameState, GameStateMachine>.RegisterState(GameState)

StateMachine<GameStatId, GameState, GameStateMachine>.CanGoToState(GameStatId, StateParam)

StateMachine<GameStatId, GameState, GameStateMachine>.TryGoToState(GameStatId, StateParam)

StateMachine<GameStatId, GameState, GameStateMachine>.ForceGoToState(GameStatId, StateParam)

StateMachine<GameStatId, GameState, GameStateMachine>.GetStateUnsafe(GameStatId)

StateMachine<GameStatId, GameState, GameStateMachine>.GetStateUnsafe<T>(GameStatId)

StateMachine<GameStatId, GameState, GameStateMachine>.TryGetState(GameStatId, out GameState)

StateMachine<GameStatId, GameState, GameStateMachine>.Dispose()

object.Equals(object)

object.Equals(object, object)

object.GetHashCode()

object.GetType()

object.MemberwiseClone()

object.ReferenceEquals(object, object)

object.ToString()

Namespace: [CatSweeper.Core](#)

Assembly: CatSweeper.dll

## Syntax

```
public class GameStateMachine : StateMachine<GameStateId, GameState, GameStateMachine>, IState
```

# Constructors

## GameStateMachine()

---

### Declaration

```
public GameStateMachine()
```

## Implements

cfEngine.Util.IStateMachine<TStatId>

cfEngine.Service.IService

**IDisposable**

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# Class GameplayInitState

## Inheritance

object → State<GameStatId, GameState, GameStateMachine> → GameState → GameplayInitState

## Implements

IDisposable

## Inherited Members

State<GameStatId, GameState, GameStateMachine>.Id  
State<GameStatId, GameState, GameStateMachine>.StateMachine  
State<GameStatId, GameState, GameStateMachine>.IsReady()  
State<GameStatId, GameState, GameStateMachine>.StartContext(StateParam)  
State<GameStatId, GameState, GameStateMachine>.OnEndContext()  
State<GameStatId, GameState, GameStateMachine>.Dispose()  
**object.Equals(object)**  
**object.Equals(object, object)**  
**object.GetHashCode()**  
**object.GetType()**  
**object.MemberwiseClone()**  
**object.ReferenceEquals(object, object)**  
**object.ToString()**

Namespace: [CatSweeper.Core](#)

Assembly: CatSweeper.dll

## Syntax

```
public class GameplayInitState : GameState, IDisposable
```

## Properties

### Id

---

#### Declaration

```
public override GameStateId Id { get; }
```

## Property Value

### TYPE

GameStatId

## Overrides

cfEngine.Util.State<CatSweeper.Core.GameStatId, CatSweeper.Core.GameState, CatSweeper.Core.GameStateMachine>.Id

## Methods

### StartContext(StateParam)

#### Declaration

```
public override void StartContext(StateParam stateParam)
```

#### Parameters

TYPE	NAME
StateParam	stateParam

## Overrides

cfEngine.Util.State<CatSweeper.Core.GameStatId, CatSweeper.Core.GameState, CatSweeper.Core.GameStateMachine>.StartContext(cfEngine.Util.StateParam)

## Implements

### IDisposable

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# Class InfoLoadState

## Inheritance

object → State<GameStatId, GameState, GameStateMachine> → GameState → InfoLoadState

## Implements

[IDisposable](#)

## Inherited Members

State<GameStatId, GameState, GameStateMachine>.Id  
State<GameStatId, GameState, GameStateMachine>.StateMachine  
State<GameStatId, GameState, GameStateMachine>.IsReady()  
State<GameStatId, GameState, GameStateMachine>.StartContext(StateParam)  
State<GameStatId, GameState, GameStateMachine>.OnEndContext()  
State<GameStatId, GameState, GameStateMachine>.Dispose()  
[object.Equals\(object\)](#)  
[object.Equals\(object, object\)](#)  
[object.GetHashCode\(\)](#)  
[object.GetType\(\)](#)  
[object.MemberwiseClone\(\)](#)  
[object.ReferenceEquals\(object, object\)](#)  
[object.ToString\(\)](#)

Namespace: [CatSweeper.Core](#)

Assembly: CatSweeper.dll

## Syntax

```
public class InfoLoadState : GameState, IDisposable
```

# Properties

## Id

---

### Declaration

```
public override GameStateId Id { get; }
```

## Property Value

### TYPE

GameStatId

## Overrides

cfEngine.Util.State<CatSweeper.Core.GameStatId, CatSweeper.Core.GameState, CatSweeper.Core.GameStateMachine>.Id

## Methods

### StartContext(StateParam)

#### Declaration

```
public override void StartContext(StateParam stateParam)
```

#### Parameters

TYPE	NAME
StateParam	stateParam

## Overrides

cfEngine.Util.State<CatSweeper.Core.GameStatId, CatSweeper.Core.GameState, CatSweeper.Core.GameStateMachine>.StartContext(cfEngine.Util.StateParam)

## Implements

### IDisposable

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# Class LoadStageState

## Inheritance

object → State<GameStatId, GameState, GameStateMachine> → GameState → LoadStageState

## Implements

[IDisposable](#)

## Inherited Members

State<GameStatId, GameState, GameStateMachine>.Id  
State<GameStatId, GameState, GameStateMachine>.StateMachine  
State<GameStatId, GameState, GameStateMachine>.IsReady()  
State<GameStatId, GameState, GameStateMachine>.StartContext(StateParam)  
State<GameStatId, GameState, GameStateMachine>.OnEndContext()  
State<GameStatId, GameState, GameStateMachine>.Dispose()  
[object.Equals\(object\)](#)  
[object.Equals\(object, object\)](#)  
[object.GetHashCode\(\)](#)  
[object.GetType\(\)](#)  
[object.MemberwiseClone\(\)](#)  
[object.ReferenceEquals\(object, object\)](#)  
[object.ToString\(\)](#)

Namespace: [CatSweeper.Core](#)

Assembly: CatSweeper.dll

## Syntax

```
public class LoadStageState : GameState, IDisposable
```

## Properties

### Id

---

#### Declaration

```
public override GameStateId Id { get; }
```

## Property Value

### TYPE

---

GameStatId

## Overrides

cfEngine.Util.State<CatSweeper.Core.GameStatId, CatSweeper.Core.GameState, CatSweeper.Core.GameStateMachine>.Id

## Methods

### OnEndContext()

---

#### Declaration

```
protected override void OnEndContext()
```

## Overrides

cfEngine.Util.State<CatSweeper.Core.GameStatId, CatSweeper.Core.GameState, CatSweeper.Core.GameStateMachine>.OnEndContext()

### StartContext(StateParam)

---

#### Declaration

```
public override void StartContext(StateParam param)
```

#### Parameters

TYPE	NAME
StateParam	param

## Overrides

cfEngine.Util.State<CatSweeper.Core.GameStatId, CatSweeper.Core.GameState, CatSweeper.Core.GameStateMachine>.StartContext(cfEngine.Util.StateParam)

# Implements

[IDisposable](#)

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# Class LoadStageState.InitParam

## Inheritance

object → StateParam → LoadStageState.InitParam

## Inherited Members

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

Namespace: [CatSweeper.Core](#)

Assembly: CatSweeper.dll

## Syntax

```
public class LoadStageState.InitParam : StateParam
```

# Fields

## stageld

---

### Declaration

```
public string stageId
```

### Field Value

---

#### TYPE

string

# Class LocalLoadState

## Inheritance

object → State<GameStatId, GameState, GameStateMachine> → GameState → LocalLoadState

## Implements

[IDisposable](#)

## Inherited Members

State<GameStatId, GameState, GameStateMachine>.Id  
State<GameStatId, GameState, GameStateMachine>.StateMachine  
State<GameStatId, GameState, GameStateMachine>.IsReady()  
State<GameStatId, GameState, GameStateMachine>.StartContext(StateParam)  
State<GameStatId, GameState, GameStateMachine>.OnEndContext()  
State<GameStatId, GameState, GameStateMachine>.Dispose()  
[object.Equals\(object\)](#)  
[object.Equals\(object, object\)](#)  
[object.GetHashCode\(\)](#)  
[object.GetType\(\)](#)  
[object.MemberwiseClone\(\)](#)  
[object.ReferenceEquals\(object, object\)](#)  
[object.ToString\(\)](#)

Namespace: [CatSweeper.Core](#)

Assembly: CatSweeper.dll

## Syntax

```
public class LocalLoadState : GameState, IDisposable
```

# Properties

## Id

---

### Declaration

```
public override GameStateId Id { get; }
```

## Property Value

### TYPE

GameStatId

## Overrides

cfEngine.Util.State<CatSweeper.Core.GameStatId, CatSweeper.Core.GameState, CatSweeper.Core.GameStateMachine>.Id

## Methods

### StartContext(StateParam)

#### Declaration

```
public override void StartContext(StateParam param)
```

#### Parameters

TYPE	NAME
StateParam	param

## Overrides

cfEngine.Util.State<CatSweeper.Core.GameStatId, CatSweeper.Core.GameState, CatSweeper.Core.GameStateMachine>.StartContext(cfEngine.Util.StateParam)

## Implements

### IDisposable

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# Class LoginState

## Inheritance

object → State<GameStatId, GameState, GameStateMachine> → GameState → LoginState

## Implements

[IDisposable](#)

## Inherited Members

State<GameStatId, GameState, GameStateMachine>.Id  
State<GameStatId, GameState, GameStateMachine>.StateMachine  
State<GameStatId, GameState, GameStateMachine>.IsReady()  
State<GameStatId, GameState, GameStateMachine>.StartContext(StateParam)  
State<GameStatId, GameState, GameStateMachine>.OnEndContext()  
State<GameStatId, GameState, GameStateMachine>.Dispose()  
**object.Equals(object)**  
**object.Equals(object, object)**  
**object.GetHashCode()**  
**object.GetType()**  
**object.MemberwiseClone()**  
**object.ReferenceEquals(object, object)**  
**object.ToString()**

Namespace: [CatSweeper.Core](#)

Assembly: CatSweeper.dll

## Syntax

```
public class LoginState : GameState, IDisposable
```

# Properties

## Id

---

### Declaration

```
public override GameStateId Id { get; }
```

## Property Value

### TYPE

GameStatId

## Overrides

cfEngine.Util.State<CatSweeper.Core.GameStatId, CatSweeper.Core.GameState, CatSweeper.Core.GameStateMachine>.Id

## Methods

### StartContext(StateParam)

#### Declaration

```
public override void StartContext(StateParam stateParam)
```

#### Parameters

TYPE	NAME
StateParam	stateParam

## Overrides

cfEngine.Util.State<CatSweeper.Core.GameStatId, CatSweeper.Core.GameState, CatSweeper.Core.GameStateMachine>.StartContext(cfEngine.Util.StateParam)

## Implements

### IDisposable

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# Class LoginState.Param

## Inheritance

[object](#) → [StateParam](#) → [LoginState.Param](#)

## Inherited Members

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

Namespace: [CatSweeper.Core](#)

Assembly: CatSweeper.dll

## Syntax

```
public class LoginState.Param : StateParam
```

# Fields

## Platform

### Declaration

```
public LoginPlatform Platform
```

### Field Value

#### TYPE

LoginPlatform

# Token

---

## Declaration

```
public LoginToken Token
```

## Field Value

### TYPE

---

LoginToken

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# Class UILoadState

## Inheritance

object → State<GameStatId, GameState, GameStateMachine> → GameState → UILoadState

## Implements

[IDisposable](#)

## Inherited Members

State<GameStatId, GameState, GameStateMachine>.Id  
State<GameStatId, GameState, GameStateMachine>.StateMachine  
State<GameStatId, GameState, GameStateMachine>.IsReady()  
State<GameStatId, GameState, GameStateMachine>.StartContext(StateParam)  
State<GameStatId, GameState, GameStateMachine>.OnEndContext()  
State<GameStatId, GameState, GameStateMachine>.Dispose()  
[object.Equals\(object\)](#)  
[object.Equals\(object, object\)](#)  
[object.GetHashCode\(\)](#)  
[object.GetType\(\)](#)  
[object.MemberwiseClone\(\)](#)  
[object.ReferenceEquals\(object, object\)](#)  
[object.ToString\(\)](#)

Namespace: [CatSweeper.Core](#)

Assembly: CatSweeper.dll

## Syntax

```
public class UILoadState : GameState, IDisposable
```

# Properties

## Id

---

### Declaration

```
public override GameStateId Id { get; }
```

## Property Value

### TYPE

GameStatId

## Overrides

cfEngine.Util.State<CatSweeper.Core.GameStatId, CatSweeper.Core.GameState, CatSweeper.Core.GameStateMachine>.Id

## Methods

### StartContext(StateParam)

#### Declaration

```
public override void StartContext(StateParam param)
```

#### Parameters

TYPE	NAME
StateParam	param

## Overrides

cfEngine.Util.State<CatSweeper.Core.GameStatId, CatSweeper.Core.GameState, CatSweeper.Core.GameStateMachine>.StartContext(cfEngine.Util.StateParam)

## Implements

### IDisposable

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# Class UserDataLoadState

## Inheritance

object → State<GameStatId, GameState, GameStateMachine> → GameState → UserDataLoadState

## Implements

[IDisposable](#)

## Inherited Members

State<GameStatId, GameState, GameStateMachine>.Id  
State<GameStatId, GameState, GameStateMachine>.StateMachine  
State<GameStatId, GameState, GameStateMachine>.IsReady()  
State<GameStatId, GameState, GameStateMachine>.StartContext(StateParam)  
State<GameStatId, GameState, GameStateMachine>.OnEndContext()  
State<GameStatId, GameState, GameStateMachine>.Dispose()  
[object.Equals\(object\)](#)  
[object.Equals\(object, object\)](#)  
[object.GetHashCode\(\)](#)  
[object.GetType\(\)](#)  
[object.MemberwiseClone\(\)](#)  
[object.ReferenceEquals\(object, object\)](#)  
[object.ToString\(\)](#)

Namespace: [CatSweeper.Core](#)

Assembly: CatSweeper.dll

## Syntax

```
public class UserDataLoadState : GameState, IDisposable
```

## Properties

### Id

---

#### Declaration

```
public override GameStateId Id { get; }
```

## Property Value

### TYPE

GameStatId

## Overrides

cfEngine.Util.State<CatSweeper.Core.GameStatId, CatSweeper.Core.GameState, CatSweeper.Core.GameStateMachine>.Id

## Methods

### StartContext(StateParam)

#### Declaration

```
public override void StartContext(StateParam stateParam)
```

#### Parameters

TYPE	NAME
StateParam	stateParam

## Overrides

cfEngine.Util.State<CatSweeper.Core.GameStatId, CatSweeper.Core.GameState, CatSweeper.Core.GameStateMachine>.StartContext(cfEngine.Util.StateParam)

## Implements

### IDisposable

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# Namespace CatSweeper.Gameplay

## Classes

[TouchInputSystem](#)

[TouchInputSystem.MethodName](#)

Cached StringNames for the methods contained in this class, for fast lookup.

[TouchInputSystem.PropertyName](#)

Cached StringNames for the properties and fields contained in this class, for fast lookup.

[TouchInputSystem.SignalName](#)

Cached StringNames for the signals contained in this class, for fast lookup.

## Structs

[InputMotionData](#)

## Interfaces

[IInputSystem](#)

# Interface IInputSystem

Namespace: [CatSweeper.Gameplay](#)

Assembly: CatSweeper.dll

## Syntax

```
public interface IInputSystem
```

## Methods

### RegisterMotionCallback(InputMotionData)

---

#### Declaration

```
void RegisterMotionCallback(InputMotionData motionData)
```

#### Parameters

TYPE	NAME
<a href="#">InputMotionData</a>	motionData

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# Struct InputMotionData

## Inherited Members

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

Namespace: [CatSweeper.Gameplay](#)

Assembly: CatSweeper.dll

## Syntax

```
public struct InputMotionData
```

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# Class TouchInputSystem

## Inheritance

[object](#) → GodotObject → Node → TouchInputSystem

## Implements

[IDisposable](#)  
[IInputSystem](#)

## Inherited Members

Node.NotificationEnterTree  
Node.NotificationExitTree  
Node.NotificationMovedInParent  
Node.NotificationReady  
Node.NotificationPaused  
Node.NotificationUnpaused  
Node.NotificationPhysicsProcess  
Node.NotificationProcess  
Node.NotificationParented  
Node.NotificationUnparented  
Node.NotificationSceneInstantiated  
Node.NotificationDragBegin  
Node.NotificationDragEnd  
Node.NotificationPathRenamed  
Node.NotificationChildOrderChanged  
Node.NotificationInternalProcess  
Node.NotificationInternalPhysicsProcess  
Node.NotificationPostEnterTree  
Node.NotificationDisabled  
Node.NotificationEnabled  
Node.NotificationResetPhysicsInterpolation  
Node.NotificationEditorPreSave  
Node.NotificationEditorPostSave  
Node.NotificationWMMouseEnter  
Node.NotificationWMMouseExit  
Node.NotificationWMWindowFocusIn  
Node.NotificationWMWindowFocusOut  
Node.NotificationWMCloseRequest  
Node.NotificationWMGoBackRequest  
Node.NotificationWMSizeChanged  
Node.NotificationWMDpiChange

Node.NotificationVpMouseEnter  
Node.NotificationVpMouseExit  
Node.NotificationWMPositionChanged  
Node.NotificationOsMemoryWarning  
Node.NotificationTranslationChanged  
Node.NotificationWMAbout  
Node.NotificationCrash  
Node.NotificationOslmeUpdate  
Node.NotificationApplicationResumed  
Node.NotificationApplicationPaused  
Node.NotificationApplicationFocusIn  
Node.NotificationApplicationFocusOut  
Node.NotificationTextServerChanged  
Node.GetNode<T>(NodePath)  
Node.GetNodeOrNull<T>(NodePath)  
**Node.GetChild<T>(int, bool)**  
**Node.GetChildOrNull<T>(int, bool)**  
Node.GetOwner<T>()  
Node.GetOwnerOrNull<T>()  
Node.SetParent<T>()  
Node.SetParentOrNull<T>()  
Node.\_EnterTree()  
Node.\_ExitTree()  
Node.\_GetConfigurationWarnings()  
**Node.\_PhysicsProcess(double)**  
**Node.\_Process(double)**  
Node.\_Ready()  
Node.\_ShortcutInput(InputEvent)  
Node.\_UnhandledInput(InputEvent)  
Node.\_UnhandledKeyInput(InputEvent)  
Node.PrintOrphanNodes()  
**Node.AddSibling(Node, bool)**  
**Node.AddChild(Node, bool, Node.InternalMode)**  
Node.RemoveChild(Node)  
**Node.Reparent(Node, bool)**  
Node.GetChildCount(bool)  
Node.GetChildren(bool)  
**Node.GetChild(int, bool)**  
Node.HasNode(NodePath)  
Node.GetNode(NodePath)  
Node.GetNodeOrNull(NodePath)  
Node.SetParent()  
**Node.FindChild(string, bool, bool)**  
**Node.FindChildren(string, string, bool, bool)**  
**Node.FindParent(string)**  
Node.HasNodeAndResource(NodePath)  
Node.GetNodeAndResource(NodePath)  
Node.IsInsideTree()  
Node.IsPartOfEditedScene()  
Node.IsAncestorOf(Node)

Node.IsGreater Than(Node)  
Node.GetPath()  
**Node.GetPath To(Node, bool)**  
**Node.AddToGroup(StringName, bool)**  
Node.RemoveFromGroup(StringName)  
Node.IsInGroup(StringName)  
**Node.MoveChild(Node, int)**  
Node.GetGroups()  
**Node.GetIndex(bool)**  
Node.PrintTree()  
Node.PrintTreePretty()  
Node.GetTreeString()  
Node.GetTreeStringPretty()  
**Node.PropagateNotification(int)**  
**Node.PropagateCall(StringName, Array, bool)**  
**Node.SetPhysicsProcess(bool)**  
Node.GetPhysicsProcessDelta Time()  
Node.IsPhysicsProcessing()  
Node.GetProcessDelta Time()  
**Node.SetProcess(bool)**  
Node.IsProcessing()  
**Node.SetProcessInput(bool)**  
Node.IsProcessingInput()  
**Node.SetProcessShortcutInput(bool)**  
Node.IsProcessingShortcutInput()  
**Node.SetProcessUnhandledInput(bool)**  
Node.IsProcessingUnhandledInput()  
**Node.SetProcessUnhandledKeyInput(bool)**  
Node.IsProcessingUnhandledKeyInput()  
Node.CanProcess()  
**Node.SetDisplayFolded(bool)**  
Node.IsDisplayedFolded()  
**Node.SetProcessInternal(bool)**  
Node.IsProcessingInternal()  
**Node.SetPhysicsProcessInternal(bool)**  
Node.IsPhysicsProcessingInternal()  
Node.IsPhysicsInterpolated()  
Node.IsPhysicsInterpolatedAndEnabled()  
Node.ResetPhysicsInterpolation()  
Node.SetTranslationDomainInherited()  
Node.GetWindow()  
Node.GetLastExclusiveWindow()  
Node.GetTree()  
Node.CreateTween()  
**Node.Duplicate(int)**  
**Node.ReplaceBy(Node, bool)**  
**Node.setSceneInstanceLoadPlaceholder(bool)**  
Node.GetSceneInstanceLoadPlaceholder()  
**Node.setEditableInstance(Node, bool)**  
Node.setEditableInstance(Node)

```
Node.GetViewport()
Node.QueueFree()
Node.RequestReady()
Node.IsNodeReady()
Node.SetMultiplayerAuthority(int, bool)
Node.GetMultiplayerAuthority()
Node.IsMultiplayerAuthority()
Node.RpcConfig(StringName, Variant)
Node.GetRpcConfig()
Node.Atr(string, StringName)
Node.AtrN(string, StringName, int, StringName)
Node.Rpc(StringName, params Variant[])
Node.Rpc(StringName, ReadOnlySpan<Variant>)
Node.RpcId(long, StringName, params Variant[])
Node.RpcId(long, StringName, ReadOnlySpan<Variant>)
Node.UpdateConfigurationWarnings()
Node.CallDeferredThreadGroup(StringName, params Variant[])
Node.CallDeferredThreadGroup(StringName, ReadOnlySpan<Variant>)
Node.SetDeferredThreadGroup(StringName, Variant)
Node.NotifyDeferredThreadGroup(int)
Node.CallThreadSafe(StringName, params Variant[])
Node.CallThreadSafe(StringName, ReadOnlySpan<Variant>)
Node.SetThreadSafe(StringName, Variant)
Node.NotifyThreadSafe(int)
Node.EmitSignalReady()
Node.EmitSignalRenamed()
Node.EmitSignalTreeEntered()
Node.EmitSignalTreeExiting()
Node.EmitSignalTreeExited()
Node.EmitSignalChildEnteredTree(Node)
Node.EmitSignalChildExitingTree(Node)
Node.EmitSignalChildOrderChanged()
Node.EmitSignalReplacingBy(Node)
Node.EmitSignalEditorDescriptionChanged(Node)
Node.EmitSignalEditorStateChanged()
Node.InvokeGodotClassMethod(in godot_string_name, NativeVariantPtrArgs, out godot_variant)
Node.HasGodotClassMethod(in godot_string_name)
Node.HasGodotClassSignal(in godot_string_name)
Node.Name
Node.UniqueNameInOwner
Node.SceneFilePath
Node.Owner
Node.Multiplayer
Node.ProcessMode
Node.ProcessPriority
Node.ProcessPhysicsPriority
Node.ProcessThreadGroup
Node.ProcessThreadGroupOrder
Node.ProcessThreadMessages
Node.PhysicsInterpolationMode
```

Node.AutoTranslateMode  
Node.EditorDescription  
Node.Ready  
Node.Renamed  
Node.TreeEntered  
Node.TreeExiting  
Node.TreeExited  
Node.ChildEnteredTree  
Node.ChildExitingTree  
Node.ChildOrderChanged  
Node.ReplacingBy  
Node.EditorDescriptionChanged  
Node.EditorStateChanged  
GodotObject.NotificationPostinitialize  
GodotObject.NotificationPredelete  
GodotObject.NotificationExtensionReloaded  
**GodotObject.InstanceFromId(ulong)**  
**GodotObject.IsInstanceIdValid(ulong)**  
GodotObject.IsValid(GodotObject)  
GodotObject.WeakRef(GodotObject)  
GodotObject.Dispose()  
**GodotObject.Dispose(bool)**  
GodotObject.ToString()  
GodotObject.ToSignal(GodotObject, StringName)  
GodotObject.\_Get(StringName)  
GodotObject.\_GetPropertyList()  
GodotObject.\_IterGet(Variant)  
GodotObject.\_IterInit(Array)  
GodotObject.\_IterNext(Array)  
**GodotObject.\_Notification(int)**  
GodotObject.\_PropertyCanRevert(StringName)  
GodotObject.\_PropertyGetRevert(StringName)  
GodotObject.\_Set(StringName, Variant)  
GodotObject.\_ValidateProperty(Dictionary)  
GodotObject.Free()  
GodotObject.GetClass()  
**GodotObject.IsClass(string)**  
GodotObject.Set(StringName, Variant)  
GodotObject.Get(StringName)  
GodotObject.SetIndexed(NodePath, Variant)  
GodotObject.GetIndexed(NodePath)  
GodotObject.GetPropertyList()  
GodotObject.GetMethodList()  
GodotObject.PropertyCanRevert(StringName)  
GodotObject.PropertyGetRevert(StringName)  
**GodotObject.Notification(int, bool)**  
GodotObject.GetInstanceId()  
GodotObject.SetScript(Variant)  
GodotObject.GetScript()  
GodotObject.SetMeta(StringName, Variant)

GodotObject.RemoveMeta(StringName)  
GodotObject.GetMeta(StringName, Variant)  
GodotObject.HasMeta(StringName)  
GodotObject.GetMetaList()  
**GodotObject.AddUserSignal(string, Array)**  
GodotObject.HasUserSignal(StringName)  
GodotObject.RemoveUserSignal(StringName)  
GodotObject.EmitSignal(StringName, params Variant[])  
**GodotObject.EmitSignal(StringName, ReadOnlySpan<Variant>)**  
GodotObject.Call(StringName, params Variant[])  
**GodotObject.Call(StringName, ReadOnlySpan<Variant>)**  
GodotObject.CallDeferred(StringName, params Variant[])  
**GodotObject.CallDeferred(StringName, ReadOnlySpan<Variant>)**  
GodotObject.SetDeferred(StringName, Variant)  
GodotObject.Cally(StringName, Array)  
GodotObject.HasMethod(StringName)  
GodotObjectGetMethodArgumentCount(StringName)  
GodotObject.HasSignal(StringName)  
GodotObject.GetSignalList()  
GodotObject.GetSignalConnectionList(StringName)  
GodotObject.GetIncomingConnections()  
**GodotObject.Connect(StringName, Callable, uint)**  
GodotObject.Disconnect(StringName, Callable)  
GodotObject.IsConnected(StringName, Callable)  
GodotObject.HasConnections(StringName)  
**GodotObject.SetBlockSignals(bool)**  
GodotObject.IsBlockingSignals()  
GodotObject.NotifyPropertyListChanged()  
**GodotObject.SetMessageTranslation(bool)**  
GodotObject.CanTranslateMessages()  
GodotObject.Tr(StringName, StringName)  
**GodotObject.TrN(StringName, StringName, int, StringName)**  
GodotObject.GetTranslationDomain()  
GodotObject.SetTranslationDomain(StringName)  
GodotObject.IsQueuedForDeletion()  
GodotObject.CancelFree()  
GodotObject.EmitSignalScriptChanged()  
GodotObject.EmitSignalPropertyListChanged()  
GodotObject.NativeInstance  
GodotObject.ScriptChanged  
GodotObject.PropertyListChanged  
**object.Equals(object)**  
**object.Equals(object, object)**  
**object.GetHashCode()**  
**object.GetType()**  
**object.MemberwiseClone()**  
**object.ReferenceEquals(object, object)**

Namespace: [CatSweeper.Gameplay](#)

Assembly: CatSweeper.dll

```
[GlobalClass]
[ScriptPath("res://Script/Gameplay/TouchInputSystem.cs")]
public class TouchInputSystem : Node, IDisposable, IInputSystem
```

## Methods

### RegisterMotionCallback(InputMotionData)

---

#### Declaration

```
public void RegisterMotionCallback(InputMotionData motionData)
```

#### Parameters

TYPE	NAME
InputMotionData	motionData

### \_Input(InputEvent)

---

Called when there is an input event. The input event propagates up through the node tree until a node consumes it.

It is only called if input processing is enabled, which is done automatically if this method is overridden, and can be toggled with [SetProcessInput\(bool\)](#).

To consume the input event and stop it propagating further to other nodes, [Godot.Viewport.SetInputAsHandled\(\)](#) can be called.

For gameplay input, [Godot.Node.\\_UnhandledInput\(Godot.InputEvent\)](#) and [Godot.Node.\\_UnhandledKeyInput\(Godot.InputEvent\)](#) are usually a better fit as they allow the GUI to intercept the events first.

**Note:** This method is only called if the node is present in the scene tree (i.e. if it's not an orphan).

#### Declaration

```
public override void _Input(InputEvent @event)
```

#### Parameters

TYPE	NAME
------	------

| InputEvent | event |

## Overrides

Godot.Node.\_Input(Godot.InputEvent)

## Implements

[IDisposable](#)

[IInputSystem](#)

## Extension Methods

[NodeUtil.DontDestroyOnLoad\(Node\)](#)

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# Class TouchInputSystem.MethodName

Cached StringNames for the methods contained in this class, for fast lookup.

## Inheritance

[object](#) → [GodotObject.MethodName](#) → [Node.MethodName](#) → [TouchInputSystem.MethodName](#)

## Inherited Members

[Node.MethodName.\\_EnterTree](#)  
[Node.MethodName.\\_ExitTree](#)  
[Node.MethodName.\\_GetConfigurationWarnings](#)  
[Node.MethodName.\\_PhysicsProcess](#)  
[Node.MethodName.\\_Process](#)  
[Node.MethodName.\\_Ready](#)  
[Node.MethodName.\\_ShortcutInput](#)  
[Node.MethodName.\\_UnhandledInput](#)  
[Node.MethodName.\\_UnhandledKeyInput](#)  
[Node.MethodName.PrintOrphanNodes](#)  
[Node.MethodName.AddSibling](#)  
[Node.MethodName.SetName](#)  
[Node.MethodName.GetName](#)  
[Node.MethodName.AddChild](#)  
[Node.MethodName.RemoveChild](#)  
[Node.MethodName.Reparent](#)  
[Node.MethodName.GetChildCount](#)  
[Node.MethodName.GetChildren](#)  
[Node.MethodName.GetChild](#)  
[Node.MethodName.HasNode](#)  
[Node.MethodName.GetNode](#)  
[Node.MethodName.GetNodeOrNull](#)  
[Node.MethodName.GetParent](#)  
[Node.MethodName.FindChild](#)  
[Node.MethodName.FindChildren](#)  
[Node.MethodName.FindParent](#)  
[Node.MethodName.HasNodeAndResource](#)  
[Node.MethodName.GetNodeAndResource](#)  
[Node.MethodName.IsInsideTree](#)  
[Node.MethodName.IsPartOfEditedScene](#)  
[Node.MethodName.IsAncestorOf](#)  
[Node.MethodName.IsGreaterThanOrEqual](#)  
[Node.MethodName.GetPath](#)  
[Node.MethodName.GetPathTo](#)

Node.MethodName.AddToGroup  
Node.MethodName.RemoveFromGroup  
Node.MethodName.IsInGroup  
Node.MethodName.MoveChild  
Node.MethodName.GetGroups  
Node.MethodName.SetOwner  
Node.MethodName.GetOwner  
Node.MethodName.GetIndex  
Node.MethodName.PrintTree  
Node.MethodName.PrintTreePretty  
Node.MethodName.GetTreeString  
Node.MethodName.GetTreeStringPretty  
Node.MethodName.SetSceneFilePath  
Node.MethodName.GetSceneFilePath  
Node.MethodName.PropagateNotification  
Node.MethodName.PropagateCall  
Node.MethodName.SetPhysicsProcess  
Node.MethodName.GetPhysicsProcessDeltaTime  
Node.MethodName.IsPhysicsProcessing  
Node.MethodName.GetProcessDeltaTime  
Node.MethodName.SetProcess  
Node.MethodName.SetProcessPriority  
Node.MethodName.GetProcessPriority  
Node.MethodName.SetPhysicsProcessPriority  
Node.MethodName.GetPhysicsProcessPriority  
Node.MethodName.IsProcessing  
Node.MethodName.SetProcessInput  
Node.MethodName.IsProcessingInput  
Node.MethodName.SetProcessShortcutInput  
Node.MethodName.IsProcessingShortcutInput  
Node.MethodName.SetProcessUnhandledInput  
Node.MethodName.IsProcessingUnhandledInput  
Node.MethodName.SetProcessUnhandledKeyInput  
Node.MethodName.IsProcessingUnhandledKeyInput  
Node.MethodName.SetProcessMode  
Node.MethodName.GetProcessMode  
Node.MethodName.CanProcess  
Node.MethodName.SetProcessThreadGroup  
Node.MethodName.GetProcessThreadGroup  
Node.MethodName.SetProcessThreadMessages  
Node.MethodName.GetProcessThreadMessages  
Node.MethodName.SetProcessThreadGroupOrder  
Node.MethodName.GetProcessThreadGroupOrder  
Node.MethodName.SetDisplayFolded  
Node.MethodName.IsDisplayedFolded  
Node.MethodName.SetProcessInternal  
Node.MethodName.IsProcessingInternal  
Node.MethodName.SetPhysicsProcessInternal  
Node.MethodName.IsPhysicsProcessingInternal  
Node.MethodName.SetPhysicsInterpolationMode

Node.MethodName.GetPhysicsInterpolationMode  
Node.MethodName.IsPhysicsInterpolated  
Node.MethodName.IsPhysicsInterpolatedAndEnabled  
Node.MethodName.ResetPhysicsInterpolation  
Node.MethodName.SetAutoTranslateMode  
Node.MethodName.GetAutoTranslateMode  
Node.MethodName.SetTranslationDomainInherited  
Node.MethodName.GetWindow  
Node.MethodName.GetLastExclusiveWindow  
Node.MethodName.GetTree  
Node.MethodName.CreateTween  
Node.MethodName.Duplicate  
Node.MethodName.ReplaceBy  
Node.MethodName.SetSceneInstanceLoadPlaceholder  
Node.MethodName.GetSceneInstanceLoadPlaceholder  
Node.MethodName.SetEditableInstance  
Node.MethodName.IsEditableInstance  
Node.MethodName.GetViewport  
Node.MethodName.QueueFree  
Node.MethodName.RequestReady  
Node.MethodName.IsNodeReady  
Node.MethodName.SetMultiplayerAuthority  
Node.MethodName.GetMultiplayerAuthority  
Node.MethodName.IsMultiplayerAuthority  
Node.MethodName.GetMultiplayer  
Node.MethodName.RpcConfig  
Node.MethodName.GetRpcConfig  
Node.MethodName.SetEditorDescription  
Node.MethodName.GetEditorDescription  
Node.MethodName.\_SetImportPath  
Node.MethodName.\_GetImportPath  
Node.MethodName.SetUniqueNameInOwner  
Node.MethodName.IsUniqueNameInOwner  
Node.MethodName.Atr  
Node.MethodName.AtrN  
Node.MethodName.Rpc  
Node.MethodName.RpcId  
Node.MethodName.UpdateConfigurationWarnings  
Node.MethodName.CallDeferredThreadGroup  
Node.MethodName.SetDeferredThreadGroup  
Node.MethodName.NotifyDeferredThreadGroup  
Node.MethodName.CallThreadSafe  
Node.MethodName.SetThreadSafe  
Node.MethodName.NotifyThreadSafe  
GodotObject.MethodName.\_Get  
GodotObject.MethodName.\_GetPropertyList  
GodotObject.MethodName.\_IterGet  
GodotObject.MethodName.\_IterInit  
GodotObject.MethodName.\_IterNext  
GodotObject.MethodName.\_Notification

GodotObject.MethodName.\_PropertyCanRevert  
GodotObject.MethodName.\_PropertyGetRevert  
GodotObject.MethodName.\_Set  
GodotObject.MethodName.\_ValidateProperty  
GodotObject.MethodName.Free  
GodotObject.MethodName.GetClass  
GodotObject.MethodName.IsClass  
GodotObject.MethodName.Set  
GodotObject.MethodName.Get  
GodotObject.MethodName.SetIndexed  
GodotObject.MethodName.GetIndexed  
GodotObject.MethodName.GetPropertyList  
GodotObject.MethodName.GetMethodList  
GodotObject.MethodName.PropertyCanRevert  
GodotObject.MethodName.PropertyGetRevert  
GodotObject.MethodName.Notification  
GodotObject.MethodName.GetInstanceId  
GodotObject.MethodName.SetScript  
GodotObject.MethodName.GetScript  
GodotObject.MethodName.SetMeta  
GodotObject.MethodName.RemoveMeta  
GodotObject.MethodName.GetMeta  
GodotObject.MethodName.HasMeta  
GodotObject.MethodName.GetMetaList  
GodotObject.MethodName.AddUserSignal  
GodotObject.MethodName.HasUserSignal  
GodotObject.MethodName.RemoveUserSignal  
GodotObject.MethodName.EmitSignal  
GodotObject.MethodName.Call  
GodotObject.MethodName.CallDeferred  
GodotObject.MethodName.SetDeferred  
GodotObject.MethodName.Callv  
GodotObject.MethodName.HasMethod  
GodotObject.MethodName.GetMethodArgumentCount  
GodotObject.MethodName.HasSignal  
GodotObject.MethodName.GetSignalList  
GodotObject.MethodName.GetSignalConnectionList  
GodotObject.MethodName.GetIncomingConnections  
GodotObject.MethodName.Connect  
GodotObject.MethodName.Disconnect  
GodotObject.MethodName.IsConnected  
GodotObject.MethodName.HasConnections  
GodotObject.MethodName.SetBlockSignals  
GodotObject.MethodName.IsBlockingSignals  
GodotObject.MethodName.NotifyPropertyChanged  
GodotObject.MethodName.SetMessageTranslation  
GodotObject.MethodName.CanTranslateMessages  
GodotObject.MethodName.Tr  
GodotObject.MethodName.TrN  
GodotObject.MethodName.GetTranslationDomain

GodotObject.MethodName.SetTranslationDomain  
GodotObject.MethodName.IsQueuedForDeletion  
GodotObject.MethodName.CancelFree  
`object.Equals(object)`  
`object.Equals(object, object)`  
`object.GetHashCode()`  
`object.GetType()`  
`object.MemberwiseClone()`  
`object.ReferenceEquals(object, object)`  
`object.ToString()`

Namespace: `CatSweeper.Gameplay`

Assembly: `CatSweeper.dll`

## Syntax

```
public class TouchInputSystem.MethodName : Node.MethodName
```

# Fields

## \_Input

---

Cached name for the '\_Input' method.

### Declaration

```
public static readonly StringName _Input
```

### Field Value

#### TYPE

---

`StringName`



# Class TouchInputSystem.PropertyName

Cached StringNames for the properties and fields contained in this class, for fast lookup.

## Inheritance

[object](#) → [GodotObject.PropertyName](#) → [Node.PropertyName](#) → [TouchInputSystem.PropertyName](#)

## Inherited Members

[Node.PropertyName.\\_ImportPath](#)

[Node.PropertyName.Name](#)

[Node.PropertyName.UniqueNameInOwner](#)

[Node.PropertyName.SceneFilePath](#)

[Node.PropertyName.Owner](#)

[Node.PropertyName.Multiplayer](#)

[Node.PropertyName.ProcessMode](#)

[Node.PropertyName.ProcessPriority](#)

[Node.PropertyName.ProcessPhysicsPriority](#)

[Node.PropertyName.ProcessThreadGroup](#)

[Node.PropertyName.ProcessThreadGroupOrder](#)

[Node.PropertyName.ProcessThreadMessages](#)

[Node.PropertyName.PhysicsInterpolationMode](#)

[Node.PropertyName.AutoTranslateMode](#)

[Node.PropertyName.EditorDescription](#)

[object.Equals\(object\)](#)

[object.Equals\(object, object\)](#)

[object.GetHashCode\(\)](#)

[object.GetType\(\)](#)

[object.MemberwiseClone\(\)](#)

[object.ReferenceEquals\(object, object\)](#)

[object.ToString\(\)](#)

Namespace: [CatSweeper.Gameplay](#)

Assembly: CatSweeper.dll

## Syntax

```
public class TouchInputSystem.PropertyName : Node.PropertyName
```

# Class TouchInputSystem.SignalName

Cached StringNames for the signals contained in this class, for fast lookup.

## Inheritance

[object](#) → GodotObject.SignalName → Node.SignalName → TouchInputSystem.SignalName

## Inherited Members

Node.SignalName.Ready  
Node.SignalName.Renamed  
Node.SignalName.TreeEntered  
Node.SignalName.TreeExiting  
Node.SignalName.TreeExited  
Node.SignalName.ChildEnteredTree  
Node.SignalName.ChildExitingTree  
Node.SignalName.ChildOrderChanged  
Node.SignalName.ReplacingBy  
Node.SignalName.EditorDescriptionChanged  
Node.SignalName.EditorStateChanged  
GodotObject.SignalName.ScriptChanged  
GodotObject.SignalName.PropertyListChanged  
[object.Equals\(object\)](#)  
[object.Equals\(object, object\)](#)  
[object.GetHashCode\(\)](#)  
[object.GetType\(\)](#)  
[object.MemberwiseClone\(\)](#)  
[object.ReferenceEquals\(object, object\)](#)  
[object.ToString\(\)](#)

Namespace: [CatSweeper.Gameplay](#)

Assembly: CatSweeper.dll

## Syntax

```
public class TouchInputSystem.SignalName : Node.SignalName
```

# Namespace CatSweeper.Info

## Classes

[GameSettingInfo](#)

[GameSettingInfoManager](#)

[StageInfo](#)

[StageInfoManager](#)

[StageMapInfo](#)

[StageMapInfoManager](#)

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# Class GameSettingInfo

## Inheritance

`object` → GameSettingInfo

## Inherited Members

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

Namespace: [CatSweeper.Info](#)

Assembly: CatSweeper.dll

## Syntax

```
[Serializable]
public class GameSettingInfo
```

# Properties

## key

---

### Declaration

```
public string key { get; set; }
```

### Property Value

#### TYPE

---

`string`

## Declaration

```
public string value { get; set; }
```

## Property Value

TYPE

---

string

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# Class GameSettingInfoManager

## Inheritance

object → InfoManager → ConfigInfoManager<string, GameSettingInfo> → GameSettingInfoManager

## Implements

IInfoManager

IDisposable

## Inherited Members

ConfigInfoManager<string, GameSettingInfo>.valueMap

ConfigInfoManager<string, GameSettingInfo>.GetAllValue()

ConfigInfoManager<string, GameSettingInfo>.keyFn

ConfigInfoManager<string, GameSettingInfo>.infoType

ConfigInfoManager<string, GameSettingInfo>.LoadInfo()

**ConfigInfoManager<string, GameSettingInfo>.LoadInfoAsync(CancellationToken)**

ConfigInfoManager<string, GameSettingInfo>.AddValue(GameSettingInfo)

ConfigInfoManager<string, GameSettingInfo>.TryGetValue(string, out GameSettingInfo)

ConfigInfoManager<string, GameSettingInfo>.Dispose()

InfoManager.infoType

InfoManager.GetAllValue()

InfoManager.LoadInfo()

**InfoManager.LoadInfoAsync(CancellationToken)**

InfoManager.OnLoadCompleted()

InfoManager.Dispose()

**object.Equals(object)**

**object.Equals(object, object)**

**object.GetHashCode()**

**object.GetType()**

**object.MemberwiseClone()**

**object.ReferenceEquals(object, object)**

**object.ToString()**

Namespace: [CatSweeper.Info](#)

Assembly: CatSweeper.dll

## Syntax

```
public class GameSettingInfoManager : ConfigInfoManager<string, GameSettingInfo>, IInfoManager
```

# Constructors

## GameSettingInfoManager(IValueLoader<GameSettingInfo>)

---

### Declaration

```
public GameSettingInfoManager(IValueLoader<GameSettingInfo> loader)
```

### Parameters

TYPE	NAME
IValueLoader<GameSettingInfo>	loader

# Properties

## keyFn

---

### Declaration

```
protected override Func<GameSettingInfo, string> keyFn { get; }
```

### Property Value

TYPE
Func<GameSettingInfo, string>

### Overrides

cfEngine.Info.ConfigInfoManager<string, CatSweeper.Info.GameSettingInfo>.keyFn

# Methods

## GetBoolValue(string)

---

### Declaration

```
public Res<bool, Exception> GetBoolValue(string id)
```

## Parameters

TYPE	NAME
------	------

string	id
--------	----

## Returns

TYPE
------

Res<bool, Exception>
----------------------

## GetFloatValue(string)

---

### Declaration

```
public Res<float, Exception> GetFloatValue(string id)
```

## Parameters

TYPE	NAME
------	------

string	id
--------	----

## Returns

TYPE
------

Res<float, Exception>
-----------------------

## GetIntValue(string)

---

### Declaration

```
public Res<int, Exception> GetIntValue(string id)
```

## Parameters

TYPE	NAME
------	------

string	id
--------	----

## Returns

## TYPE

---

Res<int, Exception>

# GetStringValue(string)

---

## Declaration

```
public Res<string, Exception> GetStringValue(string id)
```

## Parameters

TYPE	NAME
------	------

---

string	id
--------	----

## Returns

TYPE
------

---

Res<string, Exception>
------------------------

# Implements

cfEngine.Info.IInfoManager

IDisposable

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# Class StageInfo

## Inheritance

[object](#) → StageInfo

## Inherited Members

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

Namespace: [CatSweeper.Info](#)

Assembly: CatSweeper.dll

## Syntax

```
public class StageInfo
```

# Properties

## map

Support Direct Size, or StageMapInfo Id reference

1. **Size(10, 10)** - Creates a map of size 10x10
2. **StageMapInfo(map\_1)** - References a [StageMapInfo](#) with ID 'map\_1'

## Declaration

```
public string map { get; set; }
```

## Property Value

**TYPE**

---

string

## scenePath

---

### Declaration

```
public string scenePath { get; set; }
```

### Property Value

**TYPE**

---

string

## stageId

---

### Declaration

```
public string stageId { get; set; }
```

### Property Value

**TYPE**

---

string

## Methods

### GetMap()

---

### Declaration

```
public Res<StageMapInfo, Exception> GetMap()
```

### Returns

Res<StageMapInfo, Exception>

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# Class StageInfoManager

## Inheritance

object → InfoManager → ConfigInfoManager<string, StageInfo> → StageInfoManager

## Implements

IInfoManager

IDisposable

## Inherited Members

ConfigInfoManager<string, StageInfo>.valueMap

ConfigInfoManager<string, StageInfo>.GetAllValue()

ConfigInfoManager<string, StageInfo>.keyFn

ConfigInfoManager<string, StageInfo>.infoType

ConfigInfoManager<string, StageInfo>.LoadInfo()

**ConfigInfoManager<string, StageInfo>.LoadInfoAsync(CancellationToken)**

ConfigInfoManager<string, StageInfo>.AddValue(StageInfo)

ConfigInfoManager<string, StageInfo>.TryGetValue(string, out StageInfo)

ConfigInfoManager<string, StageInfo>.Dispose()

InfoManager.infoType

InfoManager.GetAllValue()

InfoManager.LoadInfo()

**InfoManager.LoadInfoAsync(CancellationToken)**

InfoManager.OnLoadCompleted()

InfoManager.Dispose()

**object.Equals(object)**

**object.Equals(object, object)**

**object.GetHashCode()**

**object.GetType()**

**object.MemberwiseClone()**

**object.ReferenceEquals(object, object)**

**object.ToString()**

Namespace: **CatSweeper.Info**

Assembly: CatSweeper.dll

## Syntax

```
public class StageInfoManager : ConfigInfoManager<string, StageInfo>, IInfoManager, IDisposable
```

# Constructors

## StageInfoManager(IValueLoader<StageInfo>)

---

### Declaration

```
public StageInfoManager(IValueLoader<StageInfo> loader)
```

### Parameters

TYPE	NAME
IValueLoader<StageInfo>	loader

# Properties

## keyFn

---

### Declaration

```
protected override Func<StageInfo, string> keyFn { get; }
```

### Property Value

TYPE
Func<StageInfo, string>

### Overrides

cfEngine.Info.ConfigInfoManager<string, CatSweeper.Info.StageInfo>.keyFn

# Implements

cfEngine.Info.IInfoManager  
IDisposable



# Class StageMapInfo

## Inheritance

`object` → StageMapInfo

## Inherited Members

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

Namespace: [CatSweeper.Info](#)

Assembly: CatSweeper.dll

## Syntax

```
public class StageMapInfo
```

# Properties

## floorGrids

### Declaration

```
public Vector2I[] floorGrids { get; set; }
```

### Property Value

#### TYPE

`Vector2I[]`

## Declaration

```
public string mapId { get; set; }
```

## Property Value

TYPE

---

string

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# Class StageMapInfoManager

## Inheritance

object → InfoManager → ConfigInfoManager<string, StageMapInfo> → StageMapInfoManager

## Implements

IInfoManager

IDisposable

## Inherited Members

ConfigInfoManager<string, StageMapInfo>.valueMap

ConfigInfoManager<string, StageMapInfo>.GetAllValue()

ConfigInfoManager<string, StageMapInfo>.keyFn

ConfigInfoManager<string, StageMapInfo>.infoType

ConfigInfoManager<string, StageMapInfo>.LoadInfo()

[ConfigInfoManager<string, StageMapInfo>.LoadInfoAsync\(CancellationToken\)](#)

ConfigInfoManager<string, StageMapInfo>.AddValue(StageMapInfo)

ConfigInfoManager<string, StageMapInfo>.TryGetValue(string, out StageMapInfo)

ConfigInfoManager<string, StageMapInfo>.Dispose()

InfoManager.infoType

InfoManager.GetAllValue()

InfoManager.LoadInfo()

[InfoManager.LoadInfoAsync\(CancellationToken\)](#)

InfoManager.OnLoadCompleted()

InfoManager.Dispose()

[object.Equals\(object\)](#)

[object.Equals\(object, object\)](#)

[object.GetHashCode\(\)](#)

[object.GetType\(\)](#)

[object.MemberwiseClone\(\)](#)

[object.ReferenceEquals\(object, object\)](#)

[object.ToString\(\)](#)

Namespace: [CatSweeper.Info](#)

Assembly: CatSweeper.dll

## Syntax

```
public class StageMapInfoManager : ConfigInfoManager<string, StageMapInfo>, IInfoManager, IDisposable
```

# Constructors

## StageMapInfoManager(IValueLoader<StageMapInfo>)

---

### Declaration

```
public StageMapInfoManager(IValueLoader<StageMapInfo> loader)
```

### Parameters

TYPE	NAME
IValueLoader<StageMapInfo>	loader

# Properties

## keyFn

---

### Declaration

```
protected override Func<StageMapInfo, string> keyFn { get; }
```

### Property Value

TYPE
Func<StageMapInfo, string>

### Overrides

cfEngine.Info.ConfigInfoManager<string, CatSweeper.Info.StageMapInfo>.keyFn

# Methods

## GetMapBySize(int, int)

---

### Declaration

```
public StageMapInfo GetMapBySize(int width, int height)
```

## Parameters

TYPE	NAME
------	------

int	width
-----	-------

int	height
-----	--------

## Returns

TYPE
------

StageMapInfo
--------------

## Implements

cfEngine.Info.IInfoManager

IDisposable

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# Namespace CatSweeper.Stage

## Classes

[GameExtension](#)

[StageCamera](#)

[StageCamera.MethodName](#)

Cached StringNames for the methods contained in this class, for fast lookup.

[StageCamera.PropertyName](#)

Cached StringNames for the properties and fields contained in this class, for fast lookup.

[StageCamera.SignalName](#)

Cached StringNames for the signals contained in this class, for fast lookup.

[StageController](#)

[StageController.MethodName](#)

Cached StringNames for the methods contained in this class, for fast lookup.

[StageController.PropertyName](#)

Cached StringNames for the properties and fields contained in this class, for fast lookup.

[StageController.SignalName](#)

Cached StringNames for the signals contained in this class, for fast lookup.

[StageMap](#)

[StageMap.MethodName](#)

Cached StringNames for the methods contained in this class, for fast lookup.

[StageMap.PropertyName](#)

Cached StringNames for the properties and fields contained in this class, for fast lookup.

[StageMap.SignalName](#)

Cached StringNames for the signals contained in this class, for fast lookup.

[StageService](#)

[StageServiceModel](#)

## Structs

[StageData](#)

[StageParam](#)

## Delegates

[StageController.OnStageInitializedEventHandler](#)

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# Class GameExtension

## Inheritance

`object` → GameExtension

## Inherited Members

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

Namespace: [CatSweeper.Stage](#)

Assembly: CatSweeper.dll

## Syntax

```
public static class GameExtension
```

## Methods

### GetStageService(Game)

---

#### Declaration

```
public static StageService GetStageService(this Game game)
```

#### Parameters

TYPE	NAME
Game	game

#### Returns

## TYPE

---

StageService

# WithStage(Game, StageService)

---

## Declaration

```
public static Game WithStage(this Game game, StageService stageService)
```

## Parameters

TYPE	NAME
Game	game
StageService	stageService

## Returns

TYPE
Game

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# Class StageCamera

## Inheritance

[object](#) → [GodotObject](#) → [Node](#) → [CanvasItem](#) → [Node2D](#) → [Camera2D](#) → [StageCamera](#)

## Implements

[IDisposable](#)

## Inherited Members

[Camera2D.MakeCurrent\(\)](#)

[Camera2D.IsCurrent\(\)](#)

[Camera2D.GetTargetPosition\(\)](#)

[Camera2D.GetScreenCenterPosition\(\)](#)

[Camera2D.ForceUpdateScroll\(\)](#)

[Camera2D.ResetSmoothing\(\)](#)

[Camera2D.Align\(\)](#)

[Camera2D.InvokeGodotClassMethod\(in godot\\_string\\_name, NativeVariantPtrArgs, out godot\\_variant\)](#)

[Camera2D.HasGodotClassMethod\(in godot\\_string\\_name\)](#)

[Camera2D.HasGodotClassSignal\(in godot\\_string\\_name\)](#)

[Camera2D.Offset](#)

[Camera2D.AnchorMode](#)

[Camera2D.IgnoreRotation](#)

[Camera2D.Enabled](#)

[Camera2D.Zoom](#)

[Camera2D.CustomViewport](#)

[Camera2D.ProcessCallback](#)

[Camera2D.LimitLeft](#)

[Camera2D.LimitTop](#)

[Camera2D.LimitRight](#)

[Camera2D.LimitBottom](#)

[Camera2D.LimitSmoothed](#)

[Camera2D.PositionSmoothingEnabled](#)

[Camera2D.PositionSmoothingSpeed](#)

[Camera2D.RotationSmoothingEnabled](#)

[Camera2D.RotationSmoothingSpeed](#)

[Camera2D.DragHorizontalEnabled](#)

[Camera2D.DragVerticalEnabled](#)

[Camera2D.DragHorizontalOffset](#)

[Camera2D.DragVerticalOffset](#)

[Camera2D.DragLeftMargin](#)

[Camera2D.DragTopMargin](#)

Camera2D.DragRightMargin  
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Camera2D.EditorDrawScreen  
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**Node2D.Rotate(float)**  
**Node2D.MoveLocalX(float, bool)**  
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Node2D.Translate(Vector2)  
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Node2D.ApplyScale(Vector2)  
Node2D.LookAt(Vector2)  
Node2D.GetAngleTo(Vector2)  
Node2DToLocal(Vector2)  
Node2D.ToGlobal(Vector2)  
Node2D.GetRelativeTransformToParent(Node)  
Node2D.Position  
Node2D.Rotation  
Node2D.RotationDegrees  
Node2D.Scale  
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CanvasItem.NotificationTransformChanged  
CanvasItem.NotificationLocalTransformChanged  
CanvasItem.NotificationDraw  
CanvasItem.NotificationVisibilityChanged  
CanvasItem.NotificationEnterCanvas  
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CanvasItem.NotificationWorld2DChanged  
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CanvasItem.IsVisibleInTree()  
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CanvasItem.QueueRedraw()  
CanvasItem.MoveToFront()  
**CanvasItem.DrawLine(Vector2, Vector2, Color, float, bool)**  
**CanvasItem.DrawDashedLine(Vector2, Vector2, Color, float, float, bool, bool)**  
**CanvasItem.DrawPolyline(Vector2[], Color, float, bool)**  
**CanvasItem.DrawPolyline(ReadOnlySpan<Vector2>, Color, float, bool)**  
**CanvasItem.DrawPolylineColors(Vector2[], Color[], float, bool)**  
**CanvasItem.DrawPolylineColors(ReadOnlySpan<Vector2>, ReadOnlySpan<Color>, float, bool)**  
CanvasItem.DrawArc(Vector2, float, float, float, int, Color, float, bool)  
CanvasItem.DrawMultiline(Vector2[], Color, float, bool)

`CanvasItem.DrawMultiline(ReadOnlySpan<Vector2>, Color, float, bool)`  
`CanvasItem.DrawMultilineColors(Vector2[], Color[], float, bool)`  
`CanvasItem.DrawMultilineColors(ReadOnlySpan<Vector2>, ReadOnlySpan<Color>, float, bool)`  
`CanvasItem.DrawRect(Rect2, Color, bool, float, bool)`  
`CanvasItem.DrawCircle(Vector2, float, Color, bool, float, bool)`  
`CanvasItem.DrawTexture(Texture2D, Vector2, Color?)`  
`CanvasItem.DrawTextureRect(Texture2D, Rect2, bool, Color?, bool)`  
`CanvasItem.DrawTextureRectRegion(Texture2D, Rect2, Rect2, Color?, bool, bool)`  
`CanvasItem.DrawMsdfTextureRectRegion(Texture2D, Rect2, Rect2, Color?, double, double, double)`  
`CanvasItem.DrawLcdTextureRectRegion(Texture2D, Rect2, Rect2, Color?)`  
`CanvasItem.DrawStyleBox(StyleBox, Rect2)`  
`CanvasItem.DrawPrimitive(Vector2[], Color[], Vector2[], Texture2D)`  
`CanvasItem.DrawPrimitive(ReadOnlySpan<Vector2>, ReadOnlySpan<Color>, ReadOnlySpan<Vector2>, Texture2D)`  
`CanvasItem.DrawPolygon(Vector2[], Color[], Vector2[], Texture2D)`  
`CanvasItem.DrawPolygon(ReadOnlySpan<Vector2>, ReadOnlySpan<Color>, ReadOnlySpan<Vector2>, Texture2D)`  
`CanvasItem.DrawColoredPolygon(Vector2[], Color, Vector2[], Texture2D)`  
`CanvasItem.DrawColoredPolygon(ReadOnlySpan<Vector2>, Color, ReadOnlySpan<Vector2>, Texture2D)`  
`CanvasItem.DrawString(Font, Vector2, string, HorizontalAlignment, float, int, Color?, TextServer.JustificationFlag, TextServer.Direction, TextServer.Orientation)`  
`CanvasItem.DrawString(Font, Vector2, string, HorizontalAlignment, float, int, int, Color?, TextServer.LineBreakFlag, TextServer.JustificationFlag, TextServer.Direction, TextServer.Orientation)`  
`CanvasItem.DrawStringOutline(Font, Vector2, string, HorizontalAlignment, float, int, int, Color?, TextServer.JustificationFlag, TextServer.Direction, TextServer.Orientation)`  
`CanvasItem.DrawStringOutline(Font, Vector2, string, HorizontalAlignment, float, int, int, int, Color?, TextServer.LineBreakFlag, TextServer.JustificationFlag, TextServer.Direction, TextServer.Orientation)`  
`CanvasItem.DrawChar(Font, Vector2, string, int, Color?)`  
`CanvasItem.DrawCharOutline(Font, Vector2, string, int, int, Color?)`  
`CanvasItem.DrawMesh(Mesh, Texture2D, Transform2D?, Color?)`  
`CanvasItem.DrawMultimesh(MultiMesh, Texture2D)`  
`CanvasItem.DrawSetTransform(Vector2, float, Vector2?)`  
`CanvasItem.DrawSetTransformMatrix(Transform2D)`  
`CanvasItem.DrawAnimationSlice(double, double, double, double)`  
`CanvasItem.DrawEndAnimation()`  
`CanvasItem.GetTransform()`  
`CanvasItem.GetGlobalTransform()`  
`CanvasItem.GetGlobalTransformWithCanvas()`  
`CanvasItem.GetViewportTransform()`  
`CanvasItem.GetViewportRect()`  
`CanvasItem.GetCanvasTransform()`  
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`CanvasItem.GetLocalMousePosition()`  
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`CanvasItem.GetCanvas()`  
`CanvasItem.GetCanvasLayerNode()`  
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`CanvasItem.SetInstanceShaderParameter(StringName, Variant)`  
`CanvasItem.GetInstanceShaderParameter(StringName)`  
`CanvasItem.SetNotifyLocalTransform(bool)`  
`CanvasItem.IsLocalTransformNotificationEnabled()`  
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CanvasItem.IsTransformNotificationEnabled()  
CanvasItem.ForceUpdateTransform()  
CanvasItem.MakeCanvasPositionLocal(Vector2)  
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**CanvasItem.SetVisibilityLayerBit(uint, bool)**  
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Node.NotificationSceneInstantiated  
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Node.NotificationInternalProcess  
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Node.NotificationPostEnterTree  
Node.NotificationDisabled  
Node.NotificationEnabled  
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Node.NotificationEditorPreSave  
Node.NotificationEditorPostSave  
Node.NotificationWMMouseEnter  
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Node.NotificationWMWindowFocusIn  
Node.NotificationWMWindowFocusOut  
Node.NotificationWMCloseRequest  
Node.NotificationWMGoBackRequest  
Node.NotificationWMSizeChanged  
Node.NotificationWMDpiChange  
Node.NotificationVpMouseEnter  
Node.NotificationVpMouseExit  
Node.NotificationWMPositionChanged  
Node.NotificationOsMemoryWarning  
Node.NotificationTranslationChanged  
Node.NotificationWMAbout  
Node.NotificationCrash  
Node.NotificationOslmeUpdate  
Node.NotificationApplicationResumed  
Node.NotificationApplicationPaused  
Node.NotificationApplicationFocusIn  
Node.NotificationApplicationFocusOut  
Node.NotificationTextServerChanged  
Node.GetNode<T>(NodePath)  
Node.GetNodeOrNull<T>(NodePath)  
**Node.GetChild<T>(int, bool)**  
**Node.GetChildOrNull<T>(int, bool)**  
Node.GetOwner<T>()  
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Node.\_ExitTree()  
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Node.\_Input(InputEvent)  
**Node.\_PhysicsProcess(double)**  
**Node.\_Process(double)**  
Node.\_ShortcutInput(InputEvent)  
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Node.\_UnhandledKeyInput(InputEvent)  
Node.PrintOrphanNodes()  
**Node.AddSibling(Node, bool)**  
**Node.AddChild(Node, bool, Node.InternalMode)**  
Node.RemoveChild(Node)  
**Node.Reparent(Node, bool)**  
**Node.GetChildCount(bool)**  
**Node.GetChildren(bool)**  
**Node.GetChild(int, bool)**  
Node.HasNode(NodePath)  
Node.GetNode(NodePath)

Node.GetNodeOrNull(NodePath)  
Node.GetParent()  
**Node.FindChild(string, bool, bool)**  
Node.FindChildren(string, string, bool, bool)  
Node.FindParent(string)  
Node.HasNodeAndResource(NodePath)  
Node.GetNodeAndResource(NodePath)  
Node.IsInsideTree()  
Node.IsPartOfEditedScene()  
Node.IsAncestorOf(Node)  
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Node.GetPath()  
**Node.GetPathTo(Node, bool)**  
**Node.AddToGroup(StringName, bool)**  
Node.RemoveFromGroup(StringName)  
Node.IsInGroup(StringName)  
**Node.MoveChild(Node, int)**  
Node.GetGroups()  
**Node.GetIndex(bool)**  
Node.PrintTree()  
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**Node.PropagateNotification(int)**  
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**Node.SetPhysicsProcess(bool)**  
Node.GetPhysicsProcessDeltaTime()  
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**Node.SetProcess(bool)**  
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**Node.SetProcessInput(bool)**  
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**Node.SetProcessShortcutInput(bool)**  
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**Node.SetProcessUnhandledInput(bool)**  
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**Node.SetProcessUnhandledKeyInput(bool)**  
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**Node.SetDisplayFolded(bool)**  
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**Node.SetProcessInternal(bool)**  
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**Node.SetPhysicsProcessInternal(bool)**  
Node.IsPhysicsProcessingInternal()  
Node.IsPhysicsInterpolated()  
Node.IsPhysicsInterpolatedAndEnabled()  
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Node.GetWindow()  
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Node.CreateTween()  
**Node.Duplicate(int)**  
**Node.ReplaceBy(Node, bool)**  
**Node.SetSceneInstanceLoadPlaceholder(bool)**  
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**Node.SetEditableInstance(Node, bool)**  
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**Node.SetMultiplayerAuthority(int, bool)**  
Node.GetMultiplayerAuthority()  
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Node.RpcConfig(StringName, Variant)  
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**Node.Atr(string, StringName)**  
**Node.AtrN(string, StringName, int, StringName)**  
Node.Rpc(StringName, params Variant[])  
**Node.Rpc(StringName, ReadOnlySpan<Variant>)**  
**Node.RpcId(long, StringName, params Variant[])**  
**Node.RpcId(long, StringName, ReadOnlySpan<Variant>)**  
Node.UpdateConfigurationWarnings()  
Node.CallDeferredThreadGroup(StringName, params Variant[])  
**Node.CallDeferredThreadGroup(StringName, ReadOnlySpan<Variant>)**  
Node.SetDeferredThreadGroup(StringName, Variant)  
**Node.NotifyDeferredThreadGroup(int)**  
Node.CallThreadSafe(StringName, params Variant[])  
**Node.CallThreadSafe(StringName, ReadOnlySpan<Variant>)**  
Node.SetThreadSafe(StringName, Variant)  
**Node.NotifyThreadSafe(int)**  
Node.EmitSignalReady()  
Node.EmitSignalRenamed()  
Node.EmitSignalTreeEntered()  
Node.EmitSignalTreeExiting()  
Node.EmitSignalTreeExited()  
Node.EmitSignalChildEnteredTree(Node)  
Node.EmitSignalChildExitingTree(Node)  
Node.EmitSignalChildOrderChanged()  
Node.EmitSignalReplacingBy(Node)  
Node.EmitSignalEditorDescriptionChanged(Node)  
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GodotObject.NotificationExtensionReloaded  
**GodotObject.InstanceFromId(ulong)**  
**GodotObject.IsInstanceIdValid(ulong)**  
GodotObject.IsInstanceValid(GodotObject)  
GodotObject.WeakRef(GodotObject)  
GodotObject.Dispose()  
**GodotObject.Dispose(bool)**  
GodotObject.ToString()  
GodotObject.ToSignal(GodotObject, StringName)  
GodotObject.\_Get(StringName)  
GodotObject.\_GetPropertyList()  
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GodotObject.\_IterNext(Array)  
**GodotObject.\_Notification(int)**  
GodotObject.\_PropertyCanRevert(StringName)  
GodotObject.\_PropertyGetRevert(StringName)  
GodotObject.\_Set(StringName, Variant)  
GodotObject.\_ValidateProperty(Dictionary)  
GodotObject.Free()  
GodotObject.GetClass()  
**GodotObject.IsClass(string)**  
GodotObject.Set(StringName, Variant)  
GodotObject.Get(StringName)  
GodotObject.SetIndexed(NodePath, Variant)  
GodotObject.GetIndexed(NodePath)  
GodotObject.GetPropertyList()  
GodotObject.GetMethodList()

GodotObject.PropertyCanRevert(StringName)  
GodotObject.PropertyGetRevert(StringName)  
**GodotObject.Notification(int, bool)**  
GodotObject.GetInstanceId()  
GodotObject.SetScript(Variant)  
GodotObject.GetScript()  
GodotObject.SetMeta(StringName, Variant)  
GodotObject.RemoveMeta(StringName)  
GodotObject.GetMeta(StringName, Variant)  
GodotObject.HasMeta(StringName)  
GodotObject.GetMetaList()  
**GodotObject.AddUserSignal(string, Array)**  
GodotObject.HasUserSignal(StringName)  
GodotObject.RemoveUserSignal(StringName)  
GodotObject.EmitSignal(StringName, params Variant[])  
**GodotObject.EmitSignal(StringName, ReadOnlySpan<Variant>)**  
GodotObject.Call(StringName, params Variant[])  
**GodotObject.Call(StringName, ReadOnlySpan<Variant>)**  
GodotObject.CallDeferred(StringName, params Variant[])  
**GodotObject.CallDeferred(StringName, ReadOnlySpan<Variant>)**  
GodotObject.SetDeferred(StringName, Variant)  
GodotObject.Callv(StringName, Array)  
GodotObject.HasMethod(StringName)  
GodotObject.GetMethodArgumentCount(StringName)  
GodotObject.HasSignal(StringName)  
GodotObject.GetSignalList()  
GodotObject.GetSignalConnectionList(StringName)  
GodotObject.GetIncomingConnections()  
**GodotObject.Connect(StringName, Callable, uint)**  
GodotObject.Disconnect(StringName, Callable)  
GodotObject.IsConnected(StringName, Callable)  
GodotObject.HasConnections(StringName)  
**GodotObject.SetBlockSignals(bool)**  
GodotObject.IsBlockingSignals()  
GodotObject.NotifyPropertyListChanged()  
**GodotObject.SetMessageTranslation(bool)**  
GodotObject.CanTranslateMessages()  
GodotObject.Tr(StringName, StringName)  
**GodotObject.TrN(StringName, StringName, int, StringName)**  
GodotObject.GetTranslationDomain()  
GodotObject.SetTranslationDomain(StringName)  
GodotObject.IsQueuedForDeletion()  
GodotObject.CancelFree()  
GodotObject.EmitSignalScriptChanged()  
GodotObject.EmitSignalPropertyListChanged()  
GodotObject.NativeInstance  
GodotObject.ScriptChanged  
GodotObject.PropertyListChanged  
**object.Equals(object)**  
**object.Equals(object, object)**

`object.GetHashCode()`  
`object.GetType()`  
`object.MemberwiseClone()`  
`object.ReferenceEquals(object, object)`

Namespace: [CatSweeper.Stage](#)

Assembly: CatSweeper.dll

## Syntax

```
[ScriptPath("res://Script/Stage/StageCamera.cs")]
public class StageCamera : Camera2D, IDisposable
```

# Methods

## \_Ready()

---

Called when the node is "ready", i.e. when both the node and its children have entered the scene tree. If the node has children, their [Godot.Node.\\_Ready\(\)](#) callbacks get triggered first, and the parent node will receive the ready notification afterwards.

Corresponds to the [Godot.Node.NotificationReady](#) notification in [\\_Notification\(int\)](#). See also the [@onready](#) annotation for variables.

Usually used for initialization. For even earlier initialization, [Godot.GodotObject.GodotObject\(\)](#) may be used. See also [Godot.Node.\\_EnterTree\(\)](#).

**Note:** This method may be called only once for each node. After removing a node from the scene tree and adding it again, [Godot.Node.\\_Ready\(\)](#) will **not** be called a second time. This can be bypassed by requesting another call with [Godot.Node.RequestReady\(\)](#), which may be called anywhere before adding the node again.

## Declaration

```
public override void _Ready()
```

## Overrides

[Godot.Node.\\_Ready\(\)](#)

# Implements

[IDisposable](#)

# Extension Methods

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# Class StageCamera.MethodName

Cached StringNames for the methods contained in this class, for fast lookup.

## Inheritance

[object](#) → [GodotObject](#).[MethodName](#) → [Node](#).[MethodName](#) → [CanvasItem](#).[MethodName](#) → [Node2D](#).[MethodName](#) → [Camera2D](#).[MethodName](#) → [StageCamera](#).[MethodName](#)

## Inherited Members

[Camera2D](#).[MethodName](#).[SetOffset](#)  
[Camera2D](#).[MethodName](#).[GetOffset](#)  
[Camera2D](#).[MethodName](#).[SetAnchorMode](#)  
[Camera2D](#).[MethodName](#).[GetAnchorMode](#)  
[Camera2D](#).[MethodName](#).[SetIgnoreRotation](#)  
[Camera2D](#).[MethodName](#).[IsIgnoringRotation](#)  
[Camera2D](#).[MethodName](#).[SetProcessCallback](#)  
[Camera2D](#).[MethodName](#).[GetProcessCallback](#)  
[Camera2D](#).[MethodName](#).[SetEnabled](#)  
[Camera2D](#).[MethodName](#).[IsEnabled](#)  
[Camera2D](#).[MethodName](#).[MakeCurrent](#)  
[Camera2D](#).[MethodName](#).[IsCurrent](#)  
[Camera2D](#).[MethodName](#).[SetLimit](#)  
[Camera2D](#).[MethodName](#).[GetLimit](#)  
[Camera2D](#).[MethodName](#).[SetLimitSmoothingEnabled](#)  
[Camera2D](#).[MethodName](#).[IsLimitSmoothingEnabled](#)  
[Camera2D](#).[MethodName](#).[SetDragVerticalEnabled](#)  
[Camera2D](#).[MethodName](#).[IsDragVerticalEnabled](#)  
[Camera2D](#).[MethodName](#).[SetDragHorizontalEnabled](#)  
[Camera2D](#).[MethodName](#).[IsDragHorizontalEnabled](#)  
[Camera2D](#).[MethodName](#).[SetDragVerticalOffset](#)  
[Camera2D](#).[MethodName](#).[GetDragVerticalOffset](#)  
[Camera2D](#).[MethodName](#).[SetDragHorizontalOffset](#)  
[Camera2D](#).[MethodName](#).[GetDragHorizontalOffset](#)  
[Camera2D](#).[MethodName](#).[SetDragMargin](#)  
[Camera2D](#).[MethodName](#).[GetDragMargin](#)  
[Camera2D](#).[MethodName](#).[GetTargetPosition](#)  
[Camera2D](#).[MethodName](#).[GetScreenCenterPosition](#)  
[Camera2D](#).[MethodName](#).[SetZoom](#)  
[Camera2D](#).[MethodName](#).[GetZoom](#)  
[Camera2D](#).[MethodName](#).[SetCustomViewport](#)  
[Camera2D](#).[MethodName](#).[GetCustomViewport](#)  
[Camera2D](#).[MethodName](#).[GetPositionSmoothingSpeed](#)

Camera2D.MethodNameGetPositionSmoothingSpeed  
Camera2D.MethodNameSetPositionSmoothingEnabled  
Camera2D.MethodNameIsPositionSmoothingEnabled  
Camera2D.MethodNameSetRotationSmoothingEnabled  
Camera2D.MethodNameIsRotationSmoothingEnabled  
Camera2D.MethodNameSetRotationSmoothingSpeed  
Camera2D.MethodNameGetRotationSmoothingSpeed  
Camera2D.MethodNameForceUpdateScroll  
Camera2D.MethodNameResetSmoothing  
Camera2D.MethodNameAlign  
Camera2D.MethodNameSetScreenDrawingEnabled  
Camera2D.MethodNameIsScreenDrawingEnabled  
Camera2D.MethodNameSetLimitDrawingEnabled  
Camera2D.MethodNameIsLimitDrawingEnabled  
Camera2D.MethodNameSetMarginDrawingEnabled  
Camera2D.MethodNameIsMarginDrawingEnabled  
Node2D.MethodNameGetPosition  
Node2D.MethodNameSetRotation  
Node2D.MethodNameSetRotationDegrees  
Node2D.MethodNameSetSkew  
Node2D.MethodNameSetScale  
Node2D.MethodNameGetPosition  
Node2D.MethodNameGetRotation  
Node2D.MethodNameGetRotationDegrees  
Node2D.MethodNameGetSkew  
Node2D.MethodNameGetScale  
Node2D.MethodNameRotate  
Node2D.MethodNameMoveLocalX  
Node2D.MethodNameMoveLocalY  
Node2D.MethodNameTranslate  
Node2D.MethodNameGlobalTranslate  
Node2D.MethodNameApplyScale  
Node2D.MethodNameSetGlobalPosition  
Node2D.MethodNameGetGlobalPosition  
Node2D.MethodNameSetGlobalRotation  
Node2D.MethodNameSetGlobalRotationDegrees  
Node2D.MethodNameGetGlobalRotation  
Node2D.MethodNameGetGlobalRotationDegrees  
Node2D.MethodNameSetGlobalSkew  
Node2D.MethodNameGetGlobalSkew  
Node2D.MethodNameSetGlobalScale  
Node2D.MethodNameGetGlobalScale  
Node2D.MethodNameSetTransform  
Node2D.MethodNameSetGlobalTransform  
Node2D.MethodNameLookAt  
Node2D.MethodNameGetAngleTo  
Node2D.MethodNameToLocal  
Node2D.MethodNameToGlobal  
Node2D.MethodNameGetRelativeTransformToParent  
CanvasItem.MethodName\_Draw

CanvasItem.MethodName.GetCanvasItem  
CanvasItem.MethodName.SetVisible  
CanvasItem.MethodName.IsVisible  
CanvasItem.MethodName.IsVisibleInTree  
CanvasItem.MethodName.Show  
CanvasItem.MethodName.Hide  
CanvasItem.MethodName.QueueRedraw  
CanvasItem.MethodName.MoveToFront  
CanvasItem.MethodName.SetAsTopLevel  
CanvasItem.MethodName.IsSetAsTopLevel  
CanvasItem.MethodName.SetLightMask  
CanvasItem.MethodName.GetLightMask  
CanvasItem.MethodName.SetModulate  
CanvasItem.MethodName.GetModulate  
CanvasItem.MethodName.SetSelfModulate  
CanvasItem.MethodName.GetSelfModulate  
CanvasItem.MethodName.SetZIndex  
CanvasItem.MethodName.GetZIndex  
CanvasItem.MethodName.SetZAsRelative  
CanvasItem.MethodName.IsZRelative  
CanvasItem.MethodName.SetYSortEnabled  
CanvasItem.MethodName.IsYSortEnabled  
CanvasItem.MethodName.SetDrawBehindParent  
CanvasItem.MethodName.IsDrawBehindParentEnabled  
CanvasItem.MethodName.DrawLine  
CanvasItem.MethodName.DrawDashedLine  
CanvasItem.MethodName.DrawPolyline  
CanvasItem.MethodName.DrawPolylineColors  
CanvasItem.MethodName.DrawArc  
CanvasItem.MethodName.DrawMultiline  
CanvasItem.MethodName.DrawMultilineColors  
CanvasItem.MethodName.DrawRect  
CanvasItem.MethodName.DrawCircle  
CanvasItem.MethodName.DrawTexture  
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CanvasItem.MethodName.DrawString  
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CanvasItem.MethodName.DrawStringOutline  
CanvasItem.MethodName.DrawMultilineStringOutline  
CanvasItem.MethodName.DrawChar  
CanvasItem.MethodName.DrawCharOutline  
CanvasItem.MethodName.DrawMesh  
CanvasItem.MethodName.DrawMultimesh

CanvasItem.MethodName.DrawSetTransform  
CanvasItem.MethodName.DrawSetTransformMatrix  
CanvasItem.MethodName.DrawAnimationSlice  
CanvasItem.MethodName.DrawEndAnimation  
CanvasItem.MethodName.GetTransform  
CanvasItem.MethodName.GetGlobalTransform  
CanvasItem.MethodName.GetGlobalTransformWithCanvas  
CanvasItem.MethodName.GetViewportTransform  
CanvasItem.MethodName.GetViewportRect  
CanvasItem.MethodName.GetCanvasTransform  
CanvasItem.MethodName.GetScreenTransform  
CanvasItem.MethodName.GetLocalMousePosition  
CanvasItem.MethodName.GetGlobalMousePosition  
CanvasItem.MethodName.GetCanvas  
CanvasItem.MethodName.GetCanvasLayerNode  
CanvasItem.MethodName.GetWorld2D  
CanvasItem.MethodName.SetMaterial  
CanvasItem.MethodName.GetMaterial  
CanvasItem.MethodName.SetInstanceShaderParameter  
CanvasItem.MethodName.GetInstanceShaderParameter  
CanvasItem.MethodName.SetUseParentMaterial  
CanvasItem.MethodName.GetUseParentMaterial  
CanvasItem.MethodName.SetNotifyLocalTransform  
CanvasItem.MethodName.IsLocalTransformNotificationEnabled  
CanvasItem.MethodName.SetNotifyTransform  
CanvasItem.MethodName.IsTransformNotificationEnabled  
CanvasItem.MethodName.ForceUpdateTransform  
CanvasItem.MethodName.MakeCanvasPositionLocal  
CanvasItem.MethodName.MakeInputLocal  
CanvasItem.MethodName.SetVisibilityLayer  
CanvasItem.MethodName.GetVisibilityLayer  
CanvasItem.MethodName.SetVisibilityLayerBit  
CanvasItem.MethodName.GetVisibilityLayerBit  
CanvasItem.MethodName.SetTextureFilter  
CanvasItem.MethodName.GetTextureFilter  
CanvasItem.MethodName.SetTextureRepeat  
CanvasItem.MethodName.GetTextureRepeat  
CanvasItem.MethodName.SetClipChildrenMode  
CanvasItem.MethodName.GetClipChildrenMode  
Node.MethodName.\_EnterTree  
Node.MethodName.\_ExitTree  
Node.MethodName.\_GetConfigurationWarnings  
Node.MethodName.\_Input  
Node.MethodName.\_PhysicsProcess  
Node.MethodName.\_Process  
Node.MethodName.\_ShortcutInput  
Node.MethodName.\_UnhandledInput  
Node.MethodName.\_UnhandledKeyInput  
Node.MethodName.PrintOrphanNodes  
Node.MethodName.AddSibling

Node.MethodName.SetName  
Node.MethodName.GetName  
Node.MethodName.AddChild  
Node.MethodName.RemoveChild  
Node.MethodName.Reparent  
Node.MethodName.GetChildCount  
Node.MethodName.GetChildren  
Node.MethodName.GetChild  
Node.MethodName.HasNode  
Node.MethodName.GetNode  
Node.MethodName.GetNodeOrNull  
Node.MethodName.GetParent  
Node.MethodName.FindChild  
Node.MethodName.FindChildren  
Node.MethodName.FindParent  
Node.MethodName.HasNodeAndResource  
Node.MethodName.GetNodeAndResource  
Node.MethodName.IsInsideTree  
Node.MethodName.IsPartOfEditedScene  
Node.MethodName.IsAncestorOf  
Node.MethodName.IsGreaterThan  
Node.MethodName.GetPath  
Node.MethodName.GetPathTo  
Node.MethodName.AddToGroup  
Node.MethodName.RemoveFromGroup  
Node.MethodName.IsInGroup  
Node.MethodName.MoveChild  
Node.MethodName.GetGroups  
Node.MethodName.SetOwner  
Node.MethodName.GetOwner  
Node.MethodName.GetIndex  
Node.MethodName.PrintTree  
Node.MethodName.PrintTreePretty  
Node.MethodName.GetTreeString  
Node.MethodName.GetTreeStringPretty  
Node.MethodName.setSceneFilePath  
Node.MethodName.getSceneFilePath  
Node.MethodName.PropagateNotification  
Node.MethodName.PropagateCall  
Node.MethodName.SetPhysicsProcess  
Node.MethodName.GetPhysicsProcessDeltaTime  
Node.MethodName.IsPhysicsProcessing  
Node.MethodName.GetProcessDeltaTime  
Node.MethodName.SetProcess  
Node.MethodName.SetProcessPriority  
Node.MethodName.GetProcessPriority  
Node.MethodName.SetPhysicsProcessPriority  
Node.MethodName.GetPhysicsProcessPriority  
Node.MethodName.IsProcessing  
Node.MethodName.SetProcessInput

Node.MethodName.IsProcessingInput  
Node.MethodName.SetProcessShortcutInput  
Node.MethodName.IsProcessingShortcutInput  
Node.MethodName.SetProcessUnhandledInput  
Node.MethodName.IsProcessingUnhandledInput  
Node.MethodName.SetProcessUnhandledKeyInput  
Node.MethodName.IsProcessingUnhandledKeyInput  
Node.MethodName.SetProcessMode  
Node.MethodName.GetProcessMode  
Node.MethodName.CanProcess  
Node.MethodName.SetProcessThreadGroup  
Node.MethodName.GetProcessThreadGroup  
Node.MethodName.SetProcessThreadMessages  
Node.MethodName.GetProcessThreadMessages  
Node.MethodName.SetProcessThreadGroupOrder  
Node.MethodName.GetProcessThreadGroupOrder  
Node.MethodName.SetDisplayFolded  
Node.MethodName.IsDisplayedFolded  
Node.MethodName.SetProcessInternal  
Node.MethodName.IsProcessingInternal  
Node.MethodName.SetPhysicsProcessInternal  
Node.MethodName.IsPhysicsProcessingInternal  
Node.MethodName.SetPhysicsInterpolationMode  
Node.MethodName.GetPhysicsInterpolationMode  
Node.MethodName.IsPhysicsInterpolated  
Node.MethodName.IsPhysicsInterpolatedAndEnabled  
Node.MethodName.ResetPhysicsInterpolation  
Node.MethodName.SetAutoTranslateMode  
Node.MethodName.GetAutoTranslateMode  
Node.MethodName.SetTranslationDomainInherited  
Node.MethodName.GetWindow  
Node.MethodName.GetLastExclusiveWindow  
Node.MethodName.GetTree  
Node.MethodName.CreateTween  
Node.MethodName.Duplicate  
Node.MethodName.ReplaceBy  
Node.MethodName.SetSceneInstanceLoadPlaceholder  
Node.MethodName.GetSceneInstanceLoadPlaceholder  
Node.MethodName.SetEditableInstance  
Node.MethodName.IsEditableInstance  
Node.MethodName.GetViewport  
Node.MethodName.QueueFree  
Node.MethodName.RequestReady  
Node.MethodName.IsNodeReady  
Node.MethodName.SetMultiplayerAuthority  
Node.MethodName.GetMultiplayerAuthority  
Node.MethodName.IsMultiplayerAuthority  
Node.MethodName.GetMultiplayer  
Node.MethodName.RpcConfig  
Node.MethodName.GetRpcConfig

Node.MethodName.SetEditorDescription  
Node.MethodName.GetEditorDescription  
Node.MethodName.\_SetImportPath  
Node.MethodName.\_GetImportPath  
Node.MethodName.SetUniqueNameInOwner  
Node.MethodName.IsUniqueNameInOwner  
Node.MethodName.Atr  
Node.MethodName.AtrN  
Node.MethodName.Rpc  
Node.MethodName.RpcId  
Node.MethodName.UpdateConfigurationWarnings  
Node.MethodName.CallDeferredThreadGroup  
Node.MethodName.SetDeferredThreadGroup  
Node.MethodName.NotifyDeferredThreadGroup  
Node.MethodName.CallThreadSafe  
Node.MethodName.SetThreadSafe  
Node.MethodName.NotifyThreadSafe  
GodotObject.MethodName.\_Get  
GodotObject.MethodName.\_GetPropertyList  
GodotObject.MethodName.\_IterGet  
GodotObject.MethodName.\_IterInit  
GodotObject.MethodName.\_IterNext  
GodotObject.MethodName.\_Notification  
GodotObject.MethodName.\_PropertyCanRevert  
GodotObject.MethodName.\_PropertyGetRevert  
GodotObject.MethodName.\_Set  
GodotObject.MethodName.\_ValidateProperty  
GodotObject.MethodName.Free  
GodotObject.MethodName.GetClass  
GodotObject.MethodName.IsClass  
GodotObject.MethodName.Set  
GodotObject.MethodName.Get  
GodotObject.MethodName.SetIndexed  
GodotObject.MethodName.GetIndexed  
GodotObject.MethodName.GetPropertyList  
GodotObject.MethodName.GetMethodList  
GodotObject.MethodName.PropertyCanRevert  
GodotObject.MethodName.PropertyGetRevert  
GodotObject.MethodName.Notification  
GodotObject.MethodName.GetInstanceId  
GodotObject.MethodName.SetScript  
GodotObject.MethodName.GetScript  
GodotObject.MethodName.SetMeta  
GodotObject.MethodName.RemoveMeta  
GodotObject.MethodName.GetMeta  
GodotObject.MethodName.HasMeta  
GodotObject.MethodName.GetMetaList  
GodotObject.MethodName.AddUserSignal  
GodotObject.MethodName.HasUserSignal  
GodotObject.MethodName.RemoveUserSignal

GodotObject.MethodName.EmitSignal  
GodotObject.MethodName.Call  
GodotObject.MethodName.CallDeferred  
GodotObject.MethodName.SetDeferred  
GodotObject.MethodName.Callv  
GodotObject.MethodName.HasMethod  
GodotObject.MethodName.GetMethodArgumentCount  
GodotObject.MethodName.HasSignal  
GodotObject.MethodName.GetSignalList  
GodotObject.MethodName.GetSignalConnectionList  
GodotObject.MethodName.GetIncomingConnections  
GodotObject.MethodName.Connect  
GodotObject.MethodName.Disconnect  
GodotObject.MethodName.IsConnected  
GodotObject.MethodName.HasConnections  
GodotObject.MethodName.SetBlockSignals  
GodotObject.MethodName.IsBlockingSignals  
GodotObject.MethodName.NotifyPropertyListChanged  
GodotObject.MethodName.SetMessageTranslation  
GodotObject.MethodName.CanTranslateMessages  
GodotObject.MethodName.Tr  
GodotObject.MethodName.TrN  
GodotObject.MethodName.GetTranslationDomain  
GodotObject.MethodName.SetTranslationDomain  
GodotObject.MethodName.IsQueuedForDeletion  
GodotObject.MethodName.CancelFree  
**object.Equals(object)**  
**object.Equals(object, object)**  
**object.GetHashCode()**  
**object.GetType()**  
**object.MemberwiseClone()**  
**object.ReferenceEquals(object, object)**  
**object.ToString()**

Namespace: **CatSweeper.Stage**

Assembly: CatSweeper.dll

## Syntax

```
public class StageCamera.MethodName : Camera2D.MethodName
```

## Fields

### \_Ready

---

Cached name for the '\_Ready' method.

## Declaration

```
public static readonly StringName _Ready
```

## Field Value

### TYPE

---

StringName

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# Class StageCamera.PropertyName

Cached StringNames for the properties and fields contained in this class, for fast lookup.

## Inheritance

[object](#) → [GodotObject.PropertyName](#) → [Node.PropertyName](#) → [CanvasItem.PropertyName](#) → [Node2D.PropertyName](#) → [Camera2D.PropertyName](#) → [StageCamera.PropertyName](#)

## Inherited Members

Camera2D.PropertyName.Offset  
Camera2D.PropertyName.AnchorMode  
Camera2D.PropertyName.IgnoreRotation  
Camera2D.PropertyName.Enabled  
Camera2D.PropertyName.Zoom  
Camera2D.PropertyName.CustomViewport  
Camera2D.PropertyName.ProcessCallback  
Camera2D.PropertyName.LimitLeft  
Camera2D.PropertyName.LimitTop  
Camera2D.PropertyName.LimitRight  
Camera2D.PropertyName.LimitBottom  
Camera2D.PropertyName.LimitSmoothed  
Camera2D.PropertyName.PositionSmoothingEnabled  
Camera2D.PropertyName.PositionSmoothingSpeed  
Camera2D.PropertyName.RotationSmoothingEnabled  
Camera2D.PropertyName.RotationSmoothingSpeed  
Camera2D.PropertyName.DragHorizontalEnabled  
Camera2D.PropertyName.DragVerticalEnabled  
Camera2D.PropertyName.DragHorizontalOffset  
Camera2D.PropertyName.DragVerticalOffset  
Camera2D.PropertyName.DragLeftMargin  
Camera2D.PropertyName.DragTopMargin  
Camera2D.PropertyName.DragRightMargin  
Camera2D.PropertyName.DragBottomMargin  
Camera2D.PropertyName.EditorDrawScreen  
Camera2D.PropertyName.EditorDrawLimits  
Camera2D.PropertyName.EditorDrawDragMargin  
Node2D.PropertyName.Position  
Node2D.PropertyName.Rotation  
Node2D.PropertyName.RotationDegrees  
Node2D.PropertyName.Scale  
Node2D.PropertyName.Skew  
Node2D.PropertyName.Transform

Node2D.PropertyName.GlobalPosition  
Node2D.PropertyName.GlobalRotation  
Node2D.PropertyName.GlobalRotationDegrees  
Node2D.PropertyName.GlobalScale  
Node2D.PropertyName.GlobalSkew  
Node2D.PropertyName.GlobalTransform  
CanvasItem.PropertyName.Visible  
CanvasItem.PropertyName.Modulate  
CanvasItem.PropertyName.SelfModulate  
CanvasItem.PropertyName.ShowBehindParent  
CanvasItem.PropertyName.TopLevel  
CanvasItem.PropertyName.ClipChildren  
CanvasItem.PropertyName.LightMask  
CanvasItem.PropertyName.VisibilityLayer  
CanvasItem.PropertyName.ZIndex  
CanvasItem.PropertyName.ZAsRelative  
CanvasItem.PropertyName.YSortEnabled  
CanvasItem.PropertyName.TextureFilter  
CanvasItem.PropertyName.TextureRepeat  
CanvasItem.PropertyName.Material  
CanvasItem.PropertyName.UseParentMaterial  
Node.PropertyName.\_ImportPath  
Node.PropertyName.Name  
Node.PropertyName.UniqueNameInOwner  
Node.PropertyName.SceneFilePath  
Node.PropertyName.Owner  
Node.PropertyName.Multiplayer  
Node.PropertyName.ProcessMode  
Node.PropertyName.ProcessPriority  
Node.PropertyName.ProcessPhysicsPriority  
Node.PropertyName.ProcessThreadGroup  
Node.PropertyName.ProcessThreadGroupOrder  
Node.PropertyName.ProcessThreadMessages  
Node.PropertyName.PhysicsInterpolationMode  
Node.PropertyName.AutoTranslateMode  
Node.PropertyName.EditorDescription  
**object.Equals(object)**  
**object.Equals(object, object)**  
**object.GetHashCode()**  
**object.GetType()**  
**object.MemberwiseClone()**  
**object.ReferenceEquals(object, object)**  
**object.ToString()**

Namespace: [CatSweeper.Stage](#)

Assembly: CatSweeper.dll

## Syntax

```
public class StageCamera.PropertyName : Camera2D.PropertyName
```

## stage

---

Cached name for the 'stage' field.

### Declaration

```
public static readonly StringName stage
```

### Field Value

#### TYPE

---

StringName

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# Class StageCamera.SignalName

Cached StringNames for the signals contained in this class, for fast lookup.

## Inheritance

[object](#) → [GodotObject.SignalName](#) → [Node.SignalName](#) → [CanvasItem.SignalName](#) → [Node2D.SignalName](#) → [Camera2D.SignalName](#) → [StageCamera.SignalName](#)

## Inherited Members

[CanvasItem.SignalName.Draw](#)  
[CanvasItem.SignalName.VisibilityChanged](#)  
[CanvasItem.SignalName.Hidden](#)  
[CanvasItem.SignalName.ItemRectChanged](#)  
[Node.SignalName.Ready](#)  
[Node.SignalName.Renamed](#)  
[Node.SignalName.TreeEntered](#)  
[Node.SignalName.TreeExiting](#)  
[Node.SignalName.TreeExited](#)  
[Node.SignalName.ChildEnteredTree](#)  
[Node.SignalName.ChildExitingTree](#)  
[Node.SignalName.ChildOrderChanged](#)  
[Node.SignalName.ReplacingBy](#)  
[Node.SignalName.EditorDescriptionChanged](#)  
[Node.SignalName.EditorStateChanged](#)  
[GodotObject.SignalName.ScriptChanged](#)  
[GodotObject.SignalName.PropertyListChanged](#)  
[object.Equals\(object\)](#)  
[object.Equals\(object, object\)](#)  
[object.GetHashCode\(\)](#)  
[object.GetType\(\)](#)  
[object.MemberwiseClone\(\)](#)  
[object.ReferenceEquals\(object, object\)](#)  
[object.ToString\(\)](#)

Namespace: [CatSweeper.Stage](#)

Assembly: CatSweeper.dll

## Syntax

```
public class StageCamera.SignalName : Camera2D.SignalName
```



# Class StageController

## Inheritance

[object](#) → GodotObject → Node → CanvasItem → Node2D → StageController

## Implements

[IDisposable](#)

## Inherited Members

[Node2D.Rotate\(float\)](#)

[Node2D.MoveLocalX\(float, bool\)](#)

[Node2D.MoveLocalY\(float, bool\)](#)

[Node2D.Translate\(Vector2\)](#)

[Node2D.GlobalTranslate\(Vector2\)](#)

[Node2D.ApplyScale\(Vector2\)](#)

[Node2D.LookAt\(Vector2\)](#)

[Node2D.GetAngleTo\(Vector2\)](#)

[Node2DToLocal\(Vector2\)](#)

[Node2D.ToGlobal\(Vector2\)](#)

[Node2D.GetRelativeTransformToParent\(Node\)](#)

[Node2D.InvokeGodotClassMethod\(in godot\\_string\\_name, NativeVariantPtrArgs, out godot\\_variant\)](#)

[Node2D.HasGodotClassMethod\(in godot\\_string\\_name\)](#)

[Node2D.HasGodotClassSignal\(in godot\\_string\\_name\)](#)

[Node2D.Position](#)

[Node2D.Rotation](#)

[Node2D.RotationDegrees](#)

[Node2D.Scale](#)

[Node2D.Skew](#)

[Node2D.Transform](#)

[Node2D.GlobalPosition](#)

[Node2D.GlobalRotation](#)

[Node2D.GlobalRotationDegrees](#)

[Node2D.GlobalScale](#)

[Node2D.GlobalSkew](#)

[Node2D.GlobalTransform](#)

[CanvasItem.NotificationTransformChanged](#)

[CanvasItem.NotificationLocalTransformChanged](#)

[CanvasItem.NotificationDraw](#)

[CanvasItem.NotificationVisibilityChanged](#)

[CanvasItem.NotificationEnterCanvas](#)

[CanvasItem.NotificationExitCanvas](#)

CanvasItem.NotificationWorld2DChanged  
CanvasItem.\_Draw()  
CanvasItem.GetCanvasItem()  
CanvasItem.IsVisibleInTree()  
CanvasItem.Show()  
CanvasItem.Hide()  
CanvasItem.QueueRedraw()  
CanvasItem.MoveToFront()  
CanvasItem.DrawLine(Vector2, Vector2, Color, float, bool)  
CanvasItem.DrawDashedLine(Vector2, Vector2, Color, float, float, bool, bool)  
CanvasItem.DrawPolyline(Vector2[], Color, float, bool)  
CanvasItem.DrawPolyline(ReadOnlySpan<Vector2>, Color, float, bool)  
CanvasItem.DrawPolylineColors(Vector2[], Color[], float, bool)  
CanvasItem.DrawPolylineColors(ReadOnlySpan<Vector2>, ReadOnlySpan<Color>, float, bool)  
CanvasItem.DrawArc(Vector2, float, float, float, int, Color, float, bool)  
CanvasItem.DrawMultiline(Vector2[], Color, float, bool)  
CanvasItem.DrawMultiline(ReadOnlySpan<Vector2>, Color, float, bool)  
CanvasItem.DrawMultilineColors(Vector2[], Color[], float, bool)  
CanvasItem.DrawMultilineColors(ReadOnlySpan<Vector2>, ReadOnlySpan<Color>, float, bool)  
CanvasItem.DrawRect(Rect2, Color, bool, float, bool)  
CanvasItem.DrawCircle(Vector2, float, Color, bool, float, bool)  
CanvasItem.DrawTexture(Texture2D, Vector2, Color?)  
CanvasItem.DrawTextureRect(Texture2D, Rect2, bool, Color?, bool)  
CanvasItem.DrawTextureRectRegion(Texture2D, Rect2, Rect2, Color?, bool, bool)  
CanvasItem.DrawMsdfTextureRectRegion(Texture2D, Rect2, Rect2, Color?, double, double, double)  
CanvasItem.DrawLcdTextureRectRegion(Texture2D, Rect2, Rect2, Color?)  
CanvasItem.DrawStyleBox(StyleBox, Rect2)  
CanvasItem.DrawPrimitive(Vector2[], Color[], Vector2[], Texture2D)  
CanvasItem.DrawPrimitive(ReadOnlySpan<Vector2>, ReadOnlySpan<Color>, ReadOnlySpan<Vector2>, Texture2D)  
CanvasItem.DrawPolygon(Vector2[], Color[], Vector2[], Texture2D)  
CanvasItem.DrawPolygon(ReadOnlySpan<Vector2>, ReadOnlySpan<Color>, ReadOnlySpan<Vector2>, Texture2D)  
CanvasItem.DrawColoredPolygon(Vector2[], Color, Vector2[], Texture2D)  
CanvasItem.DrawColoredPolygon(ReadOnlySpan<Vector2>, Color, ReadOnlySpan<Vector2>, Texture2D)  
CanvasItem.DrawString(Font, Vector2, string, HorizontalAlignment, float, int, Color?, TextServer.JustificationFlag, TextServer.Direction, TextServer.Orientation)  
CanvasItem.DrawString(Font, Vector2, string, HorizontalAlignment, float, int, int, Color?, TextServer.JustificationFlag, TextServer.Direction, TextServer.Orientation)  
CanvasItem.DrawStringOutline(Font, Vector2, string, HorizontalAlignment, float, int, int, int, Color?, TextServer.JustificationFlag, TextServer.Direction, TextServer.Orientation)  
CanvasItem.DrawStringOutline(Font, Vector2, string, HorizontalAlignment, float, int, int, int, int, Color?, TextServer.LineBreakFlag, TextServer.JustificationFlag, TextServer.Direction, TextServer.Orientation)  
CanvasItem.DrawChar(Font, Vector2, string, int, Color?)  
CanvasItem.DrawCharOutline(Font, Vector2, string, int, int, Color?)  
CanvasItem.DrawMesh(Mesh, Texture2D, Transform2D?, Color?)  
CanvasItem.DrawMultimesh(MultiMesh, Texture2D)  
CanvasItem.DrawSetTransform(Vector2, float, Vector2?)  
CanvasItem.DrawSetTransformMatrix(Transform2D)  
CanvasItem.DrawAnimationSlice(double, double, double, double)  
CanvasItem.DrawEndAnimation()  
CanvasItem.GetTransform()

CanvasItem.GetGlobalTransform()  
CanvasItem.GetGlobalTransformWithCanvas()  
CanvasItem.GetViewportTransform()  
CanvasItem.GetViewportRect()  
CanvasItem.GetCanvasTransform()  
CanvasItem.GetScreenTransform()  
CanvasItem.GetLocalMousePosition()  
CanvasItem.GetGlobalMousePosition()  
CanvasItem.GetCanvas()  
CanvasItem.GetCanvasLayerNode()  
CanvasItem.GetWorld2D()  
CanvasItem.SetInstanceShaderParameter(StringName, Variant)  
CanvasItem.GetInstanceShaderParameter(StringName)  
**CanvasItem.SetNotifyLocalTransform(bool)**  
CanvasItem.IsLocalTransformNotificationEnabled()  
**CanvasItem.SetNotifyTransform(bool)**  
CanvasItem.IsTransformNotificationEnabled()  
CanvasItem.ForceUpdateTransform()  
CanvasItem.MakeCanvasPositionLocal(Vector2)  
CanvasItem.MakeInputLocal(InputEvent)  
**CanvasItem.SetVisibilityLayerBit(uint, bool)**  
**CanvasItem.GetVisibilityLayerBit(uint)**  
CanvasItem.EmitSignalDraw()  
CanvasItem.EmitSignalVisibilityChanged()  
CanvasItem.EmitSignalHidden()  
CanvasItem.EmitSignalItemRectChanged()  
CanvasItem.Visible  
CanvasItem.Modulate  
CanvasItem.SelfModulate  
CanvasItem.ShowBehindParent  
CanvasItem.TopLevel  
CanvasItem.ClipChildren  
CanvasItem.LightMask  
CanvasItem.VisibilityLayer  
CanvasItem.ZIndex  
CanvasItem.ZAsRelative  
CanvasItem.YSortEnabled  
CanvasItem.TextureFilter  
CanvasItem.TextureRepeat  
CanvasItem.Material  
CanvasItem.UseParentMaterial  
CanvasItem.Draw  
CanvasItem.VisibilityChanged  
CanvasItem.Hidden  
CanvasItem.ItemRectChanged  
Node.NotificationEnterTree  
Node.NotificationExitTree  
Node.NotificationMovedInParent  
Node.NotificationReady  
Node.NotificationPaused

Node.NotificationUnpaused  
Node.NotificationPhysicsProcess  
Node.NotificationProcess  
Node.NotificationParented  
Node.NotificationUnparented  
Node.NotificationSceneInstantiated  
Node.NotificationDragBegin  
Node.NotificationDragEnd  
Node.NotificationPathRenamed  
Node.NotificationChildOrderChanged  
Node.NotificationInternalProcess  
Node.NotificationInternalPhysicsProcess  
Node.NotificationPostEnterTree  
Node.NotificationDisabled  
Node.NotificationEnabled  
Node.NotificationResetPhysicsInterpolation  
Node.NotificationEditorPreSave  
Node.NotificationEditorPostSave  
Node.NotificationWMMouseEnter  
Node.NotificationWMMouseExit  
Node.NotificationWMWindowFocusIn  
Node.NotificationWMWindowFocusOut  
Node.NotificationWMCloseRequest  
Node.NotificationWMGoBackRequest  
Node.NotificationWMSizeChanged  
Node.NotificationWMDpiChange  
Node.NotificationVpMouseEnter  
Node.NotificationVpMouseExit  
Node.NotificationWMPositionChanged  
Node.NotificationOsMemoryWarning  
Node.NotificationTranslationChanged  
Node.NotificationWMAbout  
Node.NotificationCrash  
Node.NotificationOslmeUpdate  
Node.NotificationApplicationResumed  
Node.NotificationApplicationPaused  
Node.NotificationApplicationFocusIn  
Node.NotificationApplicationFocusOut  
Node.NotificationTextServerChanged  
Node.GetNode<T>(NodePath)  
Node.GetNodeOrNull<T>(NodePath)  
**Node.GetChild<T>(int, bool)**  
**Node.GetChildOrNull<T>(int, bool)**  
Node.GetOwner<T>()  
Node.GetOwnerOrNull<T>()  
Node.GetParent<T>()  
Node.GetParentOrNull<T>()  
Node.\_EnterTree()  
Node.\_ExitTree()  
Node.\_GetConfigurationWarnings()

Node.\_Input(InputEvent)  
**Node.\_PhysicsProcess(double)**  
Node.\_ShortcutInput(InputEvent)  
Node.\_UnhandledInput(InputEvent)  
Node.\_UnhandledKeyInput(InputEvent)  
Node.PrintOrphanNodes()  
**Node.AddSibling(Node, bool)**  
**Node.AddChild(Node, bool, Node.InternalMode)**  
Node.RemoveChild(Node)  
**Node.Reparent(Node, bool)**  
**Node.GetChildCount(bool)**  
**Node.GetChildren(bool)**  
**Node.GetChild(int, bool)**  
Node.HasNode(NodePath)  
Node.GetNode(NodePath)  
Node.GetNodeOrNull(NodePath)  
Node.GetParent()  
**Node.FindChild(string, bool, bool)**  
**Node.FindChildren(string, string, bool, bool)**  
**Node.FindParent(string)**  
Node.HasNodeAndResource(NodePath)  
Node.GetNodeAndResource(NodePath)  
Node.IsInsideTree()  
Node.IsPartOfEditedScene()  
Node.IsAncestorOf(Node)  
Node.IsGreater Than(Node)  
Node.GetPath()  
**Node.GetPathTo(Node, bool)**  
**Node.AddToGroup(StringName, bool)**  
Node.RemoveFromGroup(StringName)  
Node.IsInGroup(StringName)  
**Node.MoveChild(Node, int)**  
Node.GetGroups()  
**Node.GetIndex(bool)**  
Node.PrintTree()  
Node.PrintTreePretty()  
Node.GetTreeString()  
Node.GetTreeStringPretty()  
**Node.PropagateNotification(int)**  
**Node.PropagateCall(StringName, Array, bool)**  
**Node.SetPhysicsProcess(bool)**  
Node.GetPhysicsProcessDeltaTime()  
Node.IsPhysicsProcessing()  
Node.GetProcessDeltaTime()  
**Node.SetProcess(bool)**  
Node.IsProcessing()  
**Node.SetProcessInput(bool)**  
Node.IsProcessingInput()  
**Node.SetProcessShortcutInput(bool)**  
Node.IsProcessingShortcutInput()

**Node.SetProcessUnhandledInput(bool)**  
Node.IsProcessingUnhandledInput()  
**Node.SetProcessUnhandledKeyInput(bool)**  
Node.IsProcessingUnhandledKeyInput()  
Node.CanProcess()  
**Node.SetDisplayFolded(bool)**  
Node.IsDisplayedFolded()  
**Node.SetProcessInternal(bool)**  
Node.IsProcessingInternal()  
**Node.SetPhysicsProcessInternal(bool)**  
Node.IsPhysicsProcessingInternal()  
Node.IsPhysicsInterpolated()  
Node.IsPhysicsInterpolatedAndEnabled()  
Node.ResetPhysicsInterpolation()  
Node.SetTranslationDomainInherited()  
Node.GetWindow()  
Node.GetLastExclusiveWindow()  
Node.GetTree()  
Node.CreateTween()  
**Node.Duplicate(int)**  
**Node.ReplaceBy(Node, bool)**  
**Node.setSceneInstanceLoadPlaceholder(bool)**  
Node.GetSceneInstanceLoadPlaceholder()  
**Node.setEditableInstance(Node, bool)**  
Node.setEditableInstance(Node)  
Node.GetViewport()  
Node.QueueFree()  
Node.RequestReady()  
Node.IsNodeReady()  
**Node.SetMultiplayerAuthority(int, bool)**  
Node.GetMultiplayerAuthority()  
Node.IsMultiplayerAuthority()  
Node.RpcConfig(StringName, Variant)  
Node.GetRpcConfig()  
**Node.Atr(string, StringName)**  
**Node.AtrN(string, StringName, int, StringName)**  
Node.Rpc(StringName, params Variant[])  
**Node.Rpc(StringName, ReadOnlySpan<Variant>)**  
**Node.RpcId(long, StringName, params Variant[])**  
**Node.RpcId(long, StringName, ReadOnlySpan<Variant>)**  
Node.UpdateConfigurationWarnings()  
Node.CallDeferredThreadGroup(StringName, params Variant[])  
**Node.CallDeferredThreadGroup(StringName, ReadOnlySpan<Variant>)**  
Node.SetDeferredThreadGroup(StringName, Variant)  
**Node.NotifyDeferredThreadGroup(int)**  
Node.CallThreadSafe(StringName, params Variant[])  
**Node.CallThreadSafe(StringName, ReadOnlySpan<Variant>)**  
Node.SetThreadSafe(StringName, Variant)  
**Node.NotifyThreadSafe(int)**  
Node.EmitSignalReady()

Node.EmitSignalRenamed()  
Node.EmitSignalTreeEntered()  
Node.EmitSignalTreeExiting()  
Node.EmitSignalTreeExited()  
Node.EmitSignalChildEnteredTree(Node)  
Node.EmitSignalChildExitingTree(Node)  
Node.EmitSignalChildOrderChanged()  
Node.EmitSignalReplacingBy(Node)  
Node.EmitSignalEditorDescriptionChanged(Node)  
Node.EmitSignalEditorStateChanged()  
Node.Name  
Node.UniqueNameInOwner  
Node.SceneFilePath  
Node.Owner  
Node.Multiplayer  
Node.ProcessMode  
Node.ProcessPriority  
Node.ProcessPhysicsPriority  
Node.ProcessThreadGroup  
Node.ProcessThreadGroupOrder  
Node.ProcessThreadMessages  
Node.PhysicsInterpolationMode  
Node.AutoTranslateMode  
Node.EditorDescription  
Node.Ready  
Node.Renamed  
Node.TreeEntered  
Node.TreeExiting  
Node.TreeExited  
Node.ChildEnteredTree  
Node.ChildExitingTree  
Node.ChildOrderChanged  
Node.ReplacingBy  
Node.EditorDescriptionChanged  
Node.EditorStateChanged  
GodotObject.NotificationPostinitialize  
GodotObject.NotificationPredelete  
GodotObject.NotificationExtensionReloaded  
**GodotObject.InstanceFromId(ulong)**  
**GodotObject.IsInstanceIdValid(ulong)**  
GodotObject.IsValid(GodotObject)  
GodotObject.WeakRef(GodotObject)  
GodotObject.Dispose()  
**GodotObject.Dispose(bool)**  
GodotObject.ToString()  
GodotObject.ToSignal(GodotObject, StringName)  
GodotObject.\_Get(StringName)  
GodotObject.\_GetPropertyList()  
GodotObject.\_IterGet(Variant)  
GodotObject.\_IterInit(Array)

GodotObject.\_IterNext(Array)  
**GodotObject.\_Notification(int)**  
GodotObject.\_PropertyCanRevert(StringName)  
GodotObject.\_PropertyGetRevert(StringName)  
GodotObject.\_Set(StringName, Variant)  
GodotObject.\_ValidateProperty(Dictionary)  
GodotObject.Free()  
GodotObject.GetClass()  
**GodotObject.IsClass(string)**  
GodotObject.Set(StringName, Variant)  
GodotObject.Get(StringName)  
GodotObject.SetIndexed(NodePath, Variant)  
GodotObject.GetIndexed(NodePath)  
GodotObject.GetPropertyList()  
GodotObjectGetMethodList()  
GodotObject.PropertyCanRevert(StringName)  
GodotObject.PropertyGetRevert(StringName)  
**GodotObject.Notification(int, bool)**  
GodotObject.GetInstanceId()  
GodotObject.SetScript(Variant)  
GodotObject.GetScript()  
GodotObject.SetMeta(StringName, Variant)  
GodotObject.RemoveMeta(StringName)  
GodotObject.GetMeta(StringName, Variant)  
GodotObject.HasMeta(StringName)  
GodotObject.GetMetaList()  
**GodotObject.AddUserSignal(string, Array)**  
GodotObject.HasUserSignal(StringName)  
GodotObject.RemoveUserSignal(StringName)  
GodotObject.EmitSignal(StringName, params Variant[])  
**GodotObject.EmitSignal(StringName, ReadOnlySpan<Variant>)**  
GodotObject.Call(StringName, params Variant[])  
**GodotObject.Call(StringName, ReadOnlySpan<Variant>)**  
GodotObject.CallDeferred(StringName, params Variant[])  
**GodotObject.CallDeferred(StringName, ReadOnlySpan<Variant>)**  
GodotObject.SetDeferred(StringName, Variant)  
GodotObject.Callv(StringName, Array)  
GodotObject.HasMethod(StringName)  
GodotObject.GetMethodArgumentCount(StringName)  
GodotObject.HasSignal(StringName)  
GodotObject.GetSignalList()  
GodotObject.GetSignalConnectionList(StringName)  
GodotObject.GetIncomingConnections()  
**GodotObject.Connect(StringName, Callable, uint)**  
GodotObject.Disconnect(StringName, Callable)  
GodotObject.IsConnected(StringName, Callable)  
GodotObject.HasConnections(StringName)  
**GodotObject.SetBlockSignals(bool)**  
GodotObject.IsBlockingSignals()  
GodotObject.NotifyPropertyListChanged()

[GodotObject.SetMessageTranslation\(bool\)](#)  
[GodotObject.CanTranslateMessages\(\)](#)  
[GodotObject.Tr\(StringName, StringName\)](#)  
**GodotObject.TrN(StringName, StringName, int, StringName)**  
[GodotObject.GetTranslationDomain\(\)](#)  
[GodotObject.SetTranslationDomain\(StringName\)](#)  
[GodotObject.IsQueuedForDeletion\(\)](#)  
[GodotObject.CancelFree\(\)](#)  
[GodotObject.EmitSignalScriptChanged\(\)](#)  
[GodotObject.EmitSignalPropertyListChanged\(\)](#)  
[GodotObject.NativeInstance](#)  
[GodotObject.ScriptChanged](#)  
[GodotObject.PropertyListChanged](#)  
**object.Equals(object)**  
**object.Equals(object, object)**  
[object.GetHashCode\(\)](#)  
[object.GetType\(\)](#)  
[object.MemberwiseClone\(\)](#)  
[object.ReferenceEquals\(object, object\)](#)

Namespace: [CatSweeper.Stage](#)

Assembly: CatSweeper.dll

## Syntax

```
[Tool]
[GlobalClass]
[ScriptPath("res://Script/Stage/StageController.cs")]
public class StageController : Node2D, IDisposable
```

# Properties

## GetStageMap

---

### Declaration

```
public StageMap GetStageMap { get; }
```

### Property Value

#### TYPE

---

[StageMap](#)

# Methods

## EmitSignalOnStageInitialized()

---

### Declaration

```
protected void EmitSignalOnStageInitialized()
```

## Initialize(StageService, in StageParam)

---

### Declaration

```
public void Initialize(StageService service, in StageParam param)
```

### Parameters

TYPE	NAME
StageService	service
StageParam	param

## \_Process(double)

---

Called during the processing step of the main loop. Processing happens at every frame and as fast as possible, so the `delta` time since the previous frame is not constant. `delta` is in seconds.

It is only called if processing is enabled, which is done automatically if this method is overridden, and can be toggled with `Set Process(bool)`.

Processing happens in order of `Godot.Node.ProcessPriority`, lower priority values are called first. Nodes with the same priority are processed in tree order, or top to bottom as seen in the editor (also known as pre-order traversal).

Corresponds to the `Godot.Node.NotificationProcess` notification in `_Notification(int)`.

**Note:** This method is only called if the node is present in the scene tree (i.e. if it's not an orphan).

**Note:** `delta` will be larger than expected if running at a framerate lower than `Godot.Engine.PhysicsTicksPerSecond / Godot.Engine.MaxPhysicsStepsPerFrame` FPS. This is done to avoid "spiral of death" scenarios where performance would plummet due to an ever-increasing number of physics steps per frame. This behavior affects both `_Process(double)` and `_PhysicsProcess(double)`. As a result, avoid using `delta` for time measurements in real-world seconds. Use the `Godot.Time` singleton's methods for this purpose instead, such as `Godot.Time.GetTicksUseC()`.

## Declaration

```
public override void _Process(double delta)
```

## Parameters

TYPE	NAME
double	delta

## Overrides

[Node.\\_Process\(double\)](#)

## \_Ready()

---

Called when the node is "ready", i.e. when both the node and its children have entered the scene tree. If the node has children, their [Godot.Node.\\_Ready\(\)](#) callbacks get triggered first, and the parent node will receive the ready notification afterwards.

Corresponds to the [Godot.Node.NotificationReady](#) notification in [\\_Notification\(int\)](#). See also the [@onready](#) annotation for variables.

Usually used for initialization. For even earlier initialization, [Godot.GodotObject.GodotObject\(\)](#) may be used. See also [Godot.Node.\\_EnterTree\(\)](#).

**Note:** This method may be called only once for each node. After removing a node from the scene tree and adding it again, [Godot.Node.\\_Ready\(\)](#) will **not** be called a second time. This can be bypassed by requesting another call with [Godot.Node.RequestReady\(\)](#), which may be called anywhere before adding the node again.

## Declaration

```
public override void _Ready()
```

## Overrides

[Godot.Node.\\_Ready\(\)](#)

## Events

### OnStageInitialized

---

## Declaration

```
public event StageController.OnStageInitializedEventHandler OnStageInitialized
```

## Event Type

TYPE

---

[StageController.OnStageInitializedEventHandler](#)

## Implements

[IDisposable](#)

## Extension Methods

[NodeUtil.DontDestroyOnLoad\(Node\)](#)

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# Class StageController.MethodName

Cached StringNames for the methods contained in this class, for fast lookup.

## Inheritance

[object](#) → [GodotObject.MethodName](#) → [Node.MethodName](#) → [CanvasItem.MethodName](#) → [Node2D.MethodName](#) → [StageController.MethodName](#)

## Inherited Members

[Node2D.MethodName.SetPosition](#)  
[Node2D.MethodName.SetRotation](#)  
[Node2D.MethodName.SetRotationDegrees](#)  
[Node2D.MethodName.SetSkew](#)  
[Node2D.MethodName.SetScale](#)  
[Node2D.MethodName.GetPosition](#)  
[Node2D.MethodName.GetRotation](#)  
[Node2D.MethodName.GetRotationDegrees](#)  
[Node2D.MethodName.GetSkew](#)  
[Node2D.MethodName.GetScale](#)  
[Node2D.MethodName.Rotate](#)  
[Node2D.MethodName.MoveLocalX](#)  
[Node2D.MethodName.MoveLocalY](#)  
[Node2D.MethodName.Translate](#)  
[Node2D.MethodName.GlobalTranslate](#)  
[Node2D.MethodName.ApplyScale](#)  
[Node2D.MethodName.SetGlobalPosition](#)  
[Node2D.MethodName.GetGlobalPosition](#)  
[Node2D.MethodName.SetGlobalRotation](#)  
[Node2D.MethodName.SetGlobalRotationDegrees](#)  
[Node2D.MethodName.GetGlobalRotation](#)  
[Node2D.MethodName.GetGlobalRotationDegrees](#)  
[Node2D.MethodName.SetGlobalSkew](#)  
[Node2D.MethodName.GetGlobalSkew](#)  
[Node2D.MethodName.SetGlobalScale](#)  
[Node2D.MethodName.GetGlobalScale](#)  
[Node2D.MethodName.SetTransform](#)  
[Node2D.MethodName.SetGlobalTransform](#)  
[Node2D.MethodName.LookAt](#)  
[Node2D.MethodName.GetAngleTo](#)  
[Node2D.MethodNameToLocal](#)  
[Node2D.MethodName.ToGlobal](#)  
[Node2D.MethodName.GetRelativeTransformToParent](#)

CanvasItem.MethodName.\_Draw  
CanvasItem.MethodName.GetCanvasItem  
CanvasItem.MethodName.SetVisible  
CanvasItem.MethodName.IsVisible  
CanvasItem.MethodName.IsVisibleInTree  
CanvasItem.MethodName.Show  
CanvasItem.MethodName.Hide  
CanvasItem.MethodName.QueueRedraw  
CanvasItem.MethodName.MoveToFront  
CanvasItem.MethodName.SetAsTopLevel  
CanvasItem.MethodName.IsSetAsTopLevel  
CanvasItem.MethodName.SetLightMask  
CanvasItem.MethodName.GetLightMask  
CanvasItem.MethodName.SetModulate  
CanvasItem.MethodName.GetModulate  
CanvasItem.MethodName.SetSelfModulate  
CanvasItem.MethodName.GetSelfModulate  
CanvasItem.MethodName.SetZIndex  
CanvasItem.MethodName.GetZIndex  
CanvasItem.MethodName.SetZAsRelative  
CanvasItem.MethodName.IsZRelative  
CanvasItem.MethodName.SetYSortEnabled  
CanvasItem.MethodName.IsYSortEnabled  
CanvasItem.MethodName.SetDrawBehindParent  
CanvasItem.MethodName.IsDrawBehindParentEnabled  
CanvasItem.MethodName.DrawLine  
CanvasItem.MethodName.DrawDashedLine  
CanvasItem.MethodName.DrawPolyline  
CanvasItem.MethodName.DrawPolylineColors  
CanvasItem.MethodName.DrawArc  
CanvasItem.MethodName.DrawMultiline  
CanvasItem.MethodName.DrawMultilineColors  
CanvasItem.MethodName.DrawRect  
CanvasItem.MethodName.DrawCircle  
CanvasItem.MethodName.DrawTexture  
CanvasItem.MethodName.DrawTextureRect  
CanvasItem.MethodName.DrawTextureRectRegion  
CanvasItem.MethodName.DrawMsdfTextureRectRegion  
CanvasItem.MethodName.DrawLcdTextureRectRegion  
CanvasItem.MethodName.DrawStyleBox  
CanvasItem.MethodName.DrawPrimitive  
CanvasItem.MethodName.DrawPolygon  
CanvasItem.MethodName.DrawColoredPolygon  
CanvasItem.MethodName.DrawString  
CanvasItem.MethodName.DrawMultilineString  
CanvasItem.MethodName.DrawStringOutline  
CanvasItem.MethodName.DrawMultilineStringOutline  
CanvasItem.MethodName.DrawChar  
CanvasItem.MethodName.DrawCharOutline  
CanvasItem.MethodName.DrawMesh

CanvasItem.MethodName.DrawMultimesh  
CanvasItem.MethodName.DrawSetTransform  
CanvasItem.MethodName.DrawSetTransformMatrix  
CanvasItem.MethodName.DrawAnimationSlice  
CanvasItem.MethodName.DrawEndAnimation  
CanvasItem.MethodName.GetTransform  
CanvasItem.MethodName.GetGlobalTransform  
CanvasItem.MethodName.GetGlobalTransformWithCanvas  
CanvasItem.MethodName.GetViewportTransform  
CanvasItem.MethodName.GetViewportRect  
CanvasItem.MethodName.GetCanvasTransform  
CanvasItem.MethodName.GetScreenTransform  
CanvasItem.MethodName.GetLocalMousePosition  
CanvasItem.MethodName.GetGlobalMousePosition  
CanvasItem.MethodName.GetCanvas  
CanvasItem.MethodName.GetCanvasLayerNode  
CanvasItem.MethodName.GetWorld2D  
CanvasItem.MethodName.SetMaterial  
CanvasItem.MethodName.GetMaterial  
CanvasItem.MethodName.SetInstanceShaderParameter  
CanvasItem.MethodName.GetInstanceShaderParameter  
CanvasItem.MethodName.SetUseParentMaterial  
CanvasItem.MethodName.GetUseParentMaterial  
CanvasItem.MethodName.SetNotifyLocalTransform  
CanvasItem.MethodName.IsLocalTransformNotificationEnabled  
CanvasItem.MethodName.SetNotifyTransform  
CanvasItem.MethodName.IsTransformNotificationEnabled  
CanvasItem.MethodName.ForceUpdateTransform  
CanvasItem.MethodName.MakeCanvasPositionLocal  
CanvasItem.MethodName.MakeInputLocal  
CanvasItem.MethodName.SetVisibilityLayer  
CanvasItem.MethodName.GetVisibilityLayer  
CanvasItem.MethodName.SetVisibilityLayerBit  
CanvasItem.MethodName.GetVisibilityLayerBit  
CanvasItem.MethodName.SetTextureFilter  
CanvasItem.MethodName.GetTextureFilter  
CanvasItem.MethodName.SetTextureRepeat  
CanvasItem.MethodName.GetTextureRepeat  
CanvasItem.MethodName.SetClipChildrenMode  
CanvasItem.MethodName.GetClipChildrenMode  
Node.MethodName.\_EnterTree  
Node.MethodName.\_ExitTree  
Node.MethodName.\_GetConfigurationWarnings  
Node.MethodName.\_Input  
Node.MethodName.\_PhysicsProcess  
Node.MethodName.\_ShortcutInput  
Node.MethodName.\_UnhandledInput  
Node.MethodName.\_UnhandledKeyInput  
Node.MethodName.PrintOrphanNodes  
Node.MethodName.AddSibling

Node.MethodName.SetName  
Node.MethodName.GetName  
Node.MethodName.AddChild  
Node.MethodName.RemoveChild  
Node.MethodName.Reparent  
Node.MethodName.GetChildCount  
Node.MethodName.GetChildren  
Node.MethodName.GetChild  
Node.MethodName.HasNode  
Node.MethodName.GetNode  
Node.MethodName.GetNodeOrNull  
Node.MethodName.GetParent  
Node.MethodName.FindChild  
Node.MethodName.FindChildren  
Node.MethodName.FindParent  
Node.MethodName.HasNodeAndResource  
Node.MethodName.GetNodeAndResource  
Node.MethodName.IsInsideTree  
Node.MethodName.IsPartOfEditedScene  
Node.MethodName.IsAncestorOf  
Node.MethodName.IsGreaterThan  
Node.MethodName.GetPath  
Node.MethodName.GetPathTo  
Node.MethodName.AddToGroup  
Node.MethodName.RemoveFromGroup  
Node.MethodName.IsInGroup  
Node.MethodName.MoveChild  
Node.MethodName.GetGroups  
Node.MethodName.SetOwner  
Node.MethodName.GetOwner  
Node.MethodName.GetIndex  
Node.MethodName.PrintTree  
Node.MethodName.PrintTreePretty  
Node.MethodName.GetTreeString  
Node.MethodName.GetTreeStringPretty  
Node.MethodName.setSceneFilePath  
Node.MethodName.getSceneFilePath  
Node.MethodName.PropagateNotification  
Node.MethodName.PropagateCall  
Node.MethodName.SetPhysicsProcess  
Node.MethodName.GetPhysicsProcessDeltaTime  
Node.MethodName.IsPhysicsProcessing  
Node.MethodName.GetProcessDeltaTime  
Node.MethodName.SetProcess  
Node.MethodName.SetProcessPriority  
Node.MethodName.GetProcessPriority  
Node.MethodName.SetPhysicsProcessPriority  
Node.MethodName.GetPhysicsProcessPriority  
Node.MethodName.IsProcessing  
Node.MethodName.SetProcessInput

Node.MethodName.IsProcessingInput  
Node.MethodName.SetProcessShortcutInput  
Node.MethodName.IsProcessingShortcutInput  
Node.MethodName.SetProcessUnhandledInput  
Node.MethodName.IsProcessingUnhandledInput  
Node.MethodName.SetProcessUnhandledKeyInput  
Node.MethodName.IsProcessingUnhandledKeyInput  
Node.MethodName.SetProcessMode  
Node.MethodName.GetProcessMode  
Node.MethodName.CanProcess  
Node.MethodName.SetProcessThreadGroup  
Node.MethodName.GetProcessThreadGroup  
Node.MethodName.SetProcessThreadMessages  
Node.MethodName.GetProcessThreadMessages  
Node.MethodName.SetProcessThreadGroupOrder  
Node.MethodName.GetProcessThreadGroupOrder  
Node.MethodName.SetDisplayFolded  
Node.MethodName.IsDisplayedFolded  
Node.MethodName.SetProcessInternal  
Node.MethodName.IsProcessingInternal  
Node.MethodName.SetPhysicsProcessInternal  
Node.MethodName.IsPhysicsProcessingInternal  
Node.MethodName.SetPhysicsInterpolationMode  
Node.MethodName.GetPhysicsInterpolationMode  
Node.MethodName.IsPhysicsInterpolated  
Node.MethodName.IsPhysicsInterpolatedAndEnabled  
Node.MethodName.ResetPhysicsInterpolation  
Node.MethodName.SetAutoTranslateMode  
Node.MethodName.GetAutoTranslateMode  
Node.MethodName.SetTranslationDomainInherited  
Node.MethodName.GetWindow  
Node.MethodName.GetLastExclusiveWindow  
Node.MethodName.GetTree  
Node.MethodName.CreateTween  
Node.MethodName.Duplicate  
Node.MethodName.ReplaceBy  
Node.MethodName.SetSceneInstanceLoadPlaceholder  
Node.MethodName.GetSceneInstanceLoadPlaceholder  
Node.MethodName.SetEditableInstance  
Node.MethodName.IsEditableInstance  
Node.MethodName.GetViewport  
Node.MethodName.QueueFree  
Node.MethodName.RequestReady  
Node.MethodName.IsNodeReady  
Node.MethodName.SetMultiplayerAuthority  
Node.MethodName.GetMultiplayerAuthority  
Node.MethodName.IsMultiplayerAuthority  
Node.MethodName.GetMultiplayer  
Node.MethodName.RpcConfig  
Node.MethodName.GetRpcConfig

Node.MethodName.SetEditorDescription  
Node.MethodName.GetEditorDescription  
Node.MethodName.\_SetImportPath  
Node.MethodName.\_GetImportPath  
Node.MethodName.SetUniqueNameInOwner  
Node.MethodName.IsUniqueNameInOwner  
Node.MethodName.Atr  
Node.MethodName.AtrN  
Node.MethodName.Rpc  
Node.MethodName.RpcId  
Node.MethodName.UpdateConfigurationWarnings  
Node.MethodName.CallDeferredThreadGroup  
Node.MethodName.SetDeferredThreadGroup  
Node.MethodName.NotifyDeferredThreadGroup  
Node.MethodName.CallThreadSafe  
Node.MethodName.SetThreadSafe  
Node.MethodName.NotifyThreadSafe  
GodotObject.MethodName.\_Get  
GodotObject.MethodName.\_GetPropertyList  
GodotObject.MethodName.\_IterGet  
GodotObject.MethodName.\_IterInit  
GodotObject.MethodName.\_IterNext  
GodotObject.MethodName.\_Notification  
GodotObject.MethodName.\_PropertyCanRevert  
GodotObject.MethodName.\_PropertyGetRevert  
GodotObject.MethodName.\_Set  
GodotObject.MethodName.\_ValidateProperty  
GodotObject.MethodName.Free  
GodotObject.MethodName.GetClass  
GodotObject.MethodName.IsClass  
GodotObject.MethodName.Set  
GodotObject.MethodName.Get  
GodotObject.MethodName.SetIndexed  
GodotObject.MethodName.GetIndexed  
GodotObject.MethodName.GetPropertyList  
GodotObject.MethodName.GetMethodList  
GodotObject.MethodName.PropertyCanRevert  
GodotObject.MethodName.PropertyGetRevert  
GodotObject.MethodName.Notification  
GodotObject.MethodName.GetInstanceId  
GodotObject.MethodName.SetScript  
GodotObject.MethodName.GetScript  
GodotObject.MethodName.SetMeta  
GodotObject.MethodName.RemoveMeta  
GodotObject.MethodName.GetMeta  
GodotObject.MethodName.HasMeta  
GodotObject.MethodName.GetMetaList  
GodotObject.MethodName.AddUserSignal  
GodotObject.MethodName.HasUserSignal  
GodotObject.MethodName.RemoveUserSignal

GodotObject.MethodName.EmitSignal  
GodotObject.MethodName.Call  
GodotObject.MethodName.CallDeferred  
GodotObject.MethodName.SetDeferred  
GodotObject.MethodName.Callv  
GodotObject.MethodName.HasMethod  
GodotObject.MethodName.GetMethodArgumentCount  
GodotObject.MethodName.HasSignal  
GodotObject.MethodName.GetSignalList  
GodotObject.MethodName.GetSignalConnectionList  
GodotObject.MethodName.GetIncomingConnections  
GodotObject.MethodName.Connect  
GodotObject.MethodName.Disconnect  
GodotObject.MethodName.IsConnected  
GodotObject.MethodName.HasConnections  
GodotObject.MethodName.SetBlockSignals  
GodotObject.MethodName.IsBlockingSignals  
GodotObject.MethodName.NotifyPropertyListChanged  
GodotObject.MethodName.SetMessageTranslation  
GodotObject.MethodName.CanTranslateMessages  
GodotObject.MethodName.Tr  
GodotObject.MethodName.TrN  
GodotObject.MethodName.GetTranslationDomain  
GodotObject.MethodName.SetTranslationDomain  
GodotObject.MethodName.IsQueuedForDeletion  
GodotObject.MethodName.CancelFree  
**object.Equals(object)**  
**object.Equals(object, object)**  
**object.GetHashCode()**  
**object.GetType()**  
**object.MemberwiseClone()**  
**object.ReferenceEquals(object, object)**  
**object.ToString()**

Namespace: **CatSweeper.Stage**

Assembly: CatSweeper.dll

## Syntax

```
public class StageController.MethodName : Node2D.MethodName
```

## Fields

### \_Process

---

Cached name for the '\_Process' method.

## Declaration

```
public static readonly StringName _Process
```

### Field Value

#### TYPE

---

StringName

## \_Ready

---

Cached name for the '\_Ready' method.

### Declaration

```
public static readonly StringName _Ready
```

### Field Value

#### TYPE

---

StringName

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# Delegate StageController.OnStageInitializedEventHandler

Namespace: [CatSweeper.Stage](#)

Assembly: CatSweeper.dll

## Syntax

```
[Signal]
public delegate void StageController.OnStageInitializedEventHandler()
```

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# Class StageController.PropertyName

Cached StringNames for the properties and fields contained in this class, for fast lookup.

## Inheritance

[object](#) → [GodotObject.PropertyName](#) → [Node.PropertyName](#) → [CanvasItem.PropertyName](#) → [Node2D.PropertyName](#) → [StageController.PropertyName](#)

## Inherited Members

[Node2D.PropertyName.Position](#)  
[Node2D.PropertyName.Rotation](#)  
[Node2D.PropertyName.RotationDegrees](#)  
[Node2D.PropertyName.Scale](#)  
[Node2D.PropertyName.Skew](#)  
[Node2D.PropertyName.Transform](#)  
[Node2D.PropertyName.GlobalPosition](#)  
[Node2D.PropertyName.GlobalRotation](#)  
[Node2D.PropertyName.GlobalRotationDegrees](#)  
[Node2D.PropertyName.GlobalScale](#)  
[Node2D.PropertyName.GlobalSkew](#)  
[Node2D.PropertyName.GlobalTransform](#)  
[CanvasItem.PropertyName.Visible](#)  
[CanvasItem.PropertyName.Modulate](#)  
[CanvasItem.PropertyName.SelfModulate](#)  
[CanvasItem.PropertyName.ShowBehindParent](#)  
[CanvasItem.PropertyName.TopLevel](#)  
[CanvasItem.PropertyName.ClipChildren](#)  
[CanvasItem.PropertyName.LightMask](#)  
[CanvasItem.PropertyName.VisibilityLayer](#)  
[CanvasItem.PropertyName.ZIndex](#)  
[CanvasItem.PropertyName.ZAsRelative](#)  
[CanvasItem.PropertyName.YSortEnabled](#)  
[CanvasItem.PropertyName.TextureFilter](#)  
[CanvasItem.PropertyName.TextureRepeat](#)  
[CanvasItem.PropertyName.Material](#)  
[CanvasItem.PropertyName.UseParentMaterial](#)  
[Node.PropertyName.\\_ImportPath](#)  
[Node.PropertyName.Name](#)  
[Node.PropertyName.UniqueNameInOwner](#)  
[Node.PropertyName.SceneFilePath](#)  
[Node.PropertyName.Owner](#)  
[Node.PropertyName.Multiplayer](#)

Node.PropertyName.ProcessMode  
Node.PropertyName.ProcessPriority  
Node.PropertyName.ProcessPhysicsPriority  
Node.PropertyName.ProcessThreadGroup  
Node.PropertyName.ProcessThreadGroupOrder  
Node.PropertyName.ProcessThreadMessages  
Node.PropertyName.PhysicsInterpolationMode  
Node.PropertyName.AutoTranslateMode  
Node.PropertyName.EditorDescription  
**object.Equals(object)**  
**object.Equals(object, object)**  
**object.GetHashCode()**  
**object.GetType()**  
**object.MemberwiseClone()**  
**object.ReferenceEquals(object, object)**  
**object.ToString()**  
Namespace: **CatSweeper.Stage**  
Assembly: CatSweeper.dll

## Syntax

```
public class StageController.PropertyName : Node2D.PropertyName
```

# Fields

## GetStageMap

---

Cached name for the 'GetStageMap' property.

### Declaration

```
public static readonly StringName GetStageMap
```

### Field Value

#### TYPE

---

StringName

## \_stageMap

---

Cached name for the '\_stageMap' field.

## Declaration

```
public static readonly StringName _stageMap
```

### Field Value

#### TYPE

---

StringName

## \_tileSet

---

Cached name for the '\_tileSet' field.

### Declaration

```
public static readonly StringName _tileSet
```

### Field Value

#### TYPE

---

StringName

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# Class StageController.SignalName

Cached StringNames for the signals contained in this class, for fast lookup.

## Inheritance

[object](#) → [GodotObject.SignalName](#) → [Node.SignalName](#) → [CanvasItem.SignalName](#) → [Node2D.SignalName](#) → [StageController.SignalName](#)

## Inherited Members

[CanvasItem.SignalName.Draw](#)  
[CanvasItem.SignalName.VisibilityChanged](#)  
[CanvasItem.SignalName.Hidden](#)  
[CanvasItem.SignalName.ItemRectChanged](#)  
[Node.SignalName.Ready](#)  
[Node.SignalName.Renamed](#)  
[Node.SignalName.TreeEntered](#)  
[Node.SignalName.TreeExiting](#)  
[Node.SignalName.TreeExited](#)  
[Node.SignalName.ChildEnteredTree](#)  
[Node.SignalName.ChildExitingTree](#)  
[Node.SignalName.ChildOrderChanged](#)  
[Node.SignalName.ReplacingBy](#)  
[Node.SignalName.EditorDescriptionChanged](#)  
[Node.SignalName.EditorStateChanged](#)  
[GodotObject.SignalName.ScriptChanged](#)  
[GodotObject.SignalName.PropertyListChanged](#)  
[object.Equals\(object\)](#)  
[object.Equals\(object, object\)](#)  
[object.GetHashCode\(\)](#)  
[object.GetType\(\)](#)  
[object.MemberwiseClone\(\)](#)  
[object.ReferenceEquals\(object, object\)](#)  
[object.ToString\(\)](#)

Namespace: [CatSweeper.Stage](#)

Assembly: CatSweeper.dll

## Syntax

```
public class StageController.SignalName : Node2D.SignalName
```

## OnStageInitialized

---

Cached name for the 'OnStageInitialized' signal.

### Declaration

```
public static readonly StringName OnStageInitialized
```

### Field Value

#### TYPE

---

StringName

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# Struct StageData

## Inherited Members

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

Namespace: [CatSweeper.Stage](#)

Assembly: CatSweeper.dll

## Syntax

```
public struct StageData
```

## Fields

### mapInfo

#### Declaration

```
public StageMapInfo mapInfo
```

#### Field Value

##### TYPE

---

[StageMapInfo](#)

### stageInfo

#### Declaration

```
public StageInfo stageInfo
```

## Field Value

### TYPE

---

[StageInfo](#)

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# Class StageMap

## Inheritance

[object](#) → [GodotObject](#) → [Node](#) → [CanvasItem](#) → [Node2D](#) → [TileMapLayer](#) → [StageMap](#)

## Implements

[IDisposable](#)

## Inherited Members

[TileMapLayer.\\_TileDataRuntimeUpdate\(Vector2I, TileData\)](#)

[TileMapLayer.\\_UpdateCells\(Array<Vector2I>, bool\)](#)

[TileMapLayer.\\_UseTileDataRuntimeUpdate\(Vector2I\)](#)

[TileMapLayer.SetCell\(Vector2I, int, Vector2I?, int\)](#)

[TileMapLayer.EraseCell\(Vector2I\)](#)

[TileMapLayer.FixInvalidTiles\(\)](#)

[TileMapLayer.Clear\(\)](#)

[TileMapLayer.GetCellSourceId\(Vector2I\)](#)

[TileMapLayer.GetCellAtlasCoords\(Vector2I\)](#)

[TileMapLayer.GetCellAlternativeTile\(Vector2I\)](#)

[TileMapLayer.GetCellTileData\(Vector2I\)](#)

[TileMapLayer.IsCellFlippedH\(Vector2I\)](#)

[TileMapLayer.IsCellFlippedV\(Vector2I\)](#)

[TileMapLayer.IsCellTransposed\(Vector2I\)](#)

[TileMapLayer.GetUsedCells\(\)](#)

[TileMapLayer.GetUsedCellsById\(int, Vector2I?, int\)](#)

[TileMapLayer.GetUsedRect\(\)](#)

[TileMapLayer.GetPattern\(Array<Vector2I>\)](#)

[TileMapLayer.SetPattern\(Vector2I, TileMapPattern\)](#)

[TileMapLayer.SetCellsTerrainConnect\(Array<Vector2I>, int, int, bool\)](#)

[TileMapLayer.SetCellsTerrainPath\(Array<Vector2I>, int, int, bool\)](#)

[TileMapLayer.HasBodyRid\(Rid\)](#)

[TileMapLayer.GetCoordsForBodyRid\(Rid\)](#)

[TileMapLayer.UpdateInternals\(\)](#)

[TileMapLayer.NotifyRuntimeTileDataUpdate\(\)](#)

[TileMapLayer.MapPattern\(Vector2I, Vector2I, TileMapPattern\)](#)

[TileMapLayer.GetSurroundingCells\(Vector2I\)](#)

[TileMapLayer.GetNeighborCell\(Vector2I, TileSet.CellNeighbor\)](#)

[TileMapLayer.MapToLocal\(Vector2I\)](#)

[TileMapLayer.LocalToMap\(Vector2\)](#)

[TileMapLayer.SetNavigationMap\(Rid\)](#)

[TileMapLayer.GetNavigationMap\(\)](#)

TileMapLayer.EmitSignalChanged()  
TileMapLayer.InvokeGodotClassMethod(in godot\_string\_name, NativeVariantPtrArgs, out godot\_variant)  
TileMapLayer.HasGodotClassMethod(in godot\_string\_name)  
TileMapLayer.HasGodotClassSignal(in godot\_string\_name)  
TileMapLayer.TileMapData  
TileMapLayer.Enabled  
TileMapLayer.TileSet  
TileMapLayer.OcclusionEnabled  
TileMapLayer.YSortOrigin  
TileMapLayer.XDrawOrderReversed  
TileMapLayer.RenderingQuadrantSize  
TileMapLayer.CollisionEnabled  
TileMapLayer.UseKinematicBodies  
TileMapLayer.CollisionVisibilityMode  
TileMapLayer.NavigationEnabled  
TileMapLayer.NavigationVisibilityMode  
TileMapLayer.Changed  
**Node2D.Rotate(float)**  
**Node2D.MoveLocalX(float, bool)**  
**Node2D.MoveLocalY(float, bool)**  
Node2D.Translate(Vector2)  
Node2D.GlobalTranslate(Vector2)  
Node2D.ApplyScale(Vector2)  
Node2D.LookAt(Vector2)  
Node2D.GetAngleTo(Vector2)  
Node2DToLocal(Vector2)  
Node2D.ToGlobal(Vector2)  
Node2D.GetRelativeTransformToParent(Node)  
Node2D.Position  
Node2D.Rotation  
Node2D.RotationDegrees  
Node2D.Scale  
Node2D.Skew  
Node2D.Transform  
Node2D.GlobalPosition  
Node2D.GlobalRotation  
Node2D.GlobalRotationDegrees  
Node2D.GlobalScale  
Node2D.GlobalSkew  
Node2D.GlobalTransform  
CanvasItem.NotificationTransformChanged  
CanvasItem.NotificationLocalTransformChanged  
CanvasItem.NotificationDraw  
CanvasItem.NotificationVisibilityChanged  
CanvasItem.NotificationEnterCanvas  
CanvasItem.NotificationExitCanvas  
CanvasItem.NotificationWorld2DChanged  
CanvasItem.\_Draw()  
CanvasItem.GetCanvasItem()  
CanvasItem.IsVisibleInTree()

CanvasItem.Show()  
CanvasItem.Hide()  
CanvasItem.QueueRedraw()  
CanvasItem.MoveToFront()  
**CanvasItem.DrawLine(Vector2, Vector2, Color, float, bool)**  
**CanvasItem.DrawDashedLine(Vector2, Vector2, Color, float, float, bool, bool)**  
**CanvasItem.DrawPolyline(Vector2[], Color, float, bool)**  
**CanvasItem.DrawPolyline(ReadOnlySpan<Vector2>, Color, float, bool)**  
**CanvasItem.DrawPolylineColors(Vector2[], Color[], float, bool)**  
**CanvasItem.DrawPolylineColors(ReadOnlySpan<Vector2>, ReadOnlySpan<Color>, float, bool)**  
**CanvasItem.DrawArc(Vector2, float, float, float, int, Color, float, bool)**  
**CanvasItem.DrawMultiline(Vector2[], Color, float, bool)**  
**CanvasItem.DrawMultiline(ReadOnlySpan<Vector2>, Color, float, bool)**  
**CanvasItem.DrawMultilineColors(Vector2[], Color[], float, bool)**  
**CanvasItem.DrawMultilineColors(ReadOnlySpan<Vector2>, ReadOnlySpan<Color>, float, bool)**  
**CanvasItem.DrawRect(Rect2, Color, bool, float, bool)**  
**CanvasItem.DrawCircle(Vector2, float, Color, bool, float, bool)**  
CanvasItem.DrawTexture(Texture2D, Vector2, Color?)  
**CanvasItem.DrawTextureRect(Texture2D, Rect2, bool, Color?, bool)**  
**CanvasItem.DrawTextureRectRegion(Texture2D, Rect2, Rect2, Color?, bool, bool)**  
**CanvasItem.DrawMsdfTextureRectRegion(Texture2D, Rect2, Rect2, Color?, double, double, double)**  
CanvasItem.DrawLcdTextureRectRegion(Texture2D, Rect2, Rect2, Color?)  
CanvasItem.DrawStyleBox(StyleBox, Rect2)  
CanvasItem.DrawPrimitive(Vector2[], Color[], Vector2[], Texture2D)  
**CanvasItem.DrawPrimitive(ReadOnlySpan<Vector2>, ReadOnlySpan<Color>, ReadOnlySpan<Vector2>, Texture2D)**  
CanvasItem.DrawPolygon(Vector2[], Color[], Vector2[], Texture2D)  
**CanvasItem.DrawPolygon(ReadOnlySpan<Vector2>, ReadOnlySpan<Color>, ReadOnlySpan<Vector2>, Texture2D)**  
CanvasItem.DrawColoredPolygon(Vector2[], Color, Vector2[], Texture2D)  
**CanvasItem.DrawColoredPolygon(ReadOnlySpan<Vector2>, Color, ReadOnlySpan<Vector2>, Texture2D)**  
CanvasItem.DrawString(Font, Vector2, string, HorizontalAlignment, float, int, Color?, TextServer.JustificationFlag, TextServer.Direction, TextServer.Orientation)  
CanvasItem.DrawString(Font, Vector2, string, HorizontalAlignment, float, int, int, Color?, TextServer.LineBreakFlag, TextServer.JustificationFlag, TextServer.Direction, TextServer.Orientation)  
CanvasItem.DrawStringOutline(Font, Vector2, string, HorizontalAlignment, float, int, int, int, Color?, TextServer.JustificationFlag, TextServer.Direction, TextServer.Orientation)  
CanvasItem.DrawStringOutline(Font, Vector2, string, HorizontalAlignment, float, int, int, int, int, Color?, TextServer.LineBreakFlag, TextServer.JustificationFlag, TextServer.Direction, TextServer.Orientation)  
CanvasItem.DrawChar(Font, Vector2, string, int, Color?)  
CanvasItem.DrawCharOutline(Font, Vector2, string, int, int, Color?)  
CanvasItem.DrawMesh(Mesh, Texture2D, Transform2D?, Color?)  
CanvasItem.DrawMultimesh(MultiMesh, Texture2D)  
**CanvasItem.DrawSetTransform(Vector2, float, Vector2?)**  
CanvasItem.DrawSetTransformMatrix(Transform2D)  
**CanvasItem.DrawAnimationSlice(double, double, double, double)**  
CanvasItem.DrawEndAnimation()  
CanvasItem.GetTransform()  
CanvasItem.GetGlobalTransform()  
CanvasItem.GetGlobalTransformWithCanvas()  
CanvasItem.GetViewportTransform()  
CanvasItem.GetViewportRect()

CanvasItem.GetCanvasTransform()  
CanvasItem.GetScreenTransform()  
CanvasItem.GetLocalMousePosition()  
CanvasItem.GetGlobalMousePosition()  
CanvasItem.GetCanvas()  
CanvasItem.GetCanvasLayerNode()  
CanvasItem.GetWorld2D()  
CanvasItem.SetInstanceShaderParameter(StringName, Variant)  
CanvasItem.GetInstanceShaderParameter(StringName)  
**CanvasItem.SetNotifyLocalTransform(bool)**  
CanvasItem.IsLocalTransformNotificationEnabled()  
**CanvasItem.SetNotifyTransform(bool)**  
CanvasItem.IsTransformNotificationEnabled()  
CanvasItem.ForceUpdateTransform()  
CanvasItem.MakeCanvasPositionLocal(Vector2)  
CanvasItem.MakeInputLocal(InputEvent)  
**CanvasItem.SetVisibilityLayerBit(uint, bool)**  
**CanvasItem.GetVisibilityLayerBit(uint)**  
CanvasItem.EmitSignalDraw()  
CanvasItem.EmitSignalVisibilityChanged()  
CanvasItem.EmitSignalHidden()  
CanvasItem.EmitSignalItemRectChanged()  
CanvasItem.Visible  
CanvasItem.Modulate  
CanvasItem.SelfModulate  
CanvasItem.ShowBehindParent  
CanvasItem.TopLevel  
CanvasItem.ClipChildren  
CanvasItem.LightMask  
CanvasItem.VisibilityLayer  
CanvasItem.ZIndex  
CanvasItem.ZAsRelative  
CanvasItem.YSortEnabled  
CanvasItem.TextureFilter  
CanvasItem.TextureRepeat  
CanvasItem.Material  
CanvasItem.UseParentMaterial  
CanvasItem.Draw  
CanvasItem.VisibilityChanged  
CanvasItem.Hidden  
CanvasItem.ItemRectChanged  
Node.NotificationEnterTree  
Node.NotificationExitTree  
Node.NotificationMovedInParent  
Node.NotificationReady  
Node.NotificationPaused  
Node.NotificationUnpaused  
Node.NotificationPhysicsProcess  
Node.NotificationProcess  
Node.NotificationParented

Node.NotificationUnparented  
Node.NotificationSceneInstantiated  
Node.NotificationDragBegin  
Node.NotificationDragEnd  
Node.NotificationPathRenamed  
Node.NotificationChildOrderChanged  
Node.NotificationInternalProcess  
Node.NotificationInternalPhysicsProcess  
Node.NotificationPostEnterTree  
Node.NotificationDisabled  
Node.NotificationEnabled  
Node.NotificationResetPhysicsInterpolation  
Node.NotificationEditorPreSave  
Node.NotificationEditorPostSave  
Node.NotificationWMMouseEnter  
Node.NotificationWMMouseExit  
Node.NotificationWMWindowFocusIn  
Node.NotificationWMWindowFocusOut  
Node.NotificationWMCloseRequest  
Node.NotificationWMGoBackRequest  
Node.NotificationWMSizeChanged  
Node.NotificationWMDpiChange  
Node.NotificationVpMouseEnter  
Node.NotificationVpMouseExit  
Node.NotificationWMPositionChanged  
Node.NotificationOsMemoryWarning  
Node.NotificationTranslationChanged  
Node.NotificationWMAbout  
Node.NotificationCrash  
Node.NotificationOslimeUpdate  
Node.NotificationApplicationResumed  
Node.NotificationApplicationPaused  
Node.NotificationApplicationFocusIn  
Node.NotificationApplicationFocusOut  
Node.NotificationTextServerChanged  
Node.GetNode<T>(NodePath)  
Node.GetNodeOrNull<T>(NodePath)  
**Node.GetChild<T>(int, bool)**  
**Node.GetChildOrNull<T>(int, bool)**  
Node.GetOwner<T>()  
Node.GetOwnerOrNull<T>()  
Node.GetParent<T>()  
Node.GetParentOrNull<T>()  
Node.\_EnterTree()  
Node.\_ExitTree()  
Node.\_GetConfigurationWarnings()  
Node.\_Input(InputEvent)  
**Node.\_PhysicsProcess(double)**  
**Node.\_Process(double)**  
Node.\_Ready()

Node.\_ShortcutInput(InputEvent)  
Node.\_UnhandledInput(InputEvent)  
Node.\_UnhandledKeyInput(InputEvent)  
Node.PrintOrphanNodes()  
**Node.AddSibling(Node, bool)**  
**Node.AddChild(Node, bool, Node.InternalMode)**  
Node.RemoveChild(Node)  
**Node.Reparent(Node, bool)**  
Node.GetChildCount(bool)  
Node.GetChildren(bool)  
Node.GetChild(int, bool)  
Node.HasNode(NodePath)  
Node.GetNode(NodePath)  
Node.GetNodeOrNull(NodePath)  
Node.GetParent()  
**Node.FindChild(string, bool, bool)**  
**Node.FindChildren(string, string, bool, bool)**  
**Node.FindParent(string)**  
Node.HasNodeAndResource(NodePath)  
Node.GetNodeAndResource(NodePath)  
Node.IsInsideTree()  
Node.IsPartOfEditedScene()  
Node.IsAncestorOf(Node)  
Node.IsGreaterThan(Node)  
Node.GetPath()  
**Node.GetPathTo(Node, bool)**  
**Node.AddToGroup(StringName, bool)**  
Node.RemoveFromGroup(StringName)  
Node.IsInGroup(StringName)  
**Node.MoveChild(Node, int)**  
Node.GetGroups()  
**Node.GetIndex(bool)**  
Node.PrintTree()  
Node.PrintTreePretty()  
Node.GetTreeString()  
Node.GetTreeStringPretty()  
**Node.PropagateNotification(int)**  
**Node.PropagateCall(StringName, Array, bool)**  
**Node.SetPhysicsProcess(bool)**  
Node.GetPhysicsProcessDeltaTime()  
Node.IsPhysicsProcessing()  
Node.GetProcessDeltaTime()  
**Node.SetProcess(bool)**  
Node.IsProcessing()  
**Node.SetProcessInput(bool)**  
Node.IsProcessingInput()  
**Node.SetProcessShortcutInput(bool)**  
Node.IsProcessingShortcutInput()  
**Node.SetProcessUnhandledInput(bool)**  
Node.IsProcessingUnhandledInput()

**Node.SetProcessUnhandledKeyInput(bool)**  
Node.IsProcessingUnhandledKeyInput()  
Node.CanProcess()  
**Node.SetDisplayFolded(bool)**  
Node.IsDisplayedFolded()  
**Node.SetProcessInternal(bool)**  
Node.IsProcessingInternal()  
**Node.SetPhysicsProcessInternal(bool)**  
Node.IsPhysicsProcessingInternal()  
Node.IsPhysicsInterpolated()  
Node.IsPhysicsInterpolatedAndEnabled()  
Node.ResetPhysicsInterpolation()  
Node.SetTranslationDomainInherited()  
Node.GetWindow()  
Node.GetLastExclusiveWindow()  
Node.GetTree()  
Node.CreateTween()  
**Node.Duplicate(int)**  
**Node.ReplaceBy(Node, bool)**  
**Node.setSceneInstanceLoadPlaceholder(bool)**  
Node.GetSceneInstanceLoadPlaceholder()  
**Node.setEditableInstance(Node, bool)**  
Node.setEditableInstance(Node)  
Node.GetViewport()  
Node.QueueFree()  
Node.RequestReady()  
Node.IsNodeReady()  
**Node.SetMultiplayerAuthority(int, bool)**  
Node.GetMultiplayerAuthority()  
Node.IsMultiplayerAuthority()  
Node.RpcConfig(StringName, Variant)  
Node.GetRpcConfig()  
**Node.Atr(string, StringName)**  
**Node.AtrN(string, StringName, int, StringName)**  
Node.Rpc(StringName, params Variant[])  
**Node.Rpc(StringName, ReadOnlySpan<Variant>)**  
**Node.RpcId(long, StringName, params Variant[])**  
**Node.RpcId(long, StringName, ReadOnlySpan<Variant>)**  
Node.UpdateConfigurationWarnings()  
Node.CallDeferredThreadGroup(StringName, params Variant[])  
**Node.CallDeferredThreadGroup(StringName, ReadOnlySpan<Variant>)**  
Node.SetDeferredThreadGroup(StringName, Variant)  
**Node.NotifyDeferredThreadGroup(int)**  
Node.CallThreadSafe(StringName, params Variant[])  
**Node.CallThreadSafe(StringName, ReadOnlySpan<Variant>)**  
Node.SetThreadSafe(StringName, Variant)  
**Node.NotifyThreadSafe(int)**  
Node.EmitSignalReady()  
Node.EmitSignalRenamed()  
Node.EmitSignalTreeEntered()

Node.EmitSignalTreeExiting()  
Node.EmitSignalTreeExited()  
Node.EmitSignalChildEnteredTree(Node)  
Node.EmitSignalChildExitingTree(Node)  
Node.EmitSignalChildOrderChanged()  
Node.EmitSignalReplacingBy(Node)  
Node.EmitSignalEditorDescriptionChanged(Node)  
Node.EmitSignalEditorStateChanged()  
Node.Name  
Node.UniqueNameInOwner  
Node.SceneFilePath  
Node.Owner  
Node.Multiplayer  
Node.ProcessMode  
Node.ProcessPriority  
Node.ProcessPhysicsPriority  
Node.ProcessThreadGroup  
Node.ProcessThreadGroupOrder  
Node.ProcessThreadMessages  
Node.PhysicsInterpolationMode  
Node.AutoTranslateMode  
Node.EditorDescription  
Node.Ready  
Node.Renamed  
Node.TreeEntered  
Node.TreeExiting  
Node.TreeExited  
Node.ChildEnteredTree  
Node.ChildExitingTree  
Node.ChildOrderChanged  
Node.ReplacingBy  
Node.EditorDescriptionChanged  
Node.EditorStateChanged  
GodotObject.NotificationPostinitialize  
GodotObject.NotificationPredelete  
GodotObject.NotificationExtensionReloaded  
**GodotObject.InstanceFromId(ulong)**  
**GodotObject.IsInstanceIdValid(ulong)**  
GodotObject.IsValid(GodotObject)  
GodotObject.WeakRef(GodotObject)  
GodotObject.Dispose()  
**GodotObject.Dispose(bool)**  
GodotObject.ToString()  
GodotObject.ToSignal(GodotObject, StringName)  
GodotObject.\_Get(StringName)  
GodotObject.\_GetPropertyList()  
GodotObject.\_IterGet(Variant)  
GodotObject.\_IterInit(Array)  
GodotObject.\_IterNext(Array)  
**GodotObject.\_Notification(int)**

GodotObject.\_PropertyCanRevert(StringName)  
GodotObject.\_GetPropertyRevert(StringName)  
GodotObject.\_Set(StringName, Variant)  
GodotObject.Free()  
GodotObject.GetClass()  
**GodotObject.IsClass(string)**  
GodotObject.Set(StringName, Variant)  
GodotObject.Get(StringName)  
GodotObject.SetIndexed(NodePath, Variant)  
GodotObject.GetIndexed(NodePath)  
GodotObject.GetPropertyList()  
GodotObject.GetMethodList()  
GodotObject.PropertyCanRevert(StringName)  
GodotObject.PropertyGetRevert(StringName)  
**GodotObject.Notification(int, bool)**  
GodotObject.GetInstanceId()  
GodotObject.SetScript(Variant)  
GodotObject.GetScript()  
GodotObject.SetMeta(StringName, Variant)  
GodotObject.RemoveMeta(StringName)  
GodotObject.GetMeta(StringName, Variant)  
GodotObject.HasMeta(StringName)  
GodotObject.GetMetaList()  
**GodotObject.AddUserSignal(string, Array)**  
GodotObject.HasUserSignal(StringName)  
GodotObject.RemoveUserSignal(StringName)  
GodotObject.EmitSignal(StringName, params Variant[])  
**GodotObject.EmitSignal(StringName, ReadOnlySpan<Variant>)**  
GodotObject.Call(StringName, params Variant[])  
**GodotObject.Call(StringName, ReadOnlySpan<Variant>)**  
GodotObject.CallDeferred(StringName, params Variant[])  
**GodotObject.CallDeferred(StringName, ReadOnlySpan<Variant>)**  
GodotObject.SetDeferred(StringName, Variant)  
GodotObject.Callv(StringName, Array)  
GodotObject.HasMethod(StringName)  
GodotObject.GetMethodArgumentCount(StringName)  
GodotObject.HasSignal(StringName)  
GodotObject.GetSignalList()  
GodotObject.GetSignalConnectionList(StringName)  
GodotObject.GetIncomingConnections()  
**GodotObject.Connect(StringName, Callable, uint)**  
GodotObject.Disconnect(StringName, Callable)  
GodotObject.IsConnected(StringName, Callable)  
GodotObject.HasConnections(StringName)  
**GodotObject.SetBlockSignals(bool)**  
GodotObject.IsBlockingSignals()  
GodotObject.NotifyPropertyListChanged()  
**GodotObject.SetMessageTranslation(bool)**  
GodotObject.CanTranslateMessages()  
GodotObject.Tr(StringName, StringName)

[GodotObject.TrN\(StringName, StringName, int, StringName\)](#)

[GodotObject.GetTranslationDomain\(\)](#)

[GodotObject.SetTranslationDomain\(StringName\)](#)

[GodotObject.IsQueuedForDeletion\(\)](#)

[GodotObject.CancelFree\(\)](#)

[GodotObject.EmitSignalScriptChanged\(\)](#)

[GodotObject.EmitSignalPropertyListChanged\(\)](#)

[GodotObject.NativeInstance](#)

[GodotObject.ScriptChanged](#)

[GodotObject.PropertyListChanged](#)

[object.Equals\(object\)](#)

[object.Equals\(object, object\)](#)

[object.GetHashCode\(\)](#)

[object.GetType\(\)](#)

[object.MemberwiseClone\(\)](#)

[object.ReferenceEquals\(object, object\)](#)

Namespace: [CatSweeper.Stage](#)

Assembly: CatSweeper.dll

## Syntax

```
[Tool]
[GlobalClass]
[ScriptPath("res://Script/Stage/StageMap.cs")]
public class StageMap : TileMapLayer, IDisposable
```

# Methods

## GetGridPositions()

---

### Declaration

```
public IEnumerable<Vector2I> GetGridPositions()
```

### Returns

#### TYPE

---

[IEnumerable<Vector2I>](#)

## GetGridTiles()

---

## Declaration

```
public IEnumerable<TileData> GetGridTiles()
```

## Returns

### TYPE

---

IEnumerable<TileData>

## SetClosed(Vector2I)

---

## Declaration

```
public void SetClosed(Vector2I position)
```

## Parameters

### TYPE NAME

---

Vector2I position

## SetMap(IEnumerable<Vector2I>)

---

## Declaration

```
public void SetMap(IEnumerable<Vector2I> positions)
```

## Parameters

### TYPE NAME

---

IEnumerable<Vector2I> positions

## \_ValidateProperty(Dictionary)

---

Override this method to customize existing properties. Every property info goes through this method, except properties added with `Godot.GodotObject._GetPropertyList()`. The dictionary contents is the same as in `Godot.GodotObject._GetPropertyList()`.

```

[Tool]
public partial class MyNode : Node
{
    private bool _isNumberEditable;
[Export]
public bool IsNumberEditable
{
    get => _isNumberEditable;
    set
    {
        _isNumberEditable = value;
        NotifyPropertyChanged();
    }
}

[Export]
public int Number { get; set; }

public override void _ValidateProperty(Godot.Collections.Dictionary property)
{
    if (property["name"].AsStringName() == PropertyName.Number && !IsNumberEditable)
    {
        var usage = property["usage"].As<PropertyUsageFlags>() | PropertyUsageFlags.ReadOnly;
        property["usage"] = (int)usage;
    }
}
}

```

## Declaration

```
public override void _ValidateProperty(Dictionary property)
```

## Parameters

TYPE	NAME
Dictionary	property

## Overrides

Godot.GodotObject.\_ValidateProperty(Godot.Collections.Dictionary)

## Implements

IDisposable

# Extension Methods

[NodeUtil.DontDestroyOnLoad\(Node\)](#)

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# Class StageMap.MethodName

Cached StringNames for the methods contained in this class, for fast lookup.

## Inheritance

[object](#) → [GodotObject](#).[MethodName](#) → [Node](#).[MethodName](#) → [CanvasItem](#).[MethodName](#) → [Node2D](#).[MethodName](#) → [TileMapLayer](#).[MethodName](#) → [StageMap](#).[MethodName](#)

## Inherited Members

[TileMapLayer](#).[MethodName](#).[\\_TileDataRuntimeUpdate](#)  
[TileMapLayer](#).[MethodName](#).[\\_UpdateCells](#)  
[TileMapLayer](#).[MethodName](#).[\\_UseTileDataRuntimeUpdate](#)  
[TileMapLayer](#).[MethodName](#).[SetCell](#)  
[TileMapLayer](#).[MethodName](#).[EraseCell](#)  
[TileMapLayer](#).[MethodName](#).[FixInvalidTiles](#)  
[TileMapLayer](#).[MethodName](#).[Clear](#)  
[TileMapLayer](#).[MethodName](#).[GetCellSourceId](#)  
[TileMapLayer](#).[MethodName](#).[GetCellAtlasCoords](#)  
[TileMapLayer](#).[MethodName](#).[GetCellAlternativeTile](#)  
[TileMapLayer](#).[MethodName](#).[GetCellTileData](#)  
[TileMapLayer](#).[MethodName](#).[IsCellFlippedH](#)  
[TileMapLayer](#).[MethodName](#).[IsCellFlippedV](#)  
[TileMapLayer](#).[MethodName](#).[IsCellTransposed](#)  
[TileMapLayer](#).[MethodName](#).[GetUsedCells](#)  
[TileMapLayer](#).[MethodName](#).[GetUsedCellsById](#)  
[TileMapLayer](#).[MethodName](#).[GetUsedRect](#)  
[TileMapLayer](#).[MethodName](#).[GetPattern](#)  
[TileMapLayer](#).[MethodName](#).[SetPattern](#)  
[TileMapLayer](#).[MethodName](#).[SetCellsTerrainConnect](#)  
[TileMapLayer](#).[MethodName](#).[SetCellsTerrainPath](#)  
[TileMapLayer](#).[MethodName](#).[HasBodyRid](#)  
[TileMapLayer](#).[MethodName](#).[GetCoordsForBodyRid](#)  
[TileMapLayer](#).[MethodName](#).[UpdateInternals](#)  
[TileMapLayer](#).[MethodName](#).[NotifyRuntimeTileDataUpdate](#)  
[TileMapLayer](#).[MethodName](#).[MapPattern](#)  
[TileMapLayer](#).[MethodName](#).[GetSurroundingCells](#)  
[TileMapLayer](#).[MethodName](#).[GetNeighborCell](#)  
[TileMapLayer](#).[MethodName](#).[MapToLocal](#)  
[TileMapLayer](#).[MethodName](#).[LocalToMap](#)  
[TileMapLayer](#).[MethodName](#).[SetTileMapDataFromArray](#)  
[TileMapLayer](#).[MethodName](#).[GetTileMapDataAsArray](#)  
[TileMapLayer](#).[MethodName](#).[SetEnabled](#)

TileMapLayer.MethodName.IsEnabled  
TileMapLayer.MethodName.SetTileSet  
TileMapLayer.MethodName.GetTileSet  
TileMapLayer.MethodName.SetYSortOrigin  
TileMapLayer.MethodName.GetYSortOrigin  
TileMapLayer.MethodName.SetXDrawOrderReversed  
TileMapLayer.MethodName.IsXDrawOrderReversed  
TileMapLayer.MethodName.SetRenderingQuadrantSize  
TileMapLayer.MethodName.GetRenderingQuadrantSize  
TileMapLayer.MethodName.SetCollisionEnabled  
TileMapLayer.MethodName.IsCollisionEnabled  
TileMapLayer.MethodName.SetUseKinematicBodies  
TileMapLayer.MethodName.UsingKinematicBodies  
TileMapLayer.MethodName.SetCollisionVisibilityMode  
TileMapLayer.MethodName.GetCollisionVisibilityMode  
TileMapLayer.MethodName.SetOcclusionEnabled  
TileMapLayer.MethodName.IsOcclusionEnabled  
TileMapLayer.MethodName.SetNavigationEnabled  
TileMapLayer.MethodName.IsNavigationEnabled  
TileMapLayer.MethodName.SetNavigationMap  
TileMapLayer.MethodName.GetNavigationMap  
TileMapLayer.MethodName.SetNavigationVisibilityMode  
TileMapLayer.MethodName.GetNavigationVisibilityMode  
Node2D.MethodName.SetPosition  
Node2D.MethodName.SetRotation  
Node2D.MethodName.SetRotationDegrees  
Node2D.MethodName.SetSkew  
Node2D.MethodName.setScale  
Node2D.MethodName.GetPosition  
Node2D.MethodName.GetRotation  
Node2D.MethodName.GetRotationDegrees  
Node2D.MethodName.GetSkew  
Node2D.MethodName.GetScale  
Node2D.MethodName.Rotate  
Node2D.MethodName.MoveLocalX  
Node2D.MethodName.MoveLocalY  
Node2D.MethodName.Translate  
Node2D.MethodName.GlobalTranslate  
Node2D.MethodName.ApplyScale  
Node2D.MethodName.SetGlobalPosition  
Node2D.MethodName.GetGlobalPosition  
Node2D.MethodName.SetGlobalRotation  
Node2D.MethodName.SetGlobalRotationDegrees  
Node2D.MethodName.GetGlobalRotation  
Node2D.MethodName.GetGlobalRotationDegrees  
Node2D.MethodName.SetGlobalSkew  
Node2D.MethodName.GetGlobalSkew  
Node2D.MethodName.SetGlobalScale  
Node2D.MethodName.GetGlobalScale  
Node2D.MethodName.SetTransform

Node2D.MethodName.SetGlobalTransform  
Node2D.MethodName.LookAt  
Node2D.MethodName.GetAngleTo  
Node2D.MethodNameToLocal  
Node2D.MethodName.ToGlobal  
Node2D.MethodName.GetRelativeTransformToParent  
CanvasItem.MethodName.\_Draw  
CanvasItem.MethodName.GetCanvasItem  
CanvasItem.MethodName.SetVisible  
CanvasItem.MethodName.IsVisible  
CanvasItem.MethodName.IsVisibleInTree  
CanvasItem.MethodName.Show  
CanvasItem.MethodName.Hide  
CanvasItem.MethodName.QueueRedraw  
CanvasItem.MethodName.MoveToFront  
CanvasItem.MethodName.SetAsTopLevel  
CanvasItem.MethodName.IsSetAsTopLevel  
CanvasItem.MethodName.SetLightMask  
CanvasItem.MethodName.GetLightMask  
CanvasItem.MethodName.SetModulate  
CanvasItem.MethodName.GetModulate  
CanvasItem.MethodName.SetSelfModulate  
CanvasItem.MethodName.GetSelfModulate  
CanvasItem.MethodName.SetZIndex  
CanvasItem.MethodName.GetZIndex  
CanvasItem.MethodName.SetZAsRelative  
CanvasItem.MethodName.IsZRelative  
CanvasItem.MethodName.SetYSortEnabled  
CanvasItem.MethodName.IsYSortEnabled  
CanvasItem.MethodName.SetDrawBehindParent  
CanvasItem.MethodName.IsDrawBehindParentEnabled  
CanvasItem.MethodName.DrawLine  
CanvasItem.MethodName.DrawDashedLine  
CanvasItem.MethodName.DrawPolyline  
CanvasItem.MethodName.DrawPolylineColors  
CanvasItem.MethodName.DrawArc  
CanvasItem.MethodName.DrawMultiline  
CanvasItem.MethodName.DrawMultilineColors  
CanvasItem.MethodName.DrawRect  
CanvasItem.MethodName.DrawCircle  
CanvasItem.MethodName.DrawTexture  
CanvasItem.MethodName.DrawTextureRect  
CanvasItem.MethodName.DrawTextureRectRegion  
CanvasItem.MethodName.DrawMsdfTextureRectRegion  
CanvasItem.MethodName.DrawLcdTextureRectRegion  
CanvasItem.MethodName.DrawStyleBox  
CanvasItem.MethodName.DrawPrimitive  
CanvasItem.MethodName.DrawPolygon  
CanvasItem.MethodName.DrawColoredPolygon  
CanvasItem.MethodName.DrawString

CanvasItem.MethodName.DrawLine  
CanvasItem.MethodName.DrawMultilineString  
CanvasItem.MethodName.DrawStringOutline  
CanvasItem.MethodName.DrawMultilineStringOutline  
CanvasItem.MethodName.DrawChar  
CanvasItem.MethodName.DrawCharOutline  
CanvasItem.MethodName.DrawMesh  
CanvasItem.MethodName.DrawMultimesh  
CanvasItem.MethodName.DrawSetTransform  
CanvasItem.MethodName.DrawSetTransformMatrix  
CanvasItem.MethodName.DrawAnimationSlice  
CanvasItem.MethodName.DrawEndAnimation  
CanvasItem.MethodName.GetTransform  
CanvasItem.MethodName.GetGlobalTransform  
CanvasItem.MethodName.GetGlobalTransformWithCanvas  
CanvasItem.MethodName.GetViewportTransform  
CanvasItem.MethodName.GetViewportRect  
CanvasItem.MethodName.GetCanvasTransform  
CanvasItem.MethodName.GetScreenTransform  
CanvasItem.MethodName.GetLocalMousePosition  
CanvasItem.MethodName.GetGlobalMousePosition  
CanvasItem.MethodName.GetCanvas  
CanvasItem.MethodName.GetCanvasLayerNode  
CanvasItem.MethodName.GetWorld2D  
CanvasItem.MethodName.SetMaterial  
CanvasItem.MethodName.GetMaterial  
CanvasItem.MethodName.SetInstanceShaderParameter  
CanvasItem.MethodName.GetInstanceShaderParameter  
CanvasItem.MethodName.SetUseParentMaterial  
CanvasItem.MethodName.GetUseParentMaterial  
CanvasItem.MethodName.SetNotifyLocalTransform  
CanvasItem.MethodName.IsLocalTransformNotificationEnabled  
CanvasItem.MethodName.SetNotifyTransform  
CanvasItem.MethodName.IsTransformNotificationEnabled  
CanvasItem.MethodName.ForceUpdateTransform  
CanvasItem.MethodName.MakeCanvasPositionLocal  
CanvasItem.MethodName.MakeInputLocal  
CanvasItem.MethodName.SetVisibilityLayer  
CanvasItem.MethodName.GetVisibilityLayer  
CanvasItem.MethodName.SetVisibilityLayerBit  
CanvasItem.MethodName.GetVisibilityLayerBit  
CanvasItem.MethodName.SetTextureFilter  
CanvasItem.MethodName.GetTextureFilter  
CanvasItem.MethodName.SetTextureRepeat  
CanvasItem.MethodName.GetTextureRepeat  
CanvasItem.MethodName.SetClipChildrenMode  
CanvasItem.MethodName.GetClipChildrenMode  
Node.MethodName.\_EnterTree  
Node.MethodName.\_ExitTree  
Node.MethodName.\_GetConfigurationWarnings  
Node.MethodName.\_Input

Node.MethodName.\_PhysicsProcess  
Node.MethodName.\_Process  
Node.MethodName.\_Ready  
Node.MethodName.\_ShortcutInput  
Node.MethodName.\_UnhandledInput  
Node.MethodName.\_UnhandledKeyInput  
Node.MethodName.PrintOrphanNodes  
Node.MethodName.AddSibling  
Node.MethodName.SetName  
Node.MethodName.GetName  
Node.MethodName.AddChild  
Node.MethodName.RemoveChild  
Node.MethodName.Reparent  
Node.MethodName.GetChildCount  
Node.MethodName.GetChildren  
Node.MethodName.GetChild  
Node.MethodName.HasNode  
Node.MethodName.GetNode  
Node.MethodName.GetNodeOrNull  
Node.MethodName.GetParent  
Node.MethodName.FindChild  
Node.MethodName.FindChildren  
Node.MethodName.FindParent  
Node.MethodName.HasNodeAndResource  
Node.MethodName.GetNodeAndResource  
Node.MethodName.IsInsideTree  
Node.MethodName.IsPartOfEditedScene  
Node.MethodName.IsAncestorOf  
Node.MethodName.IsGreaterThan  
Node.MethodName.GetPath  
Node.MethodName.GetPathTo  
Node.MethodName.AddToGroup  
Node.MethodName.RemoveFromGroup  
Node.MethodName.IsInGroup  
Node.MethodName.MoveChild  
Node.MethodName.GetGroups  
Node.MethodName.SetOwner  
Node.MethodName.GetOwner  
Node.MethodName.GetIndex  
Node.MethodName.PrintTree  
Node.MethodName.PrintTreePretty  
Node.MethodName.GetTreeString  
Node.MethodName.GetTreeStringPretty  
Node.MethodName.SetSceneFilePath  
Node.MethodName.GetSceneFilePath  
Node.MethodName.PropagateNotification  
Node.MethodName.PropagateCall  
Node.MethodName.SetPhysicsProcess  
Node.MethodName.GetPhysicsProcessDeltaTime  
Node.MethodName.IsPhysicsProcessing

Node.MethodName.GetProcessDeltaTime  
Node.MethodName.SetProcess  
Node.MethodName.SetProcessPriority  
Node.MethodName.GetProcessPriority  
Node.MethodName.SetPhysicsProcessPriority  
Node.MethodName.GetPhysicsProcessPriority  
Node.MethodName.IsProcessing  
Node.MethodName.SetProcessInput  
Node.MethodName.IsProcessingInput  
Node.MethodName.SetProcessShortcutInput  
Node.MethodName.IsProcessingShortcutInput  
Node.MethodName.SetProcessUnhandledInput  
Node.MethodName.IsProcessingUnhandledInput  
Node.MethodName.SetProcessUnhandledKeyInput  
Node.MethodName.IsProcessingUnhandledKeyInput  
Node.MethodName.SetProcessMode  
Node.MethodName.GetProcessMode  
Node.MethodName.CanProcess  
Node.MethodName.SetProcessThreadGroup  
Node.MethodName.GetProcessThreadGroup  
Node.MethodName.SetProcessThreadMessages  
Node.MethodName.GetProcessThreadMessages  
Node.MethodName.SetProcessThreadGroupOrder  
Node.MethodName.GetProcessThreadGroupOrder  
Node.MethodName.SetDisplayFolded  
Node.MethodName.IsDisplayedFolded  
Node.MethodName.SetProcessInternal  
Node.MethodName.IsProcessingInternal  
Node.MethodName.SetPhysicsProcessInternal  
Node.MethodName.IsPhysicsProcessingInternal  
Node.MethodName.SetPhysicsInterpolationMode  
Node.MethodName.GetPhysicsInterpolationMode  
Node.MethodName.IsPhysicsInterpolated  
Node.MethodName.IsPhysicsInterpolatedAndEnabled  
Node.MethodName.ResetPhysicsInterpolation  
Node.MethodName.SetAutoTranslateMode  
Node.MethodName.GetAutoTranslateMode  
Node.MethodName.SetTranslationDomainInherited  
Node.MethodName.GetWindow  
Node.MethodName.GetLastExclusiveWindow  
Node.MethodName.GetTree  
Node.MethodName.CreateTween  
Node.MethodName.Duplicate  
Node.MethodName.ReplaceBy  
Node.MethodName.SetSceneInstanceLoadPlaceholder  
Node.MethodName.GetSceneInstanceLoadPlaceholder  
Node.MethodName.SetEditableInstance  
Node.MethodName.IsEditableInstance  
Node.MethodName.GetViewport  
Node.MethodName.QueueFree

Node.MethodName.RequestReady  
Node.MethodName.IsNodeReady  
Node.MethodName.SetMultiplayerAuthority  
Node.MethodName.GetMultiplayerAuthority  
Node.MethodName.IsMultiplayerAuthority  
Node.MethodName.GetMultiplayer  
Node.MethodName.RpcConfig  
Node.MethodName.GetRpcConfig  
Node.MethodName.SetEditorDescription  
Node.MethodName.GetEditorDescription  
Node.MethodName.\_SetImportPath  
Node.MethodName.\_GetImportPath  
Node.MethodName.SetUniqueNameInOwner  
Node.MethodName.IsUniqueNameInOwner  
Node.MethodName.Atr  
Node.MethodName.AtrN  
Node.MethodName.Rpc  
Node.MethodName.RpcId  
Node.MethodName.UpdateConfigurationWarnings  
Node.MethodName.CallDeferredThreadGroup  
Node.MethodName.SetDeferredThreadGroup  
Node.MethodName.NotifyDeferredThreadGroup  
Node.MethodName.CallThreadSafe  
Node.MethodName.SetThreadSafe  
Node.MethodName.NotifyThreadSafe  
GodotObject.MethodName.\_Get  
GodotObject.MethodName.\_GetPropertyList  
GodotObject.MethodName.\_IterGet  
GodotObject.MethodName.\_IterInit  
GodotObject.MethodName.\_IterNext  
GodotObject.MethodName.\_Notification  
GodotObject.MethodName.\_PropertyCanRevert  
GodotObject.MethodName.\_PropertyGetRevert  
GodotObject.MethodName.\_Set  
GodotObject.MethodName.Free  
GodotObject.MethodName.GetClass  
GodotObject.MethodName.IsClass  
GodotObject.MethodName.Set  
GodotObject.MethodName.Get  
GodotObject.MethodName.SetIndexed  
GodotObject.MethodName.GetIndexed  
GodotObject.MethodName.GetPropertyList  
GodotObject.MethodName.GetMethodList  
GodotObject.MethodName.PropertyCanRevert  
GodotObject.MethodName.PropertyGetRevert  
GodotObject.MethodName.Notification  
GodotObject.MethodName.GetInstanceId  
GodotObject.MethodName.SetScript  
GodotObject.MethodName.GetScript  
GodotObject.MethodName.SetMeta

GodotObject.MethodName.RemoveMeta  
GodotObject.MethodName.GetMeta  
GodotObject.MethodName.HasMeta  
GodotObject.MethodName.GetMetaList  
GodotObject.MethodName.AddUserSignal  
GodotObject.MethodName.HasUserSignal  
GodotObject.MethodName.RemoveUserSignal  
GodotObject.MethodName.EmitSignal  
GodotObject.MethodName.Call  
GodotObject.MethodName.CallDeferred  
GodotObject.MethodName.SetDeferred  
GodotObject.MethodName.Callv  
GodotObject.MethodName.HasMethod  
GodotObject.MethodName.GetMethodArgumentCount  
GodotObject.MethodName.HasSignal  
GodotObject.MethodName.GetSignalList  
GodotObject.MethodName.GetSignalConnectionList  
GodotObject.MethodName.GetIncomingConnections  
GodotObject.MethodName.Connect  
GodotObject.MethodName.Disconnect  
GodotObject.MethodName.IsConnected  
GodotObject.MethodName.HasConnections  
GodotObject.MethodName.SetBlockSignals  
GodotObject.MethodName.IsBlockingSignals  
GodotObject.MethodName.NotifyPropertyChanged  
GodotObject.MethodName.SetMessageTranslation  
GodotObject.MethodName.CanTranslateMessages  
GodotObject.MethodName.Tr  
GodotObject.MethodName.TrN  
GodotObject.MethodName.GetTranslationDomain  
GodotObject.MethodName.SetTranslationDomain  
GodotObject.MethodName.IsQueuedForDeletion  
GodotObject.MethodName.CancelFree  
**object.Equals(object)**  
**object.Equals(object, object)**  
**object.GetHashCode()**  
**object.GetType()**  
**object.MemberwiseClone()**  
**object.ReferenceEquals(object, object)**  
**object.ToString()**

Namespace: **CatSweeper.Stage**

Assembly: CatSweeper.dll

## Syntax

```
public class StageMap.MethodName : TileMapLayer.MethodName
```

# Fields

## SetClosed

---

Cached name for the 'SetClosed' method.

### Declaration

```
public static readonly StringName SetClosed
```

### Field Value

#### TYPE

---

StringName

## \_ValidateProperty

---

Cached name for the '\_ValidateProperty' method.

### Declaration

```
public static readonly StringName _ValidateProperty
```

### Field Value

#### TYPE

---

StringName

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# Class StageMap.PropertyName

Cached StringNames for the properties and fields contained in this class, for fast lookup.

## Inheritance

[object](#) → [GodotObject.PropertyName](#) → [Node.PropertyName](#) → [CanvasItem.PropertyName](#) → [Node2D.PropertyName](#) → [TileMapLayer.PropertyName](#) → [StageMap.PropertyName](#)

## Inherited Members

[TileMapLayer.PropertyName.TileMapData](#)  
[TileMapLayer.PropertyName.Enabled](#)  
[TileMapLayer.PropertyName.TileSet](#)  
[TileMapLayer.PropertyName.OcclusionEnabled](#)  
[TileMapLayer.PropertyName.YSortOrigin](#)  
[TileMapLayer.PropertyName.XDrawOrderReversed](#)  
[TileMapLayer.PropertyName.RenderingQuadrantSize](#)  
[TileMapLayer.PropertyName.CollisionEnabled](#)  
[TileMapLayer.PropertyName.UseKinematicBodies](#)  
[TileMapLayer.PropertyName.CollisionVisibilityMode](#)  
[TileMapLayer.PropertyName.NavigationEnabled](#)  
[TileMapLayer.PropertyName.NavigationVisibilityMode](#)  
[Node2D.PropertyName.Position](#)  
[Node2D.PropertyName.Rotation](#)  
[Node2D.PropertyName.RotationDegrees](#)  
[Node2D.PropertyName.Scale](#)  
[Node2D.PropertyName.Skew](#)  
[Node2D.PropertyName.Transform](#)  
[Node2D.PropertyName.GlobalPosition](#)  
[Node2D.PropertyName.GlobalRotation](#)  
[Node2D.PropertyName.GlobalRotationDegrees](#)  
[Node2D.PropertyName.GlobalScale](#)  
[Node2D.PropertyName.GlobalSkew](#)  
[Node2D.PropertyName.GlobalTransform](#)  
[CanvasItem.PropertyName.Visible](#)  
[CanvasItem.PropertyName.Modulate](#)  
[CanvasItem.PropertyName.SelfModulate](#)  
[CanvasItem.PropertyName.ShowBehindParent](#)  
[CanvasItem.PropertyName.TopLevel](#)  
[CanvasItem.PropertyName.ClipChildren](#)  
[CanvasItem.PropertyName.LightMask](#)  
[CanvasItem.PropertyName.VisibilityLayer](#)  
[CanvasItem.PropertyName.ZIndex](#)

CanvasItem.PropertyName.ZAsRelative  
CanvasItem.PropertyName.YSortEnabled  
CanvasItem.PropertyName.TextureFilter  
CanvasItem.PropertyName.TextureRepeat  
CanvasItem.PropertyName.Material  
CanvasItem.PropertyName.UseParentMaterial  
Node.PropertyName.\_ImportPath  
Node.PropertyName.Name  
Node.PropertyName.UniqueNameInOwner  
Node.PropertyName.SceneFilePath  
Node.PropertyName.Owner  
Node.PropertyName.Multiplayer  
Node.PropertyName.ProcessMode  
Node.PropertyName.ProcessPriority  
Node.PropertyName.ProcessPhysicsPriority  
Node.PropertyName.ProcessThreadGroup  
Node.PropertyName.ProcessThreadGroupOrder  
Node.PropertyName.ProcessThreadMessages  
Node.PropertyName.PhysicsInterpolationMode  
Node.PropertyName.AutoTranslateMode  
Node.PropertyName.EditorDescription  
**object.Equals(object)**  
**object.Equals(object, object)**  
**object.GetHashCode()**  
**object.GetType()**  
**object.MemberwiseClone()**  
**object.ReferenceEquals(object, object)**  
**object.ToString()**

Namespace: **CatSweeper.Stage**

Assembly: CatSweeper.dll

## Syntax

```
public class StageMap.PropertyName : TileMapLayer.PropertyName
```

## Fields

### closedGridId

---

Cached name for the 'closedGridId' field.

#### Declaration

```
public static readonly StringName closedGridId
```

## Field Value

### TYPE

StringName

## openedGridId

---

Cached name for the 'openedGridId' field.

### Declaration

```
public static readonly StringName openedGridId
```

## Field Value

### TYPE

StringName

## tileSourceId

---

Cached name for the 'tileSourceId' field.

### Declaration

```
public static readonly StringName tileSourceId
```

## Field Value

### TYPE

StringName

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# Class StageMap.SignalName

Cached StringNames for the signals contained in this class, for fast lookup.

## Inheritance

[object](#) → [GodotObject.SignalName](#) → [Node.SignalName](#) → [CanvasItem.SignalName](#) → [Node2D.SignalName](#) → [TileMapLayer.SignalName](#) → [StageMap.SignalName](#)

## Inherited Members

[TileMapLayer.SignalName.Changed](#)  
[CanvasItem.SignalName.Draw](#)  
[CanvasItem.SignalName.VisibilityChanged](#)  
[CanvasItem.SignalName.Hidden](#)  
[CanvasItem.SignalName.ItemRectChanged](#)  
[Node.SignalName.Ready](#)  
[Node.SignalName.Renamed](#)  
[Node.SignalName.TreeEntered](#)  
[Node.SignalName.TreeExiting](#)  
[Node.SignalName.TreeExited](#)  
[Node.SignalName.ChildEnteredTree](#)  
[Node.SignalName.ChildExitingTree](#)  
[Node.SignalName.ChildOrderChanged](#)  
[Node.SignalName.ReplacingBy](#)  
[Node.SignalName.EditorDescriptionChanged](#)  
[Node.SignalName.EditorStateChanged](#)  
[GodotObject.SignalName.ScriptChanged](#)  
[GodotObject.SignalName.PropertyListChanged](#)  
[object.Equals\(object\)](#)  
[object.Equals\(object, object\)](#)  
[object.GetHashCode\(\)](#)  
[object.GetType\(\)](#)  
[object.MemberwiseClone\(\)](#)  
[object.ReferenceEquals\(object, object\)](#)  
[object.ToString\(\)](#)

Namespace: [CatSweeper.Stage](#)

Assembly: CatSweeper.dll

## Syntax

```
public class StageMap.SignalName : TileMapLayer.SignalName
```



# Struct StageParam

## Inherited Members

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

Namespace: [CatSweeper.Stage](#)

Assembly: CatSweeper.dll

## Syntax

```
public struct StageParam
```

## Fields

### stageId

---

#### Declaration

```
public string stageId
```

#### Field Value

##### TYPE

---

[string](#)

# Class StageService

## Inheritance

`object` → StageService

## Implements

`IModelService`

`IService`

`IDisposable`

## Inherited Members

`object.Equals(object)`

`object.Equals(object, object)`

`object.GetHashCode()`

`object.GetType()`

`object.MemberwiseClone()`

`object.ReferenceEquals(object, object)`

`object.ToString()`

Namespace: `CatSweeper.Stage`

Assembly: `CatSweeper.dll`

## Syntax

```
public class StageService : IModelService, IService, IDisposable
```

## Constructors

`StageService(StageServiceModel model, StageInfoManager, StageMapInfoManager)`

## Declaration

```
public StageService(StageServiceModel model, StageInfoManager infoManger, StageMapInfoManager
```

## Parameters

TYPE	NAME
StageServiceModel	model
StageInfoManager	infoManger
StageMapInfoManager	mapInfoManager

## Properties

### GetModel

#### Declaration

```
public IServiceProvider GetModel { get; }
```

#### Property Value

##### TYPE

IServiceProvider

## Methods

### Dispose()

Performs application-defined tasks associated with freeing, releasing, or resetting unmanaged resources.

#### Declaration

```
public void Dispose()
```

### GetStageData(string)

#### Declaration

```
public Res<StageData, Exception> GetStageData(string stageId)
```

## Parameters

TYPE	NAME
------	------

string	stageId
--------	---------

## Returns

TYPE
------

Res<StageData, Exception>
---------------------------

## Implements

cfEngine.Service.IModelService

cfEngine.Service.IService

**IDisposable**

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# Class StageServiceModel

## Inheritance

[object](#) → StageServiceModel

## Implements

[IServiceModel](#)

[IRuntimeSavable](#)

[IDisposable](#)

## Inherited Members

[object.Equals\(object\)](#)

[object.Equals\(object, object\)](#)

[object.GetHashCode\(\)](#)

[object.GetType\(\)](#)

[object.MemberwiseClone\(\)](#)

[object.ReferenceEquals\(object, object\)](#)

[object.ToString\(\)](#)

Namespace: [CatSweeper.Stage](#)

Assembly: CatSweeper.dll

## Syntax

```
public class StageServiceModel : IServiceModel, IRuntimeSavable, IDisposable
```

## Methods

### Dispose()

---

Performs application-defined tasks associated with freeing, releasing, or resetting unmanaged resources.

#### Declaration

```
public void Dispose()
```

# Initialize(IUserData)

---

## Declaration

```
public void Initialize(IUserData userData)
```

## Parameters

TYPE	NAME
IUserData	userData

# SetSaveData(Dictionary<string, object>)

---

## Declaration

```
public void SetSaveData(Dictionary<string, object> dataMap)
```

## Parameters

TYPE	NAME
Dictionary<string, object>	dataMap

# Implements

cfEngine.Service.IServiceModel

cfEngine.Core.IRuntimeSavable

[IDisposable](#)

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# Namespace CatSweeper.Util

## Classes

[ExportUtil](#)

[InfoUtil](#)

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# Class ExportUtil

## Inheritance

`object` → `ExportUtil`

## Inherited Members

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

Namespace: [CatSweeper.Util](#)

Assembly: CatSweeper.dll

## Syntax

```
public static class ExportUtil
```

## Methods

### MarkReadOnly(Dictionary, StringName)

#### Declaration

```
public static void MarkReadOnly(this Dictionary property, StringName propertyName)
```

#### Parameters

TYPE	NAME
Dictionary	property
StringName	propertyName



# Class InfoUtil

## Inheritance

`object` → `InfoUtil`

## Inherited Members

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

Namespace: [CatSweeper.Util](#)

Assembly: CatSweeper.dll

## Syntax

```
public static class InfoUtil
```

# Methods

## CreateStorage(Type)

---

### Declaration

```
public static IStorage CreateStorage(Type infoType)
```

### Parameters

TYPE	NAME
------	------

Type	infoType
------	----------

### Returns

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# Namespace cfEngine.Core

## Classes

### [GameExtension](#)

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# Class GameExtension

## Inheritance

[object](#) → GameExtension

## Inherited Members

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

Namespace: [cfEngine.Core](#)

Assembly: CatSweeper.dll

## Syntax

```
public static class GameExtension
```

## Methods

### GetGameStateMachine(Game)

#### Declaration

```
public static GameStateMachine GetGameStateMachine(this Game game)
```

#### Parameters

TYPE	NAME
Game	game

#### Returns

## TYPE

---

GameStateMachine

# GetSceneManager<TScene>(Game)

---

## Declaration

```
public static ISceneManager<TScene> GetSceneManager<TScene>(this Game game)
```

## Parameters

TYPE	NAME
------	------

---

Game	game
------	------

## Returns

TYPE
------

---

ISceneManager<TScene>
-----------------------

## Type Parameters

NAME
------

---

TScene
--------

# WithGameStateMachine(Game, GameStateMachine)

---

## Declaration

```
public static Game WithGameStateMachine(this Game game, GameStateMachine service)
```

## Parameters

TYPE	NAME
------	------

---

Game	game
------	------

GameStateMachine	service
------------------	---------

## Returns

**TYPE**

Game

## WithSceneManager<TScene>(Game, ISceneManager<TScene>)

---

### Declaration

```
public static Game WithSceneManager<TScene>(this Game game, ISceneManager<TScene> sceneManager)
```

### Parameters

TYPE	NAME
Game	game
ISceneManager<TScene>	sceneManager

### Returns

**TYPE**

Game

### Type Parameters

**NAME**

TScene

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# Namespace cfGodotEngine.Asset

## Classes

[AsyncResourceLoader](#)

[AsyncResourceLoader.MethodName](#)

Cached StringNames for the methods contained in this class, for fast lookup.

[AsyncResourceLoader.PropertyName](#)

Cached StringNames for the properties and fields contained in this class, for fast lookup.

[AsyncResourceLoader.SignalName](#)

Cached StringNames for the signals contained in this class, for fast lookup.

[GDAtlas](#)

[GDAtlas.MethodName](#)

Cached StringNames for the methods contained in this class, for fast lookup.

[GDAtlas.PropertyName](#)

Cached StringNames for the properties and fields contained in this class, for fast lookup.

[GDAtlas.SignalName](#)

Cached StringNames for the signals contained in this class, for fast lookup.

[GDAtlasPack](#)

[GDAtlasPack.MethodName](#)

Cached StringNames for the methods contained in this class, for fast lookup.

[GDAtlasPack.PropertyName](#)

Cached StringNames for the properties and fields contained in this class, for fast lookup.

[GDAtlasPack.SignalName](#)

Cached StringNames for the signals contained in this class, for fast lookup.

[GDAtlasTextureRef](#)

## [GDAtlasTextureRef.MethodName](#)

Cached StringNames for the methods contained in this class, for fast lookup.

## [GDAtlasTextureRef.PropertyName](#)

Cached StringNames for the properties and fields contained in this class, for fast lookup.

## [GDAtlasTextureRef.SignalName](#)

Cached StringNames for the signals contained in this class, for fast lookup.

## [ResourceAssetManager](#)

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# Class AsyncResourceLoader

## Inheritance

object → GodotObject → Node → [MonoInstance<AsyncResourceLoader>](#) → AsyncResourceLoader

## Implements

[IDisposable](#)

## Inherited Members

### [MonoInstance<AsyncResourceLoader>.Instance](#)

Node.NotificationEnterTree

Node.NotificationExitTree

Node.NotificationMovedInParent

Node.NotificationReady

Node.NotificationPaused

Node.NotificationUnpaused

Node.NotificationPhysicsProcess

Node.NotificationProcess

Node.NotificationParented

Node.NotificationUnparented

Node.NotificationSceneInstantiated

Node.NotificationDragBegin

Node.NotificationDragEnd

Node.NotificationPathRenamed

Node.NotificationChildOrderChanged

Node.NotificationInternalProcess

Node.NotificationInternalPhysicsProcess

Node.NotificationPostEnterTree

Node.NotificationDisabled

Node.NotificationEnabled

Node.NotificationResetPhysicsInterpolation

Node.NotificationEditorPreSave

Node.NotificationEditorPostSave

Node.NotificationWMMouseEnter

Node.NotificationWMMouseExit

Node.NotificationWMWindowFocusIn

Node.NotificationWMWindowFocusOut

Node.NotificationWMCloseRequest

Node.NotificationWMGoBackRequest

Node.NotificationWMSizeChanged

Node.NotificationWMDpiChange

Node.NotificationVpMouseEnter  
Node.NotificationVpMouseExit  
Node.NotificationWMPositionChanged  
Node.NotificationOsMemoryWarning  
Node.NotificationTranslationChanged  
Node.NotificationWMAbout  
Node.NotificationCrash  
Node.NotificationOslmeUpdate  
Node.NotificationApplicationResumed  
Node.NotificationApplicationPaused  
Node.NotificationApplicationFocusIn  
Node.NotificationApplicationFocusOut  
Node.NotificationTextServerChanged  
Node.GetNode<T>(NodePath)  
Node.GetNodeOrNull<T>(NodePath)  
**Node.GetChild<T>(int, bool)**  
**Node.GetChildOrNull<T>(int, bool)**  
Node.GetOwner<T>()  
Node.GetOwnerOrNull<T>()  
Node.SetParent<T>()  
Node.SetParentOrNull<T>()  
Node.\_EnterTree()  
Node.\_ExitTree()  
Node.\_GetConfigurationWarnings()  
Node.\_Input(InputEvent)  
**Node.\_PhysicsProcess(double)**  
Node.\_Ready()  
Node.\_ShortcutInput(InputEvent)  
Node.\_UnhandledInput(InputEvent)  
Node.\_UnhandledKeyInput(InputEvent)  
Node.PrintOrphanNodes()  
**Node.AddSibling(Node, bool)**  
**Node.AddChild(Node, bool, Node.InternalMode)**  
Node.RemoveChild(Node)  
**Node.Reparent(Node, bool)**  
Node.GetChildCount(bool)  
Node.GetChildren(bool)  
**Node.GetChild(int, bool)**  
Node.HasNode(NodePath)  
Node.GetNode(NodePath)  
Node.GetNodeOrNull(NodePath)  
Node.SetParent()  
**Node.FindChild(string, bool, bool)**  
**Node.FindChildren(string, string, bool, bool)**  
**Node.FindParent(string)**  
Node.HasNodeAndResource(NodePath)  
Node.GetNodeAndResource(NodePath)  
Node.IsInsideTree()  
Node.IsPartOfEditedScene()  
Node.IsAncestorOf(Node)

Node.IsGreater Than(Node)  
Node.GetPath()  
**Node.GetPath To(Node, bool)**  
**Node.AddToGroup(StringName, bool)**  
Node.RemoveFromGroup(StringName)  
Node.IsInGroup(StringName)  
**Node.MoveChild(Node, int)**  
Node.GetGroups()  
**Node.GetIndex(bool)**  
Node.PrintTree()  
Node.PrintTreePretty()  
Node.GetTreeString()  
Node.GetTreeStringPretty()  
**Node.PropagateNotification(int)**  
**Node.PropagateCall(StringName, Array, bool)**  
**Node.SetPhysicsProcess(bool)**  
Node.GetPhysicsProcessDelta Time()  
Node.IsPhysicsProcessing()  
Node.GetProcessDelta Time()  
**Node.SetProcess(bool)**  
Node.IsProcessing()  
**Node.SetProcessInput(bool)**  
Node.IsProcessingInput()  
**Node.SetProcessShortcutInput(bool)**  
Node.IsProcessingShortcutInput()  
**Node.SetProcessUnhandledInput(bool)**  
Node.IsProcessingUnhandledInput()  
**Node.SetProcessUnhandledKeyInput(bool)**  
Node.IsProcessingUnhandledKeyInput()  
Node.CanProcess()  
**Node.SetDisplayFolded(bool)**  
Node.IsDisplayedFolded()  
**Node.SetProcessInternal(bool)**  
Node.IsProcessingInternal()  
**Node.SetPhysicsProcessInternal(bool)**  
Node.IsPhysicsProcessingInternal()  
Node.IsPhysicsInterpolated()  
Node.IsPhysicsInterpolatedAndEnabled()  
Node.ResetPhysicsInterpolation()  
Node.SetTranslationDomainInherited()  
Node.GetWindow()  
Node.GetLastExclusiveWindow()  
Node.GetTree()  
Node.CreateTween()  
**Node.Duplicate(int)**  
**Node.ReplaceBy(Node, bool)**  
**Node.setSceneInstanceLoadPlaceholder(bool)**  
Node.GetSceneInstanceLoadPlaceholder()  
**Node.setEditableInstance(Node, bool)**  
Node.setEditableInstance(Node)

```
Node.GetViewport()
Node.QueueFree()
Node.RequestReady()
Node.IsNodeReady()
Node.SetMultiplayerAuthority(int, bool)
Node.GetMultiplayerAuthority()
Node.IsMultiplayerAuthority()
Node.RpcConfig(StringName, Variant)
Node.GetRpcConfig()
Node.Atr(string, StringName)
Node.AtrN(string, StringName, int, StringName)
Node.Rpc(StringName, params Variant[])
Node.Rpc(StringName, ReadOnlySpan<Variant>)
Node.RpcId(long, StringName, params Variant[])
Node.RpcId(long, StringName, ReadOnlySpan<Variant>)
Node.UpdateConfigurationWarnings()
Node.CallDeferredThreadGroup(StringName, params Variant[])
Node.CallDeferredThreadGroup(StringName, ReadOnlySpan<Variant>)
Node.SetDeferredThreadGroup(StringName, Variant)
Node.NotifyDeferredThreadGroup(int)
Node.CallThreadSafe(StringName, params Variant[])
Node.CallThreadSafe(StringName, ReadOnlySpan<Variant>)
Node.SetThreadSafe(StringName, Variant)
Node.NotifyThreadSafe(int)
Node.EmitSignalReady()
Node.EmitSignalRenamed()
Node.EmitSignalTreeEntered()
Node.EmitSignalTreeExiting()
Node.EmitSignalTreeExited()
Node.EmitSignalChildEnteredTree(Node)
Node.EmitSignalChildExitingTree(Node)
Node.EmitSignalChildOrderChanged()
Node.EmitSignalReplacingBy(Node)
Node.EmitSignalEditorDescriptionChanged(Node)
Node.EmitSignalEditorStateChanged()
Node.InvokeGodotClassMethod(in godot_string_name, NativeVariantPtrArgs, out godot_variant)
Node.HasGodotClassMethod(in godot_string_name)
Node.HasGodotClassSignal(in godot_string_name)
Node.Name
Node.UniqueNameInOwner
Node.SceneFilePath
Node.Owner
Node.Multiplayer
Node.ProcessMode
Node.ProcessPriority
Node.ProcessPhysicsPriority
Node.ProcessThreadGroup
Node.ProcessThreadGroupOrder
Node.ProcessThreadMessages
Node.PhysicsInterpolationMode
```

Node.AutoTranslateMode  
Node.EditorDescription  
Node.Ready  
Node.Renamed  
Node.TreeEntered  
Node.TreeExiting  
Node.TreeExited  
Node.ChildEnteredTree  
Node.ChildExitingTree  
Node.ChildOrderChanged  
Node.ReplacingBy  
Node.EditorDescriptionChanged  
Node.EditorStateChanged  
GodotObject.NotificationPostinitialize  
GodotObject.NotificationPredelete  
GodotObject.NotificationExtensionReloaded  
**GodotObject.InstanceFromId(ulong)**  
**GodotObject.IsInstanceIdValid(ulong)**  
GodotObject.IsValid(GodotObject)  
GodotObject.WeakRef(GodotObject)  
GodotObject.Dispose()  
**GodotObject.Dispose(bool)**  
GodotObject.ToString()  
GodotObject.ToSignal(GodotObject, StringName)  
GodotObject.\_Get(StringName)  
GodotObject.\_GetPropertyList()  
GodotObject.\_IterGet(Variant)  
GodotObject.\_IterInit(Array)  
GodotObject.\_IterNext(Array)  
**GodotObject.\_Notification(int)**  
GodotObject.\_PropertyCanRevert(StringName)  
GodotObject.\_PropertyGetRevert(StringName)  
GodotObject.\_Set(StringName, Variant)  
GodotObject.\_ValidateProperty(Dictionary)  
GodotObject.Free()  
GodotObject.GetClass()  
**GodotObject.IsClass(string)**  
GodotObject.Set(StringName, Variant)  
GodotObject.Get(StringName)  
GodotObject.SetIndexed(NodePath, Variant)  
GodotObject.GetIndexed(NodePath)  
GodotObject.GetPropertyList()  
GodotObject.GetMethodList()  
GodotObject.PropertyCanRevert(StringName)  
GodotObject.PropertyGetRevert(StringName)  
**GodotObject.Notification(int, bool)**  
GodotObject.GetInstanceId()  
GodotObject.SetScript(Variant)  
GodotObject.GetScript()  
GodotObject.SetMeta(StringName, Variant)

GodotObject.RemoveMeta(StringName)  
GodotObject.GetMeta(StringName, Variant)  
GodotObject.HasMeta(StringName)  
GodotObject.GetMetaList()  
**GodotObject.AddUserSignal(string, Array)**  
GodotObject.HasUserSignal(StringName)  
GodotObject.RemoveUserSignal(StringName)  
GodotObject.EmitSignal(StringName, params Variant[])  
**GodotObject.EmitSignal(StringName, ReadOnlySpan<Variant>)**  
GodotObject.Call(StringName, params Variant[])  
**GodotObject.Call(StringName, ReadOnlySpan<Variant>)**  
GodotObject.CallDeferred(StringName, params Variant[])  
**GodotObject.CallDeferred(StringName, ReadOnlySpan<Variant>)**  
GodotObject.SetDeferred(StringName, Variant)  
GodotObject.Cally(StringName, Array)  
GodotObject.HasMethod(StringName)  
GodotObjectGetMethodArgumentCount(StringName)  
GodotObject.HasSignal(StringName)  
GodotObject.GetSignalList()  
GodotObject.GetSignalConnectionList(StringName)  
GodotObject.GetIncomingConnections()  
**GodotObject.Connect(StringName, Callable, uint)**  
GodotObject.Disconnect(StringName, Callable)  
GodotObject.IsConnected(StringName, Callable)  
GodotObject.HasConnections(StringName)  
**GodotObject.SetBlockSignals(bool)**  
GodotObject.IsBlockingSignals()  
GodotObject.NotifyPropertyListChanged()  
**GodotObject.SetMessageTranslation(bool)**  
GodotObject.CanTranslateMessages()  
GodotObject.Tr(StringName, StringName)  
**GodotObject.TrN(StringName, StringName, int, StringName)**  
GodotObject.GetTranslationDomain()  
GodotObject.SetTranslationDomain(StringName)  
GodotObject.IsQueuedForDeletion()  
GodotObject.CancelFree()  
GodotObject.EmitSignalScriptChanged()  
GodotObject.EmitSignalPropertyListChanged()  
GodotObject.NativeInstance  
GodotObject.ScriptChanged  
GodotObject.PropertyListChanged  
**object.Equals(object)**  
**object.Equals(object, object)**  
**object.GetHashCode()**  
**object.GetType()**  
**object.MemberwiseClone()**  
**object.ReferenceEquals(object, object)**

Namespace: **cfGodotEngine.Asset**

Assembly: CatSweeper.dll

## Syntax

```
[ScriptPath("res://Modules/cfGodotEngine/asset/AsyncResourceLoader.cs")]
public class AsyncResourceLoader : MonoInstance<AsyncResourceLoader>, IDisposable
```

## Methods

### Load(string, in IProgress<float>, string, bool, CacheMode)

---

#### Declaration

```
public Task<Resource> Load(string path, in IProgress<float> progress, string typeHint = "", bo
```

#### Parameters

TYPE	NAME
string	path
IProgress<float>	progress
string	typeHint
bool	useSubThread
ResourceLoader.CacheMode	cacheMode

#### Returns

##### TYPE

---

```
Task<Resource>
```

### LoadAsync(string, in IProgress<float>, string, bool, CacheMode)

---

#### Declaration

```
public static Task<Resource> LoadAsync(string path, in IProgress<float> progress, string typeH
```

#### Parameters

TYPE	NAME
string	path
IProgress<float>	progress
string	typeHint
bool	useSubThread
ResourceLoader.CacheMode	cacheMode

## Returns

### TYPE

Task<Resource>

## SetLogger(ILogger)

### Declaration

```
public void SetLogger(ILogger logger)
```

### Parameters

TYPE	NAME
ILogger	logger

## \_Process(double)

Called during the processing step of the main loop. Processing happens at every frame and as fast as possible, so the `delta` time since the previous frame is not constant. `delta` is in seconds.

It is only called if processing is enabled, which is done automatically if this method is overridden, and can be toggled with `SetProcess(bool)`.

Processing happens in order of `Godot.Node.ProcessPriority`, lower priority values are called first. Nodes with the same priority are processed in tree order, or top to bottom as seen in the editor (also known as pre-order traversal).

Corresponds to the `Godot.Node.NotificationProcess` notification in `_Notification(int)`.

**Note:** This method is only called if the node is present in the scene tree (i.e. if it's not an orphan).

**Note:** `delta` will be larger than expected if running at a framerate lower than `Godot.Engine.PhysicsTicksPerSecond / Godot.Engine.MaxPhysicsStepsPerFrame` FPS. This is done to avoid "spiral of death" scenarios where performance would plummet due to an ever-increasing number of physics steps per frame. This behavior affects both

`_Process(double)` and `_PhysicsProcess(double)`. As a result, avoid using `delta` for time measurements in real-world seconds. Use the `Godot.Time` singleton's methods for this purpose instead, such as `Godot.Time.GetTicksUsec()`.

## Declaration

```
public override void _Process(double delta)
```

### Parameters

TYPE	NAME
double	delta

### Overrides

`Node._Process(double)`

## Implements

`IDisposable`

## Extension Methods

`NodeUtil.DontDestroyOnLoad(Node)`

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# Class AsyncResourceLoader.MethodName

Cached StringNames for the methods contained in this class, for fast lookup.

## Inheritance

`object` → `GodotObject.MethodName` → `Node.MethodName` → `MonoInstance<AsyncResourceLoader>.MethodName` → `AsyncResourceLoader.MethodName`

## Inherited Members

`Node.MethodName._EnterTree`  
`Node.MethodName._ExitTree`  
`Node.MethodName._GetConfigurationWarnings`  
`Node.MethodName._Input`  
`Node.MethodName._PhysicsProcess`  
`Node.MethodName._Ready`  
`Node.MethodName._ShortcutInput`  
`Node.MethodName._UnhandledInput`  
`Node.MethodName._UnhandledKeyInput`  
`Node.MethodName.PrintOrphanNodes`  
`Node.MethodName.AddSibling`  
`Node.MethodName.SetName`  
`Node.MethodName.GetName`  
`Node.MethodName.AddChild`  
`Node.MethodName.RemoveChild`  
`Node.MethodName.Reparent`  
`Node.MethodName.GetChildCount`  
`Node.MethodName.GetChildren`  
`Node.MethodName.GetChild`  
`Node.MethodName.HasNode`  
`Node.MethodName.GetNode`  
`Node.MethodName.GetNodeOrNull`  
`Node.MethodName.GetParent`  
`Node.MethodName.FindChild`  
`Node.MethodName.FindChildren`  
`Node.MethodName.FindParent`  
`Node.MethodName.HasNodeAndResource`  
`Node.MethodName.GetNodeAndResource`  
`Node.MethodName.IsInsideTree`  
`Node.MethodName.IsPartOfEditedScene`  
`Node.MethodName.IsAncestorOf`  
`Node.MethodName.IsGreater Than`  
`Node.MethodName.GetPath`

Node.MethodName.GetPathTo  
Node.MethodName.AddToGroup  
Node.MethodName.RemoveFromGroup  
Node.MethodName.IsInGroup  
Node.MethodName.MoveChild  
Node.MethodName.GetGroups  
Node.MethodName.SetOwner  
Node.MethodName.GetOwner  
Node.MethodName.GetIndex  
Node.MethodName.PrintTree  
Node.MethodName.PrintTreePretty  
Node.MethodName.GetTreeString  
Node.MethodName.GetTreeStringPretty  
Node.MethodName.SetSceneFilePath  
Node.MethodName.GetSceneFilePath  
Node.MethodName.PropagateNotification  
Node.MethodName.PropagateCall  
Node.MethodName.SetPhysicsProcess  
Node.MethodName.GetPhysicsProcessDeltaTime  
Node.MethodName.IsPhysicsProcessing  
Node.MethodName.GetProcessDeltaTime  
Node.MethodName.SetProcess  
Node.MethodName.SetProcessPriority  
Node.MethodName.GetProcessPriority  
Node.MethodName.SetPhysicsProcessPriority  
Node.MethodName.GetPhysicsProcessPriority  
Node.MethodName.IsProcessing  
Node.MethodName.SetProcessInput  
Node.MethodName.IsProcessingInput  
Node.MethodName.SetProcessShortcutInput  
Node.MethodName.IsProcessingShortcutInput  
Node.MethodName.SetProcessUnhandledInput  
Node.MethodName.IsProcessingUnhandledInput  
Node.MethodName.SetProcessUnhandledKeyInput  
Node.MethodName.IsProcessingUnhandledKeyInput  
Node.MethodName.SetProcessMode  
Node.MethodName.GetProcessMode  
Node.MethodName.CanProcess  
Node.MethodName.SetProcessThreadGroup  
Node.MethodName.GetProcessThreadGroup  
Node.MethodName.SetProcessThreadMessages  
Node.MethodName.GetProcessThreadMessages  
Node.MethodName.SetProcessThreadGroupOrder  
Node.MethodName.GetProcessThreadGroupOrder  
Node.MethodName.SetDisplayFolded  
Node.MethodName.IsDisplayedFolded  
Node.MethodName.SetProcessInternal  
Node.MethodName.IsProcessingInternal  
Node.MethodName.SetPhysicsProcessInternal  
Node.MethodName.IsPhysicsProcessingInternal

Node.MethodName.SetPhysicsInterpolationMode  
Node.MethodName.GetPhysicsInterpolationMode  
Node.MethodName.IsPhysicsInterpolated  
Node.MethodName.IsPhysicsInterpolatedAndEnabled  
Node.MethodName.ResetPhysicsInterpolation  
Node.MethodName.SetAutoTranslateMode  
Node.MethodName.GetAutoTranslateMode  
Node.MethodName.SetTranslationDomainInherited  
Node.MethodName.GetWindow  
Node.MethodName.GetLastExclusiveWindow  
Node.MethodName.GetTree  
Node.MethodName.CreateTween  
Node.MethodName.Duplicate  
Node.MethodName.ReplaceBy  
Node.MethodName.SetSceneInstanceLoadPlaceholder  
Node.MethodName.GetSceneInstanceLoadPlaceholder  
Node.MethodName.SetEditableInstance  
Node.MethodName.IsEditableInstance  
Node.MethodName.GetViewport  
Node.MethodName.QueueFree  
Node.MethodName.RequestReady  
Node.MethodName.IsNodeReady  
Node.MethodName.SetMultiplayerAuthority  
Node.MethodName.GetMultiplayerAuthority  
Node.MethodName.IsMultiplayerAuthority  
Node.MethodName.GetMultiplayer  
Node.MethodName.RpcConfig  
Node.MethodName.GetRpcConfig  
Node.MethodName.SetEditorDescription  
Node.MethodName.GetEditorDescription  
Node.MethodName.\_SetImportPath  
Node.MethodName.\_GetImportPath  
Node.MethodName.SetUniqueNameInOwner  
Node.MethodName.IsUniqueNameInOwner  
Node.MethodName.Atr  
Node.MethodName.AtrN  
Node.MethodName.Rpc  
Node.MethodName.RpcId  
Node.MethodName.UpdateConfigurationWarnings  
Node.MethodName.CallDeferredThreadGroup  
Node.MethodName.SetDeferredThreadGroup  
Node.MethodName.NotifyDeferredThreadGroup  
Node.MethodName.CallThreadSafe  
Node.MethodName.SetThreadSafe  
Node.MethodName.NotifyThreadSafe  
GodotObject.MethodName.\_Get  
GodotObject.MethodName.\_GetPropertyList  
GodotObject.MethodName.\_IterGet  
GodotObject.MethodName.\_IterInit  
GodotObject.MethodName.\_IterNext

GodotObject.MethodName.\_Notification  
GodotObject.MethodName.\_PropertyCanRevert  
GodotObject.MethodName.\_PropertyGetRevert  
GodotObject.MethodName.\_Set  
GodotObject.MethodName.\_ValidateProperty  
GodotObject.MethodName.Free  
GodotObject.MethodName.GetClass  
GodotObject.MethodName.IsClass  
GodotObject.MethodName.Set  
GodotObject.MethodName.Get  
GodotObject.MethodName.SetIndexed  
GodotObject.MethodName.GetIndexed  
GodotObject.MethodName.GetPropertyList  
GodotObject.MethodName.GetMethodList  
GodotObject.MethodName.PropertyCanRevert  
GodotObject.MethodName.PropertyGetRevert  
GodotObject.MethodName.Notification  
GodotObject.MethodName.GetInstanceId  
GodotObject.MethodName.SetScript  
GodotObject.MethodName.GetScript  
GodotObject.MethodName.SetMeta  
GodotObject.MethodName.RemoveMeta  
GodotObject.MethodName.GetMeta  
GodotObject.MethodName.HasMeta  
GodotObject.MethodName.GetMetaList  
GodotObject.MethodName.AddUserSignal  
GodotObject.MethodName.HasUserSignal  
GodotObject.MethodName.RemoveUserSignal  
GodotObject.MethodName.EmitSignal  
GodotObject.MethodName.Call  
GodotObject.MethodName.CallDeferred  
GodotObject.MethodName.SetDeferred  
GodotObject.MethodName.Callv  
GodotObject.MethodName.HasMethod  
GodotObject.MethodName.GetMethodArgumentCount  
GodotObject.MethodName.HasSignal  
GodotObject.MethodName.GetSignalList  
GodotObject.MethodName.GetSignalConnectionList  
GodotObject.MethodName.GetIncomingConnections  
GodotObject.MethodName.Connect  
GodotObject.MethodName.Disconnect  
GodotObject.MethodName.IsConnected  
GodotObject.MethodName.HasConnections  
GodotObject.MethodName.SetBlockSignals  
GodotObject.MethodName.IsBlockingSignals  
GodotObject.MethodName.NotifyPropertyListChanged  
GodotObject.MethodName.SetMessageTranslation  
GodotObject.MethodName.CanTranslateMessages  
GodotObject.MethodName.Tr  
GodotObject.MethodName.TrN

GodotObject.MethodName.GetTranslationDomain  
GodotObject.MethodName.SetTranslationDomain  
GodotObject.MethodName.IsQueuedForDeletion  
GodotObject.MethodName.CancelFree  
**object.Equals(object)**  
**object.Equals(object, object)**  
**object.GetHashCode()**  
**object.GetType()**  
**object.MemberwiseClone()**  
**object.ReferenceEquals(object, object)**  
**object.ToString()**

Namespace: [cfGodotEngine.Asset](#)

Assembly: CatSweeper.dll

## Syntax

```
public class AsyncResourceLoader.MethodName : MonoInstance<AsyncResourceLoader>.MethodName
```

# Fields

## \_Process

---

Cached name for the '\_Process' method.

### Declaration

```
public static readonly StringName _Process
```

### Field Value

#### TYPE

---

StringName

# Class AsyncResourceLoader.PropertyName

Cached StringNames for the properties and fields contained in this class, for fast lookup.

## Inheritance

`object` → `GodotObject.PropertyName` → `Node.PropertyName` → `MonoInstance<AsyncResourceLoader>.PropertyName` → `AsyncResourceLoader.PropertyName`

## Inherited Members

`Node.PropertyName._ImportPath`  
`Node.PropertyName.Name`  
`Node.PropertyName.UniqueNameInOwner`  
`Node.PropertyName.SceneFilePath`  
`Node.PropertyName.Owner`  
`Node.PropertyName.Multiplayer`  
`Node.PropertyName.ProcessMode`  
`Node.PropertyName.ProcessPriority`  
`Node.PropertyName.ProcessPhysicsPriority`  
`Node.PropertyName.ProcessThreadGroup`  
`Node.PropertyName.ProcessThreadGroupOrder`  
`Node.PropertyName.ProcessThreadMessages`  
`Node.PropertyName.PhysicsInterpolationMode`  
`Node.PropertyName.AutoTranslateMode`  
`Node.PropertyName.EditorDescription`  
[`object.Equals\(object\)`](#)  
[`object.Equals\(object, object\)`](#)  
[`object.GetHashCode\(\)`](#)  
[`object.GetType\(\)`](#)  
[`object.MemberwiseClone\(\)`](#)  
[`object.ReferenceEquals\(object, object\)`](#)  
[`object.ToString\(\)`](#)

Namespace: [cfGodotEngine.Asset](#)

Assembly: CatSweeper.dll

## Syntax

```
public class AsyncResourceLoader.PropertyName : MonoInstance<AsyncResourceLoader>.PropertyName
```

## Fields

# progressArray

---

Cached name for the 'progressArray' field.

## Declaration

```
public static readonly StringName progressArray
```

## Field Value

### TYPE

---

StringName

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# Class AsyncResourceLoader.SignalName

Cached StringNames for the signals contained in this class, for fast lookup.

## Inheritance

`object` → `GodotObject.SignalName` → `Node.SignalName` → `MonoInstance<AsyncResourceLoader>.SignalName` → `AsyncResourceLoader.SignalName`

## Inherited Members

`Node.SignalName.Ready`  
`Node.SignalName.Renamed`  
`Node.SignalName.TreeEntered`  
`Node.SignalName.TreeExiting`  
`Node.SignalName.TreeExited`  
`Node.SignalName.ChildEnteredTree`  
`Node.SignalName.ChildExitingTree`  
`Node.SignalName.ChildOrderChanged`  
`Node.SignalName.ReplacingBy`  
`Node.SignalName.EditorDescriptionChanged`  
`Node.SignalName.EditorStateChanged`  
`GodotObject.SignalName.ScriptChanged`  
`GodotObject.SignalName.PropertyListChanged`  
`object.Equals(object)`  
`object.Equals(object, object)`  
`object.GetHashCode()`  
`object.GetType()`  
`object.MemberwiseClone()`  
`object.ReferenceEquals(object, object)`  
`object.ToString()`

Namespace: `cfGodotEngine.Asset`

Assembly: CatSweeper.dll

## Syntax

```
public class AsyncResourceLoader.SignalName : MonoInstance<AsyncResourceLoader>.SignalName
```

# Class GDAtlas

## Inheritance

[object](#) → GodotObject → RefCounted → Resource → GDAtlas

## Implements

[IDisposable](#)

## Inherited Members

Resource.\_GetRid()

Resource.\_ResetState()

**Resource.\_SetPathCache(string)**

Resource.\_SetupLocalToScene()

**Resource.TakeOverPath(string)**

**Resource.SetPathCache(string)**

Resource.GetRid()

Resource.GetLocalScene()

Resource.SetupLocalToScene()

Resource.ResetState()

**Resource.SetIdForPath(string, string)**

**Resource.GetIdForPath(string)**

Resource.IsBuiltIn()

Resource.GenerateSceneUniqueId()

Resource.EmitChanged()

**Resource.Duplicate(bool)**

Resource.EmitSignalChanged()

Resource.EmitSignalSetupLocalToSceneRequested()

Resource.InvokeGodotClassMethod(in godot\_string\_name, NativeVariantPtrArgs, out godot\_variant)

Resource.HasGodotClassMethod(in godot\_string\_name)

Resource.HasGodotClassSignal(in godot\_string\_name)

Resource.ResourceLocalToScene

Resource.ResourcePath

Resource.ResourceName

Resource.ResourceSceneUniqueId

Resource.Changed

Resource.SetupLocalToSceneRequested

RefCounted.InitRef()

RefCounted.Reference()

RefCounted.Unreference()

RefCounted.GetReferenceCount()

GodotObject.NotificationPostInitialize

GodotObject.NotificationPredelete  
GodotObject.NotificationExtensionReloaded  
**GodotObject.InstanceFromId(ulong)**  
**GodotObject.IsInstanceIdValid(ulong)**  
GodotObject.IsValid(GodotObject)  
GodotObject.WeakRef(GodotObject)  
GodotObject.Dispose()  
**GodotObject.Dispose(bool)**  
GodotObject.ToString()  
GodotObject.ToSignal(GodotObject, StringName)  
GodotObject.\_Get(StringName)  
GodotObject.\_GetPropertyList()  
GodotObject.\_IterGet(Variant)  
GodotObject.\_IterInit(Array)  
GodotObject.\_IterNext(Array)  
**GodotObject.\_Notification(int)**  
GodotObject.\_PropertyCanRevert(StringName)  
GodotObject.\_PropertyGetRevert(StringName)  
GodotObject.\_Set(StringName, Variant)  
GodotObject.\_ValidateProperty(Dictionary)  
GodotObject.Free()  
GodotObject.GetClass()  
**GodotObject.IsClass(string)**  
GodotObject.Set(StringName, Variant)  
GodotObject.Get(StringName)  
GodotObject.SetIndexed(NodePath, Variant)  
GodotObject.GetIndexed(NodePath)  
GodotObject.GetPropertyList()  
GodotObject.GetMethodList()  
GodotObject.PropertyCanRevert(StringName)  
GodotObject.PropertyGetRevert(StringName)  
**GodotObject.Notification(int, bool)**  
GodotObject.GetInstanceId()  
GodotObject.SetScript(Variant)  
GodotObject.GetScript()  
GodotObject.SetMeta(StringName, Variant)  
GodotObject.RemoveMeta(StringName)  
GodotObject.GetMeta(StringName, Variant)  
GodotObject.HasMeta(StringName)  
GodotObject.GetMetaList()  
**GodotObject.AddUserSignal(string, Array)**  
GodotObject.HasUserSignal(StringName)  
GodotObject.RemoveUserSignal(StringName)  
GodotObject.EmitSignal(StringName, params Variant[])  
**GodotObject.EmitSignal(StringName, ReadOnlySpan<Variant>)**  
GodotObject.Call(StringName, params Variant[])  
**GodotObject.Call(StringName, ReadOnlySpan<Variant>)**  
GodotObject.CallDeferred(StringName, params Variant[])  
**GodotObject.CallDeferred(StringName, ReadOnlySpan<Variant>)**  
GodotObject.SetDeferred(StringName, Variant)

GodotObject.Callv(StringName, Array)  
GodotObject.HasMethod(StringName)  
GodotObject.GetMethodArgumentCount(StringName)  
GodotObject.HasSignal(StringName)  
GodotObject.GetSignalList()  
GodotObject.GetSignalConnectionList(StringName)  
GodotObject.GetIncomingConnections()  
**GodotObject.Connect(StringName, Callable, uint)**  
GodotObject.Disconnect(StringName, Callable)  
GodotObject.IsConnected(StringName, Callable)  
GodotObject.HasConnections(StringName)  
**GodotObject.SetBlockSignals(bool)**  
GodotObject.IsBlockingSignals()  
GodotObject.NotifyPropertyListChanged()  
**GodotObject.SetMessageTranslation(bool)**  
GodotObject.CanTranslateMessages()  
GodotObject.Tr(StringName, StringName)  
**GodotObject.TrN(StringName, StringName, int, StringName)**  
GodotObject.GetTranslationDomain()  
GodotObject.SetTranslationDomain(StringName)  
GodotObject.IsQueuedForDeletion()  
GodotObject.CancelFree()  
GodotObject.EmitSignalScriptChanged()  
GodotObject.EmitSignalPropertyListChanged()  
GodotObject.NativeInstance  
GodotObject.ScriptChanged  
GodotObject.PropertyListChanged  
**object.Equals(object)**  
**object.Equals(object, object)**  
**object.GetHashCode()**  
**object.GetType()**  
**object.MemberwiseClone()**  
**object.ReferenceEquals(object, object)**

Namespace: **cfGodotEngine.Asset**

Assembly: CatSweeper.dll

## Syntax

```
[Tool]
[GlobalClass]
[ScriptPath("res://Modules/cfGodotEngine/atlaspack/GDAtlas.cs")]
public class GDAtlas : Resource, IDisposable
```

## Fields

# atlasId

---

## Declaration

```
[Export(PropertyHint.None, "")]  
public string atlasId
```

## Field Value

### TYPE

---

string

# atlasTexture

---

## Declaration

```
[Export(PropertyHint.None, "")]  
public Texture2D atlasTexture
```

## Field Value

### TYPE

---

Texture2D

# dimension

---

## Declaration

```
[Export(PropertyHint.None, "")]  
public Vector2 dimension
```

## Field Value

### TYPE

---

Vector2

# imageMap

---

```
[Export(PropertyHint.None, "")]  
public Dictionary<string, AtlasTexture> imageMap
```

## Field Value

### TYPE

---

Dictionary<[string](#), [AtlasTexture](#)>

## Implements

[IDisposable](#)

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# Class GDAtlas.MethodName

Cached StringNames for the methods contained in this class, for fast lookup.

## Inheritance

[object](#) → [GodotObject.MethodName](#) → [RefCounted.MethodName](#) → [Resource.MethodName](#) → [GDAtlas.MethodName](#)

## Inherited Members

[Resource.MethodName.\\_GetRid](#)  
[Resource.MethodName.\\_ResetState](#)  
[Resource.MethodName.\\_SetPathCache](#)  
[Resource.MethodName.\\_SetupLocalToScene](#)  
[Resource.MethodName.SetPath](#)  
[Resource.MethodName.TakeOverPath](#)  
[Resource.MethodName.GetPath](#)  
[Resource.MethodName.SetPathCache](#)  
[Resource.MethodNameSetName](#)  
[Resource.MethodName.GetName](#)  
[Resource.MethodName.GetRid](#)  
[Resource.MethodName.SetLocalToScene](#)  
[Resource.MethodName.IsLocalToScene](#)  
[Resource.MethodName.GetLocalScene](#)  
[Resource.MethodName.SetupLocalToScene](#)  
[Resource.MethodName.ResetState](#)  
[Resource.MethodName.SetIdForPath](#)  
[Resource.MethodName.GetIdForPath](#)  
[Resource.MethodName.IsBuiltIn](#)  
[Resource.MethodName.GenerateSceneUniqueId](#)  
[Resource.MethodName.SetSceneUniqueId](#)  
[Resource.MethodName.GetSceneUniqueId](#)  
[Resource.MethodName.EmitChanged](#)  
[Resource.MethodName.Duplicate](#)  
[RefCounted.MethodName.InitRef](#)  
[RefCounted.MethodName.Reference](#)  
[RefCounted.MethodName.Unreference](#)  
[RefCounted.MethodName.GetReferenceCount](#)  
[GodotObject.MethodName.\\_Get](#)  
[GodotObject.MethodName.\\_GetPropertyList](#)  
[GodotObject.MethodName.\\_IterGet](#)  
[GodotObject.MethodName.\\_IterInit](#)  
[GodotObject.MethodName.\\_IterNext](#)  
[GodotObject.MethodName.\\_Notification](#)

GodotObject.MethodName.\_PropertyCanRevert  
GodotObject.MethodName.\_PropertyGetRevert  
GodotObject.MethodName.\_Set  
GodotObject.MethodName.\_ValidateProperty  
GodotObject.MethodName.Free  
GodotObject.MethodName.GetClass  
GodotObject.MethodName.IsClass  
GodotObject.MethodName.Set  
GodotObject.MethodName.Get  
GodotObject.MethodName.SetIndexed  
GodotObject.MethodName.GetIndexed  
GodotObject.MethodName.GetPropertyList  
GodotObject.MethodName.GetMethodList  
GodotObject.MethodName.PropertyCanRevert  
GodotObject.MethodName.PropertyGetRevert  
GodotObject.MethodName.Notification  
GodotObject.MethodName.GetInstanceId  
GodotObject.MethodName.SetScript  
GodotObject.MethodName.GetScript  
GodotObject.MethodName.SetMeta  
GodotObject.MethodName.RemoveMeta  
GodotObject.MethodName.GetMeta  
GodotObject.MethodName.HasMeta  
GodotObject.MethodName.GetMetaList  
GodotObject.MethodName.AddUserSignal  
GodotObject.MethodName.HasUserSignal  
GodotObject.MethodName.RemoveUserSignal  
GodotObject.MethodName.EmitSignal  
GodotObject.MethodName.Call  
GodotObject.MethodName.CallDeferred  
GodotObject.MethodName.SetDeferred  
GodotObject.MethodName.Callv  
GodotObject.MethodName.HasMethod  
GodotObject.MethodName.GetMethodArgumentCount  
GodotObject.MethodName.HasSignal  
GodotObject.MethodName.GetSignalList  
GodotObject.MethodName.GetSignalConnectionList  
GodotObject.MethodName.GetIncomingConnections  
GodotObject.MethodName.Connect  
GodotObject.MethodName.Disconnect  
GodotObject.MethodName.IsConnected  
GodotObject.MethodName.HasConnections  
GodotObject.MethodName.SetBlockSignals  
GodotObject.MethodName.IsBlockingSignals  
GodotObject.MethodName.NotifyPropertyChanged  
GodotObject.MethodName.SetMessageTranslation  
GodotObject.MethodName.CanTranslateMessages  
GodotObject.MethodName.Tr  
GodotObject.MethodName.TrN  
GodotObject.MethodName.GetTranslationDomain

GodotObject.MethodName.SetTranslationDomain  
GodotObject.MethodName.IsQueuedForDeletion  
GodotObject.MethodName.CancelFree  
`object.Equals(object)`  
`object.Equals(object, object)`  
`object.GetHashCode()`  
`object.GetType()`  
`object.MemberwiseClone()`  
`object.ReferenceEquals(object, object)`  
`object.ToString()`

Namespace: `cfGodotEngine.Asset`

Assembly: CatSweeper.dll

## Syntax

```
public class GDAtlas.MethodName : Resource.MethodName
```

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# Class GDAtlas.PropertyName

Cached StringNames for the properties and fields contained in this class, for fast lookup.

## Inheritance

[object](#) → [GodotObject.PropertyName](#) → [RefCounted.PropertyName](#) → [Resource.PropertyName](#) → [GDAtlas.PropertyName](#)

## Inherited Members

[Resource.PropertyName.ResourceLocalToScene](#)

[Resource.PropertyName.ResourcePath](#)

[Resource.PropertyName.ResourceName](#)

[Resource.PropertyName.ResourceSceneUniqueld](#)

[object.Equals\(object\)](#)

[object.Equals\(object, object\)](#)

[object.GetHashCode\(\)](#)

[object.GetType\(\)](#)

[object.MemberwiseClone\(\)](#)

[object.ReferenceEquals\(object, object\)](#)

[object.ToString\(\)](#)

Namespace: [cfGodotEngine.Asset](#)

Assembly: CatSweeper.dll

## Syntax

```
public class GDAtlas.PropertyName : Resource.PropertyName
```

## Fields

### atlasId

Cached name for the 'atlasId' field.

#### Declaration

```
public static readonly StringName atlasId
```

## Field Value

### TYPE

StringName

## atlasTexture

---

Cached name for the 'atlasTexture' field.

### Declaration

```
public static readonly StringName atlasTexture
```

## Field Value

### TYPE

StringName

## dimension

---

Cached name for the 'dimension' field.

### Declaration

```
public static readonly StringName dimension
```

## Field Value

### TYPE

StringName

## imageMap

---

Cached name for the 'imageMap' field.

### Declaration

```
public static readonly StringName imageMap
```

**TYPE**

---

StringName

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# Class GDAtlas.SignalName

Cached StringNames for the signals contained in this class, for fast lookup.

## Inheritance

[object](#) → [GodotObject.SignalName](#) → [RefCounted.SignalName](#) → [Resource.SignalName](#) → [GDAtlas.SignalName](#)

## Inherited Members

[Resource.SignalName.Changed](#)

[Resource.SignalName.SetupLocalToSceneRequested](#)

[GodotObject.SignalName.ScriptChanged](#)

[GodotObject.SignalName.PropertyListChanged](#)

[object.Equals\(object\)](#)

[object.Equals\(object, object\)](#)

[object.GetHashCode\(\)](#)

[object.GetType\(\)](#)

[object.MemberwiseClone\(\)](#)

[object.ReferenceEquals\(object, object\)](#)

[object.ToString\(\)](#)

Namespace: [cfGodotEngine.Asset](#)

Assembly: CatSweeper.dll

## Syntax

```
public class GDAtlas.SignalName : Resource.SignalName
```

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# Class GDAtlasPack

## Inheritance

[object](#) → [GodotObject](#) → [RefCounted](#) → [Resource](#) → [GDAtlasPack](#)

## Implements

[IDisposable](#)

## Inherited Members

[Resource.\\_GetRid\(\)](#)

[Resource.\\_ResetState\(\)](#)

[Resource.\\_SetPathCache\(string\)](#)

[Resource.\\_SetupLocalToScene\(\)](#)

[Resource.TakeOverPath\(string\)](#)

[Resource.SetPathCache\(string\)](#)

[Resource.GetRid\(\)](#)

[Resource.GetLocalScene\(\)](#)

[Resource.SetupLocalToScene\(\)](#)

[Resource.ResetState\(\)](#)

[Resource.SetIdForPath\(string, string\)](#)

[Resource.GetIdForPath\(string\)](#)

[Resource.IsBuiltIn\(\)](#)

[Resource.GenerateSceneUniqueId\(\)](#)

[Resource.EmitChanged\(\)](#)

[Resource.Duplicate\(bool\)](#)

[Resource.EmitSignalChanged\(\)](#)

[Resource.EmitSignalSetupLocalToSceneRequested\(\)](#)

[Resource.InvokeGodotClassMethod\(in godot\\_string\\_name, NativeVariantPtrArgs, out godot\\_variant\)](#)

[Resource.HasGodotClassMethod\(in godot\\_string\\_name\)](#)

[Resource.HasGodotClassSignal\(in godot\\_string\\_name\)](#)

[Resource.ResourceLocalToScene](#)

[Resource.ResourcePath](#)

[Resource.ResourceName](#)

[Resource.ResourceSceneUniqueId](#)

[Resource.Changed](#)

[Resource.SetupLocalToSceneRequested](#)

[RefCounted.InitRef\(\)](#)

[RefCounted.Reference\(\)](#)

[RefCounted.Unreference\(\)](#)

[RefCounted.GetReferenceCount\(\)](#)

[GodotObject.NotificationPostInitialize](#)

GodotObject.NotificationPredelete  
GodotObject.NotificationExtensionReloaded  
**GodotObject.InstanceFromId(ulong)**  
**GodotObject.IsInstanceIdValid(ulong)**  
GodotObject.IsValid(GodotObject)  
GodotObject.WeakRef(GodotObject)  
GodotObject.Dispose()  
**GodotObject.Dispose(bool)**  
GodotObject.ToString()  
GodotObject.ToSignal(GodotObject, StringName)  
GodotObject.\_Get(StringName)  
GodotObject.\_GetPropertyList()  
GodotObject.\_IterGet(Variant)  
GodotObject.\_IterInit(Array)  
GodotObject.\_IterNext(Array)  
**GodotObject.\_Notification(int)**  
GodotObject.\_PropertyCanRevert(StringName)  
GodotObject.\_PropertyGetRevert(StringName)  
GodotObject.\_Set(StringName, Variant)  
GodotObject.\_ValidateProperty(Dictionary)  
GodotObject.Free()  
GodotObject.GetClass()  
**GodotObject.IsClass(string)**  
GodotObject.Set(StringName, Variant)  
GodotObject.Get(StringName)  
GodotObject.SetIndexed(NodePath, Variant)  
GodotObject.GetIndexed(NodePath)  
GodotObject.GetPropertyList()  
GodotObject.GetMethodList()  
GodotObject.PropertyCanRevert(StringName)  
GodotObject.PropertyGetRevert(StringName)  
**GodotObject.Notification(int, bool)**  
GodotObject.GetInstanceId()  
GodotObject.SetScript(Variant)  
GodotObject.GetScript()  
GodotObject.SetMeta(StringName, Variant)  
GodotObject.RemoveMeta(StringName)  
GodotObject.GetMeta(StringName, Variant)  
GodotObject.HasMeta(StringName)  
GodotObject.GetMetaList()  
**GodotObject.AddUserSignal(string, Array)**  
GodotObject.HasUserSignal(StringName)  
GodotObject.RemoveUserSignal(StringName)  
GodotObject.EmitSignal(StringName, params Variant[])  
**GodotObject.EmitSignal(StringName, ReadOnlySpan<Variant>)**  
GodotObject.Call(StringName, params Variant[])  
**GodotObject.Call(StringName, ReadOnlySpan<Variant>)**  
GodotObject.CallDeferred(StringName, params Variant[])  
**GodotObject.CallDeferred(StringName, ReadOnlySpan<Variant>)**  
GodotObject.SetDeferred(StringName, Variant)

GodotObject.Callv(StringName, Array)  
GodotObject.HasMethod(StringName)  
GodotObject.GetMethodArgumentCount(StringName)  
GodotObject.HasSignal(StringName)  
GodotObject.GetSignalList()  
GodotObject.GetSignalConnectionList(StringName)  
GodotObject.GetIncomingConnections()  
**GodotObject.Connect(StringName, Callable, uint)**  
GodotObject.Disconnect(StringName, Callable)  
GodotObject.IsConnected(StringName, Callable)  
GodotObject.HasConnections(StringName)  
**GodotObject.SetBlockSignals(bool)**  
GodotObject.IsBlockingSignals()  
GodotObject.NotifyPropertyListChanged()  
**GodotObject.SetMessageTranslation(bool)**  
GodotObject.CanTranslateMessages()  
GodotObject.Tr(StringName, StringName)  
**GodotObject.TrN(StringName, StringName, int, StringName)**  
GodotObject.GetTranslationDomain()  
GodotObject.SetTranslationDomain(StringName)  
GodotObject.IsQueuedForDeletion()  
GodotObject.CancelFree()  
GodotObject.EmitSignalScriptChanged()  
GodotObject.EmitSignalPropertyListChanged()  
GodotObject.NativeInstance  
GodotObject.ScriptChanged  
GodotObject.PropertyListChanged  
**object.Equals(object)**  
**object.Equals(object, object)**  
**object.GetHashCode()**  
**object.GetType()**  
**object.MemberwiseClone()**  
**object.ReferenceEquals(object, object)**

Namespace: **cfGodotEngine.Asset**

Assembly: CatSweeper.dll

## Syntax

```
[Tool]
[GlobalClass]
[ScriptPath("res://Modules/cfGodotEngine/atlaspack/GDAtlasPack.cs")]
public class GDAtlasPack : Resource, IDisposable
```

## Fields

## Declaration

```
[Export(PropertyHint.None, "")]  
public Array<GAtlas> atlasList
```

## Field Value

### TYPE

---

Array<[GAtlas](#)>

## Methods

### AddPack(string, AtlasContext, Texture2D)

---

## Declaration

```
public void AddPack(string atlasId, AtlasContext context, Texture2D atlasTexture)
```

## Parameters

TYPE	NAME
<a href="#">string</a>	atlasId
<a href="#">AtlasContext</a>	context
<a href="#">Texture2D</a>	atlasTexture

## Implements

### [IDisposable](#)

# Class GDAtlasPack.MethodName

Cached StringNames for the methods contained in this class, for fast lookup.

## Inheritance

[object](#) → [GodotObject.MethodName](#) → [RefCounted.MethodName](#) → [Resource.MethodName](#) → [GDAtlasPack.MethodName](#)

## Inherited Members

[Resource.MethodName.\\_GetRid](#)  
[Resource.MethodName.\\_ResetState](#)  
[Resource.MethodName.\\_SetPathCache](#)  
[Resource.MethodName.\\_SetupLocalToScene](#)  
[Resource.MethodName.SetPath](#)  
[Resource.MethodName.TakeOverPath](#)  
[Resource.MethodName.GetPath](#)  
[Resource.MethodName.SetPathCache](#)  
[Resource.MethodNameSetName](#)  
[Resource.MethodName.GetName](#)  
[Resource.MethodName.GetRid](#)  
[Resource.MethodName.SetLocalToScene](#)  
[Resource.MethodName.IsLocalToScene](#)  
[Resource.MethodName.GetLocalScene](#)  
[Resource.MethodName.SetupLocalToScene](#)  
[Resource.MethodName.ResetState](#)  
[Resource.MethodName.SetIdForPath](#)  
[Resource.MethodName.GetIdForPath](#)  
[Resource.MethodName.IsBuiltIn](#)  
[Resource.MethodName.GenerateSceneUniqueId](#)  
[Resource.MethodName.SetSceneUniqueId](#)  
[Resource.MethodName.GetSceneUniqueId](#)  
[Resource.MethodName.EmitChanged](#)  
[Resource.MethodName.Duplicate](#)  
[RefCounted.MethodName.InitRef](#)  
[RefCounted.MethodName.Reference](#)  
[RefCounted.MethodName.Unreference](#)  
[RefCounted.MethodName.GetReferenceCount](#)  
[GodotObject.MethodName.\\_Get](#)  
[GodotObject.MethodName.\\_GetPropertyList](#)  
[GodotObject.MethodName.\\_IterGet](#)  
[GodotObject.MethodName.\\_IterInit](#)  
[GodotObject.MethodName.\\_IterNext](#)  
[GodotObject.MethodName.\\_Notification](#)

GodotObject.MethodName.\_PropertyCanRevert  
GodotObject.MethodName.\_PropertyGetRevert  
GodotObject.MethodName.\_Set  
GodotObject.MethodName.\_ValidateProperty  
GodotObject.MethodName.Free  
GodotObject.MethodName.GetClass  
GodotObject.MethodName.IsClass  
GodotObject.MethodName.Set  
GodotObject.MethodName.Get  
GodotObject.MethodName.SetIndexed  
GodotObject.MethodName.GetIndexed  
GodotObject.MethodName.GetPropertyList  
GodotObject.MethodName.GetMethodList  
GodotObject.MethodName.PropertyCanRevert  
GodotObject.MethodName.PropertyGetRevert  
GodotObject.MethodName.Notification  
GodotObject.MethodName.GetInstanceId  
GodotObject.MethodName.SetScript  
GodotObject.MethodName.GetScript  
GodotObject.MethodName.SetMeta  
GodotObject.MethodName.RemoveMeta  
GodotObject.MethodName.GetMeta  
GodotObject.MethodName.HasMeta  
GodotObject.MethodName.GetMetaList  
GodotObject.MethodName.AddUserSignal  
GodotObject.MethodName.HasUserSignal  
GodotObject.MethodName.RemoveUserSignal  
GodotObject.MethodName.EmitSignal  
GodotObject.MethodName.Call  
GodotObject.MethodName.CallDeferred  
GodotObject.MethodName.SetDeferred  
GodotObject.MethodName.Callv  
GodotObject.MethodName.HasMethod  
GodotObject.MethodName.GetMethodArgumentCount  
GodotObject.MethodName.HasSignal  
GodotObject.MethodName.GetSignalList  
GodotObject.MethodName.GetSignalConnectionList  
GodotObject.MethodName.GetIncomingConnections  
GodotObject.MethodName.Connect  
GodotObject.MethodName.Disconnect  
GodotObject.MethodName.IsConnected  
GodotObject.MethodName.HasConnections  
GodotObject.MethodName.SetBlockSignals  
GodotObject.MethodName.IsBlockingSignals  
GodotObject.MethodName.NotifyPropertyChanged  
GodotObject.MethodName.SetMessageTranslation  
GodotObject.MethodName.CanTranslateMessages  
GodotObject.MethodName.Tr  
GodotObject.MethodName.TrN  
GodotObject.MethodName.GetTranslationDomain

GodotObject.MethodName.SetTranslationDomain  
GodotObject.MethodName.IsQueuedForDeletion  
GodotObject.MethodName.CancelFree  
`object.Equals(object)`  
`object.Equals(object, object)`  
`object.GetHashCode()`  
`object.GetType()`  
`object.MemberwiseClone()`  
`object.ReferenceEquals(object, object)`  
`object.ToString()`

Namespace: `cfGodotEngine.Asset`

Assembly: CatSweeper.dll

## Syntax

```
public class GDAtlasPack.MethodName : Resource.MethodName
```

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# Class GDAtlasPack.PropertyName

Cached StringNames for the properties and fields contained in this class, for fast lookup.

## Inheritance

[object](#) → [GodotObject.PropertyName](#) → [RefCounted.PropertyName](#) → [Resource.PropertyName](#) → [GDAtlasPack.PropertyName](#)

## Inherited Members

[Resource.PropertyName.ResourceLocalToScene](#)

[Resource.PropertyName.ResourcePath](#)

[Resource.PropertyName.ResourceName](#)

[Resource.PropertyName.ResourceSceneUniqueld](#)

[object.Equals\(object\)](#)

[object.Equals\(object, object\)](#)

[object.GetHashCode\(\)](#)

[object.GetType\(\)](#)

[object.MemberwiseClone\(\)](#)

[object.ReferenceEquals\(object, object\)](#)

[object.ToString\(\)](#)

Namespace: [cfGodotEngine.Asset](#)

Assembly: CatSweeper.dll

## Syntax

```
public class GDAtlasPack.PropertyName : Resource.PropertyName
```

## Fields

### atlasList

Cached name for the 'atlasList' field.

#### Declaration

```
public static readonly StringName atlasList
```

## Field Value

### TYPE

---

StringName

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# Class GDAtlasPack.SignalName

Cached StringNames for the signals contained in this class, for fast lookup.

## Inheritance

[object](#) → [GodotObject.SignalName](#) → [RefCounted.SignalName](#) → [Resource.SignalName](#) → [GDAtlasPack.SignalName](#)

## Inherited Members

[Resource.SignalName.Changed](#)

[Resource.SignalName.SetupLocalToSceneRequested](#)

[GodotObject.SignalName.ScriptChanged](#)

[GodotObject.SignalName.PropertyListChanged](#)

[object.Equals\(object\)](#)

[object.Equals\(object, object\)](#)

[object.GetHashCode\(\)](#)

[object.GetType\(\)](#)

[object.MemberwiseClone\(\)](#)

[object.ReferenceEquals\(object, object\)](#)

[object.ToString\(\)](#)

Namespace: [cfGodotEngine.Asset](#)

Assembly: CatSweeper.dll

## Syntax

```
public class GDAtlasPack.SignalName : Resource.SignalName
```

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# Class GDAtlasTextureRef

## Inheritance

[object](#) → [GodotObject](#) → [RefCounted](#) → [Resource](#) → [GDAtlasTextureRef](#)

## Implements

[IDisposable](#)

## Inherited Members

[Resource.\\_GetRid\(\)](#)

[Resource.\\_ResetState\(\)](#)

[Resource.\\_SetPathCache\(string\)](#)

[Resource.\\_SetupLocalToScene\(\)](#)

[Resource.TakeOverPath\(string\)](#)

[Resource.SetPathCache\(string\)](#)

[Resource.GetRid\(\)](#)

[Resource.GetLocalScene\(\)](#)

[Resource.SetupLocalToScene\(\)](#)

[Resource.ResetState\(\)](#)

[Resource.SetIdForPath\(string, string\)](#)

[Resource.GetIdForPath\(string\)](#)

[Resource.IsBuiltIn\(\)](#)

[Resource.GenerateSceneUniqueId\(\)](#)

[Resource.EmitChanged\(\)](#)

[Resource.Duplicate\(bool\)](#)

[Resource.EmitSignalChanged\(\)](#)

[Resource.EmitSignalSetupLocalToSceneRequested\(\)](#)

[Resource.InvokeGodotClassMethod\(in godot\\_string\\_name, NativeVariantPtrArgs, out godot\\_variant\)](#)

[Resource.HasGodotClassMethod\(in godot\\_string\\_name\)](#)

[Resource.HasGodotClassSignal\(in godot\\_string\\_name\)](#)

[Resource.ResourceLocalToScene](#)

[Resource.ResourcePath](#)

[Resource.ResourceName](#)

[Resource.ResourceSceneUniqueId](#)

[Resource.Changed](#)

[Resource.SetupLocalToSceneRequested](#)

[RefCounted.InitRef\(\)](#)

[RefCounted.Reference\(\)](#)

[RefCounted.Unreference\(\)](#)

[RefCounted.GetReferenceCount\(\)](#)

[GodotObject.NotificationPostInitialize](#)

GodotObject.NotificationPredelete  
GodotObject.NotificationExtensionReloaded  
**GodotObject.InstanceFromId(ulong)**  
**GodotObject.IsInstanceIdValid(ulong)**  
GodotObject.IsValid(GodotObject)  
GodotObject.WeakRef(GodotObject)  
GodotObject.Dispose()  
**GodotObject.Dispose(bool)**  
GodotObject.ToString()  
GodotObject.ToSignal(GodotObject, StringName)  
GodotObject.\_Get(StringName)  
GodotObject.\_GetPropertyList()  
GodotObject.\_IterGet(Variant)  
GodotObject.\_IterInit(Array)  
GodotObject.\_IterNext(Array)  
**GodotObject.\_Notification(int)**  
GodotObject.\_PropertyCanRevert(StringName)  
GodotObject.\_PropertyGetRevert(StringName)  
GodotObject.\_Set(StringName, Variant)  
GodotObject.\_ValidateProperty(Dictionary)  
GodotObject.Free()  
GodotObject.GetClass()  
**GodotObject.IsClass(string)**  
GodotObject.Set(StringName, Variant)  
GodotObject.Get(StringName)  
GodotObject.SetIndexed(NodePath, Variant)  
GodotObject.GetIndexed(NodePath)  
GodotObject.GetPropertyList()  
GodotObject.GetMethodList()  
GodotObject.PropertyCanRevert(StringName)  
GodotObject.PropertyGetRevert(StringName)  
**GodotObject.Notification(int, bool)**  
GodotObject.GetInstanceId()  
GodotObject.SetScript(Variant)  
GodotObject.GetScript()  
GodotObject.SetMeta(StringName, Variant)  
GodotObject.RemoveMeta(StringName)  
GodotObject.GetMeta(StringName, Variant)  
GodotObject.HasMeta(StringName)  
GodotObject.GetMetaList()  
**GodotObject.AddUserSignal(string, Array)**  
GodotObject.HasUserSignal(StringName)  
GodotObject.RemoveUserSignal(StringName)  
GodotObject.EmitSignal(StringName, params Variant[])  
**GodotObject.EmitSignal(StringName, ReadOnlySpan<Variant>)**  
GodotObject.Call(StringName, params Variant[])  
**GodotObject.Call(StringName, ReadOnlySpan<Variant>)**  
GodotObject.CallDeferred(StringName, params Variant[])  
**GodotObject.CallDeferred(StringName, ReadOnlySpan<Variant>)**  
GodotObject.SetDeferred(StringName, Variant)

GodotObject.Callv(StringName, Array)  
GodotObject.HasMethod(StringName)  
GodotObject.GetMethodArgumentCount(StringName)  
GodotObject.HasSignal(StringName)  
GodotObject.GetSignalList()  
GodotObject.GetSignalConnectionList(StringName)  
GodotObject.GetIncomingConnections()  
**GodotObject.Connect(StringName, Callable, uint)**  
GodotObject.Disconnect(StringName, Callable)  
GodotObject.IsConnected(StringName, Callable)  
GodotObject.HasConnections(StringName)  
**GodotObject.SetBlockSignals(bool)**  
GodotObject.IsBlockingSignals()  
GodotObject.NotifyPropertyListChanged()  
**GodotObject.SetMessageTranslation(bool)**  
GodotObject.CanTranslateMessages()  
GodotObject.Tr(StringName, StringName)  
**GodotObject.TrN(StringName, StringName, int, StringName)**  
GodotObject.GetTranslationDomain()  
GodotObject.SetTranslationDomain(StringName)  
GodotObject.IsQueuedForDeletion()  
GodotObject.CancelFree()  
GodotObject.EmitSignalScriptChanged()  
GodotObject.EmitSignalPropertyListChanged()  
GodotObject.NativeInstance  
GodotObject.ScriptChanged  
GodotObject.PropertyListChanged  
**object.Equals(object)**  
**object.Equals(object, object)**  
**object.GetHashCode()**  
**object.GetType()**  
**object.MemberwiseClone()**  
**object.ReferenceEquals(object, object)**

Namespace: **cfGodotEngine.Asset**

Assembly: CatSweeper.dll

## Syntax

```
[Tool]
[GlobalClass]
[ScriptPath("res://Modules/cfGodotEngine/atlaspack/GDAtlasTextureRef.cs")]
public class GDAtlasTextureRef : Resource, IDisposable
```

# Properties

# atlasPack

---

## Declaration

```
[Export(PropertyHint.None, "")]  
public GDAtlasPack atlasPack { get; set; }
```

## Property Value

### TYPE

---

GDAtlasPack

# imageName

---

## Declaration

```
[Export(PropertyHint.None, "")]  
public string imageName { get; set; }
```

## Property Value

### TYPE

---

string

# Events

## OnAtlasTextureUpdated

---

## Declaration

```
public event Action<AtlasTexture> OnAtlasTextureUpdated
```

## Event Type

### TYPE

---

Action<AtlasTexture>

# Implements

[IDisposable](#)

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# Class GDAtlasTextureRef.MethodName

Cached StringNames for the methods contained in this class, for fast lookup.

## Inheritance

[object](#) → [GodotObject.MethodName](#) → [RefCounted.MethodName](#) → [Resource.MethodName](#) → [GDAtlasTextureRef.MethodName](#)

## Inherited Members

[Resource.MethodName.\\_GetRid](#)  
[Resource.MethodName.\\_ResetState](#)  
[Resource.MethodName.\\_SetPathCache](#)  
[Resource.MethodName.\\_SetupLocalToScene](#)  
[Resource.MethodName.SetPath](#)  
[Resource.MethodName.TakeOverPath](#)  
[Resource.MethodName.GetPath](#)  
[Resource.MethodName.SetPathCache](#)  
[Resource.MethodNameSetName](#)  
[Resource.MethodName.GetName](#)  
[Resource.MethodName.GetRid](#)  
[Resource.MethodName.SetLocalToScene](#)  
[Resource.MethodName.IsLocalToScene](#)  
[Resource.MethodName.GetLocalScene](#)  
[Resource.MethodName.SetupLocalToScene](#)  
[Resource.MethodName.ResetState](#)  
[Resource.MethodName.SetIdForPath](#)  
[Resource.MethodName.GetIdForPath](#)  
[Resource.MethodName.IsBuiltIn](#)  
[Resource.MethodName.GenerateSceneUniqueId](#)  
[Resource.MethodName.SetSceneUniqueId](#)  
[Resource.MethodName.GetSceneUniqueId](#)  
[Resource.MethodName.EmitChanged](#)  
[Resource.MethodName.Duplicate](#)  
[RefCounted.MethodName.InitRef](#)  
[RefCounted.MethodName.Reference](#)  
[RefCounted.MethodName.Unreference](#)  
[RefCounted.MethodName.GetReferenceCount](#)  
[GodotObject.MethodName.\\_Get](#)  
[GodotObject.MethodName.\\_GetPropertyList](#)  
[GodotObject.MethodName.\\_IterGet](#)  
[GodotObject.MethodName.\\_IterInit](#)  
[GodotObject.MethodName.\\_IterNext](#)

GodotObject.MethodName.\_Notification  
GodotObject.MethodName.\_PropertyCanRevert  
GodotObject.MethodName.\_PropertyGetRevert  
GodotObject.MethodName.\_Set  
GodotObject.MethodName.\_ValidateProperty  
GodotObject.MethodName.Free  
GodotObject.MethodName.GetClass  
GodotObject.MethodName.IsClass  
GodotObject.MethodName.Set  
GodotObject.MethodName.Get  
GodotObject.MethodName.SetIndexed  
GodotObject.MethodName.GetIndexed  
GodotObject.MethodName.GetPropertyList  
GodotObject.MethodName.GetMethodList  
GodotObject.MethodName.PropertyCanRevert  
GodotObject.MethodName.PropertyGetRevert  
GodotObject.MethodName.Notification  
GodotObject.MethodName.GetInstanceId  
GodotObject.MethodName.SetScript  
GodotObject.MethodName.GetScript  
GodotObject.MethodName.SetMeta  
GodotObject.MethodName.RemoveMeta  
GodotObject.MethodName.GetMeta  
GodotObject.MethodName.HasMeta  
GodotObject.MethodName.GetMetaList  
GodotObject.MethodName.AddUserSignal  
GodotObject.MethodName.HasUserSignal  
GodotObject.MethodName.RemoveUserSignal  
GodotObject.MethodName.EmitSignal  
GodotObject.MethodName.Call  
GodotObject.MethodName.CallDeferred  
GodotObject.MethodName.SetDeferred  
GodotObject.MethodName.Callv  
GodotObject.MethodName.HasMethod  
GodotObject.MethodName.GetMethodArgumentCount  
GodotObject.MethodName.HasSignal  
GodotObject.MethodName.GetSignalList  
GodotObject.MethodName.GetSignalConnectionList  
GodotObject.MethodName.GetIncomingConnections  
GodotObject.MethodName.Connect  
GodotObject.MethodName.Disconnect  
GodotObject.MethodName.IsConnected  
GodotObject.MethodName.HasConnections  
GodotObject.MethodName.SetBlockSignals  
GodotObject.MethodName.IsBlockingSignals  
GodotObject.MethodName.NotifyPropertyListChanged  
GodotObject.MethodName.SetMessageTranslation  
GodotObject.MethodName.CanTranslateMessages  
GodotObject.MethodName.Tr  
GodotObject.MethodName.TrN

GodotObject.MethodName.GetTranslationDomain  
GodotObject.MethodName.SetTranslationDomain  
GodotObject.MethodName.IsQueuedForDeletion  
GodotObject.MethodName.CancelFree  
**object.Equals(object)**  
**object.Equals(object, object)**  
**object.GetHashCode()**  
**object.GetType()**  
**object.MemberwiseClone()**  
**object.ReferenceEquals(object, object)**  
**object.ToString()**

Namespace: **cfGodotEngine.Asset**

Assembly: CatSweeper.dll

## Syntax

```
public class GDAtlasTextureRef.MethodName : Resource.MethodName
```

# Fields

## OnTextureUpdate

---

Cached name for the 'OnTextureUpdate' method.

### Declaration

```
public static readonly StringName OnTextureUpdate
```

### Field Value

#### TYPE

---

StringName

# Class GDAtlasTextureRef.PropertyName

Cached StringNames for the properties and fields contained in this class, for fast lookup.

## Inheritance

[object](#) → [GodotObject.PropertyName](#) → [RefCounted.PropertyName](#) → [Resource.PropertyName](#) → [GDAtlasTextureRef.PropertyName](#)

## Inherited Members

[Resource.PropertyName.ResourceLocalToScene](#)

[Resource.PropertyName.ResourcePath](#)

[Resource.PropertyName.ResourceName](#)

[Resource.PropertyName.ResourceSceneUniqueld](#)

[object.Equals\(object\)](#)

[object.Equals\(object, object\)](#)

[object.GetHashCode\(\)](#)

[object.GetType\(\)](#)

[object.MemberwiseClone\(\)](#)

[object.ReferenceEquals\(object, object\)](#)

[object.ToString\(\)](#)

Namespace: [cfGodotEngine.Asset](#)

Assembly: CatSweeper.dll

## Syntax

```
public class GDAtlasTextureRef.PropertyName : Resource.PropertyName
```

## Fields

### \_atlasPack

Cached name for the '\_atlasPack' field.

## Declaration

```
public static readonly StringName _atlasPack
```

## Field Value

### TYPE

StringName

## \_imageName

---

Cached name for the '\_imageName' field.

### Declaration

```
public static readonly StringName _imageName
```

## Field Value

### TYPE

StringName

## atlasPack

---

Cached name for the 'atlasPack' property.

### Declaration

```
public static readonly StringName atlasPack
```

## Field Value

### TYPE

StringName

## imageName

---

Cached name for the 'imageName' property.

### Declaration

```
public static readonly StringName imageName
```

## Field Value

### TYPE

---

StringName

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# Class GDAtlasTextureRef.SignalName

Cached StringNames for the signals contained in this class, for fast lookup.

## Inheritance

[object](#) → [GodotObject.SignalName](#) → [RefCounted.SignalName](#) → [Resource.SignalName](#) → [GDAtlasTextureRef.SignalName](#)

## Inherited Members

[Resource.SignalName.Changed](#)

[Resource.SignalName.SetupLocalToSceneRequested](#)

[GodotObject.SignalName.ScriptChanged](#)

[GodotObject.SignalName.PropertyListChanged](#)

[object.Equals\(object\)](#)

[object.Equals\(object, object\)](#)

[object.GetHashCode\(\)](#)

[object.GetType\(\)](#)

[object.MemberwiseClone\(\)](#)

[object.ReferenceEquals\(object, object\)](#)

[object.ToString\(\)](#)

Namespace: [cfGodotEngine.Asset](#)

Assembly: CatSweeper.dll

## Syntax

```
public class GDAtlasTextureRef.SignalName : Resource.SignalName
```

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# Class ResourceAssetManager

## Inheritance

[object](#) → [AssetManager<Resource>](#) → [ResourceAssetManager](#)

## Implements

[IService](#)

[IDisposable](#)

## Inherited Members

[AssetManager<Resource>.Load<T>\(string\)](#)

[AssetManager<Resource>.LoadAsync<T>\(string, CancellationToken\)](#)

[AssetManager<Resource>.TryGetAsset<T>\(string, out T\)](#)

[AssetManager<Resource>.Dispose\(\)](#)

[object.Equals\(object\)](#)

[object.Equals\(object, object\)](#)

[object.GetHashCode\(\)](#)

[object.GetType\(\)](#)

[object.MemberwiseClone\(\)](#)

[object.ReferenceEquals\(object, object\)](#)

[object.ToString\(\)](#)

Namespace: [cfGodotEngine.Asset](#)

Assembly: CatSweeper.dll

## Syntax

```
public class ResourceAssetManager : AssetManager<Resource>, IService, IDisposable
```

## Methods

### [\\_LoadAsync<T>\(string, CancellationToken\)](#)

#### Declaration

```
protected override Task<AssetHandle<T>> _LoadAsync<T>(string path, CancellationToken token = d
```

## Parameters

TYPE	NAME
string	path
CancellationToken	token

## Returns

### TYPE

`Task<AssetHandle<T>>`

## Type Parameters

### NAME

T

## Overrides

`AssetManager<Resource>._LoadAsync<T>(string, CancellationToken)`

## \_Load<T>(string)

---

## Declaration

```
protected override AssetHandle<T> _Load<T>(string path) where T : class, Resource
```

## Parameters

TYPE	NAME
string	path

## Returns

### TYPE

`AssetHandle<T>`

## Type Parameters

### NAME

T

## Overrides

`AssetManager<Resource>._Load<T>(string)`

# Implements

cfEngine.Service.IService

**IDisposable**

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# Namespace cfGodotEngine.Controls

## Classes

[AtlasTextureButton](#)

[AtlasTextureButton.MethodName](#)

Cached StringNames for the methods contained in this class, for fast lookup.

[AtlasTextureButton.PropertyName](#)

Cached StringNames for the properties and fields contained in this class, for fast lookup.

[AtlasTextureButton.SignalName](#)

Cached StringNames for the signals contained in this class, for fast lookup.

[AtlasTextureRect](#)

[AtlasTextureRect.MethodName](#)

Cached StringNames for the methods contained in this class, for fast lookup.

[AtlasTextureRect.PropertyName](#)

Cached StringNames for the properties and fields contained in this class, for fast lookup.

[AtlasTextureRect.SignalName](#)

Cached StringNames for the signals contained in this class, for fast lookup.

# Class AtlasTextureButton

## Inheritance

[object](#) → [GodotObject](#) → [Node](#) → [CanvasItem](#) → [Control](#) → [BaseButton](#) → [TextureButton](#) → [AtlasTextureButton](#)

## Implements

[IDisposable](#)

## Inherited Members

[TextureButton.InvokeGodotClassMethod\(in godot\\_string\\_name, NativeVariantPtrArgs, out godot\\_variant\)](#)

[TextureButton.HasGodotClassMethod\(in godot\\_string\\_name\)](#)

[TextureButton.HasGodotClassSignal\(in godot\\_string\\_name\)](#)

[TextureButton.TextureNormal](#)

[TextureButton.TexturePressed](#)

[TextureButton.TextureHover](#)

[TextureButton.TextureDisabled](#)

[TextureButton.TextureFocused](#)

[TextureButton.TextureClickMask](#)

[TextureButton.IgnoreTextureSize](#)

[TextureButton.StretchMode](#)

[TextureButton.FlipH](#)

[TextureButton.FlipV](#)

[BaseButton.\\_Pressed\(\)](#)

**[BaseButton.\\_Toggled\(bool\)](#)**

**[BaseButton.SetPressedNoSignal\(bool\)](#)**

[BaseButton.IsHovered\(\)](#)

[BaseButton.GetDrawMode\(\)](#)

[BaseButton.EmitSignalPressed\(\)](#)

[BaseButton.EmitSignalButtonUp\(\)](#)

[BaseButton.EmitSignalButtonDown\(\)](#)

**[BaseButton.EmitSignalToggled\(bool\)](#)**

[BaseButton.Disabled](#)

[BaseButton.ToggleMode](#)

[BaseButton.ButtonPressed](#)

[BaseButton.ActionMode](#)

[BaseButton.ButtonMask](#)

[BaseButton.KeepPressedOutside](#)

[BaseButton.ButtonGroup](#)

[BaseButton.Shortcut](#)

[BaseButton.ShortcutFeedback](#)

[BaseButton.ShortcutInTooltip](#)

BaseButton.Pressed  
BaseButton.ButtonUp  
BaseButtonButtonDown  
BaseButton.Toggled  
Control.NotificationResized  
Control.NotificationMouseEnter  
Control.NotificationMouseExit  
Control.NotificationMouseEnterSelf  
Control.NotificationMouseExitSelf  
Control.NotificationFocusEnter  
Control.NotificationFocusExit  
Control.NotificationThemeChanged  
Control.NotificationScrollBegin  
Control.NotificationScrollEnd  
Control.NotificationLayoutDirectionChanged  
Control.\_CanDropData(Vector2, Variant)  
Control.\_DropData(Vector2, Variant)  
Control.\_GetDragData(Vector2)  
Control.\_GetMinimumSize()  
Control.\_GetTooltip(Vector2)  
Control.\_GuilInput(InputEvent)  
Control.\_HasPoint(Vector2)  
**Control.\_MakeCustomTooltip(string)**  
**Control.\_StructuredTextParser(Array, string)**  
Control.AcceptEvent()  
Control.GetMinimumSize()  
Control.GetCombinedMinimumSize()  
**Control.SetAnchorsPreset(Control.LayoutPreset, bool)**  
**Control.SetOffsetsPreset(Control.LayoutPreset, Control.LayoutPresetMode, int)**  
**Control.SetAnchorsAndOffsetsPreset(Control.LayoutPreset, Control.LayoutPresetMode, int)**  
Control.SetAnchor(Side, float, bool, bool)  
Control.SetAnchorAndOffset(Side, float, float, bool)  
Control.SetBegin(Vector2)  
Control.SetEnd(Vector2)  
**Control.SetPosition(Vector2, bool)**  
**Control.SetSize(Vector2, bool)**  
Control.ResetSize()  
**Control.SetGlobalPosition(Vector2, bool)**  
Control.GetBegin()  
Control.GetEnd()  
Control.SetParentAreaSize()  
Control.GetScreenPosition()  
Control.GetRect()  
Control.GetGlobalRect()  
Control.HasFocus()  
Control.GrabFocus()  
Control.ReleaseFocus()  
Control.FindPrevValidFocus()  
Control.FindNextValidFocus()  
Control.FindValidFocusNeighbor(Side)

```
Control.BeginBulkThemeOverride()
Control.EndBulkThemeOverride()
Control.AddThemelconOverride(StringName, Texture2D)
Control.AddThemeStyleboxOverride(StringName, StyleBox)
Control.AddThemeFontOverride(StringName, Font)
Control.AddThemeFontSizeOverride(StringName, int)
Control.AddThemeColorOverride(StringName, Color)
Control.AddThemeConstantOverride(StringName, int)
Control.RemoveThemelconOverride(StringName)
Control.RemoveThemeStyleboxOverride(StringName)
Control.RemoveThemeFontOverride(StringName)
Control.RemoveThemeFontSizeOverride(StringName)
Control.RemoveThemeColorOverride(StringName)
Control.RemoveThemeConstantOverride(StringName)
Control.GetThemelcon(StringName, StringName)
Control.GetThemeStylebox(StringName, StringName)
Control.GetThemeFont(StringName, StringName)
Control.GetThemeFontSize(StringName, StringName)
Control.GetThemeColor(StringName, StringName)
Control.GetThemeConstant(StringName, StringName)
Control.HasThemelconOverride(StringName)
Control.HasThemeStyleboxOverride(StringName)
Control.HasThemeFontOverride(StringName)
Control.HasThemeFontSizeOverride(StringName)
Control.HasThemeColorOverride(StringName)
Control.HasThemeConstantOverride(StringName)
Control.HasThemelcon(StringName, StringName)
Control.HasThemeStylebox(StringName, StringName)
Control.HasThemeFont(StringName, StringName)
Control.HasThemeFontSize(StringName, StringName)
Control.HasThemeColor(StringName, StringName)
Control.HasThemeConstant(StringName, StringName)
Control.GetThemeDefaultBaseScale()
Control.GetThemeDefaultFont()
Control.GetThemeDefaultFontSize()
Control.GetParentControl()
Control.GetTooltip(Vector2?)
Control.GetCursorShape(Vector2?)
Control.ForceDrag(Variant, Control)
Control.GrabClickFocus()
Control.SetDragForwarding(Callable, Callable, Callable)
Control.SetDragPreview(Control)
Control.IsDragSuccessful()
Control.WarpMouse(Vector2)
Control.UpdateMinimumSize()
Control.IsLayoutRtl()
Control.EmitSignalResized()
Control.EmitSignalGuilnput(InputEvent)
Control.EmitSignalMouseEntered()
Control.EmitSignalMouseExited()
```

Control.EmitSignalFocusEntered()  
Control.EmitSignalFocusExited()  
Control.EmitSignalSizeFlagsChanged()  
Control.EmitSignalMinimumSizeChanged()  
Control.EmitSignalThemeChanged()  
Control.ClipContents  
Control.CustomMinimumSize  
Control.LayoutDirection  
Control.AnchorLeft  
Control.AnchorTop  
Control.AnchorRight  
Control.AnchorBottom  
Control.OffsetLeft  
Control.OffsetTop  
Control.OffsetRight  
Control.OffsetBottom  
Control.GrowHorizontal  
Control.GrowVertical  
Control.Size  
Control.Position  
Control.GlobalPosition  
Control.Rotation  
Control.RotationDegrees  
Control.Scale  
Control.PivotOffset  
Control.SizeFlagsHorizontal  
Control.SizeFlagsVertical  
Control.SizeFlagsStretchRatio  
Control.LocalizeNumeralSystem  
Control.AutoTranslate  
Control.TooltipText  
Control.TooltipAutoTranslateMode  
Control.FocusNeighborLeft  
Control.FocusNeighborTop  
Control.FocusNeighborRight  
Control.FocusNeighborBottom  
Control.FocusNext  
Control.FocusPrevious  
Control.FocusMode  
Control.MouseFilter  
Control.MouseForcePassScrollEvents  
Control.MouseDefaultCursorShape  
Control.ShortcutContext  
Control.Theme  
Control.ThemeTypeVariation  
Control.Resized  
Control.GuiInput  
Control.MouseEntered  
Control.MouseExited  
Control.FocusEntered

Control.FocusExited  
Control.SizeFlagsChanged  
Control.MinimumSizeChanged  
Control.ThemeChanged  
CanvasItem.NotificationTransformChanged  
CanvasItem.NotificationLocalTransformChanged  
CanvasItem.NotificationDraw  
CanvasItem.NotificationVisibilityChanged  
CanvasItem.NotificationEnterCanvas  
CanvasItem.NotificationExitCanvas  
CanvasItem.NotificationWorld2DChanged  
CanvasItem.\_Draw()  
CanvasItem.GetCanvasItem()  
CanvasItem.IsVisibleInTree()  
CanvasItem.Show()  
CanvasItem.Hide()  
CanvasItem.QueueRedraw()  
CanvasItem.MoveToFront()  
**CanvasItem.DrawLine(Vector2, Vector2, Color, float, bool)**  
**CanvasItem.DrawDashedLine(Vector2, Vector2, Color, float, float, bool, bool)**  
**CanvasItem.DrawPolyline(Vector2[], Color, float, bool)**  
**CanvasItem.DrawPolyline(ReadOnlySpan<Vector2>, Color, float, bool)**  
**CanvasItem.DrawPolylineColors(Vector2[], Color[], float, bool)**  
**CanvasItem.DrawPolylineColors(ReadOnlySpan<Vector2>, ReadOnlySpan<Color>, float, bool)**  
**CanvasItem.DrawArc(Vector2, float, float, float, int, Color, float, bool)**  
**CanvasItem.DrawMultiline(Vector2[], Color, float, bool)**  
**CanvasItem.DrawMultiline(ReadOnlySpan<Vector2>, Color, float, bool)**  
**CanvasItem.DrawMultilineColors(Vector2[], Color[], float, bool)**  
**CanvasItem.DrawMultilineColors(ReadOnlySpan<Vector2>, ReadOnlySpan<Color>, float, bool)**  
**CanvasItem.DrawRect(Rect2, Color, bool, float, bool)**  
**CanvasItem.DrawCircle(Vector2, float, Color, bool, float, bool)**  
CanvasItem.DrawTexture(Texture2D, Vector2, Color?)  
**CanvasItem.DrawTextureRect(Texture2D, Rect2, bool, Color?, bool)**  
**CanvasItem.DrawTextureRectRegion(Texture2D, Rect2, Rect2, Color?, bool, bool)**  
**CanvasItem.DrawMsdfTextureRectRegion(Texture2D, Rect2, Rect2, Color?, double, double, double)**  
CanvasItem.DrawLcdTextureRectRegion(Texture2D, Rect2, Rect2, Color?)  
CanvasItem.DrawStyleBox(StyleBox, Rect2)  
CanvasItem.DrawPrimitive(Vector2[], Color[], Vector2[], Texture2D)  
**CanvasItem.DrawPrimitive(ReadOnlySpan<Vector2>, ReadOnlySpan<Color>, ReadOnlySpan<Vector2>, Texture2D)**  
CanvasItem.DrawPolygon(Vector2[], Color[], Vector2[], Texture2D)  
**CanvasItem.DrawPolygon(ReadOnlySpan<Vector2>, ReadOnlySpan<Color>, ReadOnlySpan<Vector2>, Texture2D)**  
CanvasItem.DrawColoredPolygon(Vector2[], Color, Vector2[], Texture2D)  
**CanvasItem.DrawColoredPolygon(ReadOnlySpan<Vector2>, Color, ReadOnlySpan<Vector2>, Texture2D)**  
CanvasItem.DrawString(Font, Vector2, string, HorizontalAlignment, float, int, Color?, TextServer.JustificationFlag, TextServer.Direction, TextServer.Orientation)  
CanvasItem.DrawString(Font, Vector2, string, HorizontalAlignment, float, int, int, Color?, TextServer.LineBreakFlag, TextServer.JustificationFlag, TextServer.Direction, TextServer.Orientation)  
CanvasItem.DrawStringOutline(Font, Vector2, string, HorizontalAlignment, float, int, int, Color?, TextServer.JustificationFlag, TextServer.Direction, TextServer.Orientation)

CanvasItem.DrawMultilineStringOutline(Font, Vector2, string, HorizontalAlignment, float, int, int, int, Color?, TextServer.LineBreakFlag, TextServer.JustificationFlag, TextServer.Direction, TextServer.Orientation)  
CanvasItem.DrawChar(Font, Vector2, string, int, Color?)  
CanvasItem.DrawCharOutline(Font, Vector2, string, int, int, Color?)  
CanvasItem.DrawMesh(Mesh, Texture2D, Transform2D?, Color?)  
CanvasItem.DrawMultimesh(MultiMesh, Texture2D)  
**CanvasItem.DrawSetTransform(Vector2, float, Vector2?)**  
CanvasItem.DrawSetTransformMatrix(Transform2D)  
**CanvasItem.DrawAnimationSlice(double, double, double, double)**  
CanvasItem.DrawEndAnimation()  
CanvasItem.GetTransform()  
CanvasItem.GetGlobalTransform()  
CanvasItem.GetGlobalTransformWithCanvas()  
CanvasItem.GetViewportTransform()  
CanvasItem.GetViewportRect()  
CanvasItem.GetCanvasTransform()  
CanvasItem.GetScreenTransform()  
CanvasItem.GetLocalMousePosition()  
CanvasItem.GetGlobalMousePosition()  
CanvasItem.GetCanvas()  
CanvasItem.GetCanvasLayerNode()  
CanvasItem.GetWorld2D()  
CanvasItem.SetInstanceShaderParameter(StringName, Variant)  
CanvasItem.GetInstanceShaderParameter(StringName)  
**CanvasItem.SetNotifyLocalTransform(bool)**  
CanvasItem.IsLocalTransformNotificationEnabled()  
**CanvasItem.SetNotifyTransform(bool)**  
CanvasItem.TransformNotificationEnabled()  
CanvasItem.ForceUpdateTransform()  
CanvasItem.MakeCanvasPositionLocal(Vector2)  
CanvasItem.MakeInputLocal(InputEvent)  
**CanvasItem.SetVisibilityLayerBit(uint, bool)**  
**CanvasItem.GetVisibilityLayerBit(uint)**  
CanvasItem.EmitSignalDraw()  
CanvasItem.EmitSignalVisibilityChanged()  
CanvasItem.EmitSignalHidden()  
CanvasItem.EmitSignalItemRectChanged()  
CanvasItem.Visible  
CanvasItem.Modulate  
CanvasItem.SelfModulate  
CanvasItem.ShowBehindParent  
CanvasItem.TopLevel  
CanvasItem.ClipChildren  
CanvasItem.LightMask  
CanvasItem.VisibilityLayer  
CanvasItem.ZIndex  
CanvasItem.ZAsRelative  
CanvasItem.YSortEnabled  
CanvasItem.TextureFilter  
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Node.NotificationExitTree  
Node.NotificationMovedInParent  
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Node.NotificationPaused  
Node.NotificationUnpaused  
Node.NotificationPhysicsProcess  
Node.NotificationProcess  
Node.NotificationParented  
Node.NotificationUnparented  
Node.NotificationSceneInstantiated  
Node.NotificationDragBegin  
Node.NotificationDragEnd  
Node.NotificationPathRenamed  
Node.NotificationChildOrderChanged  
Node.NotificationInternalProcess  
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Node.NotificationDisabled  
Node.NotificationEnabled  
Node.NotificationResetPhysicsInterpolation  
Node.NotificationEditorPreSave  
Node.NotificationEditorPostSave  
Node.NotificationWMMouseEnter  
Node.NotificationWMMouseExit  
Node.NotificationWMWindowFocusIn  
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Node.NotificationWMCloseRequest  
Node.NotificationWMGoBackRequest  
Node.NotificationWMSizeChanged  
Node.NotificationWMDpiChange  
Node.NotificationVpMouseEnter  
Node.NotificationVpMouseExit  
Node.NotificationWMPositionChanged  
Node.NotificationOsMemoryWarning  
Node.NotificationTranslationChanged  
Node.NotificationWMAbout  
Node.NotificationCrash  
Node.NotificationOslmeUpdate  
Node.NotificationApplicationResumed  
Node.NotificationApplicationPaused  
Node.NotificationApplicationFocusIn  
Node.NotificationApplicationFocusOut  
Node.NotificationTextServerChanged

Node.GetNode<T>(NodePath)  
Node.GetNodeOrNull<T>(NodePath)  
**Node.GetChild<T>(int, bool)**  
**Node.GetChildOrNull<T>(int, bool)**  
Node.GetOwner<T>()  
Node.GetOwnerOrNull<T>()  
Node.GetParent<T>()  
Node.GetParentOrNull<T>()  
Node.\_EnterTree()  
Node.\_ExitTree()  
Node.\_GetConfigurationWarnings()  
Node.\_Input(InputEvent)  
**Node.\_PhysicsProcess(double)**  
**Node.\_Process(double)**  
Node.\_Ready()  
Node.\_ShortcutInput(InputEvent)  
Node.\_UnhandledInput(InputEvent)  
Node.\_UnhandledKeyInput(InputEvent)  
Node.PrintOrphanNodes()  
**Node.AddSibling(Node, bool)**  
**Node.AddChild(Node, bool, Node.InternalMode)**  
Node.RemoveChild(Node)  
**Node.Reparent(Node, bool)**  
**Node.GetChildCount(bool)**  
**Node.GetChildren(bool)**  
**Node.GetChild(int, bool)**  
Node.HasNode(NodePath)  
Node.GetNode(NodePath)  
Node.GetNodeOrNull(NodePath)  
Node.GetParent()  
**Node.FindChild(string, bool, bool)**  
**Node.FindChildren(string, string, bool, bool)**  
**Node.FindParent(string)**  
Node.HasNodeAndResource(NodePath)  
Node.GetNodeAndResource(NodePath)  
Node.IsInsideTree()  
Node.IsPartOfEditedScene()  
Node.IsAncestorOf(Node)  
Node.IsGreater Than(Node)  
Node.GetPath()  
**Node.GetPathTo(Node, bool)**  
**Node.AddToGroup(StringName, bool)**  
Node.RemoveFromGroup(StringName)  
Node.IsInGroup(StringName)  
**Node.MoveChild(Node, int)**  
Node.GetGroups()  
**Node.GetIndex(bool)**  
Node.PrintTree()  
Node.PrintTreePretty()  
Node.GetTreeString()

Node.GetTreeStringPretty()  
**Node.PropagateNotification(int)**  
**Node.PropagateCall(StringName, Array, bool)**  
**Node.SetPhysicsProcess(bool)**  
Node.GetPhysicsProcessDeltaTime()  
Node.IsPhysicsProcessing()  
Node.GetProcessDeltaTime()  
**Node.SetProcess(bool)**  
Node.IsProcessing()  
**Node.SetProcessInput(bool)**  
Node.IsProcessingInput()  
**Node.SetProcessShortcutInput(bool)**  
Node.IsProcessingShortcutInput()  
**Node.SetProcessUnhandledInput(bool)**  
Node.IsProcessingUnhandledInput()  
**Node.SetProcessUnhandledKeyInput(bool)**  
Node.IsProcessingUnhandledKeyInput()  
Node.CanProcess()  
**Node.SetDisplayFolded(bool)**  
Node.IsDisplayedFolded()  
**Node.SetProcessInternal(bool)**  
Node.IsProcessingInternal()  
**Node.SetPhysicsProcessInternal(bool)**  
Node.IsPhysicsProcessingInternal()  
Node.IsPhysicsInterpolated()  
Node.IsPhysicsInterpolatedAndEnabled()  
Node.ResetPhysicsInterpolation()  
Node.SetTranslationDomainInherited()  
Node.GetWindow()  
Node.GetLastExclusiveWindow()  
Node.GetTree()  
Node.CreateTween()  
**Node.Duplicate(int)**  
**Node.ReplaceBy(Node, bool)**  
**Node.setSceneInstanceLoadPlaceholder(bool)**  
Node.GetSceneInstanceLoadPlaceholder()  
**Node.setEditableInstance(Node, bool)**  
Node.setEditableInstance(Node)  
Node.GetViewport()  
Node.QueueFree()  
Node.RequestReady()  
Node.IsNodeReady()  
**Node.SetMultiplayerAuthority(int, bool)**  
Node.GetMultiplayerAuthority()  
Node.IsMultiplayerAuthority()  
Node.RpcConfig(StringName, Variant)  
Node.GetRpcConfig()  
**Node.Atr(string, StringName)**  
**Node.AtrN(string, StringName, int, StringName)**  
Node.Rpc(StringName, params Variant[]])

Node.Rpc(StringName, ReadOnlySpan<Variant>)  
Node.RpcId(long, StringName, params Variant[])  
Node.RpcId(long, StringName, ReadOnlySpan<Variant>)  
Node.UpdateConfigurationWarnings()  
Node.CallDeferredThreadGroup(StringName, params Variant[])  
**Node.CallDeferredThreadGroup(StringName, ReadOnlySpan<Variant>)**  
Node.SetDeferredThreadGroup(StringName, Variant)  
**Node.NotifyDeferredThreadGroup(int)**  
Node.CallThreadSafe(StringName, params Variant[])  
**Node.CallThreadSafe(StringName, ReadOnlySpan<Variant>)**  
Node.SetThreadSafe(StringName, Variant)  
**Node.NotifyThreadSafe(int)**  
Node.EmitSignalReady()  
Node.EmitSignalRenamed()  
Node.EmitSignalTreeEntered()  
Node.EmitSignalTreeExiting()  
Node.EmitSignalTreeExited()  
Node.EmitSignalChildEnteredTree(Node)  
Node.EmitSignalChildExitingTree(Node)  
Node.EmitSignalChildOrderChanged()  
Node.EmitSignalReplacingBy(Node)  
Node.EmitSignalEditorDescriptionChanged(Node)  
Node.EmitSignalEditorStateChanged()  
Node.Name  
Node.UniqueNameInOwner  
Node.SceneFilePath  
Node.Owner  
Node.Multiplayer  
Node.ProcessMode  
Node.ProcessPriority  
Node.ProcessPhysicsPriority  
Node.ProcessThreadGroup  
Node.ProcessThreadGroupOrder  
Node.ProcessThreadMessages  
Node.PhysicsInterpolationMode  
Node.AutoTranslateMode  
Node.EditorDescription  
Node.Ready  
Node.Renamed  
Node.TreeEntered  
Node.TreeExiting  
Node.TreeExited  
Node.ChildEnteredTree  
Node.ChildExitingTree  
Node.ChildOrderChanged  
Node.ReplacingBy  
Node.EditorDescriptionChanged  
Node.EditorStateChanged  
GodotObject.NotificationPostinitialize  
GodotObject.NotificationPredelete

GodotObject.NotificationExtensionReloaded  
**GodotObject.InstanceFromId(ulong)**  
**GodotObject.IsInstanceIdValid(ulong)**  
GodotObject.IsValid(GodotObject)  
GodotObject.WeakRef(GodotObject)  
GodotObject.Dispose()  
**GodotObject.Dispose(bool)**  
GodotObject.ToString()  
GodotObject.ToSignal(GodotObject, StringName)  
GodotObject.\_Get(StringName)  
GodotObject.\_GetPropertyList()  
GodotObject.\_IterGet(Variant)  
GodotObject.\_IterInit(Array)  
GodotObject.\_IterNext(Array)  
**GodotObject.\_Notification(int)**  
GodotObject.\_PropertyCanRevert(StringName)  
GodotObject.\_PropertyGetRevert(StringName)  
GodotObject.\_Set(StringName, Variant)  
GodotObject.\_ValidateProperty(Dictionary)  
GodotObject.Free()  
GodotObject.GetClass()  
**GodotObject.IsClass(string)**  
GodotObject.Set(StringName, Variant)  
GodotObject.Get(StringName)  
GodotObject.SetIndexed(NodePath, Variant)  
GodotObject.GetIndexed(NodePath)  
GodotObject.GetPropertyList()  
GodotObject.GetMethodList()  
GodotObject.PropertyCanRevert(StringName)  
GodotObject.PropertyGetRevert(StringName)  
**GodotObject.Notification(int, bool)**  
GodotObject.GetInstanceId()  
GodotObject.SetScript(Variant)  
GodotObject.GetScript()  
GodotObject.SetMeta(StringName, Variant)  
GodotObject.RemoveMeta(StringName)  
GodotObject.GetMeta(StringName, Variant)  
GodotObject.HasMeta(StringName)  
GodotObject.GetMetaList()  
**GodotObject.AddUserSignal(string, Array)**  
GodotObject.HasUserSignal(StringName)  
GodotObject.RemoveUserSignal(StringName)  
GodotObject.EmitSignal(StringName, params Variant[])  
**GodotObject.EmitSignal(StringName, ReadOnlySpan<Variant>)**  
GodotObject.Call(StringName, params Variant[])  
**GodotObject.Call(StringName, ReadOnlySpan<Variant>)**  
GodotObject.CallDeferred(StringName, params Variant[])  
**GodotObject.CallDeferred(StringName, ReadOnlySpan<Variant>)**  
GodotObject.SetDeferred(StringName, Variant)  
GodotObject.Callv(StringName, Array)

GodotObject.HasMethod(StringName)  
GodotObject.GetMethodArgumentCount(StringName)  
GodotObject.HasSignal(StringName)  
GodotObject.GetSignalList()  
GodotObject.GetSignalConnectionList(StringName)  
GodotObject.GetIncomingConnections()  
**GodotObject.Connect(StringName, Callable, uint)**  
GodotObject.Disconnect(StringName, Callable)  
GodotObject.IsConnected(StringName, Callable)  
GodotObject.HasConnections(StringName)  
**GodotObject.SetBlockSignals(bool)**  
GodotObject.IsBlockingSignals()  
GodotObject.NotifyPropertyListChanged()  
**GodotObject.SetMessageTranslation(bool)**  
GodotObject.CanTranslateMessages()  
GodotObject.Tr(StringName, StringName)  
**GodotObject.TrN(StringName, StringName, int, StringName)**  
GodotObject.GetTranslationDomain()  
GodotObject.SetTranslationDomain(StringName)  
GodotObject.IsQueuedForDeletion()  
GodotObject.CancelFree()  
GodotObject.EmitSignalScriptChanged()  
GodotObject.EmitSignalPropertyListChanged()  
GodotObject.NativeInstance  
GodotObject.ScriptChanged  
GodotObject.PropertyListChanged  
**object.Equals(object)**  
**object.Equals(object, object)**  
**object.GetHashCode()**  
**object.GetType()**  
**object.MemberwiseClone()**  
**object.ReferenceEquals(object, object)**  
Namespace: [cfGodotEngine.Controls](#)  
Assembly: CatSweeper.dll

## Syntax

```
[Tool]
[GlobalClass]
[ScriptPath("res://Modules/cfGodotEngine/atlaspack/controls/AtlasTextureButton.cs")]
public class AtlasTextureButton : TextureButton, IDisposable
```

## Implements

[IDisposable](#)

# Extension Methods

[NodeUtil.DontDestroyOnLoad\(Node\)](#)

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# Class `AtlasTextureButton.MethodName`

Cached StringNames for the methods contained in this class, for fast lookup.

## Inheritance

`object` → `GodotObject.MethodName` → `Node.MethodName` → `CanvasItem.MethodName` → `Control.MethodName` → `BaseButton.MethodName` → `TextureButton.MethodName` → `AtlasTextureButton.MethodName`

## Inherited Members

`TextureButton.MethodName.SetTextureNormal`  
`TextureButton.MethodName.SetTexturePressed`  
`TextureButton.MethodName.SetTextureHover`  
`TextureButton.MethodName.SetTextureDisabled`  
`TextureButton.MethodName.SetTextureFocused`  
`TextureButton.MethodName.SetClickMask`  
`TextureButton.MethodName.SetIgnoreTextureSize`  
`TextureButton.MethodName.SetStretchMode`  
`TextureButton.MethodName.SetFlipH`  
`TextureButton.MethodName.IsFlippedH`  
`TextureButton.MethodName.SetFlipV`  
`TextureButton.MethodName.IsFlippedV`  
`TextureButton.MethodName.GetTextureNormal`  
`TextureButton.MethodName.GetTexturePressed`  
`TextureButton.MethodName.GetTextureHover`  
`TextureButton.MethodName.GetTextureDisabled`  
`TextureButton.MethodName.GetTextureFocused`  
`TextureButton.MethodName.GetClickMask`  
`TextureButton.MethodName.GetIgnoreTextureSize`  
`TextureButton.MethodName.GetStretchMode`  
`BaseButton.MethodName._Pressed`  
`BaseButton.MethodName._Toggled`  
`BaseButton.MethodName.SetPressed`  
`BaseButton.MethodName.IsPressed`  
`BaseButton.MethodName.SetPressedNoSignal`  
`BaseButton.MethodName.IsHovered`  
`BaseButton.MethodName.SetToggleMode`  
`BaseButton.MethodName.IsToggleMode`  
`BaseButton.MethodName.SetShortcutInTooltip`  
`BaseButton.MethodName.IsShortcutInTooltipEnabled`  
`BaseButton.MethodName.SetDisabled`  
`BaseButton.MethodName.IsEnabled`  
`BaseButton.MethodName.setActionMode`

BaseButton.MethodName.GetActionMode  
BaseButton.MethodName.SetButtonMask  
BaseButton.MethodName.GetButtonMask  
BaseButton.MethodName.GetDrawMode  
BaseButton.MethodName.SetKeepPressedOutside  
BaseButton.MethodName.IsKeepPressedOutside  
BaseButton.MethodName.SetShortcutFeedback  
BaseButton.MethodName.IsShortcutFeedback  
BaseButton.MethodName.SetShortcut  
BaseButton.MethodName.GetShortcut  
BaseButton.MethodName.SetButtonGroup  
BaseButton.MethodName.GetButtonGroup  
Control.MethodName.\_CanDropData  
Control.MethodName.\_DropData  
Control.MethodName.\_GetDragData  
Control.MethodName.\_GetMinimumSize  
Control.MethodName.\_GetTooltip  
Control.MethodName.\_Guilinput  
Control.MethodName.\_HasPoint  
Control.MethodName.\_MakeCustomTooltip  
Control.MethodName.\_StructuredTextParser  
Control.MethodName.AcceptEvent  
Control.MethodName.GetMinimumSize  
Control.MethodName.GetCombinedMinimumSize  
Control.MethodName.\_SetLayoutMode  
Control.MethodName.\_GetLayoutMode  
Control.MethodName.\_SetAnchorsLayoutPreset  
Control.MethodName.\_GetAnchorsLayoutPreset  
Control.MethodName.SetAnchorsPreset  
Control.MethodName.SetOffsetsPreset  
Control.MethodName.SetAnchorsAndOffsetsPreset  
Control.MethodName.\_SetAnchor  
Control.MethodName.SetAnchor  
Control.MethodName.GetAnchor  
Control.MethodName.SetOffset  
Control.MethodName.GetOffset  
Control.MethodName.SetAnchorAndOffset  
Control.MethodName.SetBegin  
Control.MethodName.SetEnd  
Control.MethodName.SetPosition  
Control.MethodName.\_SetPosition  
Control.MethodName.SetSize  
Control.MethodName.ResetSize  
Control.MethodName.\_SetSize  
Control.MethodName.SetCustomMinimumSize  
Control.MethodName.SetGlobalPosition  
Control.MethodName.\_SetGlobalPosition  
Control.MethodName.SetRotation  
Control.MethodName.SetRotationDegrees  
Control.MethodName.setScale

Control.MethodName.SetPivotOffset  
Control.MethodName.GetBegin  
Control.MethodName.GetEnd  
Control.MethodNameGetPosition  
Control.MethodName.GetSize  
Control.MethodName.GetRotation  
Control.MethodName.GetRotationDegrees  
Control.MethodName.GetScale  
Control.MethodName.GetPivotOffset  
Control.MethodName.GetCustomMinimumSize  
Control.MethodName.GetParentAreaSize  
Control.MethodName.GetGlobalPosition  
Control.MethodName.GetScreenPosition  
Control.MethodName.GetRect  
Control.MethodName.GetGlobalRect  
Control.MethodName.SetFocusMode  
Control.MethodName.GetFocusMode  
Control.MethodName.HasFocus  
Control.MethodName.GrabFocus  
Control.MethodName.ReleaseFocus  
Control.MethodName.FindPrevValidFocus  
Control.MethodName.FindNextValidFocus  
Control.MethodName.FindValidFocusNeighbor  
Control.MethodName.SetHSizeFlags  
Control.MethodName.GetHSizeFlags  
Control.MethodName.SetStretchRatio  
Control.MethodName.GetStretchRatio  
Control.MethodName.SetVSizeFlags  
Control.MethodName.GetVSizeFlags  
Control.MethodName.SetTheme  
Control.MethodName.GetTheme  
Control.MethodName.SetThemeTypeVariation  
Control.MethodName.GetThemeTypeVariation  
Control.MethodName.BeginBulkThemeOverride  
Control.MethodName.EndBulkThemeOverride  
Control.MethodName.AddThemelconOverride  
Control.MethodName.AddThemeStyleboxOverride  
Control.MethodName.AddThemeFontOverride  
Control.MethodName.AddThemeFontSizeOverride  
Control.MethodName.AddThemeColorOverride  
Control.MethodName.AddThemeConstantOverride  
Control.MethodName.RemoveThemelconOverride  
Control.MethodName.RemoveThemeStyleboxOverride  
Control.MethodName.RemoveThemeFontOverride  
Control.MethodName.RemoveThemeFontSizeOverride  
Control.MethodName.RemoveThemeColorOverride  
Control.MethodName.RemoveThemeConstantOverride  
Control.MethodName.GetThemelcon  
Control.MethodName.GetThemeStylebox  
Control.MethodName.GetThemeFont

Control.MethodName.GetThemeFontSize  
Control.MethodName.GetThemeColor  
Control.MethodName.GetThemeConstant  
Control.MethodName.HasThemelconOverride  
Control.MethodName.HasThemeStyleboxOverride  
Control.MethodName.HasThemeFontOverride  
Control.MethodName.HasThemeFontSizeOverride  
Control.MethodName.HasThemeColorOverride  
Control.MethodName.HasThemeConstantOverride  
Control.MethodName.HasThemelcon  
Control.MethodName.HasThemeStylebox  
Control.MethodName.HasThemeFont  
Control.MethodName.HasThemeFontSize  
Control.MethodName.HasThemeColor  
Control.MethodName.HasThemeConstant  
Control.MethodName.GetThemeDefaultBaseScale  
Control.MethodName.GetThemeDefaultFont  
Control.MethodName.GetThemeDefaultFontSize  
Control.MethodName.GetParentControl  
Control.MethodName.SetHGrowDirection  
Control.MethodName.GetHGrowDirection  
Control.MethodName.SetVGrowDirection  
Control.MethodName.GetVGrowDirection  
Control.MethodName.SetToolTipAutoTranslateMode  
Control.MethodName.GetTooltipAutoTranslateMode  
Control.MethodName.SetToolTipText  
Control.MethodName.GetTooltipText  
Control.MethodName.GetTooltip  
Control.MethodName.SetDefaultCursorShape  
Control.MethodName.GetDefaultCursorShape  
Control.MethodName.GetCursorShape  
Control.MethodName.SetFocusNeighbor  
Control.MethodName.GetFocusNeighbor  
Control.MethodName.SetFocusNext  
Control.MethodName.GetFocusNext  
Control.MethodName.SetFocusPrevious  
Control.MethodName.GetFocusPrevious  
Control.MethodName.ForceDrag  
Control.MethodName.SetMouseFilter  
Control.MethodName.GetMouseFilter  
Control.MethodName.SetForcePassScrollEvents  
Control.MethodName.IsForcePassScrollEvents  
Control.MethodName.SetClipContents  
Control.MethodName.IsClippingContents  
Control.MethodName.GrabClickFocus  
Control.MethodName.SetDragForwarding  
Control.MethodName.SetDragPreview  
Control.MethodName.IsDragSuccessful  
Control.MethodName.WarpMouse  
Control.MethodName.SetShortcutContext

Control.MethodName.GetShortcutContext  
Control.MethodName.UpdateMinimumSize  
Control.MethodName.SetLayoutDirection  
Control.MethodName.GetLayoutDirection  
Control.MethodName.IsLayoutRtl  
Control.MethodName.SetAutoTranslate  
Control.MethodName.IsAutoTranslating  
Control.MethodName.SetLocalizeNumeralSystem  
Control.MethodName.IsLocalizingNumeralSystem  
CanvasItem.MethodName.\_Draw  
CanvasItem.MethodName.GetCanvasItem  
CanvasItem.MethodName.SetVisible  
CanvasItem.MethodName.IsVisible  
CanvasItem.MethodName.IsVisibleInTree  
CanvasItem.MethodName.Show  
CanvasItem.MethodName.Hide  
CanvasItem.MethodName.QueueRedraw  
CanvasItem.MethodName.MoveToFront  
CanvasItem.MethodName.SetAsTopLevel  
CanvasItem.MethodName.IsSetAsTopLevel  
CanvasItem.MethodName.SetLightMask  
CanvasItem.MethodName.GetLightMask  
CanvasItem.MethodName.SetModulate  
CanvasItem.MethodName.GetModulate  
CanvasItem.MethodName.SetSelfModulate  
CanvasItem.MethodName.GetSelfModulate  
CanvasItem.MethodName.SetZIndex  
CanvasItem.MethodName.GetZIndex  
CanvasItem.MethodName.SetZAsRelative  
CanvasItem.MethodName.IsZRelative  
CanvasItem.MethodName.SetYSortEnabled  
CanvasItem.MethodName.IsYSortEnabled  
CanvasItem.MethodName.SetDrawBehindParent  
CanvasItem.MethodName.IsDrawBehindParentEnabled  
CanvasItem.MethodName.DrawLine  
CanvasItem.MethodName.DrawDashedLine  
CanvasItem.MethodName.DrawPolyline  
CanvasItem.MethodName.DrawPolylineColors  
CanvasItem.MethodName.DrawArc  
CanvasItem.MethodName.DrawMultiline  
CanvasItem.MethodName.DrawMultilineColors  
CanvasItem.MethodName.DrawRect  
CanvasItem.MethodName.DrawCircle  
CanvasItem.MethodName.DrawTexture  
CanvasItem.MethodName.DrawTextureRect  
CanvasItem.MethodName.DrawTextureRectRegion  
CanvasItem.MethodName.DrawMsdfTextureRectRegion  
CanvasItem.MethodName.DrawLcdTextureRectRegion  
CanvasItem.MethodName.DrawStyleBox  
CanvasItem.MethodName.DrawPrimitive

CanvasItem.MethodName.DrawPolygon  
CanvasItem.MethodName.DrawColoredPolygon  
CanvasItem.MethodName.DrawString  
CanvasItem.MethodName.DrawMultilineString  
CanvasItem.MethodName.DrawStringOutline  
CanvasItem.MethodName.DrawMultilineStringOutline  
CanvasItem.MethodName.DrawChar  
CanvasItem.MethodName.DrawCharOutline  
CanvasItem.MethodName.DrawMesh  
CanvasItem.MethodName.DrawMultimesh  
CanvasItem.MethodName.DrawSetTransform  
CanvasItem.MethodName.DrawSetTransformMatrix  
CanvasItem.MethodName.DrawAnimationSlice  
CanvasItem.MethodName.DrawEndAnimation  
CanvasItem.MethodName.GetTransform  
CanvasItem.MethodName.GetGlobalTransform  
CanvasItem.MethodName.GetGlobalTransformWithCanvas  
CanvasItem.MethodName.GetViewportTransform  
CanvasItem.MethodName.GetViewportRect  
CanvasItem.MethodName.GetCanvasTransform  
CanvasItem.MethodName.GetScreenTransform  
CanvasItem.MethodName.GetLocalMousePosition  
CanvasItem.MethodName.GetGlobalMousePosition  
CanvasItem.MethodName.GetCanvas  
CanvasItem.MethodName.GetCanvasLayerNode  
CanvasItem.MethodName.GetWorld2D  
CanvasItem.MethodName.SetMaterial  
CanvasItem.MethodName.GetMaterial  
CanvasItem.MethodName.SetInstanceShaderParameter  
CanvasItem.MethodName.GetInstanceShaderParameter  
CanvasItem.MethodName.SetUseParentMaterial  
CanvasItem.MethodName.GetUseParentMaterial  
CanvasItem.MethodName.SetNotifyLocalTransform  
CanvasItem.MethodName.IsLocalTransformNotificationEnabled  
CanvasItem.MethodName.SetNotifyTransform  
CanvasItem.MethodName.IsTransformNotificationEnabled  
CanvasItem.MethodName.ForceUpdateTransform  
CanvasItem.MethodName.MakeCanvasPositionLocal  
CanvasItem.MethodName.MakeInputLocal  
CanvasItem.MethodName.SetVisibilityLayer  
CanvasItem.MethodName.GetVisibilityLayer  
CanvasItem.MethodName.SetVisibilityLayerBit  
CanvasItem.MethodName.GetVisibilityLayerBit  
CanvasItem.MethodName.SetTextureFilter  
CanvasItem.MethodName.GetTextureFilter  
CanvasItem.MethodName.SetTextureRepeat  
CanvasItem.MethodName.GetTextureRepeat  
CanvasItem.MethodName.SetClipChildrenMode  
CanvasItem.MethodName.GetClipChildrenMode  
Node.MethodName.\_EnterTree

Node.MethodName.\_ExitTree  
Node.MethodName.\_GetConfigurationWarnings  
Node.MethodName.\_Input  
Node.MethodName.\_PhysicsProcess  
Node.MethodName.\_Process  
Node.MethodName.\_Ready  
Node.MethodName.\_ShortcutInput  
Node.MethodName.\_UnhandledInput  
Node.MethodName.\_UnhandledKeyInput  
Node.MethodName.PrintOrphanNodes  
Node.MethodName.AddSibling  
Node.MethodName.SetName  
Node.MethodName.GetName  
Node.MethodName.AddChild  
Node.MethodName.RemoveChild  
Node.MethodName.Reparent  
Node.MethodName.GetChildCount  
Node.MethodName.GetChildren  
Node.MethodName.GetChild  
Node.MethodName.HasNode  
Node.MethodName.GetNode  
Node.MethodName.GetNodeOrNull  
Node.MethodName.GetParent  
Node.MethodName.FindChild  
Node.MethodName.FindChildren  
Node.MethodName.FindParent  
Node.MethodName.HasNodeAndResource  
Node.MethodName.GetNodeAndResource  
Node.MethodName.IsInsideTree  
Node.MethodName.IsPartOfEditedScene  
Node.MethodName.IsAncestorOf  
Node.MethodName.IsGreaterThan  
Node.MethodName.GetPath  
Node.MethodName.GetPathTo  
Node.MethodName.AddToGroup  
Node.MethodName.RemoveFromGroup  
Node.MethodName.IsInGroup  
Node.MethodName.MoveChild  
Node.MethodName.GetGroups  
Node.MethodName.SetOwner  
Node.MethodName.GetOwner  
Node.MethodName.GetIndex  
Node.MethodName.PrintTree  
Node.MethodName.PrintTreePretty  
Node.MethodName.GetTreeString  
Node.MethodName.GetTreeStringPretty  
Node.MethodName.SetSceneFilePath  
Node.MethodName.GetSceneFilePath  
Node.MethodName.PropagateNotification  
Node.MethodName.PropagateCall

Node.MethodName.SetPhysicsProcess  
Node.MethodName.GetPhysicsProcessDeltaTime  
Node.MethodName.IsPhysicsProcessing  
Node.MethodName.GetProcessDeltaTime  
Node.MethodName.SetProcess  
Node.MethodName.SetProcessPriority  
Node.MethodName.GetProcessPriority  
Node.MethodName.SetPhysicsProcessPriority  
Node.MethodName.GetPhysicsProcessPriority  
Node.MethodName.IsProcessing  
Node.MethodName.SetProcessInput  
Node.MethodName.IsProcessingInput  
Node.MethodName.SetProcessShortcutInput  
Node.MethodName.IsProcessingShortcutInput  
Node.MethodName.SetProcessUnhandledInput  
Node.MethodName.IsProcessingUnhandledInput  
Node.MethodName.SetProcessUnhandledKeyInput  
Node.MethodName.IsProcessingUnhandledKeyInput  
Node.MethodName.SetProcessMode  
Node.MethodName.GetProcessMode  
Node.MethodName.CanProcess  
Node.MethodName.SetProcessThreadGroup  
Node.MethodName.GetProcessThreadGroup  
Node.MethodName.SetProcessThreadMessages  
Node.MethodName.GetProcessThreadMessages  
Node.MethodName.SetProcessThreadGroupOrder  
Node.MethodName.GetProcessThreadGroupOrder  
Node.MethodName.SetDisplayFolded  
Node.MethodName.IsDisplayedFolded  
Node.MethodName.SetProcessInternal  
Node.MethodName.IsProcessingInternal  
Node.MethodName.SetPhysicsProcessInternal  
Node.MethodName.IsPhysicsProcessingInternal  
Node.MethodName.SetPhysicsInterpolationMode  
Node.MethodName.GetPhysicsInterpolationMode  
Node.MethodName.IsPhysicsInterpolated  
Node.MethodName.IsPhysicsInterpolatedAndEnabled  
Node.MethodName.ResetPhysicsInterpolation  
Node.MethodName.SetAutoTranslateMode  
Node.MethodName.GetAutoTranslateMode  
Node.MethodName.SetTranslationDomainInherited  
Node.MethodName.GetWindow  
Node.MethodName.GetLastExclusiveWindow  
Node.MethodName.GetTree  
Node.MethodName.CreateTween  
Node.MethodName.Duplicate  
Node.MethodName.ReplaceBy  
Node.MethodName.SetSceneInstanceLoadPlaceholder  
Node.MethodName.GetSceneInstanceLoadPlaceholder  
Node.MethodName.setEditableInstance

Node.MethodName.IsEditableInstance  
Node.MethodName.GetViewport  
Node.MethodName.QueueFree  
Node.MethodName.RequestReady  
Node.MethodName.IsNodeReady  
Node.MethodName.SetMultiplayerAuthority  
Node.MethodName.GetMultiplayerAuthority  
Node.MethodName.IsMultiplayerAuthority  
Node.MethodName.GetMultiplayer  
Node.MethodName.RpcConfig  
Node.MethodName.GetRpcConfig  
Node.MethodName.SetEditorDescription  
Node.MethodName.GetEditorDescription  
Node.MethodName.\_SetImportPath  
Node.MethodName.\_GetImportPath  
Node.MethodName.SetUniqueNameInOwner  
Node.MethodName.IsUniqueNameInOwner  
Node.MethodName.Atr  
Node.MethodName.AtrN  
Node.MethodName.Rpc  
Node.MethodName.RpcId  
Node.MethodName.UpdateConfigurationWarnings  
Node.MethodName.CallDeferredThreadGroup  
Node.MethodName.SetDeferredThreadGroup  
Node.MethodName.NotifyDeferredThreadGroup  
Node.MethodName.CallThreadSafe  
Node.MethodName.SetThreadSafe  
Node.MethodName.NotifyThreadSafe  
GodotObject.MethodName.\_Get  
GodotObject.MethodName.\_GetPropertyList  
GodotObject.MethodName.\_IterGet  
GodotObject.MethodName.\_IterInit  
GodotObject.MethodName.\_IterNext  
GodotObject.MethodName.\_Notification  
GodotObject.MethodName.\_PropertyCanRevert  
GodotObject.MethodName.\_PropertyGetRevert  
GodotObject.MethodName.\_Set  
GodotObject.MethodName.\_ValidateProperty  
GodotObject.MethodName.Free  
GodotObject.MethodName.GetClass  
GodotObject.MethodName.IsClass  
GodotObject.MethodName.Set  
GodotObject.MethodName.Get  
GodotObject.MethodName.SetIndexed  
GodotObject.MethodName.GetIndexed  
GodotObject.MethodName.GetPropertyList  
GodotObject.MethodName.GetMethodList  
GodotObject.MethodName.PropertyCanRevert  
GodotObject.MethodName.PropertyGetRevert  
GodotObject.MethodName.Notification

GodotObject.MethodName.GetInstanceld  
GodotObject.MethodName.SetScript  
GodotObject.MethodName.GetScript  
GodotObject.MethodName.SetMeta  
GodotObject.MethodName.RemoveMeta  
GodotObject.MethodName.GetMeta  
GodotObject.MethodName.HasMeta  
GodotObject.MethodName.GetMetaList  
GodotObject.MethodName.AddUserSignal  
GodotObject.MethodName.HasUserSignal  
GodotObject.MethodName.RemoveUserSignal  
GodotObject.MethodName.EmitSignal  
GodotObject.MethodName.Call  
GodotObject.MethodName.CallDeferred  
GodotObject.MethodName.SetDeferred  
GodotObject.MethodName.Callv  
GodotObject.MethodName.HasMethod  
GodotObject.MethodName.GetMethodArgumentCount  
GodotObject.MethodName.HasSignal  
GodotObject.MethodName.GetSignalList  
GodotObject.MethodName.GetSignalConnectionList  
GodotObject.MethodName.GetIncomingConnections  
GodotObject.MethodName.Connect  
GodotObject.MethodName.Disconnect  
GodotObject.MethodName.IsConnected  
GodotObject.MethodName.HasConnections  
GodotObject.MethodName.SetBlockSignals  
GodotObject.MethodName.IsBlockingSignals  
GodotObject.MethodName.NotifyPropertyChanged  
GodotObject.MethodName.SetMessageTranslation  
GodotObject.MethodName.CanTranslateMessages  
GodotObject.MethodName.Tr  
GodotObject.MethodName.TrN  
GodotObject.MethodName.GetTranslationDomain  
GodotObject.MethodName.SetTranslationDomain  
GodotObject.MethodName.IsQueuedForDeletion  
GodotObject.MethodName.CancelFree  
**object.Equals(object)**  
**object.Equals(object, object)**  
**object.GetHashCode()**  
**object.GetType()**  
**object.MemberwiseClone()**  
**object.ReferenceEquals(object, object)**  
**object.ToString()**

Namespace: [cfGodotEngine.Controls](#)

Assembly: CatSweeper.dll

## Syntax

```
public class AtlasTextureButton.MethodName : TextureButton.MethodName
```

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# Class AtlasTextureButton.PropertyName

Cached StringNames for the properties and fields contained in this class, for fast lookup.

## Inheritance

[object](#) → [GodotObject.PropertyName](#) → [Node.PropertyName](#) → [CanvasItem.PropertyName](#) → [Control.PropertyName](#) → [BaseButton.PropertyName](#) → [TextureButton.PropertyName](#) → [AtlasTextureButton.PropertyName](#)

## Inherited Members

TextureButton.PropertyName.TextureNormal  
TextureButton.PropertyName.TexturePressed  
TextureButton.PropertyName.TextureHover  
TextureButton.PropertyName.TextureDisabled  
TextureButton.PropertyName.TextureFocused  
TextureButton.PropertyName.TextureClickMask  
TextureButton.PropertyName.IgnoreTextureSize  
TextureButton.PropertyName.StretchMode  
TextureButton.PropertyName.FlipH  
TextureButton.PropertyName.FlipV  
BaseButton.PropertyName.Disabled  
BaseButton.PropertyName.ToggleMode  
BaseButton.PropertyName.ButtonPressed  
BaseButton.PropertyName.ActionMode  
BaseButton.PropertyName.ButtonMask  
BaseButton.PropertyName.KeepPressedOutside  
BaseButton.PropertyName.ButtonGroup  
BaseButton.PropertyName.Shortcut  
BaseButton.PropertyName.ShortcutFeedback  
BaseButton.PropertyName.ShortcutInTooltip  
Control.PropertyName.ClipContents  
Control.PropertyName.CustomMinimumSize  
Control.PropertyName.LayoutDirection  
Control.PropertyName.LayoutMode  
Control.PropertyName.AnchorsPreset  
Control.PropertyName.AnchorLeft  
Control.PropertyName.AnchorTop  
Control.PropertyName.AnchorRight  
Control.PropertyName.AnchorBottom  
Control.PropertyName.OffsetLeft  
Control.PropertyName.OffsetTop  
Control.PropertyName.OffsetRight  
Control.PropertyName.OffsetBottom

Control.PropertyName.GrowHorizontal  
Control.PropertyName.GrowVertical  
Control.PropertyName.Size  
Control.PropertyName.Position  
Control.PropertyName.GlobalPosition  
Control.PropertyName.Rotation  
Control.PropertyName.RotationDegrees  
Control.PropertyName.Scale  
Control.PropertyName.PivotOffset  
Control.PropertyName.SizeTypeHorizontal  
Control.PropertyName.SizeTypeVertical  
Control.PropertyName.SizeTypeStretchRatio  
Control.PropertyName.LocalizeNumeralSystem  
Control.PropertyName.AutoTranslate  
Control.PropertyName.TooltipText  
Control.PropertyName.TooltipAutoTranslateMode  
Control.PropertyName.FocusNeighborLeft  
Control.PropertyName.FocusNeighborTop  
Control.PropertyName.FocusNeighborRight  
Control.PropertyName.FocusNeighborBottom  
Control.PropertyName.FocusNext  
Control.PropertyName.FocusPrevious  
Control.PropertyName.FocusMode  
Control.PropertyName.MouseFilter  
Control.PropertyName.MouseForcePassScrollEvents  
Control.PropertyName.MouseDefaultCursorShape  
Control.PropertyName.ShortcutContext  
Control.PropertyName.Theme  
Control.PropertyName.ThemeTypeVariation  
CanvasItem.PropertyName.Visible  
CanvasItem.PropertyName.Modulate  
CanvasItem.PropertyName.SelfModulate  
CanvasItem.PropertyName.ShowBehindParent  
CanvasItem.PropertyName.TopLevel  
CanvasItem.PropertyName.ClipChildren  
CanvasItem.PropertyName.LightMask  
CanvasItem.PropertyName.VisibilityLayer  
CanvasItem.PropertyName.ZIndex  
CanvasItem.PropertyName.ZAsRelative  
CanvasItem.PropertyName.YSortEnabled  
CanvasItem.PropertyName.TextureFilter  
CanvasItem.PropertyName.TextureRepeat  
CanvasItem.PropertyName.Material  
CanvasItem.PropertyName.UseParentMaterial  
Node.PropertyName.\_ImportPath  
Node.PropertyName.Name  
Node.PropertyName.UniqueNameInOwner  
Node.PropertyName.SceneFilePath  
Node.PropertyName.Owner  
Node.PropertyName.Multiplayer

Node.PropertyName.ProcessMode  
Node.PropertyName.ProcessPriority  
Node.PropertyName.ProcessPhysicsPriority  
Node.PropertyName.ProcessThreadGroup  
Node.PropertyName.ProcessThreadGroupOrder  
Node.PropertyName.ProcessThreadMessages  
Node.PropertyName.PhysicsInterpolationMode  
Node.PropertyName.AutoTranslateMode  
Node.PropertyName.EditorDescription  
**object.Equals(object)**  
**object.Equals(object, object)**  
**object.GetHashCode()**  
**object.GetType()**  
**object.MemberwiseClone()**  
**object.ReferenceEquals(object, object)**  
**object.ToString()**  
Namespace: **cfGodotEngine.Controls**  
Assembly: CatSweeper.dll

## Syntax

```
public class AtlasTextureButton.PropertyName : TextureButton.PropertyName
```

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# Class AtlasTextureButton.SignalName

Cached StringNames for the signals contained in this class, for fast lookup.

## Inheritance

[object](#) → [GodotObject.SignalName](#) → [Node.SignalName](#) → [CanvasItem.SignalName](#) → [Control.SignalName](#) → [BaseButton.SignalName](#) → [TextureButton.SignalName](#) → [AtlasTextureButton.SignalName](#)

## Inherited Members

[BaseButton.SignalName.Pressed](#)  
[BaseButton.SignalName.ButtonUp](#)  
[BaseButton.SignalNameButtonDown](#)  
[BaseButton.SignalName.Toggled](#)  
[Control.SignalName.Resized](#)  
[Control.SignalName.GuiInput](#)  
[Control.SignalName.MouseEntered](#)  
[Control.SignalName.MouseExited](#)  
[Control.SignalName.FocusEntered](#)  
[Control.SignalName.FocusExited](#)  
[Control.SignalName.SizeFlagsChanged](#)  
[Control.SignalName.MinimumSizeChanged](#)  
[Control.SignalName.ThemeChanged](#)  
[CanvasItem.SignalName.Draw](#)  
[CanvasItem.SignalName.VisibilityChanged](#)  
[CanvasItem.SignalName.Hidden](#)  
[CanvasItem.SignalName.ItemRectChanged](#)  
[Node.SignalName.Ready](#)  
[Node.SignalName.Renamed](#)  
[Node.SignalName.TreeEntered](#)  
[Node.SignalName.TreeExiting](#)  
[Node.SignalName.TreeExited](#)  
[Node.SignalName.ChildEnteredTree](#)  
[Node.SignalName.ChildExitingTree](#)  
[Node.SignalName.ChildOrderChanged](#)  
[Node.SignalNameReplacingBy](#)  
[Node.SignalName.EditorDescriptionChanged](#)  
[Node.SignalName.EditorStateChanged](#)  
[GodotObject.SignalName.ScriptChanged](#)  
[GodotObject.SignalName.PropertyListChanged](#)  
[object.Equals\(object\)](#)  
[object.Equals\(object, object\)](#)  
[object.GetHashCode\(\)](#)

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

Namespace: [cfGodotEngine.Controls](#)

Assembly: CatSweeper.dll

## Syntax

```
public class AtlasTextureButton.SignalName : TextureButton.SignalName
```

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# Class AtlasTextureRect

## Inheritance

[object](#) → [GodotObject](#) → [Node](#) → [CanvasItem](#) → [Control](#) → [TextureRect](#) → [AtlasTextureRect](#)

## Implements

[IDisposable](#)

## Inherited Members

[TextureRect.InvokeGodotClassMethod\(in godot\\_string\\_name, NativeVariantPtrArgs, out godot\\_variant\)](#)

[TextureRect.HasGodotClassMethod\(in godot\\_string\\_name\)](#)

[TextureRect.HasGodotClassSignal\(in godot\\_string\\_name\)](#)

[TextureRect.Texture](#)

[TextureRect.ExpandMode](#)

[TextureRect.StretchMode](#)

[TextureRect.FlipH](#)

[TextureRect.FlipV](#)

[Control.NotificationResized](#)

[Control.NotificationMouseEnter](#)

[Control.NotificationMouseExit](#)

[Control.NotificationMouseEnterSelf](#)

[Control.NotificationMouseExitSelf](#)

[Control.NotificationFocusEnter](#)

[Control.NotificationFocusExit](#)

[Control.NotificationThemeChanged](#)

[Control.NotificationScrollBegin](#)

[Control.NotificationScrollEnd](#)

[Control.NotificationLayoutDirectionChanged](#)

[Control.\\_CanDropData\(Vector2, Variant\)](#)

[Control.\\_DropData\(Vector2, Variant\)](#)

[Control.\\_GetDragData\(Vector2\)](#)

[Control.\\_GetMinimumSize\(\)](#)

[Control.\\_GetTooltip\(Vector2\)](#)

[Control.\\_GUILInput\(InputEvent\)](#)

[Control.\\_HasPoint\(Vector2\)](#)

[\*\*Control.\\_MakeCustomTooltip\(string\)\*\*](#)

[\*\*Control.\\_StructuredTextParser\(Array, string\)\*\*](#)

[Control.AcceptEvent\(\)](#)

[Control.GetMinimumSize\(\)](#)

[Control.GetCombinedMinimumSize\(\)](#)

[Control.SetAnchorsPreset\(Control.LayoutPreset, bool\)](#)

Control.SetOffsetsPreset(Control.LayoutPreset, Control.LayoutPresetMode, int)  
Control.SetAnchorsAndOffsetsPreset(Control.LayoutPreset, Control.LayoutPresetMode, int)  
Control.SetAnchor(Side, float, bool, bool)  
**Control.SetAnchorAndOffset(Side, float, float, bool)**  
Control.SetBegin(Vector2)  
Control.SetEnd(Vector2)  
**Control.SetPosition(Vector2, bool)**  
**Control.SetSize(Vector2, bool)**  
Control.ResetSize()  
**Control.SetGlobalPosition(Vector2, bool)**  
Control.GetBegin()  
Control.GetEnd()  
Control.GetParentAreaSize()  
Control.GetScreenPosition()  
Control.GetRect()  
Control.GetGlobalRect()  
Control.HasFocus()  
Control.GrabFocus()  
Control.ReleaseFocus()  
Control.FindPrevValidFocus()  
Control.FindNextValidFocus()  
Control.FindValidFocusNeighbor(Side)  
Control.BeginBulkThemeOverride()  
Control.EndBulkThemeOverride()  
Control.AddThemelconOverride(StringName, Texture2D)  
Control.AddThemeStyleboxOverride(StringName, StyleBox)  
Control.AddThemeFontOverride(StringName, Font)  
**Control.AddThemeFontSizeOverride(StringName, int)**  
Control.AddThemeColorOverride(StringName, Color)  
**Control.AddThemeConstantOverride(StringName, int)**  
Control.RemoveThemelconOverride(StringName)  
Control.RemoveThemeStyleboxOverride(StringName)  
Control.RemoveThemeFontOverride(StringName)  
Control.RemoveThemeFontSizeOverride(StringName)  
Control.RemoveThemeColorOverride(StringName)  
Control.RemoveThemeConstantOverride(StringName)  
Control.GetThemelcon(StringName, StringName)  
Control.GetThemeStylebox(StringName, StringName)  
Control.GetThemeFont(StringName, StringName)  
Control.GetThemeFontSize(StringName, StringName)  
Control.GetThemeColor(StringName, StringName)  
Control.GetThemeConstant(StringName, StringName)  
Control.HasThemelconOverride(StringName)  
Control.HasThemeStyleboxOverride(StringName)  
Control.HasThemeFontOverride(StringName)  
Control.HasThemeFontSizeOverride(StringName)  
Control.HasThemeColorOverride(StringName)  
Control.HasThemeConstantOverride(StringName)  
Control.HasThemelcon(StringName, StringName)  
Control.HasThemeStylebox(StringName, StringName)

Control.HasThemeFont(StringName, StringName)  
Control.HasThemeFontSize(StringName, StringName)  
Control.HasThemeColor(StringName, StringName)  
Control.HasThemeConstant(StringName, StringName)  
Control.GetThemeDefaultBaseScale()  
Control.GetThemeDefaultFont()  
Control.GetThemeDefaultFontSize()  
Control.GetParentControl()  
Control.GetTooltip(Vector2?)  
Control.GetCursorShape(Vector2?)  
Control.ForceDrag(Variant, Control)  
Control.GrabClickFocus()  
Control.SetDragForwarding(Callable, Callable, Callable)  
Control.SetDragPreview(Control)  
Control.IsDragSuccessful()  
Control.WarpMouse(Vector2)  
Control.UpdateMinimumSize()  
Control.IsLayoutRtl()  
Control.EmitSignalResized()  
Control.EmitSignalGuilInput(InputEvent)  
Control.EmitSignalMouseEntered()  
Control.EmitSignalMouseExited()  
Control.EmitSignalFocusEntered()  
Control.EmitSignalFocusExited()  
Control.EmitSignalSizeFlagsChanged()  
Control.EmitSignalMinimumSizeChanged()  
Control.EmitSignalThemeChanged()  
Control.ClipContents  
Control.CustomMinimumSize  
Control.LayoutDirection  
Control.AnchorLeft  
Control.AnchorTop  
Control.AnchorRight  
Control.AnchorBottom  
Control.OffsetLeft  
Control.OffsetTop  
Control.OffsetRight  
Control.OffsetBottom  
Control.GrowHorizontal  
Control.GrowVertical  
Control.Size  
Control.Position  
Control.GlobalPosition  
Control.Rotation  
Control.RotationDegrees  
Control.Scale  
Control.PivotOffset  
Control.SizeFlagsHorizontal  
Control.SizeFlagsVertical  
Control.SizeFlagsStretchRatio

Control.LocalizeNumeralSystem  
Control.AutoTranslate  
Control.TooltipText  
Control.TooltipAutoTranslateMode  
Control.FocusNeighborLeft  
Control.FocusNeighborTop  
Control.FocusNeighborRight  
Control.FocusNeighborBottom  
Control.FocusNext  
Control.FocusPrevious  
Control.FocusMode  
Control.MouseFilter  
Control.MouseForcePassScrollEvents  
Control.MouseDefaultCursorShape  
Control.ShortcutContext  
Control.Theme  
Control.ThemeTypeVariation  
Control.Resized  
Control.GuiInput  
Control.MouseEntered  
Control.MouseExited  
Control.FocusEntered  
Control.FocusExited  
Control.SizeFlagsChanged  
Control.MinimumSizeChanged  
Control.ThemeChanged  
CanvasItem.NotificationTransformChanged  
CanvasItem.NotificationLocalTransformChanged  
CanvasItem.NotificationDraw  
CanvasItem.NotificationVisibilityChanged  
CanvasItem.NotificationEnterCanvas  
CanvasItem.NotificationExitCanvas  
CanvasItem.NotificationWorld2DChanged  
CanvasItem.\_Draw()  
CanvasItem.GetCanvasItem()  
CanvasItem.IsVisibleInTree()  
CanvasItem.Show()  
CanvasItem.Hide()  
CanvasItem.QueueRedraw()  
CanvasItem.MoveToFront()  
**CanvasItem.DrawLine(Vector2, Vector2, Color, float, bool)**  
**CanvasItem.DrawDashedLine(Vector2, Vector2, Color, float, float, bool, bool)**  
**CanvasItem.DrawLine(ReadOnlySpan<Vector2>, Color, float, bool)**  
**CanvasItem.DrawLine(ReadOnlySpan<Vector2>, Color, float, bool)**  
**CanvasItem.DrawLineColors(ReadOnlySpan<Vector2>, Color[], float, bool)**  
**CanvasItem.DrawLineColors(ReadOnlySpan<Vector2>, ReadOnlySpan<Color>, float, bool)**  
CanvasItem.DrawArc(Vector2, float, float, float, int, Color, float, bool)  
CanvasItem.DrawMultiline(Vector2[], Color, float, bool)  
CanvasItem.DrawMultiline(ReadOnlySpan<Vector2>, Color, float, bool)  
CanvasItem.DrawMultilineColors(Vector2[], Color[], float, bool)

**CanvasItem.DrawMultilineColors(ReadOnlySpan<Vector2>, ReadOnlySpan<Color>, float, bool)**  
**CanvasItem.DrawRect(Rect2, Color, bool, float, bool)**  
**CanvasItem.DrawCircle(Vector2, float, Color, bool, float, bool)**  
CanvasItem.DrawTexture(Texture2D, Vector2, Color?)  
**CanvasItem.DrawTextureRect(Texture2D, Rect2, bool, Color?, bool)**  
**CanvasItem.DrawTextureRectRegion(Texture2D, Rect2, Rect2, Color?, bool, bool)**  
**CanvasItem.DrawMsdfTextureRectRegion(Texture2D, Rect2, Rect2, Color?, double, double, double)**  
CanvasItem.DrawLcdTextureRectRegion(Texture2D, Rect2, Rect2, Color?)  
CanvasItem.DrawStyleBox(StyleBox, Rect2)  
CanvasItem.DrawPrimitive(Vector2[], Color[], Vector2[], Texture2D)  
**CanvasItem.DrawPrimitive(ReadOnlySpan<Vector2>, ReadOnlySpan<Color>, ReadOnlySpan<Vector2>, Texture2D)**  
CanvasItem.DrawPolygon(Vector2[], Color[], Vector2[], Texture2D)  
**CanvasItem.DrawPolygon(ReadOnlySpan<Vector2>, ReadOnlySpan<Color>, ReadOnlySpan<Vector2>, Texture2D)**  
CanvasItem.DrawColoredPolygon(Vector2[], Color, Vector2[], Texture2D)  
**CanvasItem.DrawColoredPolygon(ReadOnlySpan<Vector2>, Color, ReadOnlySpan<Vector2>, Texture2D)**  
CanvasItem.DrawString(Font, Vector2, string, HorizontalAlignment, float, int, Color?, TextServer.JustificationFlag, TextServer.Direction, TextServer.Orientation)  
CanvasItem.DrawString(Font, Vector2, string, HorizontalAlignment, float, int, int, Color?, TextServer.LineBreakFlag, TextServer.JustificationFlag, TextServer.Direction, TextServer.Orientation)  
CanvasItem.DrawStringOutline(Font, Vector2, string, HorizontalAlignment, float, int, int, Color?, TextServer.JustificationFlag, TextServer.Direction, TextServer.Orientation)  
CanvasItem.DrawStringOutline(Font, Vector2, string, HorizontalAlignment, float, int, int, int, Color?, TextServer.LineBreakFlag, TextServer.JustificationFlag, TextServer.Direction, TextServer.Orientation)  
CanvasItem.DrawChar(Font, Vector2, string, int, Color?)  
**CanvasItem.DrawCharOutline(Font, Vector2, string, int, int, Color?)**  
CanvasItem.DrawMesh(Mesh, Texture2D, Transform2D?, Color?)  
CanvasItem.DrawMultimesh(MultiMesh, Texture2D)  
**CanvasItem.DrawSetTransform(Vector2, float, Vector2?)**  
CanvasItem.DrawSetTransformMatrix(Transform2D)  
**CanvasItem.DrawAnimationSlice(double, double, double, double)**  
CanvasItem.DrawEndAnimation()  
CanvasItem.GetTransform()  
CanvasItem.GetGlobalTransform()  
CanvasItem.GetGlobalTransformWithCanvas()  
CanvasItem.GetViewportTransform()  
CanvasItem.GetViewportRect()  
CanvasItem.GetCanvasTransform()  
CanvasItem.GetScreenTransform()  
CanvasItem.GetLocalMousePosition()  
CanvasItem.GetGlobalMousePosition()  
CanvasItem.GetCanvas()  
CanvasItem.GetCanvasLayerNode()  
CanvasItem.GetWorld2D()  
CanvasItem.SetInstanceShaderParameter(StringName, Variant)  
CanvasItem.GetInstanceShaderParameter(StringName)  
**CanvasItem.SetNotifyLocalTransform(bool)**  
CanvasItem.IsLocalTransformNotificationEnabled()  
**CanvasItem.SetNotifyTransform(bool)**  
CanvasItem.TransformNotificationEnabled()  
CanvasItem.ForceUpdateTransform()

CanvasItem.MakeCanvasPositionLocal(Vector2)  
CanvasItem.MakeInputLocal(InputEvent)  
**CanvasItem.SetVisibilityLayerBit(uint, bool)**  
**CanvasItem.GetVisibilityLayerBit(uint)**  
CanvasItem.EmitSignalDraw()  
CanvasItem.EmitSignalVisibilityChanged()  
CanvasItem.EmitSignalHidden()  
CanvasItem.EmitSignalItemRectChanged()  
CanvasItem.Visible  
CanvasItem.Modulate  
CanvasItem.SelfModulate  
CanvasItem.ShowBehindParent  
CanvasItem.TopLevel  
CanvasItem.ClipChildren  
CanvasItem.LightMask  
CanvasItem.VisibilityLayer  
CanvasItem.ZIndex  
CanvasItem.ZAsRelative  
CanvasItem.YSortEnabled  
CanvasItem.TextureFilter  
CanvasItem.TextureRepeat  
CanvasItem.Material  
CanvasItem.UseParentMaterial  
CanvasItem.Draw  
CanvasItem.VisibilityChanged  
CanvasItem.Hidden  
CanvasItem.ItemRectChanged  
Node.NotificationEnterTree  
Node.NotificationExitTree  
Node.NotificationMovedInParent  
Node.NotificationReady  
Node.NotificationPaused  
Node.NotificationUnpaused  
Node.NotificationPhysicsProcess  
Node.NotificationProcess  
Node.NotificationParented  
Node.NotificationUnparented  
Node.NotificationSceneInstantiated  
Node.NotificationDragBegin  
Node.NotificationDragEnd  
Node.NotificationPathRenamed  
Node.NotificationChildOrderChanged  
Node.NotificationInternalProcess  
Node.NotificationInternalPhysicsProcess  
Node.NotificationPostEnterTree  
Node.NotificationDisabled  
Node.NotificationEnabled  
Node.NotificationResetPhysicsInterpolation  
Node.NotificationEditorPreSave  
Node.NotificationEditorPostSave

Node.NotificationWMMouseEnter  
Node.NotificationWMMouseExit  
Node.NotificationWMWindowFocusIn  
Node.NotificationWMWindowFocusOut  
Node.NotificationWMCloseRequest  
Node.NotificationWMGoBackRequest  
Node.NotificationWMSizeChanged  
Node.NotificationWMDpiChange  
Node.NotificationVpMouseEnter  
Node.NotificationVpMouseExit  
Node.NotificationWMPositionChanged  
Node.NotificationOsMemoryWarning  
Node.NotificationTranslationChanged  
Node.NotificationWMAbout  
Node.NotificationCrash  
Node.NotificationOslmeUpdate  
Node.NotificationApplicationResumed  
Node.NotificationApplicationPaused  
Node.NotificationApplicationFocusIn  
Node.NotificationApplicationFocusOut  
Node.NotificationTextServerChanged  
Node.GetNode<T>(NodePath)  
Node.GetNodeOrNull<T>(NodePath)  
**Node.GetChild<T>(int, bool)**  
**Node.GetChildOrNull<T>(int, bool)**  
Node.GetOwner<T>()  
Node.GetOwnerOrNull<T>()  
Node.SetParent<T>()  
Node.SetParentOrNull<T>()  
Node.\_EnterTree()  
Node.\_ExitTree()  
Node.\_GetConfigurationWarnings()  
Node.\_Input(InputEvent)  
**Node.\_PhysicsProcess(double)**  
**Node.\_Process(double)**  
Node.\_Ready()  
Node.\_ShortcutInput(InputEvent)  
Node.\_UnhandledInput(InputEvent)  
Node.\_UnhandledKeyInput(InputEvent)  
Node.PrintOrphanNodes()  
**Node.AddSibling(Node, bool)**  
**Node.AddChild(Node, bool, Node.InternalMode)**  
Node.RemoveChild(Node)  
**Node.Reparent(Node, bool)**  
**Node.GetChildCount(bool)**  
**Node.GetChildren(bool)**  
**Node.GetChild(int, bool)**  
Node.HasNode(NodePath)  
Node.GetNode(NodePath)  
Node.GetNodeOrNull(NodePath)

Node.GetParent()  
Node.FindChild(string, bool, bool)  
Node.FindChildren(string, string, bool, bool)  
**Node.FindParent(string)**  
Node.HasNodeAndResource(NodePath)  
Node.GetNodeAndResource(NodePath)  
Node.IsInsideTree()  
Node.IsPartOfEditedScene()  
Node.IsAncestorOf(Node)  
Node.IsGreater Than(Node)  
Node.GetPath()  
**Node.GetPathTo(Node, bool)**  
**Node.AddToGroup(StringName, bool)**  
Node.RemoveFromGroup(StringName)  
Node.IsInGroup(StringName)  
**Node.MoveChild(Node, int)**  
Node.GetGroups()  
**Node.GetIndex(bool)**  
Node.PrintTree()  
Node.PrintTreePretty()  
Node.GetTreeString()  
Node.GetTreeStringPretty()  
**Node.PropagateNotification(int)**  
**Node.PropagateCall(StringName, Array, bool)**  
**Node.SetPhysicsProcess(bool)**  
Node.GetPhysicsProcessDeltaTime()  
Node.IsPhysicsProcessing()  
Node.GetProcessDeltaTime()  
**Node.SetProcess(bool)**  
Node.IsProcessing()  
**Node.SetProcessInput(bool)**  
Node.IsProcessingInput()  
**Node.SetProcessShortcutInput(bool)**  
Node.IsProcessingShortcutInput()  
**Node.SetProcessUnhandledInput(bool)**  
Node.IsProcessingUnhandledInput()  
**Node.SetProcessUnhandledKeyInput(bool)**  
Node.IsProcessingUnhandledKeyInput()  
Node.CanProcess()  
**Node.SetDisplayFolded(bool)**  
Node.IsDisplayedFolded()  
**Node.SetProcessInternal(bool)**  
Node.IsProcessingInternal()  
**Node.SetPhysicsProcessInternal(bool)**  
Node.IsPhysicsProcessingInternal()  
Node.IsPhysicsInterpolated()  
Node.IsPhysicsInterpolatedAndEnabled()  
Node.ResetPhysicsInterpolation()  
Node.SetTranslationDomainInherited()  
Node.GetWindow()

Node.GetLastExclusiveWindow()  
Node.GetTree()  
Node.CreateTween()  
**Node.Duplicate(int)**  
**Node.ReplaceBy(Node, bool)**  
**Node.setSceneInstanceLoadPlaceholder(bool)**  
Node.setSceneInstanceLoadPlaceholder()  
**Node.setEditableInstance(Node, bool)**  
Node.setEditableInstance(Node)  
Node.GetViewport()  
Node.QueueFree()  
Node.RequestReady()  
Node.IsNodeReady()  
**Node.SetMultiplayerAuthority(int, bool)**  
Node.GetMultiplayerAuthority()  
Node.IsMultiplayerAuthority()  
Node.RpcConfig(StringName, Variant)  
Node.GetRpcConfig()  
**Node.Atr(string, StringName)**  
**Node.AtrN(string, StringName, int, StringName)**  
Node.Rpc(StringName, params Variant[])  
**Node.Rpc(string, ReadOnlySpan<Variant>)**  
**Node.RpcId(long, StringName, params Variant[])**  
**Node.RpcId(long, StringName, ReadOnlySpan<Variant>)**  
Node.UpdateConfigurationWarnings()  
Node.CallDeferredThreadGroup(StringName, params Variant[])  
**Node.CallDeferredThreadGroup(StringName, ReadOnlySpan<Variant>)**  
Node.SetDeferredThreadGroup(StringName, Variant)  
**Node.NotifyDeferredThreadGroup(int)**  
Node.CallThreadSafe(StringName, params Variant[])  
**Node.CallThreadSafe(StringName, ReadOnlySpan<Variant>)**  
Node.SetThreadSafe(StringName, Variant)  
**Node.NotifyThreadSafe(int)**  
Node.EmitSignalReady()  
Node.EmitSignalRenamed()  
Node.EmitSignalTreeEntered()  
Node.EmitSignalTreeExiting()  
Node.EmitSignalTreeExited()  
Node.EmitSignalChildEnteredTree(Node)  
Node.EmitSignalChildExitingTree(Node)  
Node.EmitSignalChildOrderChanged()  
Node.EmitSignalReplacingBy(Node)  
Node.EmitSignalEditorDescriptionChanged(Node)  
Node.EmitSignalEditorStateChanged()  
Node.Name  
Node.UniqueNameInOwner  
Node.SceneFilePath  
Node.Owner  
Node.Multiplayer  
Node.ProcessMode

Node.ProcessPriority  
Node.ProcessPhysicsPriority  
Node.ProcessThreadGroup  
Node.ProcessThreadGroupOrder  
Node.ProcessThreadMessages  
Node.PhysicsInterpolationMode  
Node.AutoTranslateMode  
Node.EditorDescription  
Node.Ready  
Node.Renamed  
Node.TreeEntered  
Node.TreeExiting  
Node.TreeExited  
Node.ChildEnteredTree  
Node.ChildExitingTree  
Node.ChildOrderChanged  
Node.ReplacingBy  
Node.EditorDescriptionChanged  
Node.EditorStateChanged  
GodotObject.NotificationPostinitialize  
GodotObject.NotificationPredelete  
GodotObject.NotificationExtensionReloaded  
**GodotObject.InstanceFromId(ulong)**  
**GodotObject.IsInstanceIdValid(ulong)**  
GodotObject.IsValid(GodotObject)  
GodotObject.WeakRef(GodotObject)  
GodotObject.Dispose()  
**GodotObject.Dispose(bool)**  
GodotObject.ToString()  
GodotObject.ToSignal(GodotObject, StringName)  
GodotObject.\_Get(StringName)  
GodotObject.\_GetPropertyList()  
GodotObject.\_IterGet(Variant)  
GodotObject.\_IterInit(Array)  
GodotObject.\_IterNext(Array)  
**GodotObject.\_Notification(int)**  
GodotObject.\_PropertyCanRevert(StringName)  
GodotObject.\_PropertyGetRevert(StringName)  
GodotObject.\_Set(StringName, Variant)  
GodotObject.\_ValidateProperty(Dictionary)  
GodotObject.Free()  
GodotObject.GetClass()  
**GodotObject.IsClass(string)**  
GodotObject.Set(StringName, Variant)  
GodotObject.Get(StringName)  
GodotObject.SetIndexed(NodePath, Variant)  
GodotObject.GetIndexed(NodePath)  
GodotObject.GetPropertyList()  
GodotObject.GetMethodList()  
GodotObject.PropertyCanRevert(StringName)

GodotObject.PropertyGetRevert(StringName)  
**GodotObject.Notification(int, bool)**  
GodotObject.GetInstanceID()  
GodotObject.SetScript(Variant)  
GodotObject.GetScript()  
GodotObject.SetMeta(StringName, Variant)  
GodotObject.RemoveMeta(StringName)  
GodotObject.GetMeta(StringName, Variant)  
GodotObject.HasMeta(StringName)  
GodotObject.GetMetaList()  
**GodotObject.AddUserSignal(string, Array)**  
GodotObject.HasUserSignal(StringName)  
GodotObject.RemoveUserSignal(StringName)  
GodotObject.EmitSignal(StringName, params Variant[])  
**GodotObject.EmitSignal(StringName, ReadOnlySpan<Variant>)**  
GodotObject.Call(StringName, params Variant[])  
**GodotObject.Call(StringName, ReadOnlySpan<Variant>)**  
GodotObject.CallDeferred(StringName, params Variant[])  
**GodotObject.CallDeferred(StringName, ReadOnlySpan<Variant>)**  
GodotObject.SetDeferred(StringName, Variant)  
GodotObject.Callv(StringName, Array)  
GodotObject.HasMethod(StringName)  
GodotObject.GetMethodArgumentCount(StringName)  
GodotObject.HasSignal(StringName)  
GodotObject.GetSignalList()  
GodotObject.GetSignalConnectionList(StringName)  
GodotObject.GetIncomingConnections()  
**GodotObject.Connect(StringName, Callable, uint)**  
GodotObject.Disconnect(StringName, Callable)  
GodotObject.IsConnected(StringName, Callable)  
GodotObject.HasConnections(StringName)  
**GodotObject.SetBlockSignals(bool)**  
GodotObject.IsBlockingSignals()  
GodotObject.NotifyPropertyListChanged()  
**GodotObject.SetMessageTranslation(bool)**  
GodotObject.CanTranslateMessages()  
GodotObject.Tr(StringName, StringName)  
**GodotObject.TrN(StringName, StringName, int, StringName)**  
GodotObject.GetTranslationDomain()  
GodotObject.SetTranslationDomain(StringName)  
GodotObject.IsQueuedForDeletion()  
GodotObject.CancelFree()  
GodotObject.EmitSignalScriptChanged()  
GodotObject.EmitSignalPropertyListChanged()  
GodotObject.NativeInstance  
GodotObject.ScriptChanged  
GodotObject.PropertyListChanged  
**object.Equals(object)**  
**object.Equals(object, object)**  
**object.GetHashCode()**

object.GetType()  
object.MemberwiseClone()  
object.ReferenceEquals(object, object)

Namespace: [cfGodotEngine.Controls](#)

Assembly: CatSweeper.dll

## Syntax

```
[Tool]
[GlobalClass]
[ScriptPath("res://Modules/cfGodotEngine/atlaspack/controls/AtlasTextureRect.cs")]
public class AtlasTextureRect : TextureRect, IDisposable
```

## Implements

[IDisposable](#)

## Extension Methods

[NodeUtil.DontDestroyOnLoad\(Node\)](#)

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# Class AtlasTextureRect.MethodName

Cached StringNames for the methods contained in this class, for fast lookup.

## Inheritance

[object](#) → [GodotObject](#).[MethodName](#) → [Node](#).[MethodName](#) → [CanvasItem](#).[MethodName](#) → [Control](#).[MethodName](#) → [TextureRect](#).[MethodName](#) → [AtlasTextureRect](#).[MethodName](#)

## Inherited Members

[TextureRect](#).[MethodName](#).[SetTexture](#)  
[TextureRect](#).[MethodName](#).[GetTexture](#)  
[TextureRect](#).[MethodName](#).[SetExpandMode](#)  
[TextureRect](#).[MethodName](#).[GetExpandMode](#)  
[TextureRect](#).[MethodName](#).[SetFlipH](#)  
[TextureRect](#).[MethodName](#).[IsFlippedH](#)  
[TextureRect](#).[MethodName](#).[SetFlipV](#)  
[TextureRect](#).[MethodName](#).[IsFlippedV](#)  
[TextureRect](#).[MethodName](#).[SetStretchMode](#)  
[TextureRect](#).[MethodName](#).[GetStretchMode](#)  
[Control](#).[MethodName](#).[\\_CanDropData](#)  
[Control](#).[MethodName](#).[\\_DropData](#)  
[Control](#).[MethodName](#).[\\_GetDragData](#)  
[Control](#).[MethodName](#).[\\_GetMinimumSize](#)  
[Control](#).[MethodName](#).[\\_GetTooltip](#)  
[Control](#).[MethodName](#).[\\_Guilinput](#)  
[Control](#).[MethodName](#).[\\_HasPoint](#)  
[Control](#).[MethodName](#).[\\_MakeCustomTooltip](#)  
[Control](#).[MethodName](#).[\\_StructuredTextParser](#)  
[Control](#).[MethodName](#).[AcceptEvent](#)  
[Control](#).[MethodName](#).[GetMinimumSize](#)  
[Control](#).[MethodName](#).[GetCombinedMinimumSize](#)  
[Control](#).[MethodName](#).[\\_SetLayoutMode](#)  
[Control](#).[MethodName](#).[\\_GetLayoutMode](#)  
[Control](#).[MethodName](#).[\\_SetAnchorsLayoutPreset](#)  
[Control](#).[MethodName](#).[\\_GetAnchorsLayoutPreset](#)  
[Control](#).[MethodName](#).[SetAnchorsPreset](#)  
[Control](#).[MethodName](#).[SetOffsetsPreset](#)  
[Control](#).[MethodName](#).[SetAnchorsAndOffsetsPreset](#)  
[Control](#).[MethodName](#).[\\_SetAnchor](#)  
[Control](#).[MethodName](#).[SetAnchor](#)  
[Control](#).[MethodName](#).[GetAnchor](#)  
[Control](#).[MethodName](#).[SetOffset](#)

Control.MethodName.GetOffset  
Control.MethodName.SetAnchorAndOffset  
Control.MethodName.SetBegin  
Control.MethodName.SetEnd  
Control.MethodName.SetPosition  
Control.MethodName.\_SetPosition  
Control.MethodName.SetSize  
Control.MethodName.ResetSize  
Control.MethodName.\_SetSize  
Control.MethodName.SetCustomMinimumSize  
Control.MethodName.SetGlobalPosition  
Control.MethodName.\_SetGlobalPosition  
Control.MethodName.SetRotation  
Control.MethodName.SetRotationDegrees  
Control.MethodName.setScale  
Control.MethodName.SetPivotOffset  
Control.MethodName.GetBegin  
Control.MethodName.GetEnd  
Control.MethodName.GetPosition  
Control.MethodName.GetSize  
Control.MethodName.GetRotation  
Control.MethodName.GetRotationDegrees  
Control.MethodName.GetScale  
Control.MethodName.GetPivotOffset  
Control.MethodName.GetCustomMinimumSize  
Control.MethodName.GetParentAreaSize  
Control.MethodName.GetGlobalPosition  
Control.MethodName.GetScreenPosition  
Control.MethodName.GetRect  
Control.MethodName.GetGlobalRect  
Control.MethodName.SetFocusMode  
Control.MethodName.GetFocusMode  
Control.MethodName.HasFocus  
Control.MethodName.GrabFocus  
Control.MethodName.ReleaseFocus  
Control.MethodName.FindPrevValidFocus  
Control.MethodName.FindNextValidFocus  
Control.MethodName.FindValidFocusNeighbor  
Control.MethodName.SetHSizeFlags  
Control.MethodName.GetHSizeFlags  
Control.MethodName.SetStretchRatio  
Control.MethodName.GetStretchRatio  
Control.MethodName.SetVSizeFlags  
Control.MethodName.GetVSizeFlags  
Control.MethodName.SetTheme  
Control.MethodName.GetTheme  
Control.MethodName.SetThemeTypeVariation  
Control.MethodName.GetThemeTypeVariation  
Control.MethodName.BeginBulkThemeOverride  
Control.MethodName.EndBulkThemeOverride

Control.MethodName.AddThemelconOverride  
Control.MethodName.AddThemeStyleboxOverride  
Control.MethodName.AddThemeFontOverride  
Control.MethodName.AddThemeFontSizeOverride  
Control.MethodName.AddThemeColorOverride  
Control.MethodName.AddThemeConstantOverride  
Control.MethodName.RemoveThemelconOverride  
Control.MethodName.RemoveThemeStyleboxOverride  
Control.MethodName.RemoveThemeFontOverride  
Control.MethodName.RemoveThemeFontSizeOverride  
Control.MethodName.RemoveThemeColorOverride  
Control.MethodName.RemoveThemeConstantOverride  
Control.MethodName.GetThemelcon  
Control.MethodName.GetThemeStylebox  
Control.MethodName.GetThemeFont  
Control.MethodName.GetThemeFontSize  
Control.MethodName.GetThemeColor  
Control.MethodName.GetThemeConstant  
Control.MethodName.HasThemelconOverride  
Control.MethodName.HasThemeStyleboxOverride  
Control.MethodName.HasThemeFontOverride  
Control.MethodName.HasThemeFontSizeOverride  
Control.MethodName.HasThemeColorOverride  
Control.MethodName.HasThemeConstantOverride  
Control.MethodName.HasThemelcon  
Control.MethodName.HasThemeStylebox  
Control.MethodName.HasThemeFont  
Control.MethodName.HasThemeFontSize  
Control.MethodName.HasThemeColor  
Control.MethodName.HasThemeConstant  
Control.MethodName.GetThemeDefaultBaseScale  
Control.MethodName.GetThemeDefaultFont  
Control.MethodName.GetThemeDefaultFontSize  
Control.MethodName.GetParentControl  
Control.MethodName.SetHGrowDirection  
Control.MethodName.GetHGrowDirection  
Control.MethodName.SetVGrowDirection  
Control.MethodName.GetVGrowDirection  
Control.MethodName.SetToolTipAutoTranslateMode  
Control.MethodName.GetTooltipAutoTranslateMode  
Control.MethodName.SetToolTipText  
Control.MethodName.GetTooltipText  
Control.MethodName.GetTooltip  
Control.MethodName.SetDefaultCursorShape  
Control.MethodName.GetDefaultCursorShape  
Control.MethodName.GetCursorShape  
Control.MethodName.SetFocusNeighbor  
Control.MethodName.GetFocusNeighbor  
Control.MethodName.SetFocusNext  
Control.MethodName.GetFocusNext

Control.MethodName.SetFocusPrevious  
Control.MethodName.GetFocusPrevious  
Control.MethodName.ForceDrag  
Control.MethodName.SetMouseFilter  
Control.MethodName.GetMouseFilter  
Control.MethodName.SetForcePassScrollEvents  
Control.MethodName.IsForcePassScrollEvents  
Control.MethodName.SetClipContents  
Control.MethodName.IsClippingContents  
Control.MethodName.GrabClickFocus  
Control.MethodName.SetDragForwarding  
Control.MethodName.SetDragPreview  
Control.MethodName.IsDragSuccessful  
Control.MethodName.WarpMouse  
Control.MethodName.SetShortcutContext  
Control.MethodName.GetShortcutContext  
Control.MethodName.UpdateMinimumSize  
Control.MethodName.SetLayoutDirection  
Control.MethodName.GetLayoutDirection  
Control.MethodName.IsLayoutRtl  
Control.MethodName.SetAutoTranslate  
Control.MethodName.IsAutoTranslating  
Control.MethodName.SetLocalizeNumeralSystem  
Control.MethodName.IsLocalizingNumeralSystem  
CanvasItem.MethodName.\_Draw  
CanvasItem.MethodName.GetCanvasItem  
CanvasItem.MethodName.SetVisible  
CanvasItem.MethodName.IsVisible  
CanvasItem.MethodName.IsVisibleInTree  
CanvasItem.MethodName.Show  
CanvasItem.MethodName.Hide  
CanvasItem.MethodName.QueueRedraw  
CanvasItem.MethodName.MoveToFront  
CanvasItem.MethodName.SetAsTopLevel  
CanvasItem.MethodName.IsSetAsTopLevel  
CanvasItem.MethodName.SetLightMask  
CanvasItem.MethodName.GetLightMask  
CanvasItem.MethodName.SetModulate  
CanvasItem.MethodName.GetModulate  
CanvasItem.MethodName.SetSelfModulate  
CanvasItem.MethodName.GetSelfModulate  
CanvasItem.MethodName.SetZIndex  
CanvasItem.MethodName.GetZIndex  
CanvasItem.MethodName.SetZAsRelative  
CanvasItem.MethodName.IsZRelative  
CanvasItem.MethodName.SetYSortEnabled  
CanvasItem.MethodName.IsYSortEnabled  
CanvasItem.MethodName.SetDrawBehindParent  
CanvasItem.MethodName.IsDrawBehindParentEnabled  
CanvasItem.MethodName.DrawLine

CanvasItem.MethodName.DrawDashedLine  
CanvasItem.MethodName.DrawPolyline  
CanvasItem.MethodName.DrawPolylineColors  
CanvasItem.MethodName.DrawArc  
CanvasItem.MethodName.DrawMultiline  
CanvasItem.MethodName.DrawMultilineColors  
CanvasItem.MethodName.DrawRect  
CanvasItem.MethodName.DrawCircle  
CanvasItem.MethodName.DrawTexture  
CanvasItem.MethodName.DrawTextureRect  
CanvasItem.MethodName.DrawTextureRectRegion  
CanvasItem.MethodName.DrawMsdfTextureRectRegion  
CanvasItem.MethodName.DrawLcdTextureRectRegion  
CanvasItem.MethodName.DrawStyleBox  
CanvasItem.MethodName.DrawPrimitive  
CanvasItem.MethodName.DrawPolygon  
CanvasItem.MethodName.DrawColoredPolygon  
CanvasItem.MethodName.DrawString  
CanvasItem.MethodName.DrawMultilineString  
CanvasItem.MethodName.DrawStringOutline  
CanvasItem.MethodName.DrawMultilineStringOutline  
CanvasItem.MethodName.DrawChar  
CanvasItem.MethodName.DrawCharOutline  
CanvasItem.MethodName.DrawMesh  
CanvasItem.MethodName.DrawMultimesh  
CanvasItem.MethodName.DrawSetTransform  
CanvasItem.MethodName.DrawSetTransformMatrix  
CanvasItem.MethodName.DrawAnimationSlice  
CanvasItem.MethodName.DrawEndAnimation  
CanvasItem.MethodName.GetTransform  
CanvasItem.MethodName.GetGlobalTransform  
CanvasItem.MethodName.GetGlobalTransformWithCanvas  
CanvasItem.MethodName.GetViewportTransform  
CanvasItem.MethodName.GetViewportRect  
CanvasItem.MethodName.GetCanvasTransform  
CanvasItem.MethodName.GetScreenTransform  
CanvasItem.MethodName.GetLocalMousePosition  
CanvasItem.MethodName.GetGlobalMousePosition  
CanvasItem.MethodName.GetCanvas  
CanvasItem.MethodName.GetCanvasLayerNode  
CanvasItem.MethodName.GetWorld2D  
CanvasItem.MethodName.SetMaterial  
CanvasItem.MethodName.GetMaterial  
CanvasItem.MethodName.SetInstanceShaderParameter  
CanvasItem.MethodName.GetInstanceShaderParameter  
CanvasItem.MethodName.SetUseParentMaterial  
CanvasItem.MethodName.GetUseParentMaterial  
CanvasItem.MethodName.SetNotifyLocalTransform  
CanvasItem.MethodName.IsLocalTransformNotificationEnabled  
CanvasItem.MethodName.SetNotifyTransform

CanvasItem.MethodName.IsTransformNotificationEnabled  
CanvasItem.MethodName.ForceUpdateTransform  
CanvasItem.MethodName.MakeCanvasPositionLocal  
CanvasItem.MethodName.MakeInputLocal  
CanvasItem.MethodName.SetVisibilityLayer  
CanvasItem.MethodName.GetVisibilityLayer  
CanvasItem.MethodName.SetVisibilityLayerBit  
CanvasItem.MethodName.GetVisibilityLayerBit  
CanvasItem.MethodName.SetTextureFilter  
CanvasItem.MethodName.GetTextureFilter  
CanvasItem.MethodName.SetTextureRepeat  
CanvasItem.MethodName.GetTextureRepeat  
CanvasItem.MethodName.SetClipChildrenMode  
CanvasItem.MethodName.GetClipChildrenMode  
Node.MethodName.\_EnterTree  
Node.MethodName.\_ExitTree  
Node.MethodName.\_GetConfigurationWarnings  
Node.MethodName.\_Input  
Node.MethodName.\_PhysicsProcess  
Node.MethodName.\_Process  
Node.MethodName.\_Ready  
Node.MethodName.\_ShortcutInput  
Node.MethodName.\_UnhandledInput  
Node.MethodName.\_UnhandledKeyInput  
Node.MethodName.PrintOrphanNodes  
Node.MethodName.AddSibling  
Node.MethodName.SetName  
Node.MethodName.GetName  
Node.MethodName.AddChild  
Node.MethodName.RemoveChild  
Node.MethodName.Reparent  
Node.MethodName.GetChildCount  
Node.MethodName.GetChildren  
Node.MethodName.GetChild  
Node.MethodName.HasNode  
Node.MethodName.GetNode  
Node.MethodName.GetNodeOrNull  
Node.MethodName.GetParent  
Node.MethodName.FindChild  
Node.MethodName.FindChildren  
Node.MethodName.FindParent  
Node.MethodName.HasNodeAndResource  
Node.MethodName.GetNodeAndResource  
Node.MethodName.IsInsideTree  
Node.MethodName.IsPartOfEditedScene  
Node.MethodName.IsAncestorOf  
Node.MethodName.IsGreaterThanOrEqual  
Node.MethodName.GetPath  
Node.MethodName.GetPathTo  
Node.MethodName.AddToGroup

Node.MethodName.RemoveFromGroup  
Node.MethodName.IsInGroup  
Node.MethodName.MoveChild  
Node.MethodName.GetGroups  
Node.MethodName.SetOwner  
Node.MethodName.GetOwner  
Node.MethodName.GetIndex  
Node.MethodName.PrintTree  
Node.MethodName.PrintTreePretty  
Node.MethodName.GetTreeString  
Node.MethodName.GetTreeStringPretty  
Node.MethodName.SetSceneFilePath  
Node.MethodName.GetSceneFilePath  
Node.MethodName.PropagateNotification  
Node.MethodName.PropagateCall  
Node.MethodName.SetPhysicsProcess  
Node.MethodName.GetPhysicsProcessDeltaTime  
Node.MethodName.IsPhysicsProcessing  
Node.MethodName.GetProcessDeltaTime  
Node.MethodName.SetProcess  
Node.MethodName.SetProcessPriority  
Node.MethodName.GetProcessPriority  
Node.MethodName.SetPhysicsProcessPriority  
Node.MethodName.GetPhysicsProcessPriority  
Node.MethodName.IsProcessing  
Node.MethodName.SetProcessInput  
Node.MethodName.IsProcessingInput  
Node.MethodName.SetProcessShortcutInput  
Node.MethodName.IsProcessingShortcutInput  
Node.MethodName.SetProcessUnhandledInput  
Node.MethodName.IsProcessingUnhandledInput  
Node.MethodName.SetProcessUnhandledKeyInput  
Node.MethodName.IsProcessingUnhandledKeyInput  
Node.MethodName.SetProcessMode  
Node.MethodName.GetProcessMode  
Node.MethodName.CanProcess  
Node.MethodName.SetProcessThreadGroup  
Node.MethodName.GetProcessThreadGroup  
Node.MethodName.SetProcessThreadMessages  
Node.MethodName.GetProcessThreadMessages  
Node.MethodName.SetProcessThreadGroupOrder  
Node.MethodName.GetProcessThreadGroupOrder  
Node.MethodName.SetDisplayFolded  
Node.MethodName.IsDisplayedFolded  
Node.MethodName.SetProcessInternal  
Node.MethodName.IsProcessingInternal  
Node.MethodName.SetPhysicsProcessInternal  
Node.MethodName.IsPhysicsProcessingInternal  
Node.MethodName.SetPhysicsInterpolationMode  
Node.MethodName.GetPhysicsInterpolationMode

Node.MethodName.IsPhysicsInterpolated  
Node.MethodName.IsPhysicsInterpolatedAndEnabled  
Node.MethodName.ResetPhysicsInterpolation  
Node.MethodName.SetAutoTranslateMode  
Node.MethodName.GetAutoTranslateMode  
Node.MethodName.SetTranslationDomainInherited  
Node.MethodName.GetWindow  
Node.MethodName.GetLastExclusiveWindow  
Node.MethodName.GetTree  
Node.MethodName.CreateTween  
Node.MethodName.Duplicate  
Node.MethodName.ReplaceBy  
Node.MethodName.SetSceneInstanceLoadPlaceholder  
Node.MethodName.GetSceneInstanceLoadPlaceholder  
Node.MethodName.SetEditableInstance  
Node.MethodName.IsEditableInstance  
Node.MethodName.GetViewport  
Node.MethodName.QueueFree  
Node.MethodName.RequestReady  
Node.MethodName.IsNodeReady  
Node.MethodName.SetMultiplayerAuthority  
Node.MethodName.GetMultiplayerAuthority  
Node.MethodName.IsMultiplayerAuthority  
Node.MethodName.GetMultiplayer  
Node.MethodName.RpcConfig  
Node.MethodName.GetRpcConfig  
Node.MethodName.SetEditorDescription  
Node.MethodName.GetEditorDescription  
Node.MethodName.\_SetImportPath  
Node.MethodName.\_GetImportPath  
Node.MethodName.SetUniqueNameInOwner  
Node.MethodName.IsUniqueNameInOwner  
Node.MethodName.Atr  
Node.MethodName.AtrN  
Node.MethodName.Rpc  
Node.MethodName.Rpcld  
Node.MethodName.UpdateConfigurationWarnings  
Node.MethodName.CallDeferredThreadGroup  
Node.MethodName.SetDeferredThreadGroup  
Node.MethodName.NotifyDeferredThreadGroup  
Node.MethodName.CallThreadSafe  
Node.MethodName.SetThreadSafe  
Node.MethodName.NotifyThreadSafe  
GodotObject.MethodName.\_Get  
GodotObject.MethodName.\_GetPropertyList  
GodotObject.MethodName.\_IterGet  
GodotObject.MethodName.\_IterInit  
GodotObject.MethodName.\_IterNext  
GodotObject.MethodName.\_Notification  
GodotObject.MethodName.\_PropertyCanRevert

GodotObject.MethodName.\_PropertyGetRevert  
GodotObject.MethodName.\_Set  
GodotObject.MethodName.\_ValidateProperty  
GodotObject.MethodName.Free  
GodotObject.MethodName.GetClass  
GodotObject.MethodName.IsClass  
GodotObject.MethodName.Set  
GodotObject.MethodName.Get  
GodotObject.MethodName.SetIndexed  
GodotObject.MethodName.GetIndexed  
GodotObject.MethodName.GetPropertyList  
GodotObject.MethodName.GetMethodList  
GodotObject.MethodName.PropertyCanRevert  
GodotObject.MethodName.PropertyGetRevert  
GodotObject.MethodName.Notification  
GodotObject.MethodName.GetInstanceID  
GodotObject.MethodName.SetScript  
GodotObject.MethodName.GetScript  
GodotObject.MethodName.SetMeta  
GodotObject.MethodName.RemoveMeta  
GodotObject.MethodName.GetMeta  
GodotObject.MethodName.HasMeta  
GodotObject.MethodName.GetMetaList  
GodotObject.MethodName.AddUserSignal  
GodotObject.MethodName.HasUserSignal  
GodotObject.MethodName.RemoveUserSignal  
GodotObject.MethodName.EmitSignal  
GodotObject.MethodName.Call  
GodotObject.MethodName.CallDeferred  
GodotObject.MethodName.SetDeferred  
GodotObject.MethodName.Callv  
GodotObject.MethodName.HasMethod  
GodotObject.MethodName.GetMethodArgumentCount  
GodotObject.MethodName.HasSignal  
GodotObject.MethodName.GetSignalList  
GodotObject.MethodName.GetSignalConnectionList  
GodotObject.MethodName.GetIncomingConnections  
GodotObject.MethodName.Connect  
GodotObject.MethodName.Disconnect  
GodotObject.MethodName.IsConnected  
GodotObject.MethodName.HasConnections  
GodotObject.MethodName.SetBlockSignals  
GodotObject.MethodName.IsBlockingSignals  
GodotObject.MethodName.NotifyPropertyChanged  
GodotObject.MethodName.SetMessageTranslation  
GodotObject.MethodName.CanTranslateMessages  
GodotObject.MethodName.Tr  
GodotObject.MethodName.TrN  
GodotObject.MethodName.GetTranslationDomain  
GodotObject.MethodName.SetTranslationDomain

GodotObject.MethodName.IsQueuedForDeletion  
GodotObject.MethodName.CancelFree  
**object.Equals(object)**  
**object.Equals(object, object)**  
**object.GetHashCode()**  
**object.GetType()**  
**object.MemberwiseClone()**  
**object.ReferenceEquals(object, object)**  
**object.ToString()**

Namespace: [cfGodotEngine.Controls](#)

Assembly: CatSweeper.dll

## Syntax

```
public class AtlasTextureRect.MethodName : TextureRect.MethodName
```

## Fields

### UpdateTexture

---

Cached name for the 'UpdateTexture' method.

#### Declaration

```
public static readonly StringName UpdateTexture
```

#### Field Value

##### TYPE

---

StringName

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# Class AtlasTextureRect.PropertyName

Cached StringNames for the properties and fields contained in this class, for fast lookup.

## Inheritance

[object](#) → [GodotObject.PropertyName](#) → [Node.PropertyName](#) → [CanvasItem.PropertyName](#) → [Control.PropertyName](#) → [TextureRect.PropertyName](#) → [AtlasTextureRect.PropertyName](#)

## Inherited Members

TextureRect.PropertyName.Texture  
TextureRect.PropertyName.ExpandMode  
TextureRect.PropertyName.StretchMode  
TextureRect.PropertyName.FlipH  
TextureRect.PropertyName.FlipV  
Control.PropertyName.ClipContents  
Control.PropertyName.CustomMinimumSize  
Control.PropertyName.LayoutDirection  
Control.PropertyName.LayoutMode  
Control.PropertyName.AnchorsPreset  
Control.PropertyName.AnchorLeft  
Control.PropertyName.AnchorTop  
Control.PropertyName.AnchorRight  
Control.PropertyName.AnchorBottom  
Control.PropertyName.OffsetLeft  
Control.PropertyName.OffsetTop  
Control.PropertyName.OffsetRight  
Control.PropertyName.OffsetBottom  
Control.PropertyName.GrowHorizontal  
Control.PropertyName.GrowVertical  
Control.PropertyName.Size  
Control.PropertyName.Position  
Control.PropertyName.GlobalPosition  
Control.PropertyName.Rotation  
Control.PropertyName.RotationDegrees  
Control.PropertyName.Scale  
Control.PropertyName.PivotOffset  
Control.PropertyName.SizeTypeHorizontal  
Control.PropertyName.SizeTypeVertical  
Control.PropertyName.SizeTypeStretchRatio  
Control.PropertyName.LocalizeNumeralSystem  
Control.PropertyName.AutoTranslate  
Control.PropertyName.TooltipText

Control.PropertyName.TooltipAutoTranslateMode  
Control.PropertyName.FocusNeighborLeft  
Control.PropertyName.FocusNeighborTop  
Control.PropertyName.FocusNeighborRight  
Control.PropertyName.FocusNeighborBottom  
Control.PropertyName.FocusNext  
Control.PropertyName.FocusPrevious  
Control.PropertyName.FocusMode  
Control.PropertyName.MouseFilter  
Control.PropertyName.MouseForcePassScrollEvents  
Control.PropertyName.MouseDefaultCursorShape  
Control.PropertyName.ShortcutContext  
Control.PropertyName.Theme  
Control.PropertyName.ThemeTypeVariation  
CanvasItem.PropertyName.Visible  
CanvasItem.PropertyName.Modulate  
CanvasItem.PropertyName.SelfModulate  
CanvasItem.PropertyName.ShowBehindParent  
CanvasItem.PropertyName.TopLevel  
CanvasItem.PropertyName.ClipChildren  
CanvasItem.PropertyName.LightMask  
CanvasItem.PropertyName.VisibilityLayer  
CanvasItem.PropertyName.ZIndex  
CanvasItem.PropertyName.ZAsRelative  
CanvasItem.PropertyName.YSortEnabled  
CanvasItem.PropertyName.TextureFilter  
CanvasItem.PropertyName.TextureRepeat  
CanvasItem.PropertyName.Material  
CanvasItem.PropertyName.UseParentMaterial  
Node.PropertyName.\_ImportPath  
Node.PropertyName.Name  
Node.PropertyName.UniqueNameInOwner  
Node.PropertyName.SceneFilePath  
Node.PropertyName.Owner  
Node.PropertyName.Multiplayer  
Node.PropertyName.ProcessMode  
Node.PropertyName.ProcessPriority  
Node.PropertyName.ProcessPhysicsPriority  
Node.PropertyName.ProcessThreadGroup  
Node.PropertyName.ProcessThreadGroupOrder  
Node.PropertyName.ProcessThreadMessages  
Node.PropertyName.PhysicsInterpolationMode  
Node.PropertyName.AutoTranslateMode  
Node.PropertyName.EditorDescription  
**object.Equals(object)**  
**object.Equals(object, object)**  
**object.GetHashCode()**  
**object.GetType()**  
**object.MemberwiseClone()**  
**object.ReferenceEquals(object, object)**

[object.ToString\(\)](#)

Namespace: [cfGodotEngine.Controls](#)

Assembly: CatSweeper.dll

## Syntax

```
public class AtlasTextureRect.PropertyName : TextureRect.PropertyName
```

## Fields

### \_textureRef

Cached name for the '\_textureRef' field.

#### Declaration

```
public static readonly StringName _textureRef
```

#### Field Value

##### TYPE

---

StringName

### textureRef

Cached name for the 'textureRef' property.

#### Declaration

```
public static readonly StringName textureRef
```

#### Field Value

##### TYPE

---

StringName



# Class AtlasTextureRect.SignalName

Cached StringNames for the signals contained in this class, for fast lookup.

## Inheritance

[object](#) → [GodotObject.SignalName](#) → [Node.SignalName](#) → [CanvasItem.SignalName](#) → [Control.SignalName](#) → [TextureRect.SignalName](#) → [AtlasTextureRect.SignalName](#)

## Inherited Members

[Control.SignalName.Resized](#)  
[Control.SignalName.GuiInput](#)  
[Control.SignalName.MouseEntered](#)  
[Control.SignalName.MouseExited](#)  
[Control.SignalName.FocusEntered](#)  
[Control.SignalName.FocusExited](#)  
[Control.SignalName.SizeFlagsChanged](#)  
[Control.SignalName.MinimumSizeChanged](#)  
[Control.SignalName.ThemeChanged](#)  
[CanvasItem.SignalName.Draw](#)  
[CanvasItem.SignalName.VisibilityChanged](#)  
[CanvasItem.SignalName.Hidden](#)  
[CanvasItem.SignalName.ItemRectChanged](#)  
[Node.SignalName.Ready](#)  
[Node.SignalName.Renamed](#)  
[Node.SignalName.TreeEntered](#)  
[Node.SignalName.TreeExiting](#)  
[Node.SignalName.TreeExited](#)  
[Node.SignalName.ChildEnteredTree](#)  
[Node.SignalName.ChildExitingTree](#)  
[Node.SignalName.ChildOrderChanged](#)  
[Node.SignalName.ReplacingBy](#)  
[Node.SignalName.EditorDescriptionChanged](#)  
[Node.SignalName.EditorStateChanged](#)  
[GodotObject.SignalName.ScriptChanged](#)  
[GodotObject.SignalName.PropertyListChanged](#)  
[object.Equals\(object\)](#)  
[object.Equals\(object, object\)](#)  
[object.GetHashCode\(\)](#)  
[object.GetType\(\)](#)  
[object.MemberwiseClone\(\)](#)  
[object.ReferenceEquals\(object, object\)](#)  
[object.ToString\(\)](#)

## Syntax

```
public class AtlasTextureRect.SignalName : TextureRect.SignalName
```

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# Namespace cfGodotEngine.Core

## Classes

[GameExtension](#)

[GodotLogger](#)

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# Class GameExtension

## Inheritance

`object` → GameExtension

## Inherited Members

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

Namespace: [cfGodotEngine.Core](#)

Assembly: CatSweeper.dll

## Syntax

```
public static class GameExtension
```

## Methods

### GetAsset(Game)

#### Declaration

```
public static AssetManager<Resource> GetAsset(this Game game)
```

#### Parameters

TYPE	NAME
Game	game

#### Returns

## TYPE

---

AssetManager<Resource>

# WithAsset(Game, ResourceAssetManager)

---

## Declaration

```
public static Game WithAsset(this Game game, ResourceAssetManager assetManager)
```

## Parameters

TYPE	NAME
Game	game
ResourceAssetManager	assetManager

## Returns

## TYPE

---

Game

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# Class GodotLogger

## Inheritance

[object](#) → GodotLogger

## Implements

ILogger

## Inherited Members

[object.Equals\(object\)](#)

[object.Equals\(object, object\)](#)

[object.GetHashCode\(\)](#)

[object.GetType\(\)](#)

[object.MemberwiseClone\(\)](#)

[object.ReferenceEquals\(object, object\)](#)

[object.ToString\(\)](#)

Namespace: [cfGodotEngine.Core](#)

Assembly: CatSweeper.dll

## Syntax

```
public class GodotLogger : ILogger
```

# Methods

## Asset(bool, object)

### Declaration

```
public void Asset(bool condition, object context = null)
```

### Parameters

TYPE	NAME
------	------

bool	condition
------	-----------

TYPE NAME

---

object context

## LogDebug(string, object)

---

### Declaration

```
public void LogDebug(string message, object context = null)
```

### Parameters

TYPE NAME

---

string message

object context

## .LogError(string, object)

---

### Declaration

```
public void LogError(string message, object context = null)
```

### Parameters

TYPE NAME

---

string message

object context

## LogException(Exception, object)

---

### Declaration

```
public void LogException(Exception ex, object message = null)
```

### Parameters

TYPE	NAME
------	------

| Exception | ex |
| object | message |

## LogInfo(string, object)

---

### Declaration

```
public void LogInfo(string message, object context = null)
```

### Parameters

TYPE	NAME
------	------

| string | message |
| object | context |

## LogWarning(string, object)

---

### Declaration

```
public void LogWarning(string message, object context = null)
```

### Parameters

TYPE	NAME
------	------

| string | message |
| object | context |

## Implements

cfEngine.Logging.ILogger

# Namespace cfGodotEngine.GoogleDrive

## Classes

[AssetDirectFileMirror](#)

[ChangeHandler](#)

[DriveMirror](#)

[DriveMirrorSetting](#)

[DriveMirrorSetting.MethodName](#)

Cached StringNames for the methods contained in this class, for fast lookup.

[DriveMirrorSetting.PropertyName](#)

Cached StringNames for the properties and fields contained in this class, for fast lookup.

[DriveMirrorSetting.SignalName](#)

Cached StringNames for the signals contained in this class, for fast lookup.

[DriveUtil](#)

[SettingItem](#)

[SettingItem.MethodName](#)

Cached StringNames for the methods contained in this class, for fast lookup.

[SettingItem.PropertyName](#)

Cached StringNames for the properties and fields contained in this class, for fast lookup.

[SettingItem.SignalName](#)

Cached StringNames for the signals contained in this class, for fast lookup.

## Structs

[ChangelInfo](#)

[FileHandler.DownloadRequest](#)

[FileHandler.FileItem](#)

[FolderMimeHandler](#)

[RefreshRequest](#)

[RefreshResult](#)

[RefreshStatus](#)

[SheetFileHandler](#)

[UrlInfo](#)

## Interfaces

[FileHandler](#)

[IChangeHandler](#)

[IFileMirrorHandler](#)

## Enums

[ChangeType](#)

[FileType](#)

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# Class AssetDirectFileMirror

## Inheritance

[object](#) → AssetDirectFileMirror

## Implements

[IFileMirrorHandler](#)

## Inherited Members

[object.Equals\(object\)](#)

[object.Equals\(object, object\)](#)

[object.GetHashCode\(\)](#)

[object.GetType\(\)](#)

[object.MemberwiseClone\(\)](#)

[object.ReferenceEquals\(object, object\)](#)

[object.ToString\(\)](#)

Namespace: [cfGodotEngine.GoogleDrive](#)

Assembly: CatSweeper.dll

## Syntax

```
public class AssetDirectFileMirror : IFileMirrorHandler
```

## Constructors

### AssetDirectFileMirror(ILOGGER, string)

#### Declaration

```
public AssetDirectFileMirror(ILOGGER logger, string assetDirectoryPath)
```

#### Parameters

TYPE	NAME
ILOGGER	logger

TYPE	NAME
------	------

string	assetDirectoryPath
--------	--------------------

## Methods

### RefreshFiles(DriveService, in RefreshRequest)

---

#### Declaration

```
public void RefreshFiles(DriveService driveService, in RefreshRequest request)
```

#### Parameters

TYPE	NAME
------	------

DriveService	driveService
RefreshRequest	request

### RefreshFilesAsync(DriveService, RefreshRequest)

---

#### Declaration

```
public IEnumerable<Task<RefreshStatus>> RefreshFilesAsync(DriveService driveService, RefreshRe
```

#### Parameters

TYPE	NAME
------	------

DriveService	driveService
RefreshRequest	request

#### Returns

TYPE
------

IEnumerable<Task<RefreshStatus>>
----------------------------------

## Implements

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# Class ChangeHandler

## Inheritance

[object](#) → ChangeHandler

## Implements

[IChangeHandler](#)

## Inherited Members

[object.Equals\(object\)](#)

[object.Equals\(object, object\)](#)

[object.GetHashCode\(\)](#)

[object.GetType\(\)](#)

[object.MemberwiseClone\(\)](#)

[object.ReferenceEquals\(object, object\)](#)

[object.ToString\(\)](#)

Namespace: [cfGodotEngine.GoogleDrive](#)

Assembly: CatSweeper.dll

## Syntax

```
public class ChangeHandler : IChangeHandler
```

## Constructors

### ChangeHandler(ILogger)

#### Declaration

```
public ChangeHandler(ILogger logger)
```

#### Parameters

TYPE	NAME
ILogger	logger

# Properties

## ChangedFiles

---

### Declaration

```
public IReadOnlyList<Change> ChangedFiles { get; }
```

### Property Value

#### TYPE

---

IReadOnlyList<Change>

## Methods

### IsFileChanged(File)

---

### Declaration

```
public bool IsFileChanged(File googleFile)
```

### Parameters

#### TYPE NAME

---

File googleFile

### Returns

#### TYPE

---

bool

### LoadChanges(DriveService, string)

---

### Declaration

```
public string LoadChanges(DriveService driveService, string startPageToken)
```

## Parameters

TYPE	NAME
DriveService	driveService
string	startPageToken

## Returns

TYPE
string

# LoadChangesAsync(DriveService, string)

---

## Declaration

```
public Task<string> LoadChangesAsync(DriveService driveService, string startPageToken)
```

## Parameters

TYPE	NAME
DriveService	driveService
string	startPageToken

## Returns

TYPE
Task<string>

# TryGetFileChange(File, out ChangefInfo?)

---

## Declaration

```
public bool TryGetFileChange(File googleFile, out ChangeInfo? changeInfo)
```

## Parameters

TYPE	NAME
File	googleFile
ChangefInfo?	changeInfo

Returns

TYPE

---

bool

## Implements

IChangeHandler

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# Struct ChangeInfo

## Inherited Members

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

Namespace: [cfGodotEngine.GoogleDrive](#)

Assembly: CatSweeper.dll

## Syntax

```
public struct ChangeInfo
```

# Fields

## File

---

### Declaration

```
public Optional<File> File
```

### Field Value

#### TYPE

---

Optional<[File](#)>

## type

---

### Declaration

```
public ChangeType type
```

## Field Value

### TYPE

---

ChangeType

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# Enum ChangeType

Namespace: [cfGodotEngine.GoogleDrive](#)

Assembly: CatSweeper.dll

## Syntax

```
public enum ChangeType
```

## Fields

NAME
Modified
None
Removed

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# Class DriveMirror

## Inheritance

[object](#) → [DriveMirror](#)

## Inherited Members

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

Namespace: [cfGodotEngine.GoogleDrive](#)

Assembly: CatSweeper.dll

## Syntax

```
public class DriveMirror
```

## Constructors

### DriveMirror(IFileMirrorHandler, ILogger)

#### Declaration

```
public DriveMirror(IFileMirrorHandler mirrorHandler, ILogger logger)
```

#### Parameters

TYPE	NAME
<a href="#">IFileMirrorHandler</a>	mirrorHandler
<a href="#">ILogger</a>	logger

# Properties

## instance

---

### Declaration

```
public static DriveMirror instance { get; }
```

### Property Value

#### TYPE

---

DriveMirror

## Methods

### ClearAllAndRefreshAsync()

---

### Declaration

```
public Task<IEnumerable<RefreshStatus>> ClearAllAndRefreshAsync()
```

### Returns

#### TYPE

---

Task<IEnumerable<RefreshStatus>>

### ClearAllAndRefreshWithProgressBar()

---

### Declaration

```
public Task ClearAllAndRefreshWithProgressBar()
```

### Returns

#### TYPE

---

Task

# Refresh()

---

## Declaration

```
public void Refresh()
```

# RefreshAsync()

---

## Declaration

```
public Task<IEnumerable<RefreshStatus>> RefreshAsync()
```

## Returns

### TYPE

---

Task<IEnumerable<RefreshStatus>>

# RefreshWithProgressBar()

---

## Declaration

```
public Task RefreshWithProgressBar()
```

## Returns

### TYPE

---

Task

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# Class DriveMirrorSetting

## Inheritance

object → GodotObject → RefCounted → Resource → [Setting<DriveMirrorSetting>](#) → DriveMirrorSetting

## Implements

[IDisposable](#)

## Inherited Members

[Setting<DriveMirrorSetting>.GetSetting\(\)](#)

Resource.\_GetRid()

Resource.\_ResetState()

[Resource.\\_SetPathCache\(string\)](#)

Resource.\_SetupLocalToScene()

[Resource.TakeOverPath\(string\)](#)

[Resource.SetPathCache\(string\)](#)

Resource.GetRid()

Resource.GetLocalScene()

Resource.SetupLocalToScene()

Resource.ResetState()

[Resource.SetIdForPath\(string, string\)](#)

[Resource.GetIdForPath\(string\)](#)

Resource.IsBuiltIn()

Resource.GenerateSceneUniqueId()

Resource.EmitChanged()

[Resource.Duplicate\(bool\)](#)

Resource.EmitSignalChanged()

Resource.EmitSignalSetupLocalToSceneRequested()

Resource.InvokeGodotClassMethod(in godot\_string\_name, NativeVariantPtrArgs, out godot\_variant)

Resource.HasGodotClassMethod(in godot\_string\_name)

Resource.HasGodotClassSignal(in godot\_string\_name)

Resource.ResourceLocalToScene

Resource.ResourcePath

Resource.ResourceName

Resource.ResourceSceneUniqueId

Resource.Changed

Resource.SetupLocalToSceneRequested

RefCounted.InitRef()

RefCounted.Reference()

RefCounted.Unreference()

RefCounted.GetReferenceCount()

GodotObject.NotificationPostinitialize  
GodotObject.NotificationPredelete  
GodotObject.NotificationExtensionReloaded  
**GodotObject.InstanceFromId(ulong)**  
**GodotObject.IsInstanceIdValid(ulong)**  
GodotObject.IsInstanceValid(GodotObject)  
GodotObject.WeakRef(GodotObject)  
GodotObject.Dispose()  
**GodotObject.Dispose(bool)**  
GodotObject.ToString()  
GodotObject.ToSignal(GodotObject, StringName)  
GodotObject.\_Get(StringName)  
GodotObject.\_GetPropertyList()  
GodotObject.\_IterGet(Variant)  
GodotObject.\_IterInit(Array)  
GodotObject.\_IterNext(Array)  
**GodotObject.\_Notification(int)**  
GodotObject.\_PropertyCanRevert(StringName)  
GodotObject.\_PropertyGetRevert(StringName)  
GodotObject.\_Set(StringName, Variant)  
GodotObject.\_ValidateProperty(Dictionary)  
GodotObject.Free()  
GodotObject.GetClass()  
**GodotObject.IsClass(string)**  
GodotObject.Set(StringName, Variant)  
GodotObject.Get(StringName)  
GodotObject.SetIndexed(NodePath, Variant)  
GodotObject.GetIndexed(NodePath)  
GodotObject.GetPropertyList()  
GodotObject.GetMethodList()  
GodotObject.PropertyCanRevert(StringName)  
GodotObject.PropertyGetRevert(StringName)  
**GodotObject.Notification(int, bool)**  
GodotObject.GetInstanceId()  
GodotObject.SetScript(Variant)  
GodotObject.GetScript()  
GodotObject.SetMeta(StringName, Variant)  
GodotObject.RemoveMeta(StringName)  
GodotObject.GetMeta(StringName, Variant)  
GodotObject.HasMeta(StringName)  
GodotObject.GetMetaList()  
**GodotObject.AddUserSignal(string, Array)**  
GodotObject.HasUserSignal(StringName)  
GodotObject.RemoveUserSignal(StringName)  
GodotObject.EmitSignal(StringName, params Variant[])  
**GodotObject.EmitSignal(StringName, ReadOnlySpan<Variant>)**  
GodotObject.Call(StringName, params Variant[])  
**GodotObject.Call(StringName, ReadOnlySpan<Variant>)**  
GodotObject.CallDeferred(StringName, params Variant[])  
**GodotObject.CallDeferred(StringName, ReadOnlySpan<Variant>)**

GodotObject.SetDeferred(StringName, Variant)  
GodotObject.Callv(StringName, Array)  
GodotObject.HasMethod(StringName)  
GodotObject.GetMethodArgumentCount(StringName)  
GodotObject.HasSignal(StringName)  
GodotObject.GetSignalList()  
GodotObject.GetSignalConnectionList(StringName)  
GodotObject.GetIncomingConnections()  
**GodotObject.Connect(StringName, Callable, uint)**  
GodotObject.Disconnect(StringName, Callable)  
GodotObject.IsConnected(StringName, Callable)  
GodotObject.HasConnections(StringName)  
**GodotObject.SetBlockSignals(bool)**  
GodotObject.IsBlockingSignals()  
GodotObject.NotifyPropertyListChanged()  
**GodotObject.SetMessageTranslation(bool)**  
GodotObject.CanTranslateMessages()  
GodotObject.Tr(StringName, StringName)  
**GodotObject.TrN(StringName, StringName, int, StringName)**  
GodotObject.GetTranslationDomain()  
GodotObject.SetTranslationDomain(StringName)  
GodotObject.IsQueuedForDeletion()  
GodotObject.CancelFree()  
GodotObject.EmitSignalScriptChanged()  
GodotObject.EmitSignalPropertyListChanged()  
GodotObject.NativeInstance  
GodotObject.ScriptChanged  
GodotObject.PropertyListChanged  
**object.Equals(object)**  
**object.Equals(object, object)**  
**object.GetHashCode()**  
**object.GetType()**  
**object.MemberwiseClone()**  
**object.ReferenceEquals(object, object)**

Namespace: [cfGodotEngine.GoogleDrive](#)

Assembly: CatSweeper.dll

## Syntax

```
[SettingPath("res://Setting/GoogleDrive/DriveMirrorSetting.tres")]
[Tool]
[GlobalClass]
[ScriptPath("res://Modules/cfGodotEngine/google/drive/DriveMirrorSetting.cs")]
public class DriveMirrorSetting : Setting<DriveMirrorSetting>, IDisposable
```

## Fields

# changeChecksumToken

---

## Declaration

```
[Export(PropertyHint.None, "")]  
public string changeChecksumToken
```

## Field Value

### TYPE

---

string

# items

---

## Declaration

```
[Export(PropertyHint.None, "")]  
public Array<SettingItem> items
```

## Field Value

### TYPE

---

Array<[SettingItem](#)>

# refreshOnEnterPlayMode

---

## Declaration

```
[Export(PropertyHint.None, "")]  
public bool refreshOnEnterPlayMode
```

## Field Value

### TYPE

---

bool

# Properties

# ForceRefreshAllButton

---

## Declaration

```
[ExportToolButton("Force Refresh All")]
public Callable ForceRefreshAllButton { get; }
```

## Property Value

### TYPE

---

Callable

# RefreshButton

---

## Declaration

```
[ExportToolButton("Refresh")]
public Callable RefreshButton { get; }
```

## Property Value

### TYPE

---

Callable

# serviceAccountCredentialJson

---

## Declaration

```
public string serviceAccountCredentialJson { get; }
```

## Property Value

### TYPE

---

string

# settingMap

---

## Declaration

```
public Dictionary<string, SettingItem> settingMap { get; }
```

## Property Value

### TYPE

---

Dictionary<string, SettingItem>

## Methods

### ForceRefreshAll()

---

#### Declaration

```
public void ForceRefreshAll()
```

### Refresh()

---

#### Declaration

```
public void Refresh()
```

## Implements

### IDisposable

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# Class DriveMirrorSetting.MethodName

Cached StringNames for the methods contained in this class, for fast lookup.

## Inheritance

[object](#) → [GodotObject.MethodName](#) → [RefCounted.MethodName](#) → [Resource.MethodName](#) → [Setting<DriveMirrorSetting>.MethodName](#) → [DriveMirrorSetting.MethodName](#)

## Inherited Members

[Resource.MethodName.\\_GetRid](#)  
[Resource.MethodName.\\_ResetState](#)  
[Resource.MethodName.\\_SetPathCache](#)  
[Resource.MethodName.\\_SetupLocalToScene](#)  
[Resource.MethodName.SetPath](#)  
[Resource.MethodName.TakeOverPath](#)  
[Resource.MethodName.GetPath](#)  
[Resource.MethodName.SetPathCache](#)  
[Resource.MethodNameSetName](#)  
[Resource.MethodName.GetName](#)  
[Resource.MethodName.GetRid](#)  
[Resource.MethodName.SetLocalToScene](#)  
[Resource.MethodName.IsLocalToScene](#)  
[Resource.MethodName.GetLocalScene](#)  
[Resource.MethodName.SetupLocalToScene](#)  
[Resource.MethodName.ResetState](#)  
[Resource.MethodName.SetIdForPath](#)  
[Resource.MethodName.GetIdForPath](#)  
[Resource.MethodName.IsBuiltIn](#)  
[Resource.MethodName.GenerateSceneUniqueId](#)  
[Resource.MethodName.SetSceneUniqueId](#)  
[Resource.MethodName.GetSceneUniqueId](#)  
[Resource.MethodName.EmitChanged](#)  
[Resource.MethodName.Duplicate](#)  
[RefCounted.MethodName.InitRef](#)  
[RefCounted.MethodName.Reference](#)  
[RefCounted.MethodName.Unreference](#)  
[RefCounted.MethodName.GetReferenceCount](#)  
[GodotObject.MethodName.\\_Get](#)  
[GodotObject.MethodName.\\_GetPropertyList](#)  
[GodotObject.MethodName.\\_IterGet](#)  
[GodotObject.MethodName.\\_IterInit](#)  
[GodotObject.MethodName.\\_IterNext](#)

GodotObject.MethodName.\_Notification  
GodotObject.MethodName.\_PropertyCanRevert  
GodotObject.MethodName.\_PropertyGetRevert  
GodotObject.MethodName.\_Set  
GodotObject.MethodName.\_ValidateProperty  
GodotObject.MethodName.Free  
GodotObject.MethodName.GetClass  
GodotObject.MethodName.IsClass  
GodotObject.MethodName.Set  
GodotObject.MethodName.Get  
GodotObject.MethodName.SetIndexed  
GodotObject.MethodName.GetIndexed  
GodotObject.MethodName.GetPropertyList  
GodotObject.MethodName.GetMethodList  
GodotObject.MethodName.PropertyCanRevert  
GodotObject.MethodName.PropertyGetRevert  
GodotObject.MethodName.Notification  
GodotObject.MethodName.GetInstanceId  
GodotObject.MethodName.SetScript  
GodotObject.MethodName.GetScript  
GodotObject.MethodName.SetMeta  
GodotObject.MethodName.RemoveMeta  
GodotObject.MethodName.GetMeta  
GodotObject.MethodName.HasMeta  
GodotObject.MethodName.GetMetaList  
GodotObject.MethodName.AddUserSignal  
GodotObject.MethodName.HasUserSignal  
GodotObject.MethodName.RemoveUserSignal  
GodotObject.MethodName.EmitSignal  
GodotObject.MethodName.Call  
GodotObject.MethodName.CallDeferred  
GodotObject.MethodName.SetDeferred  
GodotObject.MethodName.Callv  
GodotObject.MethodName.HasMethod  
GodotObject.MethodName.GetMethodArgumentCount  
GodotObject.MethodName.HasSignal  
GodotObject.MethodName.GetSignalList  
GodotObject.MethodName.GetSignalConnectionList  
GodotObject.MethodName.GetIncomingConnections  
GodotObject.MethodName.Connect  
GodotObject.MethodName.Disconnect  
GodotObject.MethodName.IsConnected  
GodotObject.MethodName.HasConnections  
GodotObject.MethodName.SetBlockSignals  
GodotObject.MethodName.IsBlockingSignals  
GodotObject.MethodName.NotifyPropertyListChanged  
GodotObject.MethodName.SetMessageTranslation  
GodotObject.MethodName.CanTranslateMessages  
GodotObject.MethodName.Tr  
GodotObject.MethodName.TrN

GodotObject.MethodName.GetTranslationDomain  
GodotObject.MethodName.SetTranslationDomain  
GodotObject.MethodName.IsQueuedForDeletion  
GodotObject.MethodName.CancelFree  
**object.Equals(object)**  
**object.Equals(object, object)**  
**object.GetHashCode()**  
**object.GetType()**  
**object.MemberwiseClone()**  
**object.ReferenceEquals(object, object)**  
**object.ToString()**

Namespace: [cfGodotEngine.GoogleDrive](#)

Assembly: CatSweeper.dll

## Syntax

```
public class DriveMirrorSetting.MethodName : Setting<DriveMirrorSetting>.MethodName
```

# Fields

## ForceRefreshAll

---

Cached name for the 'ForceRefreshAll' method.

### Declaration

```
public static readonly StringName ForceRefreshAll
```

### Field Value

#### TYPE

---

StringName

## Refresh

---

Cached name for the 'Refresh' method.

### Declaration

```
public static readonly StringName Refresh
```

## Field Value

### TYPE

StringName

## UpdateSettingMap

---

Cached name for the 'UpdateSettingMap' method.

### Declaration

```
public static readonly StringName UpdateSettingMap
```

## Field Value

### TYPE

StringName

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# Class DriveMirrorSetting.PropertyName

Cached StringNames for the properties and fields contained in this class, for fast lookup.

## Inheritance

[object](#) → [GodotObject.PropertyName](#) → [RefCounted.PropertyName](#) → [Resource.PropertyName](#) → [Setting<DriveMirrorSetting>.PropertyName](#) → [DriveMirrorSetting.PropertyName](#)

## Inherited Members

[Resource.PropertyName.ResourceLocalToScene](#)

[Resource.PropertyName.ResourcePath](#)

[Resource.PropertyName.ResourceName](#)

[Resource.PropertyName.ResourceSceneUniqueld](#)

[object.Equals\(object\)](#)

[object.Equals\(object, object\)](#)

[object.GetHashCode\(\)](#)

[object.GetType\(\)](#)

[object.MemberwiseClone\(\)](#)

[object.ReferenceEquals\(object, object\)](#)

[object.ToString\(\)](#)

Namespace: [cfGodotEngine.GoogleDrive](#)

Assembly: CatSweeper.dll

## Syntax

```
public class DriveMirrorSetting.PropertyName : Setting<DriveMirrorSetting>.PropertyName
```

## Fields

### ForceRefreshAllButton

Cached name for the 'ForceRefreshAllButton' property.

#### Declaration

```
public static readonly StringName ForceRefreshAllButton
```

## Field Value

### TYPE

StringName

## RefreshButton

---

Cached name for the 'RefreshButton' property.

### Declaration

```
public static readonly StringName RefreshButton
```

## Field Value

### TYPE

StringName

## \_serviceAccountCredentialJsonPath

---

Cached name for the '\_serviceAccountCredentialJsonPath' field.

### Declaration

```
public static readonly StringName _serviceAccountCredentialJsonPath
```

## Field Value

### TYPE

StringName

## changeChecksumToken

---

Cached name for the 'changeChecksumToken' field.

### Declaration

```
public static readonly StringName changeChecksumToken
```

## Field Value

### TYPE

StringName

## items

---

Cached name for the 'items' field.

### Declaration

```
public static readonly StringName items
```

## Field Value

### TYPE

StringName

## refreshOnEnterPlayMode

---

Cached name for the 'refreshOnEnterPlayMode' field.

### Declaration

```
public static readonly StringName refreshOnEnterPlayMode
```

## Field Value

### TYPE

StringName

## serviceAccountCredentialJson

---

Cached name for the 'serviceAccountCredentialJson' property.

### Declaration

```
public static readonly StringName serviceAccountCredentialJson
```

## Field Value

### TYPE

StringName

## serviceAccountCredentialJsonPath

---

Cached name for the 'serviceAccountCredentialJsonPath' property.

## Declaration

```
public static readonly StringName serviceAccountCredentialJsonPath
```

## Field Value

### TYPE

StringName

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# Class DriveMirrorSetting.SignalName

Cached StringNames for the signals contained in this class, for fast lookup.

## Inheritance

[object](#) → [GodotObject.SignalName](#) → [RefCounted.SignalName](#) → [Resource.SignalName](#) → [Setting<DriveMirrorSetting>.SignalName](#) → [DriveMirrorSetting.SignalName](#)

## Inherited Members

[Resource.SignalName.Changed](#)

[Resource.SignalName.SetupLocalToSceneRequested](#)

[GodotObject.SignalName.ScriptChanged](#)

[GodotObject.SignalName.PropertyListChanged](#)

[object.Equals\(object\)](#)

[object.Equals\(object, object\)](#)

[object.GetHashCode\(\)](#)

[object.GetType\(\)](#)

[object.MemberwiseClone\(\)](#)

[object.ReferenceEquals\(object, object\)](#)

[object.ToString\(\)](#)

Namespace: [cfGodotEngine.GoogleDrive](#)

Assembly: CatSweeper.dll

## Syntax

```
public class DriveMirrorSetting.SignalName : Setting<DriveMirrorSetting>.SignalName
```

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# Class DriveUtil

## Inheritance

[object](#) → DriveUtil

## Inherited Members

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

Namespace: [cfGodotEngine.GoogleDrive](#)

Assembly: CatSweeper.dll

## Syntax

```
public static class DriveUtil
```

# Fields

## MimeFileHandlers

### Declaration

```
public static IReadOnlyDictionary<string, FileHandler> MimeFileHandlers
```

### Field Value

#### TYPE

---

[IReadOnlyDictionary<string, FileHandler>](#)

# godotLogger

---

## Declaration

```
public static readonly ILogger godotLogger
```

## Field Value

### TYPE

---

ILogger

## Methods

### FormLink(string)

---

## Declaration

```
public static string FormLink(string driveFileDialog)
```

## Parameters

### TYPE NAME

---

string driveFileDialog

## Returns

### TYPE

---

string

### ParseSegments(ReadOnlyMemory<string>)

---

## Declaration

```
public static Res<UrlInfo, Exception> ParseSegments(ReadOnlyMemory<string> segments)
```

## Parameters

**TYPE****NAME**

ReadOnlyMemory<string>	segments
------------------------	----------

**Returns****TYPE**

Res<UrlInfo, Exception>
-------------------------

## ParseUrl(string)

---

**Declaration**

```
public static Res<UrlInfo, Exception> ParseUrl(string driveLink)
```

**Parameters****TYPE**    **NAME**

string	driveLink
--------	-----------

**Returns****TYPE**

Res<UrlInfo, Exception>
-------------------------

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# Interface FileHandler

Namespace: [cfGodotEngine.GoogleDrive](#)

Assembly: CatSweeper.dll

## Syntax

```
public interface FileHandler
```

## Methods

### DownloadAsync(FilesResource, DownloadRequest)

---

#### Declaration

```
Task<IDownloadProgress> DownloadAsync(FilesResource filesResource, FileHandler.DownloadRequest
```

#### Parameters

TYPE	NAME
FilesResource	filesResource
FileHandler.DownloadRequest	downloadRequest

#### Returns

TYPE
Task<IDownloadProgress>

### DownloadWithStatus(FilesResource, in DownloadRequest)

---

#### Declaration

`IDownloadProgress DownloadWithStatus(FilesResource filesResource, in FileHandler.DownloadReque`

## Parameters

TYPE	NAME
FilesResource	filesResource
FileHandler.DownloadRequest	downloadRequest

## Returns

TYPE
<code>IDownloadProgress</code>

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# Struct FileHandler.DownloadRequest

## Inherited Members

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

Namespace: [cfGodotEngine.GoogleDrive](#)

Assembly: CatSweeper.dll

## Syntax

```
public struct FileHandler.DownloadRequest
```

## Fields

### changeHandler

#### Declaration

```
public IChangeHandler changeHandler
```

#### Field Value

##### TYPE

---

[IChangeHandler](#)

### googleFileId

#### Declaration

```
public string googleFileDialog
```

## Field Value

### TYPE

---

string

## localName

---

## Declaration

```
public string localName
```

## Field Value

### TYPE

---

string

## rootDirectoryInfo

---

## Declaration

```
public DirectoryInfo rootDirectoryInfo
```

## Field Value

### TYPE

---

DirectoryInfo

# Struct FileHandler.FileItem

## Inherited Members

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

Namespace: [cfGodotEngine.GoogleDrive](#)

Assembly: CatSweeper.dll

## Syntax

```
public struct FileHandler.FileItem
```

## Fields

### RelativePathSegment

---

#### Declaration

```
public PathSegment RelativePathSegment
```

#### Field Value

##### TYPE

---

PathSegment

### googleFile

---

#### Declaration

```
public File googleFile
```

## Field Value

### TYPE

---

File

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# Enum FileType

Namespace: [cfGodotEngine.GoogleDrive](#)

Assembly: CatSweeper.dll

## Syntax

```
public enum FileType
```

## Fields

NAME
Folder
None
Sheet

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# Struct FolderMimeHandler

## Implements

[FileHandler](#)

## Inherited Members

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

Namespace: [cfGodotEngine.GoogleDrive](#)

Assembly: CatSweeper.dll

## Syntax

```
public struct FolderMimeHandler : FileHandler
```

## Constructors

### FolderMimeHandler(ILocator, string)

#### Declaration

```
public FolderMimeHandler(ILocator logger, string assetDirectoryPath)
```

#### Parameters

TYPE	NAME
ILocator	logger
string	assetDirectoryPath

# Methods

## DownloadAsync(FilesResource, DownloadRequest)

---

### Declaration

```
public Task<IDownloadProgress> DownloadAsync(FilesResource filesResource, FileHandler.Download
```

### Parameters

TYPE	NAME
FilesResource	filesResource
FileHandler.DownloadRequest	downloadRequest

### Returns

TYPE
Task<IDownloadProgress>

## DownloadWithStatus(FilesResource, in DownloadRequest)

---

### Declaration

```
public IDownloadProgress DownloadWithStatus(FilesResource filesResource, in FileHandler.Downlo
```

### Parameters

TYPE	NAME
FilesResource	filesResource
FileHandler.DownloadRequest	downloadRequest

### Returns

TYPE
IDownloadProgress

## GetFolderContent(FilesResource, string)

---

## Declaration

```
public IEnumerable<FileHandler.FileItem> GetFolderContent(FilesResource filesResource, string
```

## Parameters

TYPE	NAME
FilesResource	filesResource
string	googleFileDialog

## Returns

TYPE
IEnumerable<FileHandler.FileItem>

## GetFolderContentAsync(FilesResource, string)

---

## Declaration

```
public Task<IEnumerable<FileHandler.FileItem>> GetFolderContentAsync(FilesResource filesResour
```

## Parameters

TYPE	NAME
FilesResource	filesResource
string	googleFileDialog

## Returns

TYPE
Task<IEnumerable<FileHandler.FileItem>>

## Implements

### FileHandler



# Interface IChangeHandler

Namespace: [cfGodotEngine.GoogleDrive](#)

Assembly: CatSweeper.dll

## Syntax

```
public interface IChangeHandler
```

## Methods

### IsFileChanged(File)

---

#### Declaration

```
bool IsFileChanged(File googleFile)
```

#### Parameters

TYPE	NAME
------	------

File	googleFile
------	------------

#### Returns

TYPE
------

bool
------

### LoadChanges(DriveService, string)

---

#### Declaration

```
string LoadChanges(DriveService driveService, string startPageToken)
```

## Parameters

TYPE	NAME
DriveService	driveService
string	startPageToken

## Returns

TYPE
string

# LoadChangesAsync(DriveService, string)

---

## Declaration

```
Task<string> LoadChangesAsync(DriveService driveService, string startPageToken)
```

## Parameters

TYPE	NAME
DriveService	driveService
string	startPageToken

## Returns

TYPE
Task<string>

# TryGetFileChange(File, out ChangefInfo?)

---

## Declaration

```
bool TryGetFileChange(File googleFile, out ChangeInfo? changeInfo)
```

## Parameters

TYPE	NAME
File	googleFile
ChangefInfo?	changeInfo

## Returns

### TYPE

---

bool

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# Interface IFileMirrorHandler

Namespace: [cfGodotEngine.GoogleDrive](#)

Assembly: CatSweeper.dll

## Syntax

```
public interface IFileMirrorHandler
```

## Methods

### RefreshFiles(DriveService, in RefreshRequest)

---

#### Declaration

```
void RefreshFiles(DriveService driveService, in RefreshRequest request)
```

#### Parameters

TYPE	NAME
DriveService	driveService
RefreshRequest	request

### RefreshFilesAsync(DriveService, RefreshRequest)

---

#### Declaration

```
IEnumerable<Task<RefreshStatus>> RefreshFilesAsync(DriveService driveService, RefreshRequest r
```

#### Parameters

**TYPE****NAME**

---

DriveService      driveService

RefreshRequest    request

**Returns****TYPE**

---

IEnumerable<Task<RefreshStatus>>

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# Struct RefreshRequest

## Inherited Members

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

Namespace: [cfGodotEngine.GoogleDrive](#)

Assembly: CatSweeper.dll

## Syntax

```
public struct RefreshRequest
```

## Fields

### changeHandler

---

#### Declaration

```
public IChangeHandler changeHandler
```

#### Field Value

##### TYPE

---

[IChangeHandler](#)

### getSetting

---

#### Declaration

```
public Func<File, Res<Optional<SettingItem>, Exception>> getSetting
```

## Field Value

### TYPE

---

Func<File, Res<Optional<SettingItem>, Exception>>

## googleFiles

---

## Declaration

```
public IList<File> googleFiles
```

## Field Value

### TYPE

---

IList<File>

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# Struct RefreshResult

## Inherited Members

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

Namespace: [cfGodotEngine.GoogleDrive](#)

Assembly: CatSweeper.dll

## Syntax

```
public struct RefreshResult
```

## Fields

### newChangeChecksumToken

---

#### Declaration

```
public string newChangeChecksumToken
```

#### Field Value

##### TYPE

---

[string](#)

# Struct RefreshStatus

## Inherited Members

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

Namespace: [cfGodotEngine.GoogleDrive](#)

Assembly: CatSweeper.dll

## Syntax

```
public struct RefreshStatus
```

## Constructors

### RefreshStatus(File, IDownloadProgress, float)

---

#### Declaration

```
public RefreshStatus(File file, IDownloadProgress status, float progress)
```

#### Parameters

TYPE	NAME
File	file
IDownloadProgress	status
float	progress

## Fields

# file

---

## Declaration

```
public readonly File file
```

## Field Value

### TYPE

---

File

# progress

---

## Declaration

```
public readonly float progress
```

## Field Value

### TYPE

---

float

# status

---

## Declaration

```
public readonly IDownloadProgress status
```

## Field Value

### TYPE

---

IDownloadProgress

# Class SettingItem

## Inheritance

object → GodotObject → RefCounted → Resource → SettingItem

## Implements

IDisposable

## Inherited Members

Resource.\_GetRid()  
Resource.\_ResetState()  
**Resource.\_SetPathCache(string)**  
Resource.\_SetupLocalToScene()  
**Resource.TakeOverPath(string)**  
**Resource.SetPathCache(string)**  
Resource.GetRid()  
Resource.GetLocalScene()  
Resource.SetupLocalToScene()  
Resource.ResetState()  
**Resource.SetIdForPath(string, string)**  
**Resource.GetIdForPath(string)**  
Resource.IsBuiltIn()  
Resource.GenerateSceneUniqueId()  
Resource.EmitChanged()  
**Resource.Duplicate(bool)**  
Resource.EmitSignalChanged()  
Resource.EmitSignalSetupLocalToSceneRequested()  
Resource.InvokeGodotClassMethod(in godot\_string\_name, NativeVariantPtrArgs, out godot\_variant)  
Resource.HasGodotClassMethod(in godot\_string\_name)  
Resource.HasGodotClassSignal(in godot\_string\_name)  
Resource.ResourceLocalToScene  
Resource.ResourcePath  
Resource.ResourceName  
Resource.ResourceSceneUniqueId  
Resource.Changed  
Resource.SetupLocalToSceneRequested  
RefCounted.InitRef()  
RefCounted.Reference()  
RefCounted.Unreference()  
RefCounted.GetReferenceCount()  
GodotObject.NotificationPostInitialize

GodotObject.NotificationPredelete  
GodotObject.NotificationExtensionReloaded  
**GodotObject.InstanceFromId(ulong)**  
**GodotObject.IsInstanceIdValid(ulong)**  
GodotObject.IsValid(GodotObject)  
GodotObject.WeakRef(GodotObject)  
GodotObject.Dispose()  
**GodotObject.Dispose(bool)**  
GodotObject.ToString()  
GodotObject.ToSignal(GodotObject, StringName)  
GodotObject.\_Get(StringName)  
GodotObject.\_GetPropertyList()  
GodotObject.\_IterGet(Variant)  
GodotObject.\_IterInit(Array)  
GodotObject.\_IterNext(Array)  
**GodotObject.\_Notification(int)**  
GodotObject.\_PropertyCanRevert(StringName)  
GodotObject.\_PropertyGetRevert(StringName)  
GodotObject.\_Set(StringName, Variant)  
GodotObject.\_ValidateProperty(Dictionary)  
GodotObject.Free()  
GodotObject.GetClass()  
**GodotObject.IsClass(string)**  
GodotObject.Set(StringName, Variant)  
GodotObject.Get(StringName)  
GodotObject.SetIndexed(NodePath, Variant)  
GodotObject.GetIndexed(NodePath)  
GodotObject.GetPropertyList()  
GodotObject.GetMethodList()  
GodotObject.PropertyCanRevert(StringName)  
GodotObject.PropertyGetRevert(StringName)  
**GodotObject.Notification(int, bool)**  
GodotObject.GetInstanceId()  
GodotObject.SetScript(Variant)  
GodotObject.GetScript()  
GodotObject.SetMeta(StringName, Variant)  
GodotObject.RemoveMeta(StringName)  
GodotObject.GetMeta(StringName, Variant)  
GodotObject.HasMeta(StringName)  
GodotObject.GetMetaList()  
**GodotObject.AddUserSignal(string, Array)**  
GodotObject.HasUserSignal(StringName)  
GodotObject.RemoveUserSignal(StringName)  
GodotObject.EmitSignal(StringName, params Variant[])  
**GodotObject.EmitSignal(StringName, ReadOnlySpan<Variant>)**  
GodotObject.Call(StringName, params Variant[])  
**GodotObject.Call(StringName, ReadOnlySpan<Variant>)**  
GodotObject.CallDeferred(StringName, params Variant[])  
**GodotObject.CallDeferred(StringName, ReadOnlySpan<Variant>)**  
GodotObject.SetDeferred(StringName, Variant)

GodotObject.Callv(StringName, Array)  
GodotObject.HasMethod(StringName)  
GodotObject.GetMethodArgumentCount(StringName)  
GodotObject.HasSignal(StringName)  
GodotObject.GetSignalList()  
GodotObject.GetSignalConnectionList(StringName)  
GodotObject.GetIncomingConnections()  
**GodotObject.Connect(StringName, Callable, uint)**  
GodotObject.Disconnect(StringName, Callable)  
GodotObject.IsConnected(StringName, Callable)  
GodotObject.HasConnections(StringName)  
**GodotObject.SetBlockSignals(bool)**  
GodotObject.IsBlockingSignals()  
GodotObject.NotifyPropertyListChanged()  
**GodotObject.SetMessageTranslation(bool)**  
GodotObject.CanTranslateMessages()  
GodotObject.Tr(StringName, StringName)  
**GodotObject.TrN(StringName, StringName, int, StringName)**  
GodotObject.GetTranslationDomain()  
GodotObject.SetTranslationDomain(StringName)  
GodotObject.IsQueuedForDeletion()  
GodotObject.CancelFree()  
GodotObject.EmitSignalScriptChanged()  
GodotObject.EmitSignalPropertyListChanged()  
GodotObject.NativeInstance  
GodotObject.ScriptChanged  
GodotObject.PropertyListChanged  
**object.Equals(object)**  
**object.Equals(object, object)**  
**object.GetHashCode()**  
**object.GetType()**  
**object.MemberwiseClone()**  
**object.ReferenceEquals(object, object)**

Namespace: **cfGodotEngine.GoogleDrive**

Assembly: CatSweeper.dll

## Syntax

```
[Tool]
[GlobalClass]
[ScriptPath("res://Modules/cfGodotEngine/google/drive/SettingItem.cs")]
public class SettingItem : Resource, IDisposable
```

## Fields

# assetPath

---

## Declaration

```
[Export(PropertyHint.None, "")]  
public string assetPath
```

## Field Value

### TYPE

---

string

# driveLink

---

## Declaration

```
[Export(PropertyHint.None, "")]  
public string driveLink
```

## Field Value

### TYPE

---

string

# Properties

## fileName

---

## Declaration

```
[Export(PropertyHint.None, "")]  
public string fileName { get; set; }
```

## Property Value

### TYPE

---

string

# Implements

[IDisposable](#)

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# Class SettingItem.MethodName

Cached StringNames for the methods contained in this class, for fast lookup.

## Inheritance

[object](#) → [GodotObject.MethodName](#) → [RefCounted.MethodName](#) → [Resource.MethodName](#) → [SettingItem.MethodName](#)

## Inherited Members

[Resource.MethodName.\\_GetRid](#)  
[Resource.MethodName.\\_ResetState](#)  
[Resource.MethodName.\\_SetPathCache](#)  
[Resource.MethodName.\\_SetupLocalToScene](#)  
[Resource.MethodName.SetPath](#)  
[Resource.MethodName.TakeOverPath](#)  
[Resource.MethodName.GetPath](#)  
[Resource.MethodName.SetPathCache](#)  
[Resource.MethodNameSetName](#)  
[Resource.MethodName.GetName](#)  
[Resource.MethodName.GetRid](#)  
[Resource.MethodName.SetLocalToScene](#)  
[Resource.MethodName.IsLocalToScene](#)  
[Resource.MethodName.GetLocalScene](#)  
[Resource.MethodName.SetupLocalToScene](#)  
[Resource.MethodName.ResetState](#)  
[Resource.MethodName.SetIdForPath](#)  
[Resource.MethodName.GetIdForPath](#)  
[Resource.MethodName.IsBuiltIn](#)  
[Resource.MethodName.GenerateSceneUniqueId](#)  
[Resource.MethodName.SetSceneUniqueId](#)  
[Resource.MethodName.GetSceneUniqueId](#)  
[Resource.MethodName.EmitChanged](#)  
[Resource.MethodName.Duplicate](#)  
[RefCounted.MethodName.InitRef](#)  
[RefCounted.MethodName.Reference](#)  
[RefCounted.MethodName.Unreference](#)  
[RefCounted.MethodName.GetReferenceCount](#)  
[GodotObject.MethodName.\\_Get](#)  
[GodotObject.MethodName.\\_GetPropertyList](#)  
[GodotObject.MethodName.\\_IterGet](#)  
[GodotObject.MethodName.\\_IterInit](#)  
[GodotObject.MethodName.\\_IterNext](#)  
[GodotObject.MethodName.\\_Notification](#)

GodotObject.MethodName.\_PropertyCanRevert  
GodotObject.MethodName.\_PropertyGetRevert  
GodotObject.MethodName.\_Set  
GodotObject.MethodName.\_ValidateProperty  
GodotObject.MethodName.Free  
GodotObject.MethodName.GetClass  
GodotObject.MethodName.IsClass  
GodotObject.MethodName.Set  
GodotObject.MethodName.Get  
GodotObject.MethodName.SetIndexed  
GodotObject.MethodName.GetIndexed  
GodotObject.MethodName.GetPropertyList  
GodotObject.MethodName.GetMethodList  
GodotObject.MethodName.PropertyCanRevert  
GodotObject.MethodName.PropertyGetRevert  
GodotObject.MethodName.Notification  
GodotObject.MethodName.GetInstanceId  
GodotObject.MethodName.SetScript  
GodotObject.MethodName.GetScript  
GodotObject.MethodName.SetMeta  
GodotObject.MethodName.RemoveMeta  
GodotObject.MethodName.GetMeta  
GodotObject.MethodName.HasMeta  
GodotObject.MethodName.GetMetaList  
GodotObject.MethodName.AddUserSignal  
GodotObject.MethodName.HasUserSignal  
GodotObject.MethodName.RemoveUserSignal  
GodotObject.MethodName.EmitSignal  
GodotObject.MethodName.Call  
GodotObject.MethodName.CallDeferred  
GodotObject.MethodName.SetDeferred  
GodotObject.MethodName.Callv  
GodotObject.MethodName.HasMethod  
GodotObject.MethodName.GetMethodArgumentCount  
GodotObject.MethodName.HasSignal  
GodotObject.MethodName.GetSignalList  
GodotObject.MethodName.GetSignalConnectionList  
GodotObject.MethodName.GetIncomingConnections  
GodotObject.MethodName.Connect  
GodotObject.MethodName.Disconnect  
GodotObject.MethodName.IsConnected  
GodotObject.MethodName.HasConnections  
GodotObject.MethodName.SetBlockSignals  
GodotObject.MethodName.IsBlockingSignals  
GodotObject.MethodName.NotifyPropertyChanged  
GodotObject.MethodName.SetMessageTranslation  
GodotObject.MethodName.CanTranslateMessages  
GodotObject.MethodName.Tr  
GodotObject.MethodName.TrN  
GodotObject.MethodName.GetTranslationDomain

GodotObject.MethodName.SetTranslationDomain  
GodotObject.MethodName.IsQueuedForDeletion  
GodotObject.MethodName.CancelFree  
`object.Equals(object)`  
`object.Equals(object, object)`  
`object.GetHashCode()`  
`object.GetType()`  
`object.MemberwiseClone()`  
`object.ReferenceEquals(object, object)`  
`object.ToString()`

Namespace: `cfGodotEngine.GoogleDrive`

Assembly: CatSweeper.dll

## Syntax

```
public class SettingItem.MethodName : Resource.MethodName
```

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# Class SettingItem.PropertyName

Cached StringNames for the properties and fields contained in this class, for fast lookup.

## Inheritance

[object](#) → [GodotObject.PropertyName](#) → [RefCounted.PropertyName](#) → [Resource.PropertyName](#) → [SettingItem.PropertyName](#)

## Inherited Members

[Resource.PropertyName.ResourceLocalToScene](#)

[Resource.PropertyName.ResourcePath](#)

[Resource.PropertyName.ResourceName](#)

[Resource.PropertyName.ResourceSceneUniqueld](#)

[object.Equals\(object\)](#)

[object.Equals\(object, object\)](#)

[object.GetHashCode\(\)](#)

[object.GetType\(\)](#)

[object.MemberwiseClone\(\)](#)

[object.ReferenceEquals\(object, object\)](#)

[object.ToString\(\)](#)

Namespace: [cfGodotEngine.GoogleDrive](#)

Assembly: CatSweeper.dll

## Syntax

```
public class SettingItem.PropertyName : Resource.PropertyName
```

## Fields

### \_fileName

Cached name for the '\_fileName' field.

## Declaration

```
public static readonly StringName _fileName
```

## Field Value

### TYPE

StringName

## assetPath

---

Cached name for the 'assetPath' field.

### Declaration

```
public static readonly StringName assetPath
```

## Field Value

### TYPE

StringName

## driveLink

---

Cached name for the 'driveLink' field.

### Declaration

```
public static readonly StringName driveLink
```

## Field Value

### TYPE

StringName

## fileName

---

Cached name for the 'fileName' property.

### Declaration

```
public static readonly StringName fileName
```

TYPE

---

StringName

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# Class SettingItem.SignalName

Cached StringNames for the signals contained in this class, for fast lookup.

## Inheritance

[object](#) → GodotObject.SignalName → RefCounted.SignalName → Resource.SignalName → SettingItem.SignalName

## Inherited Members

Resource.SignalName.Changed

Resource.SignalName.SetupLocalToSceneRequested

GodotObject.SignalName.ScriptChanged

GodotObject.SignalName.PropertyListChanged

[object.Equals\(object\)](#)

[object.Equals\(object, object\)](#)

[object.GetHashCode\(\)](#)

[object.GetType\(\)](#)

[object.MemberwiseClone\(\)](#)

[object.ReferenceEquals\(object, object\)](#)

[object.ToString\(\)](#)

Namespace: [cfGodotEngine.GoogleDrive](#)

Assembly: CatSweeper.dll

## Syntax

```
public class SettingItem.SignalName : Resource.SignalName
```

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# Struct SheetFileHandler

## Implements

[FileHandler](#)

## Inherited Members

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

Namespace: [cfGodotEngine.GoogleDrive](#)

Assembly: CatSweeper.dll

## Syntax

```
public struct SheetFileHandler : FileHandler
```

## Methods

### DownloadAsync(FilesResource, DownloadRequest)

#### Declaration

```
public Task<IDownloadProgress> DownloadAsync(FilesResource filesResource, FileHandler.Download
```

#### Parameters

TYPE	NAME
<a href="#">FilesResource</a>	<a href="#">filesResource</a>
<a href="#">FileHandler.DownloadRequest</a>	<a href="#">downloadRequest</a>

#### Returns

Task<IDownloadProgress>

## DownloadWithStatus(FilesResource, in DownloadRequest)

### Declaration

```
public IDownloadProgress DownloadWithStatus(FilesResource filesResource, in FileHandler.DownloadRequest downloadRequest)
```

### Parameters

TYPE	NAME
FilesResource	filesResource
FileHandler.DownloadRequest	downloadRequest

### Returns

TYPE
IDownloadProgress

## Implements

FileHandler

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# Struct UrlInfo

## Inherited Members

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

Namespace: [cfGodotEngine.GoogleDrive](#)

Assembly: CatSweeper.dll

## Syntax

```
public struct UrlInfo
```

## Fields

### fileId

#### Declaration

```
public string fileId
```

#### Field Value

##### TYPE

---

string

### fileType

#### Declaration

```
public FileType fileType
```

## Field Value

### TYPE

---

[FileType](#)

# Properties

## Empty

---

### Declaration

```
public static UrlInfo Empty { get; }
```

## Property Value

### TYPE

---

[UrlInfo](#)

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# Namespace cfGodotEngine.Info

## Classes

[ExcelJsonLoader<TInfo>](#)

[JsonElementDecoder](#)

[ResourceInfoLoader<TInfo>](#)

[ResourceInfo<TInfo>](#)

[ResourceInfo<TInfo>.MethodName](#)

Cached StringNames for the methods contained in this class, for fast lookup.

[ResourceInfo<TInfo>.PropertyName](#)

Cached StringNames for the properties and fields contained in this class, for fast lookup.

[ResourceInfo<TInfo>.SignalName](#)

Cached StringNames for the signals contained in this class, for fast lookup.

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# Class ExcelJsonLoader<TInfo>

## Inheritance

[object](#) → [ExcelJsonLoader<TInfo>](#)

## Implements

[IValueLoader<TInfo>](#)

## Inherited Members

[object.Equals\(object\)](#)

[object.Equals\(object, object\)](#)

[object.GetHashCode\(\)](#)

[object.GetType\(\)](#)

[object.MemberwiseClone\(\)](#)

[object.ReferenceEquals\(object, object\)](#)

[object.ToString\(\)](#)

Namespace: [cfGodotEngine.Info](#)

Assembly: CatSweeper.dll

## Syntax

```
public class ExcelJsonLoader<TInfo> : IValueLoader<TInfo>
```

## Type Parameters

### NAME

TInfo

## Constructors

### ExcelJsonLoader(IStorage, DataObjectEncoder)

## Declaration

```
public ExcelJsonLoader(IStorage storage, DataObjectEncoder encoder)
```

## Parameters

TYPE	NAME
IStorage	storage
DataObjectEncoder	encoder

## Methods

### Load(out List<TInfo>)

---

#### Declaration

```
public ObjectPool<List<TInfo>>.Handle Load(out List<TInfo> values)
```

#### Parameters

TYPE	NAME
List<TInfo>	values

#### Returns

#### TYPE

```
ObjectPool<List<TInfo>>.Handle
```

### LoadAsync(CancellationToken)

---

#### Declaration

```
public Task<List<TInfo>> LoadAsync(CancellationToken cancellationToken)
```

#### Parameters

TYPE	NAME
CancellationToken	cancellationToken

#### Returns

# Implements

cfEngine.Info.IValueLoader<TInfo>

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# Class JsonElementDecoder

## Inheritance

[object](#) → JsonElementDecoder

## Implements

DataObject.IValueDecoder

## Inherited Members

[object.Equals\(object\)](#)

[object.Equals\(object, object\)](#)

[object.GetHashCode\(\)](#)

[object.GetType\(\)](#)

[object.MemberwiseClone\(\)](#)

[object.ReferenceEquals\(object, object\)](#)

[object.ToString\(\)](#)

Namespace: [cfGodotEngine.Info](#)

Assembly: CatSweeper.dll

## Syntax

```
public class JsonElementDecoder : DataObject.IValueDecoder
```

# Properties

## valueType

### Declaration

```
public Type valueType { get; }
```

### Property Value

#### TYPE

Type

# Methods

## TryDecode(object, Type, out object)

---

### Declaration

```
public bool TryDecode(object raw, Type decodedType, out object decoded)
```

### Parameters

TYPE	NAME
object	raw
Type	decodedType
object	decoded

### Returns

TYPE
bool

## Implements

CofyDev.Xml.Doc.DataObject.IValueDecoder

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# Class ResourceInfoLoader<TInfo>

## Inheritance

[object](#) → ResourceInfoLoader<TInfo>

## Implements

[IValueLoader<TInfo>](#)

## Inherited Members

[object.Equals\(object\)](#)

[object.Equals\(object, object\)](#)

[object.GetHashCode\(\)](#)

[object.GetType\(\)](#)

[object.MemberwiseClone\(\)](#)

[object.ReferenceEquals\(object, object\)](#)

[object.ToString\(\)](#)

Namespace: [cfGodotEngine.Info](#)

Assembly: CatSweeper.dll

## Syntax

```
public class ResourceInfoLoader<TInfo> : IValueLoader<TInfo>
```

## Type Parameters

### NAME

---

TInfo

## Constructors

### ResourceInfoLoader(string)

---

#### Declaration

```
public ResourceInfoLoader(string resourcePath)
```

## Parameters

TYPE	NAME
------	------

string	resourcePath
--------	--------------

## Methods

### Load(out List<TInfo>)

---

#### Declaration

```
public ObjectPool<List<TInfo>>.Handle Load(out List<TInfo> values)
```

#### Parameters

TYPE	NAME
------	------

List<TInfo>	values
-------------	--------

#### Returns

TYPE
------

ObjectPool<List<TInfo>>.Handle
--------------------------------

### LoadAsync(CancellationToken)

---

#### Declaration

```
public Task<List<TInfo>> LoadAsync(CancellationToken cancellationToken)
```

#### Parameters

TYPE	NAME
------	------

CancellationToken	cancellationToken
-------------------	-------------------

#### Returns

TYPE
------

Task<List<TInfo>>
-------------------

# Implements

cfEngine.Info.IValueLoader<TInfo>

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# Class ResourceInfo<TInfo>

## Inheritance

[object](#) → [GodotObject](#) → [RefCounted](#) → [Resource](#) → [ResourceInfo<TInfo>](#)

## Implements

[IDisposable](#)

## Inherited Members

[Resource.\\_GetRid\(\)](#)

[Resource.\\_ResetState\(\)](#)

[Resource.\\_SetPathCache\(string\)](#)

[Resource.\\_SetupLocalToScene\(\)](#)

[Resource.TakeOverPath\(string\)](#)

[Resource.SetPathCache\(string\)](#)

[Resource.GetRid\(\)](#)

[Resource.GetLocalScene\(\)](#)

[Resource.SetupLocalToScene\(\)](#)

[Resource.ResetState\(\)](#)

[Resource.SetIdForPath\(string, string\)](#)

[Resource.GetIdForPath\(string\)](#)

[Resource.IsBuiltIn\(\)](#)

[Resource.GenerateSceneUniqueId\(\)](#)

[Resource.EmitChanged\(\)](#)

[Resource.Duplicate\(bool\)](#)

[Resource.EmitSignalChanged\(\)](#)

[Resource.EmitSignalSetupLocalToSceneRequested\(\)](#)

[Resource.InvokeGodotClassMethod\(in godot\\_string\\_name, NativeVariantPtrArgs, out godot\\_variant\)](#)

[Resource.HasGodotClassMethod\(in godot\\_string\\_name\)](#)

[Resource.HasGodotClassSignal\(in godot\\_string\\_name\)](#)

[Resource.ResourceLocalToScene](#)

[Resource.ResourcePath](#)

[Resource.ResourceName](#)

[Resource.ResourceSceneUniqueId](#)

[Resource.Changed](#)

[Resource.SetupLocalToSceneRequested](#)

[RefCounted.InitRef\(\)](#)

[RefCounted.Reference\(\)](#)

[RefCounted.Unreference\(\)](#)

[RefCounted.GetReferenceCount\(\)](#)

[GodotObject.NotificationPostInitialize](#)

GodotObject.NotificationPredelete  
GodotObject.NotificationExtensionReloaded  
**GodotObject.InstanceFromId(ulong)**  
**GodotObject.IsInstanceIdValid(ulong)**  
GodotObject.IsValid(GodotObject)  
GodotObject.WeakRef(GodotObject)  
GodotObject.Dispose()  
**GodotObject.Dispose(bool)**  
GodotObject.ToString()  
GodotObject.ToSignal(GodotObject, StringName)  
GodotObject.\_Get(StringName)  
GodotObject.\_GetPropertyList()  
GodotObject.\_IterGet(Variant)  
GodotObject.\_IterInit(Array)  
GodotObject.\_IterNext(Array)  
**GodotObject.\_Notification(int)**  
GodotObject.\_PropertyCanRevert(StringName)  
GodotObject.\_PropertyGetRevert(StringName)  
GodotObject.\_Set(StringName, Variant)  
GodotObject.\_ValidateProperty(Dictionary)  
GodotObject.Free()  
GodotObject.GetClass()  
**GodotObject.IsClass(string)**  
GodotObject.Set(StringName, Variant)  
GodotObject.Get(StringName)  
GodotObject.SetIndexed(NodePath, Variant)  
GodotObject.GetIndexed(NodePath)  
GodotObject.GetPropertyList()  
GodotObject.GetMethodList()  
GodotObject.PropertyCanRevert(StringName)  
GodotObject.PropertyGetRevert(StringName)  
**GodotObject.Notification(int, bool)**  
GodotObject.GetInstanceId()  
GodotObject.SetScript(Variant)  
GodotObject.GetScript()  
GodotObject.SetMeta(StringName, Variant)  
GodotObject.RemoveMeta(StringName)  
GodotObject.GetMeta(StringName, Variant)  
GodotObject.HasMeta(StringName)  
GodotObject.GetMetaList()  
**GodotObject.AddUserSignal(string, Array)**  
GodotObject.HasUserSignal(StringName)  
GodotObject.RemoveUserSignal(StringName)  
GodotObject.EmitSignal(StringName, params Variant[])  
**GodotObject.EmitSignal(StringName, ReadOnlySpan<Variant>)**  
GodotObject.Call(StringName, params Variant[])  
**GodotObject.Call(StringName, ReadOnlySpan<Variant>)**  
GodotObject.CallDeferred(StringName, params Variant[])  
**GodotObject.CallDeferred(StringName, ReadOnlySpan<Variant>)**  
GodotObject.SetDeferred(StringName, Variant)

GodotObject.Callv(StringName, Array)  
GodotObject.HasMethod(StringName)  
GodotObject.GetMethodArgumentCount(StringName)  
GodotObject.HasSignal(StringName)  
GodotObject.GetSignalList()  
GodotObject.GetSignalConnectionList(StringName)  
GodotObject.GetIncomingConnections()  
**GodotObject.Connect(StringName, Callable, uint)**  
GodotObject.Disconnect(StringName, Callable)  
GodotObject.IsConnected(StringName, Callable)  
GodotObject.HasConnections(StringName)  
**GodotObject.SetBlockSignals(bool)**  
GodotObject.IsBlockingSignals()  
GodotObject.NotifyPropertyListChanged()  
**GodotObject.SetMessageTranslation(bool)**  
GodotObject.CanTranslateMessages()  
GodotObject.Tr(StringName, StringName)  
**GodotObject.TrN(StringName, StringName, int, StringName)**  
GodotObject.GetTranslationDomain()  
GodotObject.SetTranslationDomain(StringName)  
GodotObject.IsQueuedForDeletion()  
GodotObject.CancelFree()  
GodotObject.EmitSignalScriptChanged()  
GodotObject.EmitSignalPropertyListChanged()  
GodotObject.NativeInstance  
GodotObject.ScriptChanged  
GodotObject.PropertyListChanged  
**object.Equals(object)**  
**object.Equals(object, object)**  
**object.GetHashCode()**  
**object.GetType()**  
**object.MemberwiseClone()**  
**object.ReferenceEquals(object, object)**

Namespace: [cfGodotEngine.Info](#)

Assembly: CatSweeper.dll

## Syntax

```
[ScriptPath("res://Modules/cfGodotEngine/info/ResourceInfo.cs")]
public abstract class ResourceInfo<TInfo> : Resource, IDisposable
```

## Type Parameters

### NAME

---

TInfo

# Properties

## Declaration

```
public abstract IEnumerable<TInfo> GetInfos { get; }
```

## Property Value

TYPE

---

IEnumerable<TInfo>

## Implements

IDisposable

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# Class ResourceInfo<TInfo>.MethodName

Cached StringNames for the methods contained in this class, for fast lookup.

## Inheritance

[object](#) → [GodotObject](#).[MethodName](#) → [RefCounted](#).[MethodName](#) → [Resource](#).[MethodName](#) → [ResourceInfo<TInfo>](#).[MethodName](#)

## Inherited Members

[Resource](#).[MethodName](#).[\\_GetRid](#)  
[Resource](#).[MethodName](#).[\\_ResetState](#)  
[Resource](#).[MethodName](#).[\\_SetPathCache](#)  
[Resource](#).[MethodName](#).[\\_SetupLocalToScene](#)  
[Resource](#).[MethodName](#).[SetPath](#)  
[Resource](#).[MethodName](#).[TakeOverPath](#)  
[Resource](#).[MethodName](#).[GetPath](#)  
[Resource](#).[MethodName](#).[SetPathCache](#)  
[Resource](#).[MethodName](#).[SetName](#)  
[Resource](#).[MethodName](#).[GetName](#)  
[Resource](#).[MethodName](#).[GetRid](#)  
[Resource](#).[MethodName](#).[SetLocalToScene](#)  
[Resource](#).[MethodName](#).[IsLocalToScene](#)  
[Resource](#).[MethodName](#).[GetLocalScene](#)  
[Resource](#).[MethodName](#).[SetupLocalToScene](#)  
[Resource](#).[MethodName](#).[ResetState](#)  
[Resource](#).[MethodName](#).[SetIdForPath](#)  
[Resource](#).[MethodName](#).[GetIdForPath](#)  
[Resource](#).[MethodName](#).[IsBuiltIn](#)  
[Resource](#).[MethodName](#).[GenerateSceneUniqueId](#)  
[Resource](#).[MethodName](#).[SetSceneUniqueId](#)  
[Resource](#).[MethodName](#).[GetSceneUniqueId](#)  
[Resource](#).[MethodName](#).[EmitChanged](#)  
[Resource](#).[MethodName](#).[Duplicate](#)  
[RefCounted](#).[MethodName](#).[InitRef](#)  
[RefCounted](#).[MethodName](#).[Reference](#)  
[RefCounted](#).[MethodName](#).[Unreference](#)  
[RefCounted](#).[MethodName](#).[GetReferenceCount](#)  
[GodotObject](#).[MethodName](#).[\\_Get](#)  
[GodotObject](#).[MethodName](#).[\\_GetPropertyList](#)  
[GodotObject](#).[MethodName](#).[\\_IterGet](#)  
[GodotObject](#).[MethodName](#).[\\_IterInit](#)  
[GodotObject](#).[MethodName](#).[\\_IterNext](#)

GodotObject.MethodName.\_Notification  
GodotObject.MethodName.\_PropertyCanRevert  
GodotObject.MethodName.\_PropertyGetRevert  
GodotObject.MethodName.\_Set  
GodotObject.MethodName.\_ValidateProperty  
GodotObject.MethodName.Free  
GodotObject.MethodName.GetClass  
GodotObject.MethodName.IsClass  
GodotObject.MethodName.Set  
GodotObject.MethodName.Get  
GodotObject.MethodName.SetIndexed  
GodotObject.MethodName.GetIndexed  
GodotObject.MethodName.GetPropertyList  
GodotObject.MethodName.GetMethodList  
GodotObject.MethodName.PropertyCanRevert  
GodotObject.MethodName.PropertyGetRevert  
GodotObject.MethodName.Notification  
GodotObject.MethodName.GetInstanceId  
GodotObject.MethodName.SetScript  
GodotObject.MethodName.GetScript  
GodotObject.MethodName.SetMeta  
GodotObject.MethodName.RemoveMeta  
GodotObject.MethodName.GetMeta  
GodotObject.MethodName.HasMeta  
GodotObject.MethodName.GetMetaList  
GodotObject.MethodName.AddUserSignal  
GodotObject.MethodName.HasUserSignal  
GodotObject.MethodName.RemoveUserSignal  
GodotObject.MethodName.EmitSignal  
GodotObject.MethodName.Call  
GodotObject.MethodName.CallDeferred  
GodotObject.MethodName.SetDeferred  
GodotObject.MethodName.Callv  
GodotObject.MethodName.HasMethod  
GodotObject.MethodName.GetMethodArgumentCount  
GodotObject.MethodName.HasSignal  
GodotObject.MethodName.GetSignalList  
GodotObject.MethodName.GetSignalConnectionList  
GodotObject.MethodName.GetIncomingConnections  
GodotObject.MethodName.Connect  
GodotObject.MethodName.Disconnect  
GodotObject.MethodName.IsConnected  
GodotObject.MethodName.HasConnections  
GodotObject.MethodName.SetBlockSignals  
GodotObject.MethodName.IsBlockingSignals  
GodotObject.MethodName.NotifyPropertyListChanged  
GodotObject.MethodName.SetMessageTranslation  
GodotObject.MethodName.CanTranslateMessages  
GodotObject.MethodName.Tr  
GodotObject.MethodName.TrN

GodotObject.MethodName.GetTranslationDomain  
GodotObject.MethodName.SetTranslationDomain  
GodotObject.MethodName.IsQueuedForDeletion  
GodotObject.MethodName.CancelFree  
**object.Equals(object)**  
**object.Equals(object, object)**  
**object.GetHashCode()**  
**object.GetType()**  
**object.MemberwiseClone()**  
**object.ReferenceEquals(object, object)**  
**object.ToString()**

Namespace: [cfGodotEngine.Info](#)

Assembly: CatSweeper.dll

## Syntax

```
public class ResourceInfo<TInfo>.MethodName : Resource.MethodName
```

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# Class ResourceInfo<TInfo>.PropertyName

Cached StringNames for the properties and fields contained in this class, for fast lookup.

## Inheritance

[object](#) → [GodotObject.PropertyName](#) → [RefCounted.PropertyName](#) → [Resource.PropertyName](#) → [ResourceInfo<TInfo>.PropertyName](#)

## Inherited Members

[Resource.PropertyName.ResourceLocalToScene](#)

[Resource.PropertyName.ResourcePath](#)

[Resource.PropertyName.ResourceName](#)

[Resource.PropertyName.ResourceSceneUniqueld](#)

[object.Equals\(object\)](#)

[object.Equals\(object, object\)](#)

[object.GetHashCode\(\)](#)

[object.GetType\(\)](#)

[object.MemberwiseClone\(\)](#)

[object.ReferenceEquals\(object, object\)](#)

[object.ToString\(\)](#)

Namespace: [cfGodotEngine.Info](#)

Assembly: CatSweeper.dll

## Syntax

```
public class ResourceInfo<TInfo>.PropertyName : Resource.PropertyName
```

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# Class ResourceInfo<TInfo>.SignalName

Cached StringNames for the signals contained in this class, for fast lookup.

## Inheritance

[object](#) → [GodotObject.SignalName](#) → [RefCounted.SignalName](#) → [Resource.SignalName](#) → [ResourceInfo<TInfo>.SignalName](#)

## Inherited Members

[Resource.SignalName.Changed](#)

[Resource.SignalName.SetupLocalToSceneRequested](#)

[GodotObject.SignalName.ScriptChanged](#)

[GodotObject.SignalName.PropertyListChanged](#)

[object.Equals\(object\)](#)

[object.Equals\(object, object\)](#)

[object.GetHashCode\(\)](#)

[object.GetType\(\)](#)

[object.MemberwiseClone\(\)](#)

[object.ReferenceEquals\(object, object\)](#)

[object.ToString\(\)](#)

Namespace: [cfGodotEngine.Info](#)

Assembly: [CatSweeper.dll](#)

## Syntax

```
public class ResourceInfo<TInfo>.SignalName : Resource.SignalName
```

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# Namespace cfGodotEngine.SceneManagement

## Classes

[GodotSceneManager](#)

[GodotSceneManager.MethodName](#)

Cached StringNames for the methods contained in this class, for fast lookup.

[GodotSceneManager.PropertyName](#)

Cached StringNames for the properties and fields contained in this class, for fast lookup.

[GodotSceneManager.SignalName](#)

Cached StringNames for the signals contained in this class, for fast lookup.

## Interfaces

[ISceneManager<TScene>](#)

## Enums

[LoadSceneMode](#)

# Class GodotSceneManager

## Inheritance

object → GodotObject → Node → [MonoInstance<GodotSceneManager>](#) → GodotSceneManager

## Implements

[ISceneManager<Node>](#)

[IService](#)

[IDisposable](#)

## Inherited Members

[MonoInstance<GodotSceneManager>.Instance](#)

Node.NotificationEnterTree

Node.NotificationExitTree

Node.NotificationMovedInParent

Node.NotificationReady

Node.NotificationPaused

Node.NotificationUnpaused

Node.NotificationPhysicsProcess

Node.NotificationProcess

Node.NotificationParented

Node.NotificationUnparented

Node.NotificationSceneInstantiated

Node.NotificationDragBegin

Node.NotificationDragEnd

Node.NotificationPathRenamed

Node.NotificationChildOrderChanged

Node.NotificationInternalProcess

Node.NotificationInternalPhysicsProcess

Node.NotificationPostEnterTree

Node.NotificationDisabled

Node.NotificationEnabled

Node.NotificationResetPhysicsInterpolation

Node.NotificationEditorPreSave

Node.NotificationEditorPostSave

Node.NotificationWMMouseEnter

Node.NotificationWMMouseExit

Node.NotificationWMWindowFocusIn

Node.NotificationWMWindowFocusOut

Node.NotificationWMCloseRequest

Node.NotificationWMGoBackRequest

Node.NotificationWMSizeChanged  
Node.NotificationWMDpiChange  
Node.NotificationVpMouseEnter  
Node.NotificationVpMouseExit  
Node.NotificationWMPositionChanged  
Node.NotificationOsMemoryWarning  
Node.NotificationTranslationChanged  
Node.NotificationWMAbout  
Node.NotificationCrash  
Node.NotificationOslmeUpdate  
Node.NotificationApplicationResumed  
Node.NotificationApplicationPaused  
Node.NotificationApplicationFocusIn  
Node.NotificationApplicationFocusOut  
Node.NotificationTextServerChanged  
Node.GetNode<T>(NodePath)  
Node.GetNodeOrNull<T>(NodePath)  
**Node.GetChild<T>(int, bool)**  
**Node.GetChildOrNull<T>(int, bool)**  
Node.GetOwner<T>()  
Node.GetOwnerOrNull<T>()  
Node.GetParent<T>()  
Node.GetParentOrNull<T>()  
Node.\_EnterTree()  
Node.\_ExitTree()  
Node.\_GetConfigurationWarnings()  
Node.\_Input(InputEvent)  
**Node.\_PhysicsProcess(double)**  
Node.\_Ready()  
Node.\_ShortcutInput(InputEvent)  
Node.\_UnhandledInput(InputEvent)  
Node.\_UnhandledKeyInput(InputEvent)  
Node.PrintOrphanNodes()  
**Node.AddSibling(Node, bool)**  
**Node.AddChild(Node, bool, Node.InternalMode)**  
Node.RemoveChild(Node)  
**Node.Reparent(Node, bool)**  
**Node.GetChildCount(bool)**  
**Node.GetChildren(bool)**  
**Node.GetChild(int, bool)**  
Node.HasNode(NodePath)  
Node.GetNode(NodePath)  
Node.GetNodeOrNull(NodePath)  
Node.GetParent()  
**Node.FindChild(string, bool, bool)**  
**Node.FindChildren(string, string, bool, bool)**  
**Node.FindParent(string)**  
Node.HasNodeAndResource(NodePath)  
Node.GetNodeAndResource(NodePath)  
Node.IsInsideTree()

Node.IsPartOfEditedScene()  
Node.IsAncestorOf(Node)  
Node.IsGreater Than(Node)  
Node.GetPath()  
**Node.GetPathTo(Node, bool)**  
**Node.AddToGroup(StringName, bool)**  
Node.RemoveFromGroup(StringName)  
Node.IsInGroup(StringName)  
**Node.MoveChild(Node, int)**  
Node.GetGroups()  
**Node.GetIndex(bool)**  
Node.PrintTree()  
Node.PrintTreePretty()  
Node.GetTreeString()  
Node.GetTreeStringPretty()  
**Node.PropagateNotification(int)**  
**Node.PropagateCall(StringName, Array, bool)**  
**Node.SetPhysicsProcess(bool)**  
Node.GetPhysicsProcessDelta Time()  
Node.IsPhysicsProcessing()  
Node.GetProcessDelta Time()  
**Node.SetProcess(bool)**  
Node.IsProcessing()  
**Node.SetProcessInput(bool)**  
Node.IsProcessingInput()  
**Node.SetProcessShortcutInput(bool)**  
Node.IsProcessingShortcutInput()  
**Node.SetProcessUnhandledInput(bool)**  
Node.IsProcessingUnhandledInput()  
**Node.SetProcessUnhandledKeyInput(bool)**  
Node.IsProcessingUnhandledKeyInput()  
Node.CanProcess()  
**Node.SetDisplayFolded(bool)**  
Node.IsDisplayedFolded()  
**Node.SetProcessInternal(bool)**  
Node.IsProcessingInternal()  
**Node.SetPhysicsProcessInternal(bool)**  
Node.IsPhysicsProcessingInternal()  
Node.IsPhysicsInterpolated()  
Node.IsPhysicsInterpolatedAndEnabled()  
Node.ResetPhysicsInterpolation()  
Node.SetTranslationDomainInherited()  
Node.GetWindow()  
Node.GetLastExclusiveWindow()  
Node.GetTree()  
Node.CreateTween()  
**Node.Duplicate(int)**  
**Node.ReplaceBy(Node, bool)**  
**Node.setSceneInstanceLoadPlaceholder(bool)**  
Node.GetSceneInstanceLoadPlaceholder()

**Node.setEditableInstance(Node, bool)**  
Node.setEditableInstance(Node)  
Node.setViewport()  
Node.queueFree()  
Node.requestReady()  
Node.isNodeReady()  
**Node.setMultiplayerAuthority(int, bool)**  
Node.getMultiplayerAuthority()  
Node.isMultiplayerAuthority()  
Node.rpcConfig(StringName, Variant)  
Node.getRpcConfig()  
**Node.Atr(string, StringName)**  
**Node.AtrN(string, StringName, int, StringName)**  
Node.rpc(StringName, params Variant[])  
**Node.Rpc(StringName, ReadOnlySpan<Variant>)**  
**Node.RpcId(long, StringName, params Variant[])**  
**Node.RpcId(long, StringName, ReadOnlySpan<Variant>)**  
Node.updateConfigurationWarnings()  
Node.callDeferredThreadGroup(StringName, params Variant[])  
**Node.CallDeferredThreadGroup(StringName, ReadOnlySpan<Variant>)**  
Node.setDeferredThreadGroup(StringName, Variant)  
**Node.NotifyDeferredThreadGroup(int)**  
Node.callThreadSafe(StringName, params Variant[])  
**Node.CallThreadSafe(StringName, ReadOnlySpan<Variant>)**  
Node.setThreadSafe(StringName, Variant)  
**Node.NotifyThreadSafe(int)**  
Node.emitSignalReady()  
Node.emitSignalRenamed()  
Node.emitSignalTreeEntered()  
Node.emitSignalTreeExiting()  
Node.emitSignalTreeExited()  
Node.emitSignalChildEnteredTree(Node)  
Node.emitSignalChildExitingTree(Node)  
Node.emitSignalChildOrderChanged()  
Node.emitSignalReplacingBy(Node)  
Node.emitSignalEditorDescriptionChanged(Node)  
Node.emitSignalEditorStateChanged()  
Node.invokeGodotClassMethod(in godot\_string\_name, NativeVariantPtrArgs, out godot\_variant)  
Node.hasGodotClassMethod(in godot\_string\_name)  
Node.hasGodotClassSignal(in godot\_string\_name)  
Node.name  
Node.uniqueNameInOwner  
Node.sceneFilePath  
Node.owner  
Node.multiplayer  
Node.processMode  
Node.processPriority  
Node.processPhysicsPriority  
Node.processThreadGroup  
Node.processThreadGroupOrder

Node.ProcessThreadMessages  
Node.PhysicsInterpolationMode  
Node.AutoTranslateMode  
Node.EditorDescription  
Node.Ready  
Node.Renamed  
Node.TreeEntered  
Node.TreeExiting  
Node.TreeExited  
Node.ChildEnteredTree  
Node.ChildExitingTree  
Node.ChildOrderChanged  
Node.ReplacingBy  
Node.EditorDescriptionChanged  
Node.EditorStateChanged  
GodotObject.NotificationPostinitialize  
GodotObject.NotificationPredelete  
GodotObject.NotificationExtensionReloaded  
**GodotObject.InstanceFromId(ulong)**  
**GodotObject.IsInstanceIdValid(ulong)**  
GodotObject.IsValid(GodotObject)  
GodotObject.WeakRef(GodotObject)  
GodotObject.Dispose()  
**GodotObject.Dispose(bool)**  
GodotObject.ToString()  
GodotObject.ToSignal(GodotObject, StringName)  
GodotObject.\_Get(StringName)  
GodotObject.\_GetPropertyList()  
GodotObject.\_IterGet(Variant)  
GodotObject.\_IterInit(Array)  
GodotObject.\_IterNext(Array)  
**GodotObject.\_Notification(int)**  
GodotObject.\_PropertyCanRevert(StringName)  
GodotObject.\_PropertyGetRevert(StringName)  
GodotObject.\_Set(StringName, Variant)  
GodotObject.\_ValidateProperty(Dictionary)  
GodotObject.Free()  
GodotObject.GetClass()  
**GodotObject.IsClass(string)**  
GodotObject.Set(StringName, Variant)  
GodotObject.Get(StringName)  
GodotObject.SetIndexed(NodePath, Variant)  
GodotObject.GetIndexed(NodePath)  
GodotObject.GetPropertyList()  
GodotObject.GetMethodList()  
GodotObject.PropertyCanRevert(StringName)  
GodotObject.PropertyGetRevert(StringName)  
**GodotObject.Notification(int, bool)**  
GodotObject.GetInstanceId()  
GodotObject.SetScript(Variant)

GodotObject.GetScript()  
GodotObject.SetMeta(StringName, Variant)  
GodotObject.RemoveMeta(StringName)  
GodotObject.GetMeta(StringName, Variant)  
GodotObject.HasMeta(StringName)  
GodotObject.GetMetaList()  
**GodotObject.AddUserSignal(string, Array)**  
GodotObject.HasUserSignal(StringName)  
GodotObject.RemoveUserSignal(StringName)  
GodotObject.EmitSignal(StringName, params Variant[])  
**GodotObject.EmitSignal(StringName, ReadOnlySpan<Variant>)**  
GodotObject.Call(StringName, params Variant[])  
**GodotObject.Call(StringName, ReadOnlySpan<Variant>)**  
GodotObject.CallDeferred(StringName, params Variant[])  
**GodotObject.CallDeferred(StringName, ReadOnlySpan<Variant>)**  
GodotObject.SetDeferred(StringName, Variant)  
GodotObject.Callv(StringName, Array)  
GodotObject.HasMethod(StringName)  
GodotObjectGetMethodArgumentCount(StringName)  
GodotObject.HasSignal(StringName)  
GodotObject.GetSignalList()  
GodotObject.GetSignalConnectionList(StringName)  
GodotObject.GetIncomingConnections()  
**GodotObject.Connect(StringName, Callable, uint)**  
GodotObject.Disconnect(StringName, Callable)  
GodotObject.IsConnected(StringName, Callable)  
GodotObject.HasConnections(StringName)  
**GodotObject.SetBlockSignals(bool)**  
GodotObject.IsBlockingSignals()  
GodotObject.NotifyPropertyListChanged()  
**GodotObject.SetMessageTranslation(bool)**  
GodotObject.CanTranslateMessages()  
GodotObject.Tr(StringName, StringName)  
**GodotObject.TrN(StringName, StringName, int, StringName)**  
GodotObject.GetTranslationDomain()  
GodotObject.SetTranslationDomain(StringName)  
GodotObject.IsQueuedForDeletion()  
GodotObject.CancelFree()  
GodotObject.EmitSignalScriptChanged()  
GodotObject.EmitSignalPropertyListChanged()  
GodotObject.NativeInstance  
GodotObject.ScriptChanged  
GodotObject.PropertyListChanged  
**object.Equals(object)**  
**object.Equals(object, object)**  
**object.GetHashCode()**  
**object.GetType()**  
**object.MemberwiseClone()**  
**object.ReferenceEquals(object, object)**

## Syntax

```
[ScriptPath("res://Modules/cfGodotEngine/scene/GodotSceneManager.cs")]
public class GodotSceneManager : MonoInstance<GodotSceneManager>, ISceneManager<Node>, IServic
```

## Constructors

### GodotSceneManager()

---

#### Declaration

```
public GodotSceneManager()
```

## Methods

### GetScene(string)

---

#### Declaration

```
public Node GetScene(string sceneName)
```

#### Parameters

TYPE	NAME
------	------

---

string	sceneName
--------	-----------

#### Returns

TYPE
------

---

Node
------

### LoadScene(string, LoadSceneMode)

---

#### Declaration

```
public Node LoadScene(string sceneKey, LoadSceneMode mode = LoadSceneMode.Single)
```

## Parameters

TYPE	NAME
string	sceneKey
LoadSceneMode	mode

## Returns

TYPE
Node

## LoadSceneAsync(string, LoadSceneMode, IProgress<float>)

---

## Declaration

```
public Task<Node> LoadSceneAsync(string sceneKey, LoadSceneMode mode = LoadSceneMode.Single, I
```

## Parameters

TYPE	NAME
string	sceneKey
LoadSceneMode	mode
IProgress<float>	progress

## Returns

TYPE
Task<Node>

## \_Process(double)

---

Called during the processing step of the main loop. Processing happens at every frame and as fast as possible, so the `delta` time since the previous frame is not constant. `delta` is in seconds.

It is only called if processing is enabled, which is done automatically if this method is overridden, and can be toggled with `Set Process(bool)`.

Processing happens in order of `Godot.Node.ProcessPriority`, lower priority values are called first. Nodes with the same priority are processed in tree order, or top to bottom as seen in the editor (also known as pre-order traversal).

Corresponds to the `Godot.Node.NotificationProcess` notification in `_Notification(int)`.

**Note:** This method is only called if the node is present in the scene tree (i.e. if it's not an orphan).

**Note:** `delta` will be larger than expected if running at a framerate lower than `Godot.Engine.PhysicsTicksPerSecond` / `Godot.Engine.MaxPhysicsStepsPerFrame` FPS. This is done to avoid "spiral of death" scenarios where performance would plummet due to an ever-increasing number of physics steps per frame. This behavior affects both `_Process(double)` and `_PhysicsProcess(double)`. As a result, avoid using `delta` for time measurements in real-world seconds. Use the `Godot.Time` singleton's methods for this purpose instead, such as `Godot.Time.GetTicksUsec()`.

## Declaration

```
public override void _Process(double delta)
```

## Parameters

TYPE	NAME
double	delta

## Overrides

`Node._Process(double)`

## Implements

`ISceneManager<TScene>`  
`cfEngine.Service(IService`  
`IDisposable`

## Extension Methods

`NodeUtil.DontDestroyOnLoad(Node)`

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# Class GodotSceneManager.MethodName

Cached StringNames for the methods contained in this class, for fast lookup.

## Inheritance

`object` → `GodotObject.MethodName` → `Node.MethodName` → `MonoInstance<GodotSceneManager>.MethodName` → `GodotSceneManager.MethodName`

## Inherited Members

`Node.MethodName._EnterTree`  
`Node.MethodName._ExitTree`  
`Node.MethodName._GetConfigurationWarnings`  
`Node.MethodName._Input`  
`Node.MethodName._PhysicsProcess`  
`Node.MethodName._Ready`  
`Node.MethodName._ShortcutInput`  
`Node.MethodName._UnhandledInput`  
`Node.MethodName._UnhandledKeyInput`  
`Node.MethodName.PrintOrphanNodes`  
`Node.MethodName.AddSibling`  
`Node.MethodName.SetName`  
`Node.MethodName.GetName`  
`Node.MethodName.AddChild`  
`Node.MethodName.RemoveChild`  
`Node.MethodName.Reparent`  
`Node.MethodName.GetChildCount`  
`Node.MethodName.GetChildren`  
`Node.MethodName.GetChild`  
`Node.MethodName.HasNode`  
`Node.MethodName.GetNode`  
`Node.MethodName.GetNodeOrNull`  
`Node.MethodName.GetParent`  
`Node.MethodName.FindChild`  
`Node.MethodName.FindChildren`  
`Node.MethodName.FindParent`  
`Node.MethodName.HasNodeAndResource`  
`Node.MethodName.GetNodeAndResource`  
`Node.MethodName.IsInsideTree`  
`Node.MethodName.IsPartOfEditedScene`  
`Node.MethodName.IsAncestorOf`  
`Node.MethodName.IsGreaterThanOrEqual`  
`Node.MethodName.GetPath`

Node.MethodName.GetPathTo  
Node.MethodName.AddToGroup  
Node.MethodName.RemoveFromGroup  
Node.MethodName.IsInGroup  
Node.MethodName.MoveChild  
Node.MethodName.GetGroups  
Node.MethodName.SetOwner  
Node.MethodName.GetOwner  
Node.MethodName.GetIndex  
Node.MethodName.PrintTree  
Node.MethodName.PrintTreePretty  
Node.MethodName.GetTreeString  
Node.MethodName.GetTreeStringPretty  
Node.MethodName.SetSceneFilePath  
Node.MethodName.GetSceneFilePath  
Node.MethodName.PropagateNotification  
Node.MethodName.PropagateCall  
Node.MethodName.SetPhysicsProcess  
Node.MethodName.GetPhysicsProcessDeltaTime  
Node.MethodName.IsPhysicsProcessing  
Node.MethodName.GetProcessDeltaTime  
Node.MethodName.SetProcess  
Node.MethodName.SetProcessPriority  
Node.MethodName.GetProcessPriority  
Node.MethodName.SetPhysicsProcessPriority  
Node.MethodName.GetPhysicsProcessPriority  
Node.MethodName.IsProcessing  
Node.MethodName.SetProcessInput  
Node.MethodName.IsProcessingInput  
Node.MethodName.SetProcessShortcutInput  
Node.MethodName.IsProcessingShortcutInput  
Node.MethodName.SetProcessUnhandledInput  
Node.MethodName.IsProcessingUnhandledInput  
Node.MethodName.SetProcessUnhandledKeyInput  
Node.MethodName.IsProcessingUnhandledKeyInput  
Node.MethodName.SetProcessMode  
Node.MethodName.GetProcessMode  
Node.MethodName.CanProcess  
Node.MethodName.SetProcessThreadGroup  
Node.MethodName.GetProcessThreadGroup  
Node.MethodName.SetProcessThreadMessages  
Node.MethodName.GetProcessThreadMessages  
Node.MethodName.SetProcessThreadGroupOrder  
Node.MethodName.GetProcessThreadGroupOrder  
Node.MethodName.SetDisplayFolded  
Node.MethodName.IsDisplayedFolded  
Node.MethodName.SetProcessInternal  
Node.MethodName.IsProcessingInternal  
Node.MethodName.SetPhysicsProcessInternal  
Node.MethodName.IsPhysicsProcessingInternal

Node.MethodName.SetPhysicsInterpolationMode  
Node.MethodName.GetPhysicsInterpolationMode  
Node.MethodName.IsPhysicsInterpolated  
Node.MethodName.IsPhysicsInterpolatedAndEnabled  
Node.MethodName.ResetPhysicsInterpolation  
Node.MethodName.SetAutoTranslateMode  
Node.MethodName.GetAutoTranslateMode  
Node.MethodName.SetTranslationDomainInherited  
Node.MethodName.GetWindow  
Node.MethodName.GetLastExclusiveWindow  
Node.MethodName.GetTree  
Node.MethodName.CreateTween  
Node.MethodName.Duplicate  
Node.MethodName.ReplaceBy  
Node.MethodName.SetSceneInstanceLoadPlaceholder  
Node.MethodName.GetSceneInstanceLoadPlaceholder  
Node.MethodName.SetEditableInstance  
Node.MethodName.IsEditableInstance  
Node.MethodName.GetViewport  
Node.MethodName.QueueFree  
Node.MethodName.RequestReady  
Node.MethodName.IsNodeReady  
Node.MethodName.SetMultiplayerAuthority  
Node.MethodName.GetMultiplayerAuthority  
Node.MethodName.IsMultiplayerAuthority  
Node.MethodName.GetMultiplayer  
Node.MethodName.RpcConfig  
Node.MethodName.GetRpcConfig  
Node.MethodName.SetEditorDescription  
Node.MethodName.GetEditorDescription  
Node.MethodName.\_SetImportPath  
Node.MethodName.\_GetImportPath  
Node.MethodName.SetUniqueNameInOwner  
Node.MethodName.IsUniqueNameInOwner  
Node.MethodName.Atr  
Node.MethodName.AtrN  
Node.MethodName.Rpc  
Node.MethodName.RpcId  
Node.MethodName.UpdateConfigurationWarnings  
Node.MethodName.CallDeferredThreadGroup  
Node.MethodName.SetDeferredThreadGroup  
Node.MethodName.NotifyDeferredThreadGroup  
Node.MethodName.CallThreadSafe  
Node.MethodName.SetThreadSafe  
Node.MethodName.NotifyThreadSafe  
GodotObject.MethodName.\_Get  
GodotObject.MethodName.\_GetPropertyList  
GodotObject.MethodName.\_IterGet  
GodotObject.MethodName.\_IterInit  
GodotObject.MethodName.\_IterNext

GodotObject.MethodName.\_Notification  
GodotObject.MethodName.\_PropertyCanRevert  
GodotObject.MethodName.\_PropertyGetRevert  
GodotObject.MethodName.\_Set  
GodotObject.MethodName.\_ValidateProperty  
GodotObject.MethodName.Free  
GodotObject.MethodName.GetClass  
GodotObject.MethodName.IsClass  
GodotObject.MethodName.Set  
GodotObject.MethodName.Get  
GodotObject.MethodName.SetIndexed  
GodotObject.MethodName.GetIndexed  
GodotObject.MethodName.GetPropertyList  
GodotObject.MethodName.GetMethodList  
GodotObject.MethodName.PropertyCanRevert  
GodotObject.MethodName.PropertyGetRevert  
GodotObject.MethodName.Notification  
GodotObject.MethodName.GetInstanceId  
GodotObject.MethodName.SetScript  
GodotObject.MethodName.GetScript  
GodotObject.MethodName.SetMeta  
GodotObject.MethodName.RemoveMeta  
GodotObject.MethodName.GetMeta  
GodotObject.MethodName.HasMeta  
GodotObject.MethodName.GetMetaList  
GodotObject.MethodName.AddUserSignal  
GodotObject.MethodName.HasUserSignal  
GodotObject.MethodName.RemoveUserSignal  
GodotObject.MethodName.EmitSignal  
GodotObject.MethodName.Call  
GodotObject.MethodName.CallDeferred  
GodotObject.MethodName.SetDeferred  
GodotObject.MethodName.Callv  
GodotObject.MethodName.HasMethod  
GodotObject.MethodName.GetMethodArgumentCount  
GodotObject.MethodName.HasSignal  
GodotObject.MethodName.GetSignalList  
GodotObject.MethodName.GetSignalConnectionList  
GodotObject.MethodName.GetIncomingConnections  
GodotObject.MethodName.Connect  
GodotObject.MethodName.Disconnect  
GodotObject.MethodName.IsConnected  
GodotObject.MethodName.HasConnections  
GodotObject.MethodName.SetBlockSignals  
GodotObject.MethodName.IsBlockingSignals  
GodotObject.MethodName.NotifyPropertyListChanged  
GodotObject.MethodName.SetMessageTranslation  
GodotObject.MethodName.CanTranslateMessages  
GodotObject.MethodName.Tr  
GodotObject.MethodName.TrN

GodotObject.MethodName.GetTranslationDomain  
GodotObject.MethodName.SetTranslationDomain  
GodotObject.MethodName.IsQueuedForDeletion  
GodotObject.MethodName.CancelFree  
**object.Equals(object)**  
**object.Equals(object, object)**  
**object.GetHashCode()**  
**object.GetType()**  
**object.MemberwiseClone()**  
**object.ReferenceEquals(object, object)**  
**object.ToString()**

Namespace: [cfGodotEngine.SceneManagement](#)

Assembly: CatSweeper.dll

## Syntax

```
public class GodotSceneManager.MethodName : MonoInstance<GodotSceneManager>.MethodName
```

# Fields

## GetScene

---

Cached name for the 'GetScene' method.

### Declaration

```
public static readonly StringName GetScene
```

### Field Value

#### TYPE

---

StringName

## GetSceneTree

---

Cached name for the 'GetSceneTree' method.

### Declaration

```
public static readonly StringName GetSceneTree
```

## Field Value

### TYPE

StringName

## LoadScene

---

Cached name for the 'LoadScene' method.

### Declaration

```
public static readonly StringName LoadScene
```

## Field Value

### TYPE

StringName

## ShowScene

---

Cached name for the 'ShowScene' method.

### Declaration

```
public static readonly StringName ShowScene
```

## Field Value

### TYPE

StringName

## \_Process

---

Cached name for the '\_Process' method.

### Declaration

```
public static readonly StringName _Process
```

TYPE

---

StringName

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# Class GodotSceneManager.PropertyName

Cached StringNames for the properties and fields contained in this class, for fast lookup.

## Inheritance

[object](#) → [GodotObject.PropertyName](#) → [Node.PropertyName](#) → [MonoInstance<GodotSceneManager>.PropertyName](#) → [GodotSceneManager.PropertyName](#)

## Inherited Members

[Node.PropertyName.\\_ImportPath](#)  
[Node.PropertyName.Name](#)  
[Node.PropertyName.UniqueNameInOwner](#)  
[Node.PropertyName.SceneFilePath](#)  
[Node.PropertyName.Owner](#)  
[Node.PropertyName.Multiplayer](#)  
[Node.PropertyName.ProcessMode](#)  
[Node.PropertyName.ProcessPriority](#)  
[Node.PropertyName.ProcessPhysicsPriority](#)  
[Node.PropertyName.ProcessThreadGroup](#)  
[Node.PropertyName.ProcessThreadGroupOrder](#)  
[Node.PropertyName.ProcessThreadMessages](#)  
[Node.PropertyName.PhysicsInterpolationMode](#)  
[Node.PropertyName.AutoTranslateMode](#)  
[Node.PropertyName.EditorDescription](#)  
[object.Equals\(object\)](#)  
[object.Equals\(object, object\)](#)  
[object.GetHashCode\(\)](#)  
[object.GetType\(\)](#)  
[object.MemberwiseClone\(\)](#)  
[object.ReferenceEquals\(object, object\)](#)  
[object.ToString\(\)](#)

Namespace: [cfGodotEngine.SceneManagement](#)

Assembly: CatSweeper.dll

## Syntax

```
public class GodotSceneManager.PropertyName : MonoInstance<GodotSceneManager>.PropertyName
```

## Fields

# progressArray

---

Cached name for the 'progressArray' field.

## Declaration

```
public static readonly StringName progressArray
```

## Field Value

### TYPE

---

StringName

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# Class GodotSceneManager.SignalName

Cached StringNames for the signals contained in this class, for fast lookup.

## Inheritance

[object](#) → [GodotObject.SignalName](#) → [Node.SignalName](#) → [MonoInstance<GodotSceneManager>.SignalName](#) → [GodotSceneManager.SignalName](#)

## Inherited Members

[Node.SignalName.Ready](#)  
[Node.SignalName.Renamed](#)  
[Node.SignalName.TreeEntered](#)  
[Node.SignalName.TreeExiting](#)  
[Node.SignalName.TreeExited](#)  
[Node.SignalName.ChildEnteredTree](#)  
[Node.SignalName.ChildExitingTree](#)  
[Node.SignalName.ChildOrderChanged](#)  
[Node.SignalName.ReplacingBy](#)  
[Node.SignalName.EditorDescriptionChanged](#)  
[Node.SignalName.EditorStateChanged](#)  
[GodotObject.SignalName.ScriptChanged](#)  
[GodotObject.SignalName.PropertyListChanged](#)  
[object.Equals\(object\)](#)  
[object.Equals\(object, object\)](#)  
[object.GetHashCode\(\)](#)  
[object.GetType\(\)](#)  
[object.MemberwiseClone\(\)](#)  
[object.ReferenceEquals\(object, object\)](#)  
[object.ToString\(\)](#)

Namespace: [cfGodotEngine.SceneManagement](#)

Assembly: CatSweeper.dll

## Syntax

```
public class GodotSceneManager.SignalName : MonoInstance<GodotSceneManager>.SignalName
```

# Interface ISceneManager<TScene>

## Inherited Members

[IDisposable.Dispose\(\)](#)

Namespace: [cfGodotEngine.SceneManagement](#)

Assembly: CatSweeper.dll

## Syntax

```
public interface ISceneManager<TScene> : IService, IDisposable
```

## Type Parameters

### NAME

---

TScene

# Methods

## GetScene(string)

---

### Declaration

```
TScene GetScene(string sceneName)
```

### Parameters

#### TYPE NAME

---

string sceneName

### Returns

#### TYPE

---

TScene

# LoadScene(string, LoadSceneMode)

---

## Declaration

```
TScene LoadScene(string sceneKey, LoadSceneMode mode = LoadSceneMode.Single)
```

## Parameters

TYPE	NAME
string	sceneKey
LoadSceneMode	mode

## Returns

TYPE
TScene

# LoadSceneAsync(string, LoadSceneMode, IProgress<float>)

---

## Declaration

```
Task<TScene> LoadSceneAsync(string sceneKey, LoadSceneMode mode = LoadSceneMode.Single, IProgr
```

## Parameters

TYPE	NAME
string	sceneKey
LoadSceneMode	mode
IProgress<float>	progress

## Returns

TYPE
Task<TScene>

# Enum LoadSceneMode

Namespace: [cfGodotEngine.SceneManagement](#)

Assembly: CatSweeper.dll

## Syntax

```
public enum LoadSceneMode
```

## Fields

NAME
Additive
Single

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# Namespace cfGodotEngine.Util

## Classes

[Application](#)

[MonoInstance<T>](#)

[MonoInstance<T>.MethodName](#)

Cached StringNames for the methods contained in this class, for fast lookup.

[MonoInstance<T>.PropertyName](#)

Cached StringNames for the properties and fields contained in this class, for fast lookup.

[MonoInstance<T>.SignalName](#)

Cached StringNames for the signals contained in this class, for fast lookup.

[NodeUtil](#)

[SettingPath](#)

[Setting<T>](#)

[Setting<T>.MethodName](#)

Cached StringNames for the methods contained in this class, for fast lookup.

[Setting<T>.PropertyName](#)

Cached StringNames for the properties and fields contained in this class, for fast lookup.

[Setting<T>.SignalName](#)

Cached StringNames for the signals contained in this class, for fast lookup.

[StateExecutionException<TStatId>](#)

[StateMachineNode<TStatId, TState, TStateMachine>](#)

[StateMachineNode<TStatId, TState, TStateMachine>.MethodName](#)

Cached StringNames for the methods contained in this class, for fast lookup.

[StateMachineNode<TStatId, TState, TStateMachine>.PropertyName](#)

Cached StringNames for the properties and fields contained in this class, for fast lookup.

## **StateMachineNode<TStatId, TState, TStateMachine>.SignalName**

Cached StringNames for the signals contained in this class, for fast lookup.

## **StateNode<TStatId, TState, TStateMachine>**

### **StateNode<TStatId, TState, TStateMachine>.MethodName**

Cached StringNames for the methods contained in this class, for fast lookup.

### **StateNode<TStatId, TState, TStateMachine>.PropertyName**

Cached StringNames for the properties and fields contained in this class, for fast lookup.

### **StateNode<TStatId, TState, TStateMachine>.SignalName**

Cached StringNames for the signals contained in this class, for fast lookup.

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# Class Application

## Inheritance

`object` → Application

## Inherited Members

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

Namespace: [cfGodotEngine.Util](#)

Assembly: CatSweeper.dll

## Syntax

```
public static class Application
```

# Properties

## assetDataPath

### Declaration

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

### Property Value

#### TYPE

`string`

# exportDataPath

---

## Declaration

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

## Property Value

### TYPE

---

string

# persistentDataPath

---

## Declaration

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

## Property Value

### TYPE

---

string

# Methods

## GetGlobalizePath(string)

---

## Declaration

```
public static string GetGlobalizePath(string path)
```

## Parameters

### TYPE NAME

---

string path

## Returns

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# Class MonoInstance<T>

## Inheritance

[object](#) → [GodotObject](#) → [Node](#) → [MonoInstance<T>](#) → [AsyncResourceLoader](#) → [GodotSceneManager](#)

## Implements

[IDisposable](#)

## Inherited Members

Node.NotificationEnterTree  
Node.NotificationExitTree  
Node.NotificationMovedInParent  
Node.NotificationReady  
Node.NotificationPaused  
Node.NotificationUnpaused  
Node.NotificationPhysicsProcess  
Node.NotificationProcess  
Node.NotificationParented  
Node.NotificationUnparented  
Node.NotificationSceneInstantiated  
Node.NotificationDragBegin  
Node.NotificationDragEnd  
Node.NotificationPathRenamed  
Node.NotificationChildOrderChanged  
Node.NotificationInternalProcess  
Node.NotificationInternalPhysicsProcess  
Node.NotificationPostEnterTree  
Node.NotificationDisabled  
Node.NotificationEnabled  
Node.NotificationResetPhysicsInterpolation  
Node.NotificationEditorPreSave  
Node.NotificationEditorPostSave  
Node.NotificationWMMouseEnter  
Node.NotificationWMMouseExit  
Node.NotificationWMWindowFocusIn  
Node.NotificationWMWindowFocusOut  
Node.NotificationWMCloseRequest  
Node.NotificationWMGoBackRequest  
Node.NotificationWMSizeChanged  
Node.NotificationWMDpiChange  
Node.NotificationVpMouseEnter

Node.NotificationVpMouseExit  
Node.NotificationWMPositionChanged  
Node.NotificationOsMemoryWarning  
Node.NotificationTranslationChanged  
Node.NotificationWMAbout  
Node.NotificationCrash  
Node.NotificationOslmeUpdate  
Node.NotificationApplicationResumed  
Node.NotificationApplicationPaused  
Node.NotificationApplicationFocusIn  
Node.NotificationApplicationFocusOut  
Node.NotificationTextServerChanged  
Node.GetNode<T>(NodePath)  
Node.GetNodeOrNull<T>(NodePath)  
**Node.GetChild<T>(int, bool)**  
**Node.GetChildOrNull<T>(int, bool)**  
Node.GetOwner<T>()  
Node.GetOwnerOrNull<T>()  
Node.GetParent<T>()  
Node.GetParentOrNull<T>()  
Node.\_EnterTree()  
Node.\_ExitTree()  
Node.\_GetConfigurationWarnings()  
Node.\_Input(InputEvent)  
**Node.\_PhysicsProcess(double)**  
**Node.\_Process(double)**  
Node.\_Ready()  
Node.\_ShortcutInput(InputEvent)  
Node.\_UnhandledInput(InputEvent)  
Node.\_UnhandledKeyInput(InputEvent)  
Node.PrintOrphanNodes()  
**Node.AddSibling(Node, bool)**  
**Node.AddChild(Node, bool, Node.InternalMode)**  
Node.RemoveChild(Node)  
**Node.Reparent(Node, bool)**  
Node.GetChildCount(bool)  
Node.GetChildren(bool)  
**Node.GetChild(int, bool)**  
Node.HasNode(NodePath)  
Node.GetNode(NodePath)  
Node.GetNodeOrNull(NodePath)  
Node.GetParent()  
**Node.FindChild(string, bool, bool)**  
**Node.FindChildren(string, string, bool, bool)**  
**Node.FindParent(string)**  
Node.HasNodeAndResource(NodePath)  
Node.GetNodeAndResource(NodePath)  
Node.IsInsideTree()  
Node.IsPartOfEditedScene()  
Node.IsAncestorOf(Node)

Node.IsGreater Than(Node)  
Node.GetPath()  
**Node.GetPath To(Node, bool)**  
**Node.AddToGroup(StringName, bool)**  
Node.RemoveFromGroup(StringName)  
Node.IsInGroup(StringName)  
**Node.MoveChild(Node, int)**  
Node.GetGroups()  
**Node.GetIndex(bool)**  
Node.PrintTree()  
Node.PrintTreePretty()  
Node.GetTreeString()  
Node.GetTreeStringPretty()  
**Node.PropagateNotification(int)**  
**Node.PropagateCall(StringName, Array, bool)**  
**Node.SetPhysicsProcess(bool)**  
Node.GetPhysicsProcessDelta Time()  
Node.IsPhysicsProcessing()  
Node.GetProcessDelta Time()  
**Node.SetProcess(bool)**  
Node.IsProcessing()  
**Node.SetProcessInput(bool)**  
Node.IsProcessingInput()  
**Node.SetProcessShortcutInput(bool)**  
Node.IsProcessingShortcutInput()  
**Node.SetProcessUnhandledInput(bool)**  
Node.IsProcessingUnhandledInput()  
**Node.SetProcessUnhandledKeyInput(bool)**  
Node.IsProcessingUnhandledKeyInput()  
Node.CanProcess()  
**Node.SetDisplayFolded(bool)**  
Node.IsDisplayedFolded()  
**Node.SetProcessInternal(bool)**  
Node.IsProcessingInternal()  
**Node.SetPhysicsProcessInternal(bool)**  
Node.IsPhysicsProcessingInternal()  
Node.IsPhysicsInterpolated()  
Node.IsPhysicsInterpolatedAndEnabled()  
Node.ResetPhysicsInterpolation()  
Node.SetTranslationDomainInherited()  
Node.GetWindow()  
Node.GetLastExclusiveWindow()  
Node.GetTree()  
Node.CreateTween()  
**Node.Duplicate(int)**  
**Node.ReplaceBy(Node, bool)**  
**Node.setSceneInstanceLoadPlaceholder(bool)**  
Node.GetSceneInstanceLoadPlaceholder()  
**Node.setEditableInstance(Node, bool)**  
Node.setEditableInstance(Node)

```
Node.GetViewport()
Node.QueueFree()
Node.RequestReady()
Node.IsNodeReady()
Node.SetMultiplayerAuthority(int, bool)
Node.GetMultiplayerAuthority()
Node.IsMultiplayerAuthority()
Node.RpcConfig(StringName, Variant)
Node.GetRpcConfig()
Node.Atr(string, StringName)
Node.AtrN(string, StringName, int, StringName)
Node.Rpc(StringName, params Variant[])
Node.Rpc(StringName, ReadOnlySpan<Variant>)
Node.RpcId(long, StringName, params Variant[])
Node.RpcId(long, StringName, ReadOnlySpan<Variant>)
Node.UpdateConfigurationWarnings()
Node.CallDeferredThreadGroup(StringName, params Variant[])
Node.CallDeferredThreadGroup(StringName, ReadOnlySpan<Variant>)
Node.SetDeferredThreadGroup(StringName, Variant)
Node.NotifyDeferredThreadGroup(int)
Node.CallThreadSafe(StringName, params Variant[])
Node.CallThreadSafe(StringName, ReadOnlySpan<Variant>)
Node.SetThreadSafe(StringName, Variant)
Node.NotifyThreadSafe(int)
Node.EmitSignalReady()
Node.EmitSignalRenamed()
Node.EmitSignalTreeEntered()
Node.EmitSignalTreeExiting()
Node.EmitSignalTreeExited()
Node.EmitSignalChildEnteredTree(Node)
Node.EmitSignalChildExitingTree(Node)
Node.EmitSignalChildOrderChanged()
Node.EmitSignalReplacingBy(Node)
Node.EmitSignalEditorDescriptionChanged(Node)
Node.EmitSignalEditorStateChanged()
Node.InvokeGodotClassMethod(in godot_string_name, NativeVariantPtrArgs, out godot_variant)
Node.HasGodotClassMethod(in godot_string_name)
Node.HasGodotClassSignal(in godot_string_name)
Node.Name
Node.UniqueNameInOwner
Node.SceneFilePath
Node.Owner
Node.Multiplayer
Node.ProcessMode
Node.ProcessPriority
Node.ProcessPhysicsPriority
Node.ProcessThreadGroup
Node.ProcessThreadGroupOrder
Node.ProcessThreadMessages
Node.PhysicsInterpolationMode
```

Node.AutoTranslateMode  
Node.EditorDescription  
Node.Ready  
Node.Renamed  
Node.TreeEntered  
Node.TreeExiting  
Node.TreeExited  
Node.ChildEnteredTree  
Node.ChildExitingTree  
Node.ChildOrderChanged  
Node.ReplacingBy  
Node.EditorDescriptionChanged  
Node.EditorStateChanged  
GodotObject.NotificationPostinitialize  
GodotObject.NotificationPredelete  
GodotObject.NotificationExtensionReloaded  
**GodotObject.InstanceFromId(ulong)**  
**GodotObject.IsInstanceIdValid(ulong)**  
GodotObject.IsValid(GodotObject)  
GodotObject.WeakRef(GodotObject)  
GodotObject.Dispose()  
**GodotObject.Dispose(bool)**  
GodotObject.ToString()  
GodotObject.ToSignal(GodotObject, StringName)  
GodotObject.\_Get(StringName)  
GodotObject.\_GetPropertyList()  
GodotObject.\_IterGet(Variant)  
GodotObject.\_IterInit(Array)  
GodotObject.\_IterNext(Array)  
**GodotObject.\_Notification(int)**  
GodotObject.\_PropertyCanRevert(StringName)  
GodotObject.\_PropertyGetRevert(StringName)  
GodotObject.\_Set(StringName, Variant)  
GodotObject.\_ValidateProperty(Dictionary)  
GodotObject.Free()  
GodotObject.GetClass()  
**GodotObject.IsClass(string)**  
GodotObject.Set(StringName, Variant)  
GodotObject.Get(StringName)  
GodotObject.SetIndexed(NodePath, Variant)  
GodotObject.GetIndexed(NodePath)  
GodotObject.GetPropertyList()  
GodotObject.GetMethodList()  
GodotObject.PropertyCanRevert(StringName)  
GodotObject.PropertyGetRevert(StringName)  
**GodotObject.Notification(int, bool)**  
GodotObject.GetInstanceId()  
GodotObject.SetScript(Variant)  
GodotObject.GetScript()  
GodotObject.SetMeta(StringName, Variant)

GodotObject.RemoveMeta(StringName)  
GodotObject.GetMeta(StringName, Variant)  
GodotObject.HasMeta(StringName)  
GodotObject.GetMetaList()  
**GodotObject.AddUserSignal(string, Array)**  
GodotObject.HasUserSignal(StringName)  
GodotObject.RemoveUserSignal(StringName)  
GodotObject.EmitSignal(StringName, params Variant[])  
**GodotObject.EmitSignal(StringName, ReadOnlySpan<Variant>)**  
GodotObject.Call(StringName, params Variant[])  
**GodotObject.Call(StringName, ReadOnlySpan<Variant>)**  
GodotObject.CallDeferred(StringName, params Variant[])  
**GodotObject.CallDeferred(StringName, ReadOnlySpan<Variant>)**  
GodotObject.SetDeferred(StringName, Variant)  
GodotObject.Cally(StringName, Array)  
GodotObject.HasMethod(StringName)  
GodotObjectGetMethodArgumentCount(StringName)  
GodotObject.HasSignal(StringName)  
GodotObject.GetSignalList()  
GodotObject.GetSignalConnectionList(StringName)  
GodotObject.GetIncomingConnections()  
**GodotObject.Connect(StringName, Callable, uint)**  
GodotObject.Disconnect(StringName, Callable)  
GodotObject.IsConnected(StringName, Callable)  
GodotObject.HasConnections(StringName)  
**GodotObject.SetBlockSignals(bool)**  
GodotObject.IsBlockingSignals()  
GodotObject.NotifyPropertyListChanged()  
**GodotObject.SetMessageTranslation(bool)**  
GodotObject.CanTranslateMessages()  
GodotObject.Tr(StringName, StringName)  
**GodotObject.TrN(StringName, StringName, int, StringName)**  
GodotObject.GetTranslationDomain()  
GodotObject.SetTranslationDomain(StringName)  
GodotObject.IsQueuedForDeletion()  
GodotObject.CancelFree()  
GodotObject.EmitSignalScriptChanged()  
GodotObject.EmitSignalPropertyListChanged()  
GodotObject.NativeInstance  
GodotObject.ScriptChanged  
GodotObject.PropertyListChanged  
**object.Equals(object)**  
**object.Equals(object, object)**  
**object.GetHashCode()**  
**object.GetType()**  
**object.MemberwiseClone()**  
**object.ReferenceEquals(object, object)**

Namespace: **cfGodotEngine.Util**

Assembly: CatSweeper.dll

## Syntax

```
[ScriptPath("res://Modules/cfGodotEngine/util/MonoInstance.cs")]
public abstract class MonoInstance<T> : Node, IDisposable where T : MonoInstance<T>, new()
```

## Type Parameters

### NAME

---

T

## Constructors

### MonoInstance()

---

#### Declaration

```
protected MonoInstance()
```

## Properties

### Instance

---

#### Declaration

```
public static T Instance { get; }
```

#### Property Value

### TYPE

---

T

## Implements

### IDisposable

# Extension Methods

[NodeUtil.DontDestroyOnLoad\(Node\)](#)

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# Class MonoInstance<T>.MethodName

Cached StringNames for the methods contained in this class, for fast lookup.

## Inheritance

[object](#) → [GodotObject](#).[MethodName](#) → [Node](#).[MethodName](#) → [MonoInstance<T>](#).[MethodName](#) →  
[AsyncResourceLoader](#).[MethodName](#) → [GodotSceneManager](#).[MethodName](#)

## Inherited Members

[Node](#).[MethodName](#).[\\_EnterTree](#)  
[Node](#).[MethodName](#).[\\_ExitTree](#)  
[Node](#).[MethodName](#).[\\_GetConfigurationWarnings](#)  
[Node](#).[MethodName](#).[\\_Input](#)  
[Node](#).[MethodName](#).[\\_PhysicsProcess](#)  
[Node](#).[MethodName](#).[\\_Process](#)  
[Node](#).[MethodName](#).[\\_Ready](#)  
[Node](#).[MethodName](#).[\\_ShortcutInput](#)  
[Node](#).[MethodName](#).[\\_UnhandledInput](#)  
[Node](#).[MethodName](#).[\\_UnhandledKeyInput](#)  
[Node](#).[MethodName](#).[PrintOrphanNodes](#)  
[Node](#).[MethodName](#).[AddSibling](#)  
[Node](#).[MethodName](#).[SetName](#)  
[Node](#).[MethodName](#).[GetName](#)  
[Node](#).[MethodName](#).[AddChild](#)  
[Node](#).[MethodName](#).[RemoveChild](#)  
[Node](#).[MethodName](#).[Reparent](#)  
[Node](#).[MethodName](#).[GetChildCount](#)  
[Node](#).[MethodName](#).[GetChildren](#)  
[Node](#).[MethodName](#).[GetChild](#)  
[Node](#).[MethodName](#).[HasNode](#)  
[Node](#).[MethodName](#).[GetNode](#)  
[Node](#).[MethodName](#).[GetNodeOrNull](#)  
[Node](#).[MethodName](#).[GetParent](#)  
[Node](#).[MethodName](#).[FindChild](#)  
[Node](#).[MethodName](#).[FindChildren](#)  
[Node](#).[MethodName](#).[FindParent](#)  
[Node](#).[MethodName](#).[HasNodeAndResource](#)  
[Node](#).[MethodName](#).[GetNodeAndResource](#)  
[Node](#).[MethodName](#).[IsInsideTree](#)  
[Node](#).[MethodName](#).[IsPartOfEditedScene](#)  
[Node](#).[MethodName](#).[IsAncestorOf](#)  
[Node](#).[MethodName](#).[IsGreaterThan](#)

Node.MethodName.GetPath  
Node.MethodName.GetPathTo  
Node.MethodName.AddToGroup  
Node.MethodName.RemoveFromGroup  
Node.MethodName.IsInGroup  
Node.MethodName.MoveChild  
Node.MethodName.GetGroups  
Node.MethodName.SetOwner  
Node.MethodName.GetOwner  
Node.MethodName.GetIndex  
Node.MethodName.PrintTree  
Node.MethodName.PrintTreePretty  
Node.MethodName.GetTreeString  
Node.MethodName.GetTreeStringPretty  
Node.MethodName.SetSceneFilePath  
Node.MethodName.GetSceneFilePath  
Node.MethodName.PropagateNotification  
Node.MethodName.PropagateCall  
Node.MethodName.SetPhysicsProcess  
Node.MethodName.GetPhysicsProcessDeltaTime  
Node.MethodName.IsPhysicsProcessing  
Node.MethodName.GetProcessDeltaTime  
Node.MethodName.SetProcess  
Node.MethodName.SetProcessPriority  
Node.MethodName.GetProcessPriority  
Node.MethodName.SetPhysicsProcessPriority  
Node.MethodName.GetPhysicsProcessPriority  
Node.MethodName.IsProcessing  
Node.MethodName.SetProcessInput  
Node.MethodName.IsProcessingInput  
Node.MethodName.SetProcessShortcutInput  
Node.MethodName.IsProcessingShortcutInput  
Node.MethodName.SetProcessUnhandledInput  
Node.MethodName.IsProcessingUnhandledInput  
Node.MethodName.SetProcessUnhandledKeyInput  
Node.MethodName.IsProcessingUnhandledKeyInput  
Node.MethodName.SetProcessMode  
Node.MethodName.GetProcessMode  
Node.MethodName.CanProcess  
Node.MethodName.SetProcessThreadGroup  
Node.MethodName.GetProcessThreadGroup  
Node.MethodName.SetProcessThreadMessages  
Node.MethodName.GetProcessThreadMessages  
Node.MethodName.SetProcessThreadGroupOrder  
Node.MethodName.GetProcessThreadGroupOrder  
Node.MethodName.SetDisplayFolded  
Node.MethodName.IsDisplayedFolded  
Node.MethodName.SetProcessInternal  
Node.MethodName.IsProcessingInternal  
Node.MethodName.SetPhysicsProcessInternal

Node.MethodName.IsPhysicsProcessingInternal  
Node.MethodName.SetPhysicsInterpolationMode  
Node.MethodName.GetPhysicsInterpolationMode  
Node.MethodName.IsPhysicsInterpolated  
Node.MethodName.IsPhysicsInterpolatedAndEnabled  
Node.MethodName.ResetPhysicsInterpolation  
Node.MethodName.SetAutoTranslateMode  
Node.MethodName.GetAutoTranslateMode  
Node.MethodName.SetTranslationDomainInherited  
Node.MethodName.GetWindow  
Node.MethodName.GetLastExclusiveWindow  
Node.MethodName.GetTree  
Node.MethodName.CreateTween  
Node.MethodName.Duplicate  
Node.MethodName.ReplaceBy  
Node.MethodName.SetSceneInstanceLoadPlaceholder  
Node.MethodName.GetSceneInstanceLoadPlaceholder  
Node.MethodName.SetEditableInstance  
Node.MethodName.IsEditableInstance  
Node.MethodName.GetViewport  
Node.MethodName.QueueFree  
Node.MethodName.RequestReady  
Node.MethodName.IsNodeReady  
Node.MethodName.SetMultiplayerAuthority  
Node.MethodName.GetMultiplayerAuthority  
Node.MethodName.IsMultiplayerAuthority  
Node.MethodName.GetMultiplayer  
Node.MethodName.RpcConfig  
Node.MethodName.GetRpcConfig  
Node.MethodName.SetEditorDescription  
Node.MethodName.GetEditorDescription  
Node.MethodName.\_SetImportPath  
Node.MethodName.\_GetImportPath  
Node.MethodName.SetUniqueNameInOwner  
Node.MethodName.IsUniqueNameInOwner  
Node.MethodName.Atr  
Node.MethodName.AtrN  
Node.MethodName.Rpc  
Node.MethodName.RpcId  
Node.MethodName.UpdateConfigurationWarnings  
Node.MethodName.CallDeferredThreadGroup  
Node.MethodName.SetDeferredThreadGroup  
Node.MethodName.NotifyDeferredThreadGroup  
Node.MethodName.CallThreadSafe  
Node.MethodName.SetThreadSafe  
Node.MethodName.NotifyThreadSafe  
GodotObject.MethodName.\_Get  
GodotObject.MethodName.\_GetPropertyList  
GodotObject.MethodName.\_IterGet  
GodotObject.MethodName.\_IterInit

GodotObject.MethodName.\_IterNext  
GodotObject.MethodName.\_Notification  
GodotObject.MethodName.\_PropertyCanRevert  
GodotObject.MethodName.\_PropertyGetRevert  
GodotObject.MethodName.\_Set  
GodotObject.MethodName.\_ValidateProperty  
GodotObject.MethodName.Free  
GodotObject.MethodName.GetClass  
GodotObject.MethodName.IsClass  
GodotObject.MethodName.Set  
GodotObject.MethodName.Get  
GodotObject.MethodName.SetIndexed  
GodotObject.MethodName.GetIndexed  
GodotObject.MethodName.GetPropertyList  
GodotObject.MethodName.GetMethodList  
GodotObject.MethodName.PropertyCanRevert  
GodotObject.MethodName.PropertyGetRevert  
GodotObject.MethodName.Notification  
GodotObject.MethodName.GetInstanceId  
GodotObject.MethodName.SetScript  
GodotObject.MethodName.GetScript  
GodotObject.MethodName.SetMeta  
GodotObject.MethodName.RemoveMeta  
GodotObject.MethodName.GetMeta  
GodotObject.MethodName.HasMeta  
GodotObject.MethodName.GetMetaList  
GodotObject.MethodName.AddUserSignal  
GodotObject.MethodName.HasUserSignal  
GodotObject.MethodName.RemoveUserSignal  
GodotObject.MethodName.EmitSignal  
GodotObject.MethodName.Call  
GodotObject.MethodName.CallDeferred  
GodotObject.MethodName.SetDeferred  
GodotObject.MethodName.Callv  
GodotObject.MethodName.HasMethod  
GodotObject.MethodName.GetMethodArgumentCount  
GodotObject.MethodName.HasSignal  
GodotObject.MethodName.GetSignalList  
GodotObject.MethodName.GetSignalConnectionList  
GodotObject.MethodName.GetIncomingConnections  
GodotObject.MethodName.Connect  
GodotObject.MethodName.Disconnect  
GodotObject.MethodName.IsConnected  
GodotObject.MethodName.HasConnections  
GodotObject.MethodName.SetBlockSignals  
GodotObject.MethodName.IsBlockingSignals  
GodotObject.MethodName.NotifyPropertyChanged  
GodotObject.MethodName.SetMessageTranslation  
GodotObject.MethodName.CanTranslateMessages  
GodotObject.MethodName.Tr

GodotObject.MethodName.TrN  
GodotObject.MethodName.GetTranslationDomain  
GodotObject.MethodName.SetTranslationDomain  
GodotObject.MethodName.IsQueuedForDeletion  
GodotObject.MethodName.CancelFree  
`object.Equals(object)`  
`object.Equals(object, object)`  
`object.GetHashCode()`  
`object.GetType()`  
`object.MemberwiseClone()`  
`object.ReferenceEquals(object, object)`  
`object.ToString()`

Namespace: `cfGodotEngine.Util`

Assembly: `CatSweeper.dll`

## Syntax

```
public class MonoInstance<T>.MethodName : Node.MethodName
```

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# Class MonoInstance<T>.PropertyName

Cached StringNames for the properties and fields contained in this class, for fast lookup.

## Inheritance

[object](#) → [GodotObject.PropertyName](#) → [Node.PropertyName](#) → [MonoInstance<T>.PropertyName](#) → [AsyncResourceLoader.PropertyName](#) → [GodotSceneManager.PropertyName](#)

## Inherited Members

[Node.PropertyName.\\_ImportPath](#)  
[Node.PropertyName.Name](#)  
[Node.PropertyName.UniqueNameInOwner](#)  
[Node.PropertyName.SceneFilePath](#)  
[Node.PropertyName.Owner](#)  
[Node.PropertyName.Multiplayer](#)  
[Node.PropertyName.ProcessMode](#)  
[Node.PropertyName.ProcessPriority](#)  
[Node.PropertyName.ProcessPhysicsPriority](#)  
[Node.PropertyName.ProcessThreadGroup](#)  
[Node.PropertyName.ProcessThreadGroupOrder](#)  
[Node.PropertyName.ProcessThreadMessages](#)  
[Node.PropertyName.PhysicsInterpolationMode](#)  
[Node.PropertyName.AutoTranslateMode](#)  
[Node.PropertyName.EditorDescription](#)  
[object.Equals\(object\)](#)  
[object.Equals\(object, object\)](#)  
[object.GetHashCode\(\)](#)  
[object.GetType\(\)](#)  
[object.MemberwiseClone\(\)](#)  
[object.ReferenceEquals\(object, object\)](#)  
[object.ToString\(\)](#)

Namespace: [cfGodotEngine.Util](#)

Assembly: CatSweeper.dll

## Syntax

```
public class MonoInstance<T>.PropertyName : Node.PropertyName
```

# Class MonoInstance<T>.SignalName

Cached StringNames for the signals contained in this class, for fast lookup.

## Inheritance

[object](#) → [GodotObject.SignalName](#) → [Node.SignalName](#) → [MonoInstance<T>.SignalName](#) → [AsyncResourceLoader.SignalName](#) → [GodotSceneManager.SignalName](#)

## Inherited Members

[Node.SignalName.Ready](#)  
[Node.SignalName.Renamed](#)  
[Node.SignalName.TreeEntered](#)  
[Node.SignalName.TreeExiting](#)  
[Node.SignalName.TreeExited](#)  
[Node.SignalName.ChildEnteredTree](#)  
[Node.SignalName.ChildExitingTree](#)  
[Node.SignalName.ChildOrderChanged](#)  
[Node.SignalName.ReplacingBy](#)  
[Node.SignalName.EditorDescriptionChanged](#)  
[Node.SignalName.EditorStateChanged](#)  
[GodotObject.SignalName.ScriptChanged](#)  
[GodotObject.SignalName.PropertyListChanged](#)  
[object.Equals\(object\)](#)  
[object.Equals\(object, object\)](#)  
[object.GetHashCode\(\)](#)  
[object.GetType\(\)](#)  
[object.MemberwiseClone\(\)](#)  
[object.ReferenceEquals\(object, object\)](#)  
[object.ToString\(\)](#)

Namespace: [cfGodotEngine.Util](#)

Assembly: CatSweeper.dll

## Syntax

```
public class MonoInstance<T>.SignalName : Node.SignalName
```

# Class NodeUtil

## Inheritance

`object` → `NodeUtil`

## Inherited Members

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

Namespace: [cfGodotEngine.Util](#)

Assembly: CatSweeper.dll

## Syntax

```
public static class NodeUtil
```

## Methods

### DontDestroyOnLoad(Node)

#### Declaration

```
public static void DontDestroyOnLoad(this Node node)
```

#### Parameters

TYPE	NAME
------	------

Node	node
------	------

# GetSceneTree()

---

## Declaration

```
public static SceneTree GetSceneTree()
```

## Returns

### TYPE

---

SceneTree

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# Class SettingPath

## Inheritance

object → [Attribute](#) → SettingPath

## Inherited Members

[Attribute.Equals\(object\)](#)  
[Attribute.GetCustomAttribute\(Assembly, Type\)](#)  
[Attribute.GetCustomAttribute\(Assembly, Type, bool\)](#)  
[Attribute.GetCustomAttribute\(MemberInfo, Type\)](#)  
[Attribute.GetCustomAttribute\(MemberInfo, Type, bool\)](#)  
[Attribute.GetCustomAttribute\(Module, Type\)](#)  
[Attribute.GetCustomAttribute\(Module, Type, bool\)](#)  
[Attribute.GetCustomAttribute\(ParameterInfo, Type\)](#)  
[Attribute.GetCustomAttribute\(ParameterInfo, Type, bool\)](#)  
[Attribute.GetCustomAttributes\(Assembly\)](#)  
[Attribute.GetCustomAttributes\(Assembly, bool\)](#)  
[Attribute.GetCustomAttributes\(Assembly, Type\)](#)  
[Attribute.GetCustomAttributes\(Assembly, Type, bool\)](#)  
[Attribute.GetCustomAttributes\(MemberInfo\)](#)  
[Attribute.GetCustomAttributes\(MemberInfo, bool\)](#)  
[Attribute.GetCustomAttributes\(MemberInfo, Type\)](#)  
[Attribute.GetCustomAttributes\(MemberInfo, Type, bool\)](#)  
[Attribute.GetCustomAttributes\(Module\)](#)  
[Attribute.GetCustomAttributes\(Module, bool\)](#)  
[Attribute.GetCustomAttributes\(Module, Type\)](#)  
[Attribute.GetCustomAttributes\(Module, Type, bool\)](#)  
[Attribute.GetCustomAttributes\(ParameterInfo\)](#)  
[Attribute.GetCustomAttributes\(ParameterInfo, bool\)](#)  
[Attribute.GetCustomAttributes\(ParameterInfo, Type\)](#)  
[Attribute.GetCustomAttributes\(ParameterInfo, Type, bool\)](#)  
[Attribute.GetHashCode\(\)](#)  
[Attribute.IsDefaultAttribute\(\)](#)  
[Attribute.IsDefined\(Assembly, Type\)](#)  
[Attribute.IsDefined\(Assembly, Type, bool\)](#)  
[Attribute.IsDefined\(MemberInfo, Type\)](#)  
[Attribute.IsDefined\(MemberInfo, Type, bool\)](#)  
[Attribute.IsDefined\(Module, Type\)](#)  
[Attribute.IsDefined\(Module, Type, bool\)](#)  
[Attribute.IsDefined\(ParameterInfo, Type\)](#)  
[Attribute.IsDefined\(ParameterInfo, Type, bool\)](#)  
[Attribute.Match\(object\)](#)

`Attribute.TypeId`  
`object.Equals(object, object)`  
`object.GetType()`  
`object.MemberwiseClone()`  
`object.ReferenceEquals(object, object)`  
`object.ToString()`

Namespace: `cfGodotEngine.Util`

Assembly: `CatSweeper.dll`

## Syntax

```
public class SettingPath : Attribute
```

## Constructors

### SettingPath(string)

---

#### Declaration

```
public SettingPath(string path)
```

#### Parameters

TYPE	NAME
<code>string</code>	<code>path</code>

## Fields

### path

---

#### Declaration

```
public readonly string path
```

#### Field Value

TYPE
<code>string</code>



# Class Setting<T>

## Inheritance

[object](#) → [GodotObject](#) → [RefCounted](#) → [Resource](#) → [Setting<T>](#) → [DriveMirrorSetting](#)

## Implements

[IDisposable](#)

## Inherited Members

[Resource.\\_GetRid\(\)](#)

[Resource.\\_ResetState\(\)](#)

[Resource.\\_SetPathCache\(string\)](#)

[Resource.\\_SetupLocalToScene\(\)](#)

[Resource.TakeOverPath\(string\)](#)

[Resource.SetPathCache\(string\)](#)

[Resource.GetRid\(\)](#)

[Resource.GetLocalScene\(\)](#)

[Resource.SetupLocalToScene\(\)](#)

[Resource.ResetState\(\)](#)

[Resource.SetIdForPath\(string, string\)](#)

[Resource.GetIdForPath\(string\)](#)

[Resource.IsBuiltIn\(\)](#)

[Resource.GenerateSceneUniqueId\(\)](#)

[Resource.EmitChanged\(\)](#)

[Resource.Duplicate\(bool\)](#)

[Resource.EmitSignalChanged\(\)](#)

[Resource.EmitSignalSetupLocalToSceneRequested\(\)](#)

[Resource.InvokeGodotClassMethod\(in godot\\_string\\_name, NativeVariantPtrArgs, out godot\\_variant\)](#)

[Resource.HasGodotClassMethod\(in godot\\_string\\_name\)](#)

[Resource.HasGodotClassSignal\(in godot\\_string\\_name\)](#)

[Resource.ResourceLocalToScene](#)

[Resource.ResourcePath](#)

[Resource.ResourceName](#)

[Resource.ResourceSceneUniqueId](#)

[Resource.Changed](#)

[Resource.SetupLocalToSceneRequested](#)

[RefCounted.InitRef\(\)](#)

[RefCounted.Reference\(\)](#)

[RefCounted.Unreference\(\)](#)

[RefCounted.GetReferenceCount\(\)](#)

[GodotObject.NotificationPostInitialize](#)

GodotObject.NotificationPredelete  
GodotObject.NotificationExtensionReloaded  
**GodotObject.InstanceFromId(ulong)**  
**GodotObject.IsInstanceIdValid(ulong)**  
GodotObject.IsValid(GodotObject)  
GodotObject.WeakRef(GodotObject)  
GodotObject.Dispose()  
**GodotObject.Dispose(bool)**  
GodotObject.ToString()  
GodotObject.ToSignal(GodotObject, StringName)  
GodotObject.\_Get(StringName)  
GodotObject.\_GetPropertyList()  
GodotObject.\_IterGet(Variant)  
GodotObject.\_IterInit(Array)  
GodotObject.\_IterNext(Array)  
**GodotObject.\_Notification(int)**  
GodotObject.\_PropertyCanRevert(StringName)  
GodotObject.\_PropertyGetRevert(StringName)  
GodotObject.\_Set(StringName, Variant)  
GodotObject.\_ValidateProperty(Dictionary)  
GodotObject.Free()  
GodotObject.GetClass()  
**GodotObject.IsClass(string)**  
GodotObject.Set(StringName, Variant)  
GodotObject.Get(StringName)  
GodotObject.SetIndexed(NodePath, Variant)  
GodotObject.GetIndexed(NodePath)  
GodotObject.GetPropertyList()  
GodotObject.GetMethodList()  
GodotObject.PropertyCanRevert(StringName)  
GodotObject.PropertyGetRevert(StringName)  
**GodotObject.Notification(int, bool)**  
GodotObject.GetInstanceId()  
GodotObject.SetScript(Variant)  
GodotObject.GetScript()  
GodotObject.SetMeta(StringName, Variant)  
GodotObject.RemoveMeta(StringName)  
GodotObject.GetMeta(StringName, Variant)  
GodotObject.HasMeta(StringName)  
GodotObject.GetMetaList()  
**GodotObject.AddUserSignal(string, Array)**  
GodotObject.HasUserSignal(StringName)  
GodotObject.RemoveUserSignal(StringName)  
GodotObject.EmitSignal(StringName, params Variant[])  
**GodotObject.EmitSignal(StringName, ReadOnlySpan<Variant>)**  
GodotObject.Call(StringName, params Variant[])  
**GodotObject.Call(StringName, ReadOnlySpan<Variant>)**  
GodotObject.CallDeferred(StringName, params Variant[])  
**GodotObject.CallDeferred(StringName, ReadOnlySpan<Variant>)**  
GodotObject.SetDeferred(StringName, Variant)

GodotObject.Callv(StringName, Array)  
GodotObject.HasMethod(StringName)  
GodotObject.GetMethodArgumentCount(StringName)  
GodotObject.HasSignal(StringName)  
GodotObject.GetSignalList()  
GodotObject.GetSignalConnectionList(StringName)  
GodotObject.GetIncomingConnections()  
**GodotObject.Connect(StringName, Callable, uint)**  
GodotObject.Disconnect(StringName, Callable)  
GodotObject.IsConnected(StringName, Callable)  
GodotObject.HasConnections(StringName)  
**GodotObject.SetBlockSignals(bool)**  
GodotObject.IsBlockingSignals()  
GodotObject.NotifyPropertyListChanged()  
**GodotObject.SetMessageTranslation(bool)**  
GodotObject.CanTranslateMessages()  
GodotObject.Tr(StringName, StringName)  
**GodotObject.TrN(StringName, StringName, int, StringName)**  
GodotObject.GetTranslationDomain()  
GodotObject.SetTranslationDomain(StringName)  
GodotObject.IsQueuedForDeletion()  
GodotObject.CancelFree()  
GodotObject.EmitSignalScriptChanged()  
GodotObject.EmitSignalPropertyListChanged()  
GodotObject.NativeInstance  
GodotObject.ScriptChanged  
GodotObject.PropertyListChanged  
**object.Equals(object)**  
**object.Equals(object, object)**  
**object.GetHashCode()**  
**object.GetType()**  
**object.MemberwiseClone()**  
**object.ReferenceEquals(object, object)**

Namespace: [cfGodotEngine.Util](#)

Assembly: CatSweeper.dll

## Syntax

```
[ScriptPath("res://Modules/cfGodotEngine/util/Setting.cs")]
public abstract class Setting<T> : Resource, IDisposable where T : Setting<T>
```

## Type Parameters

### NAME

---

T

# Methods

# GetSetting()

---

## Declaration

```
public static T GetSetting()
```

## Returns

TYPE

---

T

## Implements

[IDisposable](#)

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# Class Setting<T>.MethodName

Cached StringNames for the methods contained in this class, for fast lookup.

## Inheritance

[object](#) → [GodotObject](#).[MethodName](#) → [RefCounted](#).[MethodName](#) → [Resource](#).[MethodName](#) → [Setting<T>](#).[MethodName](#) → [DriveMirrorSetting](#).[MethodName](#)

## Inherited Members

[Resource](#).[MethodName](#).[\\_GetRid](#)  
[Resource](#).[MethodName](#).[\\_ResetState](#)  
[Resource](#).[MethodName](#).[\\_SetPathCache](#)  
[Resource](#).[MethodName](#).[\\_SetupLocalToScene](#)  
[Resource](#).[MethodName](#).[SetPath](#)  
[Resource](#).[MethodName](#).[TakeOverPath](#)  
[Resource](#).[MethodName](#).[GetPath](#)  
[Resource](#).[MethodName](#).[SetPathCache](#)  
[Resource](#).[MethodName](#).[SetName](#)  
[Resource](#).[MethodName](#).[GetName](#)  
[Resource](#).[MethodName](#).[GetRid](#)  
[Resource](#).[MethodName](#).[SetLocalToScene](#)  
[Resource](#).[MethodName](#).[IsLocalToScene](#)  
[Resource](#).[MethodName](#).[GetLocalScene](#)  
[Resource](#).[MethodName](#).[SetupLocalToScene](#)  
[Resource](#).[MethodName](#).[ResetState](#)  
[Resource](#).[MethodName](#).[SetIdForPath](#)  
[Resource](#).[MethodName](#).[GetIdForPath](#)  
[Resource](#).[MethodName](#).[IsBuiltIn](#)  
[Resource](#).[MethodName](#).[GenerateSceneUniqueId](#)  
[Resource](#).[MethodName](#).[SetSceneUniqueId](#)  
[Resource](#).[MethodName](#).[GetSceneUniqueId](#)  
[Resource](#).[MethodName](#).[EmitChanged](#)  
[Resource](#).[MethodName](#).[Duplicate](#)  
[RefCounted](#).[MethodName](#).[InitRef](#)  
[RefCounted](#).[MethodName](#).[Reference](#)  
[RefCounted](#).[MethodName](#).[Unreference](#)  
[RefCounted](#).[MethodName](#).[GetReferenceCount](#)  
[GodotObject](#).[MethodName](#).[\\_Get](#)  
[GodotObject](#).[MethodName](#).[\\_GetPropertyList](#)  
[GodotObject](#).[MethodName](#).[\\_IterGet](#)  
[GodotObject](#).[MethodName](#).[\\_IterInit](#)  
[GodotObject](#).[MethodName](#).[\\_IterNext](#)

GodotObject.MethodName.\_Notification  
GodotObject.MethodName.\_PropertyCanRevert  
GodotObject.MethodName.\_PropertyGetRevert  
GodotObject.MethodName.\_Set  
GodotObject.MethodName.\_ValidateProperty  
GodotObject.MethodName.Free  
GodotObject.MethodName.GetClass  
GodotObject.MethodName.IsClass  
GodotObject.MethodName.Set  
GodotObject.MethodName.Get  
GodotObject.MethodName.SetIndexed  
GodotObject.MethodName.GetIndexed  
GodotObject.MethodName.GetPropertyList  
GodotObject.MethodName.GetMethodList  
GodotObject.MethodName.PropertyCanRevert  
GodotObject.MethodName.PropertyGetRevert  
GodotObject.MethodName.Notification  
GodotObject.MethodName.GetInstanceId  
GodotObject.MethodName.SetScript  
GodotObject.MethodName.GetScript  
GodotObject.MethodName.SetMeta  
GodotObject.MethodName.RemoveMeta  
GodotObject.MethodName.GetMeta  
GodotObject.MethodName.HasMeta  
GodotObject.MethodName.GetMetaList  
GodotObject.MethodName.AddUserSignal  
GodotObject.MethodName.HasUserSignal  
GodotObject.MethodName.RemoveUserSignal  
GodotObject.MethodName.EmitSignal  
GodotObject.MethodName.Call  
GodotObject.MethodName.CallDeferred  
GodotObject.MethodName.SetDeferred  
GodotObject.MethodName.Callv  
GodotObject.MethodName.HasMethod  
GodotObject.MethodName.GetMethodArgumentCount  
GodotObject.MethodName.HasSignal  
GodotObject.MethodName.GetSignalList  
GodotObject.MethodName.GetSignalConnectionList  
GodotObject.MethodName.GetIncomingConnections  
GodotObject.MethodName.Connect  
GodotObject.MethodName.Disconnect  
GodotObject.MethodName.IsConnected  
GodotObject.MethodName.HasConnections  
GodotObject.MethodName.SetBlockSignals  
GodotObject.MethodName.IsBlockingSignals  
GodotObject.MethodName.NotifyPropertyListChanged  
GodotObject.MethodName.SetMessageTranslation  
GodotObject.MethodName.CanTranslateMessages  
GodotObject.MethodName.Tr  
GodotObject.MethodName.TrN

GodotObject.MethodName.GetTranslationDomain  
GodotObject.MethodName.SetTranslationDomain  
GodotObject.MethodName.IsQueuedForDeletion  
GodotObject.MethodName.CancelFree  
**object.Equals(object)**  
**object.Equals(object, object)**  
**object.GetHashCode()**  
**object.GetType()**  
**object.MemberwiseClone()**  
**object.ReferenceEquals(object, object)**  
**object.ToString()**

Namespace: [cfGodotEngine.Util](#)

Assembly: CatSweeper.dll

## Syntax

```
public class Setting<T>.MethodName : Resource.MethodName
```

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# Class Setting<T>.PropertyName

Cached StringNames for the properties and fields contained in this class, for fast lookup.

## Inheritance

[object](#) → [GodotObject.PropertyName](#) → [RefCounted\(PropertyName\)](#) → [Resource\(PropertyName\)](#) → [Setting<T>.PropertyName](#) → [DriveMirrorSetting\(PropertyName\)](#)

## Inherited Members

[Resource\(PropertyName.ResourceLocalToScene\)](#)

[Resource\(PropertyName.ResourcePath\)](#)

[Resource\(PropertyName.ResourceName\)](#)

[Resource\(PropertyName.ResourceSceneUniqueld\)](#)

[object.Equals\(object\)](#)

[object.Equals\(object, object\)](#)

[object.GetHashCode\(\)](#)

[object.GetType\(\)](#)

[object.MemberwiseClone\(\)](#)

[object.ReferenceEquals\(object, object\)](#)

[object.ToString\(\)](#)

Namespace: [cfGodotEngine.Util](#)

Assembly: CatSweeper.dll

## Syntax

```
public class Setting<T>.PropertyName : Resource(PropertyName)
```

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# Class Setting<T>.SignalName

Cached StringNames for the signals contained in this class, for fast lookup.

## Inheritance

[object](#) → GodotObject.SignalName → RefCounted.SignalName → Resource.SignalName → Setting<T>.SignalName → [DriveMirrorSetting.SignalName](#)

## Inherited Members

Resource.SignalName.Changed

Resource.SignalName.SetupLocalToSceneRequested

GodotObject.SignalName.ScriptChanged

GodotObject.SignalName.PropertyListChanged

[object.Equals\(object\)](#)

[object.Equals\(object, object\)](#)

[object.GetHashCode\(\)](#)

[object.GetType\(\)](#)

[object.MemberwiseClone\(\)](#)

[object.ReferenceEquals\(object, object\)](#)

[object.ToString\(\)](#)

Namespace: [cfGodotEngine.Util](#)

Assembly: CatSweeper.dll

## Syntax

```
public class Setting<T>.SignalName : Resource.SignalName
```

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# Class StateExecutionException<TStatId>

## Inheritance

[object](#) → [Exception](#) → [StateExecutionException<TStatId>](#)

## Implements

[ISerializable](#)

## Inherited Members

[Exception.GetBaseException\(\)](#)

[Exception.GetType\(\)](#)

[Exception.ToString\(\)](#)

[Exception.Data](#)

[Exception.HelpLink](#)

[Exception.HResult](#)

[Exception.InnerException](#)

[Exception.Message](#)

[Exception.Source](#)

[Exception.StackTrace](#)

[Exception.TargetSite](#)

[Exception.SerializeObjectState](#)

[object.Equals\(object\)](#)

[object.Equals\(object, object\)](#)

[object.GetHashCode\(\)](#)

[object.MemberwiseClone\(\)](#)

[object.ReferenceEquals\(object, object\)](#)

Namespace: [cfGodotEngine.Util](#)

Assembly: CatSweeper.dll

## Syntax

```
public class StateExecutionException<TStateId> : Exception, ISerializable
```

## Type Parameters

### NAME

TStateId

# Constructors

## StateExecutionException(TStatId, Exception)

---

### Declaration

```
public StateExecutionException(TStateId stateId, Exception innerException)
```

### Parameters

TYPE	NAME
TStatId	stateId
Exception	innerException

## Implements

ISerializable

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# Class StateMachineNode<TStatId, TState, TStateMachine>

## Inheritance

[object](#) → [GodotObject](#) → [Node](#) → [StateMachineNode<TStatId, TState, TStateMachine>](#)

## Implements

[IDisposable](#)

[IStructure<TStatId>](#)

## Inherited Members

[Node.NotificationEnterTree](#)

[Node.NotificationExitTree](#)

[Node.NotificationMovedInParent](#)

[Node.NotificationReady](#)

[Node.NotificationPaused](#)

[Node.NotificationUnpaused](#)

[Node.NotificationPhysicsProcess](#)

[Node.NotificationProcess](#)

[Node.NotificationParented](#)

[Node.NotificationUnparented](#)

[Node.NotificationSceneInstantiated](#)

[Node.NotificationDragBegin](#)

[Node.NotificationDragEnd](#)

[Node.NotificationPathRenamed](#)

[Node.NotificationChildOrderChanged](#)

[Node.NotificationInternalProcess](#)

[Node.NotificationInternalPhysicsProcess](#)

[Node.NotificationPostEnterTree](#)

[Node.NotificationDisabled](#)

[Node.NotificationEnabled](#)

[Node.NotificationResetPhysicsInterpolation](#)

[Node.NotificationEditorPreSave](#)

[Node.NotificationEditorPostSave](#)

[Node.NotificationWMMouseEnter](#)

[Node.NotificationWMMouseExit](#)

[Node.NotificationWMWindowFocusIn](#)

[Node.NotificationWMWindowFocusOut](#)

[Node.NotificationWMCloseRequest](#)

[Node.NotificationWMGoBackRequest](#)

[Node.NotificationWMSizeChanged](#)

Node.NotificationWMDpiChange  
Node.NotificationVpMouseEnter  
Node.NotificationVpMouseExit  
Node.NotificationWMPositionChanged  
Node.NotificationOsMemoryWarning  
Node.NotificationTranslationChanged  
Node.NotificationWMAbout  
Node.NotificationCrash  
Node.NotificationOslmeUpdate  
Node.NotificationApplicationResumed  
Node.NotificationApplicationPaused  
Node.NotificationApplicationFocusIn  
Node.NotificationApplicationFocusOut  
Node.NotificationTextServerChanged  
Node.GetNode<T>(NodePath)  
Node.GetNodeOrNull<T>(NodePath)  
**Node.GetChild<T>(int, bool)**  
**Node.GetChildOrNull<T>(int, bool)**  
Node.GetOwner<T>()  
Node.GetOwnerOrNull<T>()  
Node.GetParent<T>()  
Node.GetParentOrNull<T>()  
Node.\_EnterTree()  
Node.\_ExitTree()  
Node.\_GetConfigurationWarnings()  
Node.\_Input(InputEvent)  
**Node.\_PhysicsProcess(double)**  
Node.\_ShortcutInput(InputEvent)  
Node.\_UnhandledInput(InputEvent)  
Node.\_UnhandledKeyInput(InputEvent)  
Node.PrintOrphanNodes()  
**Node.AddSibling(Node, bool)**  
**Node.AddChild(Node, bool, Node.InternalMode)**  
Node.RemoveChild(Node)  
**Node.Reparent(Node, bool)**  
Node.GetChildCount(bool)  
Node.GetChildren(bool)  
**Node.GetChild(int, bool)**  
Node.HasNode(NodePath)  
Node.GetNode(NodePath)  
Node.GetNodeOrNull(NodePath)  
Node.GetParent()  
**Node.FindChild(string, bool, bool)**  
**Node.FindChildren(string, string, bool, bool)**  
**Node.FindParent(string)**  
Node.HasNodeAndResource(NodePath)  
Node.GetNodeAndResource(NodePath)  
Node.IsInsideTree()  
Node.IsPartOfEditedScene()  
Node.IsAncestorOf(Node)

Node.IsGreater Than(Node)  
Node.GetPath()  
**Node.GetPath To(Node, bool)**  
**Node.AddToGroup(StringName, bool)**  
Node.RemoveFromGroup(StringName)  
Node.IsInGroup(StringName)  
**Node.MoveChild(Node, int)**  
Node.GetGroups()  
**Node.GetIndex(bool)**  
Node.PrintTree()  
Node.PrintTreePretty()  
Node.GetTreeString()  
Node.GetTreeStringPretty()  
**Node.PropagateNotification(int)**  
**Node.PropagateCall(StringName, Array, bool)**  
**Node.SetPhysicsProcess(bool)**  
Node.GetPhysicsProcessDelta Time()  
Node.IsPhysicsProcessing()  
Node.GetProcessDelta Time()  
**Node.SetProcess(bool)**  
Node.IsProcessing()  
**Node.SetProcessInput(bool)**  
Node.IsProcessingInput()  
**Node.SetProcessShortcutInput(bool)**  
Node.IsProcessingShortcutInput()  
**Node.SetProcessUnhandledInput(bool)**  
Node.IsProcessingUnhandledInput()  
**Node.SetProcessUnhandledKeyInput(bool)**  
Node.IsProcessingUnhandledKeyInput()  
Node.CanProcess()  
**Node.SetDisplayFolded(bool)**  
Node.IsDisplayedFolded()  
**Node.SetProcessInternal(bool)**  
Node.IsProcessingInternal()  
**Node.SetPhysicsProcessInternal(bool)**  
Node.IsPhysicsProcessingInternal()  
Node.IsPhysicsInterpolated()  
Node.IsPhysicsInterpolatedAndEnabled()  
Node.ResetPhysicsInterpolation()  
Node.SetTranslationDomainInherited()  
Node.GetWindow()  
Node.GetLastExclusiveWindow()  
Node.GetTree()  
Node.CreateTween()  
**Node.Duplicate(int)**  
**Node.ReplaceBy(Node, bool)**  
**Node.setSceneInstanceLoadPlaceholder(bool)**  
Node.GetSceneInstanceLoadPlaceholder()  
**Node.setEditableInstance(Node, bool)**  
Node.setEditableInstance(Node)

```
Node.GetViewport()
Node.QueueFree()
Node.RequestReady()
Node.IsNodeReady()
Node.SetMultiplayerAuthority(int, bool)
Node.GetMultiplayerAuthority()
Node.IsMultiplayerAuthority()
Node.RpcConfig(StringName, Variant)
Node.GetRpcConfig()
Node.Atr(string, StringName)
Node.AtrN(string, StringName, int, StringName)
Node.Rpc(StringName, params Variant[])
Node.Rpc(StringName, ReadOnlySpan<Variant>)
Node.RpcId(long, StringName, params Variant[])
Node.RpcId(long, StringName, ReadOnlySpan<Variant>)
Node.UpdateConfigurationWarnings()
Node.CallDeferredThreadGroup(StringName, params Variant[])
Node.CallDeferredThreadGroup(StringName, ReadOnlySpan<Variant>)
Node.SetDeferredThreadGroup(StringName, Variant)
Node.NotifyDeferredThreadGroup(int)
Node.CallThreadSafe(StringName, params Variant[])
Node.CallThreadSafe(StringName, ReadOnlySpan<Variant>)
Node.SetThreadSafe(StringName, Variant)
Node.NotifyThreadSafe(int)
Node.EmitSignalReady()
Node.EmitSignalRenamed()
Node.EmitSignalTreeEntered()
Node.EmitSignalTreeExiting()
Node.EmitSignalTreeExited()
Node.EmitSignalChildEnteredTree(Node)
Node.EmitSignalChildExitingTree(Node)
Node.EmitSignalChildOrderChanged()
Node.EmitSignalReplacingBy(Node)
Node.EmitSignalEditorDescriptionChanged(Node)
Node.EmitSignalEditorStateChanged()
Node.InvokeGodotClassMethod(in godot_string_name, NativeVariantPtrArgs, out godot_variant)
Node.HasGodotClassMethod(in godot_string_name)
Node.HasGodotClassSignal(in godot_string_name)
Node.Name
Node.UniqueNameInOwner
Node.SceneFilePath
Node.Owner
Node.Multiplayer
Node.ProcessMode
Node.ProcessPriority
Node.ProcessPhysicsPriority
Node.ProcessThreadGroup
Node.ProcessThreadGroupOrder
Node.ProcessThreadMessages
Node.PhysicsInterpolationMode
```

Node.AutoTranslateMode  
Node.EditorDescription  
Node.Ready  
Node.Renamed  
Node.TreeEntered  
Node.TreeExiting  
Node.TreeExited  
Node.ChildEnteredTree  
Node.ChildExitingTree  
Node.ChildOrderChanged  
Node.ReplacingBy  
Node.EditorDescriptionChanged  
Node.EditorStateChanged  
GodotObject.NotificationPostinitialize  
GodotObject.NotificationPredelete  
GodotObject.NotificationExtensionReloaded  
**GodotObject.InstanceFromId(ulong)**  
**GodotObject.IsInstanceIdValid(ulong)**  
GodotObject.IsValid(GodotObject)  
GodotObject.WeakRef(GodotObject)  
GodotObject.Dispose()  
**GodotObject.Dispose(bool)**  
GodotObject.ToString()  
GodotObject.ToSignal(GodotObject, StringName)  
GodotObject.\_Get(StringName)  
GodotObject.\_GetPropertyList()  
GodotObject.\_IterGet(Variant)  
GodotObject.\_IterInit(Array)  
GodotObject.\_IterNext(Array)  
**GodotObject.\_Notification(int)**  
GodotObject.\_PropertyCanRevert(StringName)  
GodotObject.\_PropertyGetRevert(StringName)  
GodotObject.\_Set(StringName, Variant)  
GodotObject.\_ValidateProperty(Dictionary)  
GodotObject.Free()  
GodotObject.GetClass()  
**GodotObject.IsClass(string)**  
GodotObject.Set(StringName, Variant)  
GodotObject.Get(StringName)  
GodotObject.SetIndexed(NodePath, Variant)  
GodotObject.GetIndexed(NodePath)  
GodotObject.GetPropertyList()  
GodotObject.GetMethodList()  
GodotObject.PropertyCanRevert(StringName)  
GodotObject.PropertyGetRevert(StringName)  
**GodotObject.Notification(int, bool)**  
GodotObject.GetInstanceId()  
GodotObject.SetScript(Variant)  
GodotObject.GetScript()  
GodotObject.SetMeta(StringName, Variant)

GodotObject.RemoveMeta(StringName)  
GodotObject.GetMeta(StringName, Variant)  
GodotObject.HasMeta(StringName)  
GodotObject.GetMetaList()  
**GodotObject.AddUserSignal(string, Array)**  
GodotObject.HasUserSignal(StringName)  
GodotObject.RemoveUserSignal(StringName)  
GodotObject.EmitSignal(StringName, params Variant[])  
**GodotObject.EmitSignal(StringName, ReadOnlySpan<Variant>)**  
GodotObject.Call(StringName, params Variant[])  
**GodotObject.Call(StringName, ReadOnlySpan<Variant>)**  
GodotObject.CallDeferred(StringName, params Variant[])  
**GodotObject.CallDeferred(StringName, ReadOnlySpan<Variant>)**  
GodotObject.SetDeferred(StringName, Variant)  
GodotObject.Cally(StringName, Array)  
GodotObject.HasMethod(StringName)  
GodotObjectGetMethodArgumentCount(StringName)  
GodotObject.HasSignal(StringName)  
GodotObject.GetSignalList()  
GodotObject.GetSignalConnectionList(StringName)  
GodotObject.GetIncomingConnections()  
**GodotObject.Connect(StringName, Callable, uint)**  
GodotObject.Disconnect(StringName, Callable)  
GodotObject.IsConnected(StringName, Callable)  
GodotObject.HasConnections(StringName)  
**GodotObject.SetBlockSignals(bool)**  
GodotObject.IsBlockingSignals()  
GodotObject.NotifyPropertyListChanged()  
**GodotObject.SetMessageTranslation(bool)**  
GodotObject.CanTranslateMessages()  
GodotObject.Tr(StringName, StringName)  
**GodotObject.TrN(StringName, StringName, int, StringName)**  
GodotObject.GetTranslationDomain()  
GodotObject.SetTranslationDomain(StringName)  
GodotObject.IsQueuedForDeletion()  
GodotObject.CancelFree()  
GodotObject.EmitSignalScriptChanged()  
GodotObject.EmitSignalPropertyListChanged()  
GodotObject.NativeInstance  
GodotObject.ScriptChanged  
GodotObject.PropertyListChanged  
**object.Equals(object)**  
**object.Equals(object, object)**  
**object.GetHashCode()**  
**object.GetType()**  
**object.MemberwiseClone()**  
**object.ReferenceEquals(object, object)**

Namespace: **cfGodotEngine.Util**

Assembly: CatSweeper.dll

## Syntax

```
[ScriptPath("res://Modules/cfGodotEngine/util/StateMachineNode/StateMachineNode.cs")]
public abstract class StateMachineNode<TStateId, TState, TStateMachine> : Node, IDisposable, I
```

## Type Parameters

### NAME

---

TStateId

TState

TStateMachine

## Properties

### allState

---

#### Declaration

```
protected IEnumerable<TState> allState { get; }
```

#### Property Value

### TYPE

---

IEnumerable<TState>

### currentState

---

#### Declaration

```
protected TState currentState { get; }
```

#### Property Value

### TYPE

---

TState

## currentStatId

---

### Declaration

```
public TStateId currentStateId { get; }
```

### Property Value

#### TYPE

---

TStatId

## lastState

---

### Declaration

```
protected TState lastState { get; }
```

### Property Value

#### TYPE

---

TState

## lastStatId

---

### Declaration

```
public TStateId lastStateId { get; }
```

### Property Value

#### TYPE

---

TStatId

## Methods

### CanGoToState(TStatId, StateParam)

---

## Declaration

```
public bool CanGoToState(TStateId id, StateParam param)
```

## Parameters

TYPE	NAME
TStateld	id
StateParam	param

## Returns

TYPE
bool

## ForceGoToState(TStateld, StateParam)

---

## Declaration

```
public void ForceGoToState(TStateId nextStateId, StateParam param = null)
```

## Parameters

TYPE	NAME
TStateld	nextStateId
StateParam	param

## GetStateUnsafe(TStateld)

---

## Declaration

```
public TState GetStateUnsafe(TStateId id)
```

## Parameters

TYPE	NAME
TStateld	id

## Returns

**TYPE**

---

TState

## GetStateUnsafe<T>(TStatId)

---

### Declaration

```
public T GetStateUnsafe<T>(TStateId id) where T : TState
```

### Parameters

**TYPE**      **NAME**

---

TStatId    id

### Returns

**TYPE**

---

T

### Type Parameters

**NAME**

---

T

## RegisterState(TState)

---

### Declaration

```
public void RegisterState(TState state)
```

### Parameters

**TYPE**      **NAME**

---

TState    state

## SubscribeAfterStateChange(Action<StateChangeRecord<TStatId>>)

---

### Declaration

```
public Subscription SubscribeAfterStateChange(Action<StateChangeRecord<TStateId>> listener)
```

## Parameters

TYPE	NAME
Action<StateChangeRecord<TStatId>>	listener

## Returns

TYPE	NAME
Subscription	

# SubscribeBeforeStateChange(Action<StateChangeRecord<TStatId>>)

---

## Declaration

```
public Subscription SubscribeBeforeStateChange(Action<StateChangeRecord<TStateId>> listener)
```

## Parameters

TYPE	NAME
Action<StateChangeRecord<TStatId>>	listener

## Returns

TYPE	NAME
Subscription	

# TryGetState(TStatId, out TState)

---

## Declaration

```
public bool TryGetState(TStateId id, out TState monoState)
```

## Parameters

TYPE	NAME
TStatId	id
TState	monoState

## Returns

### TYPE

bool

## TryGetState<T>(TStatId, out T)

---

### Declaration

```
public bool TryGetState<T>(TStateId id, out T state) where T : TState
```

### Parameters

#### TYPE NAME

TStatId id

T state

## Returns

### TYPE

bool

### Type Parameters

#### NAME

T

## TryGoToState(TStatId, StateParam)

---

### Declaration

```
public bool TryGoToState(TStateId nextStateId, StateParam param = null)
```

### Parameters

#### TYPE NAME

TStatId nextStateId

StateParam param

## Returns

**TYPE**

bool

## \_Process(double)

---

Called during the processing step of the main loop. Processing happens at every frame and as fast as possible, so the `delta` time since the previous frame is not constant. `delta` is in seconds.

It is only called if processing is enabled, which is done automatically if this method is overridden, and can be toggled with `SetProcess(bool)`.

Processing happens in order of `Godot.Node.ProcessPriority`, lower priority values are called first. Nodes with the same priority are processed in tree order, or top to bottom as seen in the editor (also known as pre-order traversal).

Corresponds to the `Godot.Node.NotificationProcess` notification in `_Notification(int)`.

**Note:** This method is only called if the node is present in the scene tree (i.e. if it's not an orphan).

**Note:** `delta` will be larger than expected if running at a framerate lower than `Godot.Engine.PhysicsTicksPerSecond` / `Godot.Engine.MaxPhysicsStepsPerFrame` FPS. This is done to avoid "spiral of death" scenarios where performance would plummet due to an ever-increasing number of physics steps per frame. This behavior affects both `_Process(double)` and `_PhysicsProcess(double)`. As a result, avoid using `delta` for time measurements in real-world seconds. Use the `Godot.Time` singleton's methods for this purpose instead, such as `Godot.Time.GetTicksUseC()`.

### Declaration

```
public override void _Process(double delta)
```

### Parameters

TYPE	NAME
double	delta

### Overrides

[Node.\\_Process\(double\)](#)

## \_Ready()

---

Called when the node is "ready", i.e. when both the node and its children have entered the scene tree. If the node has children, their `Godot.Node._Ready()` callbacks get triggered first, and the parent node will receive the ready notification afterwards.

Corresponds to the `Godot.Node.NotificationReady` notification in `_Notification(int)`. See also the `@onready` annotation for variables.

Usually used for initialization. For even earlier initialization, `Godot.GodotObject.GodotObject()` may be used. See also `Godot.Node._EnterTree()`.

**Note:** This method may be called only once for each node. After removing a node from the scene tree and adding it again, `Godot.Node._Ready()` will **not** be called a second time. This can be bypassed by requesting another call with `Godot.Node.RequestReady()`, which may be called anywhere before adding the node again.

## Declaration

```
public override void _Ready()
```

## Overrides

`Godot.Node._Ready()`

## \_\_Process(double)

---

### Declaration

```
protected virtual void __Process(double delta)
```

### Parameters

TYPE	NAME
double	delta

## \_\_Ready()

---

### Declaration

```
protected virtual void __Ready()
```

## Implements

### `IDisposable`

`cfEngine.Util.IStateMachine<TStatId>`

## Extension Methods

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# Class StateMachineNode<TStatId, TState, TStateMachine>.MethodName

Cached StringNames for the methods contained in this class, for fast lookup.

## Inheritance

[object](#) → [GodotObject](#).[MethodName](#) → [Node](#).[MethodName](#) → [StateMachineNode<TStatId, TState, TStateMachine>.MethodName](#)

## Inherited Members

[Node](#).[MethodName.\\_EnterTree](#)  
[Node](#).[MethodName.\\_ExitTree](#)  
[Node](#).[MethodName.\\_GetConfigurationWarnings](#)  
[Node](#).[MethodName.\\_Input](#)  
[Node](#).[MethodName.\\_PhysicsProcess](#)  
[Node](#).[MethodName.\\_ShortcutInput](#)  
[Node](#).[MethodName.\\_UnhandledInput](#)  
[Node](#).[MethodName.\\_UnhandledKeyInput](#)  
[Node](#).[MethodName.PrintOrphanNodes](#)  
[Node](#).[MethodName.AddSibling](#)  
[Node](#).[MethodName.SetName](#)  
[Node](#).[MethodName.GetName](#)  
[Node](#).[MethodName.AddChild](#)  
[Node](#).[MethodName.RemoveChild](#)  
[Node](#).[MethodName.Reparent](#)  
[Node](#).[MethodName.GetChildCount](#)  
[Node](#).[MethodName.GetChildren](#)  
[Node](#).[MethodName.GetChild](#)  
[Node](#).[MethodName.HasNode](#)  
[Node](#).[MethodName.GetNode](#)  
[Node](#).[MethodName.GetNodeOrNull](#)  
[Node](#).[MethodName.GetParent](#)  
[Node](#).[MethodName.FindChild](#)  
[Node](#).[MethodName.FindChildren](#)  
[Node](#).[MethodName.FindParent](#)  
[Node](#).[MethodName.HasNodeAndResource](#)  
[Node](#).[MethodName.GetNodeAndResource](#)  
[Node](#).[MethodName.IsInsideTree](#)  
[Node](#).[MethodName.IsPartOfEditedScene](#)  
[Node](#).[MethodName.IsAncestorOf](#)  
[Node](#).[MethodName.IsGreaterThan](#)

Node.MethodName.GetPath  
Node.MethodName.GetPathTo  
Node.MethodName.AddToGroup  
Node.MethodName.RemoveFromGroup  
Node.MethodName.IsInGroup  
Node.MethodName.MoveChild  
Node.MethodName.GetGroups  
Node.MethodName.SetOwner  
Node.MethodName.GetOwner  
Node.MethodName.GetIndex  
Node.MethodName.PrintTree  
Node.MethodName.PrintTreePretty  
Node.MethodName.GetTreeString  
Node.MethodName.GetTreeStringPretty  
Node.MethodName.SetSceneFilePath  
Node.MethodName.GetSceneFilePath  
Node.MethodName.PropagateNotification  
Node.MethodName.PropagateCall  
Node.MethodName.SetPhysicsProcess  
Node.MethodName.GetPhysicsProcessDeltaTime  
Node.MethodName.IsPhysicsProcessing  
Node.MethodName.GetProcessDeltaTime  
Node.MethodName.SetProcess  
Node.MethodName.SetProcessPriority  
Node.MethodName.GetProcessPriority  
Node.MethodName.SetPhysicsProcessPriority  
Node.MethodName.GetPhysicsProcessPriority  
Node.MethodName.IsProcessing  
Node.MethodName.SetProcessInput  
Node.MethodName.IsProcessingInput  
Node.MethodName.SetProcessShortcutInput  
Node.MethodName.IsProcessingShortcutInput  
Node.MethodName.SetProcessUnhandledInput  
Node.MethodName.IsProcessingUnhandledInput  
Node.MethodName.SetProcessUnhandledKeyInput  
Node.MethodName.IsProcessingUnhandledKeyInput  
Node.MethodName.SetProcessMode  
Node.MethodName.GetProcessMode  
Node.MethodName.CanProcess  
Node.MethodName.SetProcessThreadGroup  
Node.MethodName.GetProcessThreadGroup  
Node.MethodName.SetProcessThreadMessages  
Node.MethodName.GetProcessThreadMessages  
Node.MethodName.SetProcessThreadGroupOrder  
Node.MethodName.GetProcessThreadGroupOrder  
Node.MethodName.SetDisplayFolded  
Node.MethodName.IsDisplayedFolded  
Node.MethodName.SetProcessInternal  
Node.MethodName.IsProcessingInternal  
Node.MethodName.SetPhysicsProcessInternal

Node.MethodName.IsPhysicsProcessingInternal  
Node.MethodName.SetPhysicsInterpolationMode  
Node.MethodName.GetPhysicsInterpolationMode  
Node.MethodName.IsPhysicsInterpolated  
Node.MethodName.IsPhysicsInterpolatedAndEnabled  
Node.MethodName.ResetPhysicsInterpolation  
Node.MethodName.SetAutoTranslateMode  
Node.MethodName.GetAutoTranslateMode  
Node.MethodName.SetTranslationDomainInherited  
Node.MethodName.GetWindow  
Node.MethodName.GetLastExclusiveWindow  
Node.MethodName.GetTree  
Node.MethodName.CreateTween  
Node.MethodName.Duplicate  
Node.MethodName.ReplaceBy  
Node.MethodName.SetSceneInstanceLoadPlaceholder  
Node.MethodName.GetSceneInstanceLoadPlaceholder  
Node.MethodName.SetEditableInstance  
Node.MethodName.IsEditableInstance  
Node.MethodName.GetViewport  
Node.MethodName.QueueFree  
Node.MethodName.RequestReady  
Node.MethodName.IsNodeReady  
Node.MethodName.SetMultiplayerAuthority  
Node.MethodName.GetMultiplayerAuthority  
Node.MethodName.IsMultiplayerAuthority  
Node.MethodName.GetMultiplayer  
Node.MethodName.RpcConfig  
Node.MethodName.GetRpcConfig  
Node.MethodName.SetEditorDescription  
Node.MethodName.GetEditorDescription  
Node.MethodName.\_SetImportPath  
Node.MethodName.\_GetImportPath  
Node.MethodName.SetUniqueNameInOwner  
Node.MethodName.IsUniqueNameInOwner  
Node.MethodName.Atr  
Node.MethodName.AtrN  
Node.MethodName.Rpc  
Node.MethodName.RpcId  
Node.MethodName.UpdateConfigurationWarnings  
Node.MethodName.CallDeferredThreadGroup  
Node.MethodName.SetDeferredThreadGroup  
Node.MethodName.NotifyDeferredThreadGroup  
Node.MethodName.CallThreadSafe  
Node.MethodName.SetThreadSafe  
Node.MethodName.NotifyThreadSafe  
GodotObject.MethodName.\_Get  
GodotObject.MethodName.\_GetPropertyList  
GodotObject.MethodName.\_IterGet  
GodotObject.MethodName.\_IterInit

GodotObject.MethodName.\_IterNext  
GodotObject.MethodName.\_Notification  
GodotObject.MethodName.\_PropertyCanRevert  
GodotObject.MethodName.\_PropertyGetRevert  
GodotObject.MethodName.\_Set  
GodotObject.MethodName.\_ValidateProperty  
GodotObject.MethodName.Free  
GodotObject.MethodName.GetClass  
GodotObject.MethodName.IsClass  
GodotObject.MethodName.Set  
GodotObject.MethodName.Get  
GodotObject.MethodName.SetIndexed  
GodotObject.MethodName.GetIndexed  
GodotObject.MethodName.GetPropertyList  
GodotObject.MethodName.GetMethodList  
GodotObject.MethodName.PropertyCanRevert  
GodotObject.MethodName.PropertyGetRevert  
GodotObject.MethodName.Notification  
GodotObject.MethodName.GetInstanceId  
GodotObject.MethodName.SetScript  
GodotObject.MethodName.GetScript  
GodotObject.MethodName.SetMeta  
GodotObject.MethodName.RemoveMeta  
GodotObject.MethodName.GetMeta  
GodotObject.MethodName.HasMeta  
GodotObject.MethodName.GetMetaList  
GodotObject.MethodName.AddUserSignal  
GodotObject.MethodName.HasUserSignal  
GodotObject.MethodName.RemoveUserSignal  
GodotObject.MethodName.EmitSignal  
GodotObject.MethodName.Call  
GodotObject.MethodName.CallDeferred  
GodotObject.MethodName.SetDeferred  
GodotObject.MethodName.Callv  
GodotObject.MethodName.HasMethod  
GodotObject.MethodName.GetMethodArgumentCount  
GodotObject.MethodName.HasSignal  
GodotObject.MethodName.GetSignalList  
GodotObject.MethodName.GetSignalConnectionList  
GodotObject.MethodName.GetIncomingConnections  
GodotObject.MethodName.Connect  
GodotObject.MethodName.Disconnect  
GodotObject.MethodName.IsConnected  
GodotObject.MethodName.HasConnections  
GodotObject.MethodName.SetBlockSignals  
GodotObject.MethodName.IsBlockingSignals  
GodotObject.MethodName.NotifyPropertyChanged  
GodotObject.MethodName.SetMessageTranslation  
GodotObject.MethodName.CanTranslateMessages  
GodotObject.MethodName.Tr

GodotObject.MethodName.TrN  
GodotObject.MethodName.GetTranslationDomain  
GodotObject.MethodName.SetTranslationDomain  
GodotObject.MethodName.IsQueuedForDeletion  
GodotObject.MethodName.CancelFree  
**object.Equals(object)**  
**object.Equals(object, object)**  
**object.GetHashCode()**  
**object.GetType()**  
**object.MemberwiseClone()**  
**object.ReferenceEquals(object, object)**  
**object.ToString()**

Namespace: **cfGodotEngine.Util**

Assembly: CatSweeper.dll

## Syntax

```
public class StateMachineNode<TStateId, TState, TStateMachine>.MethodName : Node.MethodName
```

# Fields

## \_Process

---

Cached name for the '\_Process' method.

### Declaration

```
public static readonly StringName _Process
```

### Field Value

#### TYPE

---

StringName

## \_Ready

---

Cached name for the '\_Ready' method.

### Declaration

```
public static readonly StringName _Ready
```

## Field Value

### TYPE

---

StringName

## \_\_Process

---

Cached name for the '\_\_Process' method.

## Declaration

```
public static readonly StringName __Process
```

## Field Value

### TYPE

---

StringName

## \_\_Ready

---

Cached name for the '\_\_Ready' method.

## Declaration

```
public static readonly StringName __Ready
```

## Field Value

### TYPE

---

StringName

# Class StateMachineNode<TStatId, TState, TStateMachine>.PropertyName

Cached StringNames for the properties and fields contained in this class, for fast lookup.

## Inheritance

[object](#) → [GodotObject.PropertyName](#) → [Node.PropertyName](#) → [StateMachineNode<TStatId, TState, TStateMachine>.PropertyName](#)

## Inherited Members

[Node.PropertyName.\\_ImportPath](#)  
[Node.PropertyName.Name](#)  
[Node.PropertyName.UniqueNameInOwner](#)  
[Node.PropertyName.SceneFilePath](#)  
[Node.PropertyName.Owner](#)  
[Node.PropertyName.Multiplayer](#)  
[Node.PropertyName.ProcessMode](#)  
[Node.PropertyName.ProcessPriority](#)  
[Node.PropertyName.ProcessPhysicsPriority](#)  
[Node.PropertyName.ProcessThreadGroup](#)  
[Node.PropertyName.ProcessThreadGroupOrder](#)  
[Node.PropertyName.ProcessThreadMessages](#)  
[Node.PropertyName.PhysicsInterpolationMode](#)  
[Node.PropertyName.AutoTranslateMode](#)  
[Node.PropertyName.EditorDescription](#)  
[object.Equals\(object\)](#)  
[object.Equals\(object, object\)](#)  
[object.GetHashCode\(\)](#)  
[object.GetType\(\)](#)  
[object.MemberwiseClone\(\)](#)  
[object.ReferenceEquals\(object, object\)](#)  
[object.ToString\(\)](#)

Namespace: [cfGodotEngine.Util](#)

Assembly: CatSweeper.dll

## Syntax

```
public class StateMachineNode<TStateId, TState, TStateMachine>.PropertyName : Node.PropertyName
```





# Class StateMachineNode<TStatId, TState, TStateMachine>.SignalName

Cached StringNames for the signals contained in this class, for fast lookup.

## Inheritance

[object](#) → GodotObject.SignalName → Node.SignalName → StateMachineNode<TStatId, TState, TStateMachine>.SignalName

## Inherited Members

Node.SignalName.Ready  
Node.SignalName.Renamed  
Node.SignalName.TreeEntered  
Node.SignalName.TreeExiting  
Node.SignalName.TreeExited  
Node.SignalName.ChildEnteredTree  
Node.SignalName.ChildExitingTree  
Node.SignalName.ChildOrderChanged  
Node.SignalName.ReplacingBy  
Node.SignalName.EditorDescriptionChanged  
Node.SignalName.EditorStateChanged  
GodotObject.SignalName.ScriptChanged  
GodotObject.SignalName.PropertyListChanged  
[object.Equals\(object\)](#)  
[object.Equals\(object, object\)](#)  
[object.GetHashCode\(\)](#)  
[object.GetType\(\)](#)  
[object.MemberwiseClone\(\)](#)  
[object.ReferenceEquals\(object, object\)](#)  
[object.ToString\(\)](#)

Namespace: [cfGodotEngine.Util](#)

Assembly: CatSweeper.dll

## Syntax

```
public class StateMachineNode<TStateId, TState, TStateMachine>.SignalName : Node.SignalName
```

# Class StateNode<TStatId, TState, TStateMachine>

## Inheritance

[object](#) → [GodotObject](#) → [Node](#) → [StateNode<TStatId, TState, TStateMachine>](#)

## Implements

[IDisposable](#)

## Inherited Members

Node.NotificationEnterTree  
Node.NotificationExitTree  
Node.NotificationMovedInParent  
Node.NotificationReady  
Node.NotificationPaused  
Node.NotificationUnpaused  
Node.NotificationPhysicsProcess  
Node.NotificationProcess  
Node.NotificationParented  
Node.NotificationUnparented  
Node.NotificationSceneInstantiated  
Node.NotificationDragBegin  
Node.NotificationDragEnd  
Node.NotificationPathRenamed  
Node.NotificationChildOrderChanged  
Node.NotificationInternalProcess  
Node.NotificationInternalPhysicsProcess  
Node.NotificationPostEnterTree  
Node.NotificationDisabled  
Node.NotificationEnabled  
Node.NotificationResetPhysicsInterpolation  
Node.NotificationEditorPreSave  
Node.NotificationEditorPostSave  
Node.NotificationWMMouseEnter  
Node.NotificationWMMouseExit  
Node.NotificationWMWindowFocusIn  
Node.NotificationWMWindowFocusOut  
Node.NotificationWMCloseRequest  
Node.NotificationWMGoBackRequest  
Node.NotificationWMSizeChanged  
Node.NotificationWMDpiChange  
Node.NotificationVpMouseEnter

Node.NotificationVpMouseExit  
Node.NotificationWMPositionChanged  
Node.NotificationOsMemoryWarning  
Node.NotificationTranslationChanged  
Node.NotificationWMAbout  
Node.NotificationCrash  
Node.NotificationOslmeUpdate  
Node.NotificationApplicationResumed  
Node.NotificationApplicationPaused  
Node.NotificationApplicationFocusIn  
Node.NotificationApplicationFocusOut  
Node.NotificationTextServerChanged  
Node.GetNode<T>(NodePath)  
Node.GetNodeOrNull<T>(NodePath)  
**Node.GetChild<T>(int, bool)**  
**Node.GetChildOrNull<T>(int, bool)**  
Node.GetOwner<T>()  
Node.GetOwnerOrNull<T>()  
Node.GetParent<T>()  
Node.GetParentOrNull<T>()  
Node.\_EnterTree()  
Node.\_ExitTree()  
Node.\_GetConfigurationWarnings()  
Node.\_Input(InputEvent)  
**Node.\_PhysicsProcess(double)**  
Node.\_ShortcutInput(InputEvent)  
Node.\_UnhandledInput(InputEvent)  
Node.\_UnhandledKeyInput(InputEvent)  
Node.PrintOrphanNodes()  
**Node.AddSibling(Node, bool)**  
**Node.AddChild(Node, bool, Node.InternalMode)**  
Node.RemoveChild(Node)  
**Node.Reparent(Node, bool)**  
Node.GetChildCount(bool)  
Node.GetChildren(bool)  
**Node.GetChild(int, bool)**  
Node.HasNode(NodePath)  
Node.GetNode(NodePath)  
Node.GetNodeOrNull(NodePath)  
Node.GetParent()  
**Node.FindChild(string, bool, bool)**  
**Node.FindChildren(string, string, bool, bool)**  
**Node.FindParent(string)**  
Node.HasNodeAndResource(NodePath)  
Node.GetNodeAndResource(NodePath)  
Node.IsInsideTree()  
Node.IsPartOfEditedScene()  
Node.IsAncestorOf(Node)  
Node.IsGreater Than(Node)  
Node.GetPath()

Node.GetPathTo(Node, bool)  
Node.AddToGroup(StringName, bool)  
Node.RemoveFromGroup(StringName)  
Node.IsInGroup(StringName)  
**Node.MoveChild(Node, int)**  
Node.GetGroups()  
**Node.GetIndex(bool)**  
Node.PrintTree()  
Node.PrintTreePretty()  
Node.GetTreeString()  
Node.GetTreeStringPretty()  
**Node.PropagateNotification(int)**  
**Node.PropagateCall(StringName, Array, bool)**  
**Node.SetPhysicsProcess(bool)**  
Node.GetPhysicsProcessDeltaTime()  
Node.IsPhysicsProcessing()  
Node.GetProcessDeltaTime()  
**Node.SetProcess(bool)**  
Node.IsProcessing()  
**Node.SetProcessInput(bool)**  
Node.IsProcessingInput()  
**Node.SetProcessShortcutInput(bool)**  
Node.IsProcessingShortcutInput()  
**Node.SetProcessUnhandledInput(bool)**  
Node.IsProcessingUnhandledInput()  
**Node.SetProcessUnhandledKeyInput(bool)**  
Node.IsProcessingUnhandledKeyInput()  
Node.CanProcess()  
**Node.SetDisplayFolded(bool)**  
Node.IsDisplayedFolded()  
**Node.SetProcessInternal(bool)**  
Node.IsProcessingInternal()  
**Node.SetPhysicsProcessInternal(bool)**  
Node.IsPhysicsProcessingInternal()  
Node.IsPhysicsInterpolated()  
Node.IsPhysicsInterpolatedAndEnabled()  
Node.ResetPhysicsInterpolation()  
Node.SetTranslationDomainInherited()  
Node.GetWindow()  
Node.GetLastExclusiveWindow()  
Node.GetTree()  
Node.CreateTween()  
**Node.Duplicate(int)**  
**Node.ReplaceBy(Node, bool)**  
**Node.setSceneInstanceLoadPlaceholder(bool)**  
Node.GetSceneInstanceLoadPlaceholder()  
**Node.setEditableInstance(Node, bool)**  
Node.setEditableInstance(Node)  
Node.GetViewport()  
Node.QueueFree()

Node.RequestReady()  
Node.IsNodeReady()  
**Node.SetMultiplayerAuthority(int, bool)**  
Node.GetMultiplayerAuthority()  
Node.IsMultiplayerAuthority()  
Node.RpcConfig(StringName, Variant)  
Node.GetRpcConfig()  
**Node.Atr(string, StringName)**  
**Node.AtrN(string, StringName, int, StringName)**  
Node.Rpc(StringName, params Variant[])  
**Node.Rpc(StringName, ReadOnlySpan<Variant>)**  
**Node.Rpcld(long, StringName, params Variant[])**  
**Node.Rpcld(long, StringName, ReadOnlySpan<Variant>)**  
Node.UpdateConfigurationWarnings()  
Node.CallDeferredThreadGroup(StringName, params Variant[])  
**Node.CallDeferredThreadGroup(StringName, ReadOnlySpan<Variant>)**  
Node.SetDeferredThreadGroup(StringName, Variant)  
**Node.NotifyDeferredThreadGroup(int)**  
Node.CallThreadSafe(StringName, params Variant[])  
**Node.CallThreadSafe(StringName, ReadOnlySpan<Variant>)**  
Node.SetThreadSafe(StringName, Variant)  
**Node.NotifyThreadSafe(int)**  
Node.EmitSignalReady()  
Node.EmitSignalRenamed()  
Node.EmitSignalTreeEntered()  
Node.EmitSignalTreeExiting()  
Node.EmitSignalTreeExited()  
Node.EmitSignalChildEnteredTree(Node)  
Node.EmitSignalChildExitingTree(Node)  
Node.EmitSignalChildOrderChanged()  
Node.EmitSignalReplacingBy(Node)  
Node.EmitSignalEditorDescriptionChanged(Node)  
Node.EmitSignalEditorStateChanged()  
Node.InvokeGodotClassMethod(in godot\_string\_name, NativeVariantPtrArgs, out godot\_variant)  
Node.HasGodotClassMethod(in godot\_string\_name)  
Node.HasGodotClassSignal(in godot\_string\_name)  
Node.Name  
Node.UniqueNameInOwner  
Node.SceneFilePath  
Node.Owner  
Node.Multiplayer  
Node.ProcessMode  
Node.ProcessPriority  
Node.ProcessPhysicsPriority  
Node.ProcessThreadGroup  
Node.ProcessThreadGroupOrder  
Node.ProcessThreadMessages  
Node.PhysicsInterpolationMode  
Node.AutoTranslateMode  
Node.EditorDescription

Node.Ready  
Node.Renamed  
Node.TreeEntered  
Node.TreeExiting  
Node.TreeExited  
Node.ChildEnteredTree  
Node.ChildExitingTree  
Node.ChildOrderChanged  
Node.ReplacingBy  
Node.EditorDescriptionChanged  
Node.EditorStateChanged  
GodotObject.NotificationPostinitialize  
GodotObject.NotificationPredelete  
GodotObject.NotificationExtensionReloaded  
**GodotObject.InstanceFromId(ulong)**  
**GodotObject.IsInstanceIdValid(ulong)**  
GodotObject.IsValid(GodotObject)  
GodotObject.WeakRef(GodotObject)  
GodotObject.Dispose()  
**GodotObject.Dispose(bool)**  
GodotObject.ToString()  
GodotObject.ToSignal(GodotObject, StringName)  
GodotObject.\_Get(StringName)  
GodotObject.\_GetPropertyList()  
GodotObject.\_IterGet(Variant)  
GodotObject.\_IterInit(Array)  
GodotObject.\_IterNext(Array)  
**GodotObject.\_Notification(int)**  
GodotObject.\_PropertyCanRevert(StringName)  
GodotObject.\_PropertyGetRevert(StringName)  
GodotObject.\_Set(StringName, Variant)  
GodotObject.\_ValidateProperty(Dictionary)  
GodotObject.Free()  
GodotObject.GetClass()  
**GodotObject.IsClass(string)**  
GodotObject.Set(StringName, Variant)  
GodotObject.Get(StringName)  
GodotObject.SetIndexed(NodePath, Variant)  
GodotObject.GetIndexed(NodePath)  
GodotObject.GetPropertyList()  
GodotObject.GetMethodList()  
GodotObject.PropertyCanRevert(StringName)  
GodotObject.PropertyGetRevert(StringName)  
**GodotObject.Notification(int, bool)**  
GodotObject.GetInstanceId()  
GodotObject.SetScript(Variant)  
GodotObject.GetScript()  
GodotObject.SetMeta(StringName, Variant)  
GodotObject.RemoveMeta(StringName)  
GodotObject.GetMeta(StringName, Variant)

GodotObject.HasMeta(StringName)  
GodotObject.GetMetaList()  
**GodotObject.AddUserSignal(string, Array)**  
GodotObject.HasUserSignal(StringName)  
GodotObject.RemoveUserSignal(StringName)  
GodotObject.EmitSignal(StringName, params Variant[])  
**GodotObject.EmitSignal(StringName, ReadOnlySpan<Variant>)**  
GodotObject.Call(StringName, params Variant[])  
**GodotObject.Call(StringName, ReadOnlySpan<Variant>)**  
GodotObject.CallDeferred(StringName, params Variant[])  
**GodotObject.CallDeferred(StringName, ReadOnlySpan<Variant>)**  
GodotObject.SetDeferred(StringName, Variant)  
GodotObject.Callv(StringName, Array)  
GodotObject.HasMethod(StringName)  
GodotObject.GetMethodArgumentCount(StringName)  
GodotObject.HasSignal(StringName)  
GodotObject.GetSignalList()  
GodotObject.GetSignalConnectionList(StringName)  
GodotObject.GetIncomingConnections()  
**GodotObject.Connect(StringName, Callable, uint)**  
GodotObject.Disconnect(StringName, Callable)  
GodotObject.IsConnected(StringName, Callable)  
GodotObject.HasConnections(StringName)  
**GodotObject.SetBlockSignals(bool)**  
GodotObject.IsBlockingSignals()  
GodotObject.NotifyPropertyListChanged()  
**GodotObject.SetMessageTranslation(bool)**  
GodotObject.CanTranslateMessages()  
GodotObject.Tr(StringName, StringName)  
**GodotObject.TrN(StringName, StringName, int, StringName)**  
GodotObject.GetTranslationDomain()  
GodotObject.SetTranslationDomain(StringName)  
GodotObject.IsQueuedForDeletion()  
GodotObject.CancelFree()  
GodotObject.EmitSignalScriptChanged()  
GodotObject.EmitSignalPropertyListChanged()  
GodotObject.NativeInstance  
GodotObject.ScriptChanged  
GodotObject.PropertyListChanged  
**object.Equals(object)**  
**object.Equals(object, object)**  
**object.GetHashCode()**  
**object.GetType()**  
**object.MemberwiseClone()**  
**object.ReferenceEquals(object, object)**

Namespace: [cfGodotEngine.Util](#)

Assembly: CatSweeper.dll

## Syntax

```
[ScriptPath("res://Modules/cfGodotEngine/util/StateMachineNode/StateNode.cs")]
public abstract class StateNode<TStateId, TState, TStateMachine> : Node, IDisposable where TSt
```

## Type Parameters

### NAME

---

TStateId

TState

TStateMachine

## Properties

### Id

---

#### Declaration

```
public abstract TStateId Id { get; }
```

#### Property Value

### TYPE

---

TStateld

### stateMachine

---

#### Declaration

```
protected TStateMachine stateMachine { get; }
```

#### Property Value

### TYPE

---

TStateMachine

## Methods

# CanUpdate()

---

## Declaration

```
public virtual bool CanUpdate()
```

## Returns

TYPE

---

bool

# IsReady(StateParam)

---

## Declaration

```
public virtual bool IsReady(StateParam param)
```

## Parameters

TYPE	NAME
StateParam	param

## Returns

TYPE

---

bool

# SetStateMachine(TStateMachine)

---

## Declaration

```
public void SetStateMachine(TStateMachine stateMachine)
```

## Parameters

TYPE	NAME
TStateMachine	stateMachine

## \_OnEndContext()

---

### Declaration

```
protected virtual void _OnEndContext()
```

## \_Process(double)

---

### Declaration

```
public virtual void _Process(double delta)
```

### Parameters

TYPE	NAME
double	delta

## \_Ready()

---

### Declaration

```
public virtual void _Ready()
```

## \_StartContext(StateParam)

---

### Declaration

```
protected abstract void _StartContext(StateParam param)
```

### Parameters

TYPE	NAME
StateParam	param

## Implements

# Extension Methods

`NodeUtil.DontDestroyOnLoad(Node)`

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# Class StateNode<TStatId, TState, TStateMachine>.MethodName

Cached StringNames for the methods contained in this class, for fast lookup.

## Inheritance

[object](#) → [GodotObject](#).[MethodName](#) → [Node](#).[MethodName](#) → [StateNode<TStatId, TState, TStateMachine>.MethodName](#)

## Inherited Members

[Node](#).[MethodName.\\_EnterTree](#)  
[Node](#).[MethodName.\\_ExitTree](#)  
[Node](#).[MethodName.\\_GetConfigurationWarnings](#)  
[Node](#).[MethodName.\\_Input](#)  
[Node](#).[MethodName.\\_PhysicsProcess](#)  
[Node](#).[MethodName.\\_ShortcutInput](#)  
[Node](#).[MethodName.\\_UnhandledInput](#)  
[Node](#).[MethodName.\\_UnhandledKeyInput](#)  
[Node](#).[MethodName.PrintOrphanNodes](#)  
[Node](#).[MethodName.AddSibling](#)  
[Node](#).[MethodName.SetName](#)  
[Node](#).[MethodName.GetName](#)  
[Node](#).[MethodName.AddChild](#)  
[Node](#).[MethodName.RemoveChild](#)  
[Node](#).[MethodName.Reparent](#)  
[Node](#).[MethodName.GetChildCount](#)  
[Node](#).[MethodName.GetChildren](#)  
[Node](#).[MethodName.GetChild](#)  
[Node](#).[MethodName.HasNode](#)  
[Node](#).[MethodName.GetNode](#)  
[Node](#).[MethodName.GetNodeOrNull](#)  
[Node](#).[MethodName.GetParent](#)  
[Node](#).[MethodName.FindChild](#)  
[Node](#).[MethodName.FindChildren](#)  
[Node](#).[MethodName.FindParent](#)  
[Node](#).[MethodName.HasNodeAndResource](#)  
[Node](#).[MethodName.GetNodeAndResource](#)  
[Node](#).[MethodName.IsInsideTree](#)  
[Node](#).[MethodName.IsPartOfEditedScene](#)  
[Node](#).[MethodName.IsAncestorOf](#)  
[Node](#).[MethodName.IsGreaterThan](#)  
[Node](#).[MethodName.GetPath](#)

Node.MethodName.GetPathTo  
Node.MethodName.AddToGroup  
Node.MethodName.RemoveFromGroup  
Node.MethodName.IsInGroup  
Node.MethodName.MoveChild  
Node.MethodName.GetGroups  
Node.MethodName.SetOwner  
Node.MethodName.GetOwner  
Node.MethodName.GetIndex  
Node.MethodName.PrintTree  
Node.MethodName.PrintTreePretty  
Node.MethodName.GetTreeString  
Node.MethodName.GetTreeStringPretty  
Node.MethodName.SetSceneFilePath  
Node.MethodName.GetSceneFilePath  
Node.MethodName.PropagateNotification  
Node.MethodName.PropagateCall  
Node.MethodName.SetPhysicsProcess  
Node.MethodName.GetPhysicsProcessDeltaTime  
Node.MethodName.IsPhysicsProcessing  
Node.MethodName.GetProcessDeltaTime  
Node.MethodName.SetProcess  
Node.MethodName.SetProcessPriority  
Node.MethodName.GetProcessPriority  
Node.MethodName.SetPhysicsProcessPriority  
Node.MethodName.GetPhysicsProcessPriority  
Node.MethodName.IsProcessing  
Node.MethodName.SetProcessInput  
Node.MethodName.IsProcessingInput  
Node.MethodName.SetProcessShortcutInput  
Node.MethodName.IsProcessingShortcutInput  
Node.MethodName.SetProcessUnhandledInput  
Node.MethodName.IsProcessingUnhandledInput  
Node.MethodName.SetProcessUnhandledKeyInput  
Node.MethodName.IsProcessingUnhandledKeyInput  
Node.MethodName.SetProcessMode  
Node.MethodName.GetProcessMode  
Node.MethodName.CanProcess  
Node.MethodName.SetProcessThreadGroup  
Node.MethodName.GetProcessThreadGroup  
Node.MethodName.SetProcessThreadMessages  
Node.MethodName.GetProcessThreadMessages  
Node.MethodName.SetProcessThreadGroupOrder  
Node.MethodName.GetProcessThreadGroupOrder  
Node.MethodName.SetDisplayFolded  
Node.MethodName.IsDisplayedFolded  
Node.MethodName.SetProcessInternal  
Node.MethodName.IsProcessingInternal  
Node.MethodName.SetPhysicsProcessInternal  
Node.MethodName.IsPhysicsProcessingInternal

Node.MethodName.SetPhysicsInterpolationMode  
Node.MethodName.GetPhysicsInterpolationMode  
Node.MethodName.IsPhysicsInterpolated  
Node.MethodName.IsPhysicsInterpolatedAndEnabled  
Node.MethodName.ResetPhysicsInterpolation  
Node.MethodName.SetAutoTranslateMode  
Node.MethodName.GetAutoTranslateMode  
Node.MethodName.SetTranslationDomainInherited  
Node.MethodName.GetWindow  
Node.MethodName.GetLastExclusiveWindow  
Node.MethodName.GetTree  
Node.MethodName.CreateTween  
Node.MethodName.Duplicate  
Node.MethodName.ReplaceBy  
Node.MethodName.SetSceneInstanceLoadPlaceholder  
Node.MethodName.GetSceneInstanceLoadPlaceholder  
Node.MethodName.SetEditableInstance  
Node.MethodName.IsEditableInstance  
Node.MethodName.GetViewport  
Node.MethodName.QueueFree  
Node.MethodName.RequestReady  
Node.MethodName.IsNodeReady  
Node.MethodName.SetMultiplayerAuthority  
Node.MethodName.GetMultiplayerAuthority  
Node.MethodName.IsMultiplayerAuthority  
Node.MethodName.GetMultiplayer  
Node.MethodName.RpcConfig  
Node.MethodName.GetRpcConfig  
Node.MethodName.SetEditorDescription  
Node.MethodName.GetEditorDescription  
Node.MethodName.\_SetImportPath  
Node.MethodName.\_GetImportPath  
Node.MethodName.SetUniqueNameInOwner  
Node.MethodName.IsUniqueNameInOwner  
Node.MethodName.Atr  
Node.MethodName.AtrN  
Node.MethodName.Rpc  
Node.MethodName.RpcId  
Node.MethodName.UpdateConfigurationWarnings  
Node.MethodName.CallDeferredThreadGroup  
Node.MethodName.SetDeferredThreadGroup  
Node.MethodName.NotifyDeferredThreadGroup  
Node.MethodName.CallThreadSafe  
Node.MethodName.SetThreadSafe  
Node.MethodName.NotifyThreadSafe  
GodotObject.MethodName.\_Get  
GodotObject.MethodName.\_GetPropertyList  
GodotObject.MethodName.\_IterGet  
GodotObject.MethodName.\_IterInit  
GodotObject.MethodName.\_IterNext

GodotObject.MethodName.\_Notification  
GodotObject.MethodName.\_PropertyCanRevert  
GodotObject.MethodName.\_PropertyGetRevert  
GodotObject.MethodName.\_Set  
GodotObject.MethodName.\_ValidateProperty  
GodotObject.MethodName.Free  
GodotObject.MethodName.GetClass  
GodotObject.MethodName.IsClass  
GodotObject.MethodName.Set  
GodotObject.MethodName.Get  
GodotObject.MethodName.SetIndexed  
GodotObject.MethodName.GetIndexed  
GodotObject.MethodName.GetPropertyList  
GodotObject.MethodName.GetMethodList  
GodotObject.MethodName.PropertyCanRevert  
GodotObject.MethodName.PropertyGetRevert  
GodotObject.MethodName.Notification  
GodotObject.MethodName.GetInstanceId  
GodotObject.MethodName.SetScript  
GodotObject.MethodName.GetScript  
GodotObject.MethodName.SetMeta  
GodotObject.MethodName.RemoveMeta  
GodotObject.MethodName.GetMeta  
GodotObject.MethodName.HasMeta  
GodotObject.MethodName.GetMetaList  
GodotObject.MethodName.AddUserSignal  
GodotObject.MethodName.HasUserSignal  
GodotObject.MethodName.RemoveUserSignal  
GodotObject.MethodName.EmitSignal  
GodotObject.MethodName.Call  
GodotObject.MethodName.CallDeferred  
GodotObject.MethodName.SetDeferred  
GodotObject.MethodName.Callv  
GodotObject.MethodName.HasMethod  
GodotObject.MethodName.GetMethodArgumentCount  
GodotObject.MethodName.HasSignal  
GodotObject.MethodName.GetSignalList  
GodotObject.MethodName.GetSignalConnectionList  
GodotObject.MethodName.GetIncomingConnections  
GodotObject.MethodName.Connect  
GodotObject.MethodName.Disconnect  
GodotObject.MethodName.IsConnected  
GodotObject.MethodName.HasConnections  
GodotObject.MethodName.SetBlockSignals  
GodotObject.MethodName.IsBlockingSignals  
GodotObject.MethodName.NotifyPropertyListChanged  
GodotObject.MethodName.SetMessageTranslation  
GodotObject.MethodName.CanTranslateMessages  
GodotObject.MethodName.Tr  
GodotObject.MethodName.TrN

GodotObject.MethodName.GetTranslationDomain  
GodotObject.MethodName.SetTranslationDomain  
GodotObject.MethodName.IsQueuedForDeletion  
GodotObject.MethodName.CancelFree  
**object.Equals(object)**  
**object.Equals(object, object)**  
**object.GetHashCode()**  
**object.GetType()**  
**object.MemberwiseClone()**  
**object.ReferenceEquals(object, object)**  
**object.ToString()**

Namespace: [cfGodotEngine.Util](#)

Assembly: CatSweeper.dll

## Syntax

```
public class StateNode<TStateId, TState, TStateMachine>.MethodName : Node.MethodName
```

# Fields

## CanUpdate

---

Cached name for the 'CanUpdate' method.

### Declaration

```
public static readonly StringName CanUpdate
```

### Field Value

#### TYPE

---

StringName

## OnEndContext

---

Cached name for the 'OnEndContext' method.

### Declaration

```
public static readonly StringName OnEndContext
```

## Field Value

### TYPE

StringName

## \_OnEndContext

---

Cached name for the '\_OnEndContext' method.

### Declaration

```
public static readonly StringName _OnEndContext
```

## Field Value

### TYPE

StringName

## \_Process

---

Cached name for the '\_Process' method.

### Declaration

```
public static readonly StringName _Process
```

## Field Value

### TYPE

StringName

## \_Ready

---

Cached name for the '\_Ready' method.

### Declaration

```
public static readonly StringName _Ready
```

**TYPE**

---

StringName

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# Class StateNode<TStatId, TState, TStateMachine>.PropertyName

Cached StringNames for the properties and fields contained in this class, for fast lookup.

## Inheritance

[object](#) → [GodotObject.PropertyName](#) → [Node.PropertyName](#) → [StateNode<TStatId, TState, TStateMachine>.PropertyName](#)

## Inherited Members

[Node.PropertyName.\\_ImportPath](#)

[Node.PropertyName.Name](#)

[Node.PropertyName.UniqueNameInOwner](#)

[Node.PropertyName.SceneFilePath](#)

[Node.PropertyName.Owner](#)

[Node.PropertyName.Multiplayer](#)

[Node.PropertyName.ProcessMode](#)

[Node.PropertyName.ProcessPriority](#)

[Node.PropertyName.ProcessPhysicsPriority](#)

[Node.PropertyName.ProcessThreadGroup](#)

[Node.PropertyName.ProcessThreadGroupOrder](#)

[Node.PropertyName.ProcessThreadMessages](#)

[Node.PropertyName.PhysicsInterpolationMode](#)

[Node.PropertyName.AutoTranslateMode](#)

[Node.PropertyName.EditorDescription](#)

[object.Equals\(object\)](#)

[object.Equals\(object, object\)](#)

[object.GetHashCode\(\)](#)

[object.GetType\(\)](#)

[object.MemberwiseClone\(\)](#)

[object.ReferenceEquals\(object, object\)](#)

[object.ToString\(\)](#)

Namespace: [cfGodotEngine.Util](#)

Assembly: CatSweeper.dll

## Syntax

```
public class StateNode<TStateId, TState, TStateMachine>.PropertyName : Node.PropertyName
```

## stateNodes

---

Cached name for the 'stateNodes' field.

### Declaration

```
public static readonly StringName stateNodes
```

### Field Value

#### TYPE

---

StringName

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# Class StateNode<TStatId, TState, TStateMachine>.SignalName

Cached StringNames for the signals contained in this class, for fast lookup.

## Inheritance

[object](#) → [GodotObject.SignalName](#) → [Node.SignalName](#) → [StateNode<TStatId, TState, TStateMachine>.SignalName](#)

## Inherited Members

[Node.SignalName.Ready](#)  
[Node.SignalName.Renamed](#)  
[Node.SignalName.TreeEntered](#)  
[Node.SignalName.TreeExiting](#)  
[Node.SignalName.TreeExited](#)  
[Node.SignalName.ChildEnteredTree](#)  
[Node.SignalName.ChildExitingTree](#)  
[Node.SignalName.ChildOrderChanged](#)  
[Node.SignalName.ReplacingBy](#)  
[Node.SignalName.EditorDescriptionChanged](#)  
[Node.SignalName.EditorStateChanged](#)  
[GodotObject.SignalName.ScriptChanged](#)  
[GodotObject.SignalName.PropertyListChanged](#)  
[object.Equals\(object\)](#)  
[object.Equals\(object, object\)](#)  
[object.GetHashCode\(\)](#)  
[object.GetType\(\)](#)  
[object.MemberwiseClone\(\)](#)  
[object.ReferenceEquals\(object, object\)](#)  
[object.ToString\(\)](#)

Namespace: [cfGodotEngine.Util](#)

Assembly: CatSweeper.dll

## Syntax

```
public class StateNode<TStateId, TState, TStateMachine>.SignalName : Node.SignalName
```

# Namespace gdUnit4.addons.gdUnit4.src.dotnet

## Classes

### [GdUnit4CSharpApi](#)

#### [GdUnit4CSharpApi.MethodName](#)

Cached StringNames for the methods contained in this class, for fast lookup.

#### [GdUnit4CSharpApi.PropertyName](#)

Cached StringNames for the properties and fields contained in this class, for fast lookup.

#### [GdUnit4CSharpApi.SignalName](#)

Cached StringNames for the signals contained in this class, for fast lookup.

## Delegates

### [GdUnit4CSharpApi.ExecutionCompletedEventHandler](#)

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# Class GdUnit4CSharpApi

## Inheritance

[object](#) → [GodotObject](#) → [RefCounted](#) → [GdUnit4CSharpApi](#)

## Implements

[IDisposable](#)

## Inherited Members

[RefCounted.InitRef\(\)](#)  
[RefCounted.Reference\(\)](#)  
[RefCounted.Unreference\(\)](#)  
[RefCounted.GetReferenceCount\(\)](#)  
[RefCounted.InvokeGodotClassMethod\(in godot\\_string\\_name, NativeVariantPtrArgs, out godot\\_variant\)](#)  
[RefCounted.HasGodotClassMethod\(in godot\\_string\\_name\)](#)  
[RefCounted.HasGodotClassSignal\(in godot\\_string\\_name\)](#)  
[GodotObject.NotificationPostinitialize](#)  
[GodotObject.NotificationPredelete](#)  
[GodotObject.NotificationExtensionReloaded](#)  
**[GodotObject.InstanceFromId\(ulong\)](#)**  
**[GodotObject.IsInstanceIdValid\(ulong\)](#)**  
[GodotObject.IsInstanceIdValid\(GodotObject\)](#)  
[GodotObject.WeakRef\(GodotObject\)](#)  
[GodotObject.Dispose\(\)](#)  
**[GodotObject.Dispose\(bool\)](#)**  
[GodotObject.ToString\(\)](#)  
[GodotObject.ToSignal\(GodotObject, StringName\)](#)  
[GodotObject.\\_Get\(StringName\)](#)  
[GodotObject.\\_GetPropertyList\(\)](#)  
[GodotObject.\\_IterGet\(Variant\)](#)  
[GodotObject.\\_IterInit\(Array\)](#)  
[GodotObject.\\_IterNext\(Array\)](#)  
**[GodotObject.\\_Notification\(int\)](#)**  
[GodotObject.\\_PropertyCanRevert\(StringName\)](#)  
[GodotObject.\\_PropertyGetRevert\(StringName\)](#)  
[GodotObject.\\_Set\(StringName, Variant\)](#)  
[GodotObject.\\_ValidateProperty\(Dictionary\)](#)  
[GodotObject.Free\(\)](#)  
[GodotObject.GetClass\(\)](#)  
**[GodotObject.IsClass\(string\)](#)**  
[GodotObject.Set\(StringName, Variant\)](#)

GodotObject.Get(StringName)  
GodotObject.SetIndexed(NodePath, Variant)  
GodotObject.GetIndexed(NodePath)  
GodotObject.GetPropertyList()  
GodotObjectGetMethodList()  
GodotObject.PropertyCanRevert(StringName)  
GodotObject.PropertyGetRevert(StringName)  
**GodotObject.Notification(int, bool)**  
GodotObject.GetInstanceID()  
GodotObject.SetScript(Variant)  
GodotObject.GetScript()  
GodotObject.SetMeta(StringName, Variant)  
GodotObject.RemoveMeta(StringName)  
GodotObject.GetMeta(StringName, Variant)  
GodotObject.HasMeta(StringName)  
GodotObject.GetMetaList()  
**GodotObject.AddUserSignal(string, Array)**  
GodotObject.HasUserSignal(StringName)  
GodotObject.RemoveUserSignal(StringName)  
GodotObject.EmitSignal(StringName, params Variant[])  
**GodotObject.EmitSignal(StringName, ReadOnlySpan<Variant>)**  
GodotObject.Call(StringName, params Variant[])  
**GodotObject.Call(StringName, ReadOnlySpan<Variant>)**  
GodotObject.CallDeferred(StringName, params Variant[])  
**GodotObject.CallDeferred(StringName, ReadOnlySpan<Variant>)**  
GodotObject.SetDeferred(StringName, Variant)  
GodotObject.CallV(StringName, Array)  
GodotObject.HasMethod(StringName)  
GodotObject.GetMethodArgumentCount(StringName)  
GodotObject.HasSignal(StringName)  
GodotObject.GetSignalList()  
GodotObject.GetSignalConnectionList(StringName)  
GodotObject.GetIncomingConnections()  
**GodotObject.Connect(StringName, Callable, uint)**  
GodotObject.Disconnect(StringName, Callable)  
GodotObject.IsConnected(StringName, Callable)  
GodotObject.HasConnections(StringName)  
**GodotObject.SetBlockSignals(bool)**  
GodotObject.IsBlockingSignals()  
GodotObject.NotifyPropertyListChanged()  
**GodotObject.SetMessageTranslation(bool)**  
GodotObject.CanTranslateMessages()  
GodotObject.Tr(StringName, StringName)  
**GodotObject.TrN(StringName, StringName, int, StringName)**  
GodotObject.GetTranslationDomain()  
GodotObject.SetTranslationDomain(StringName)  
GodotObject.IsQueuedForDeletion()  
GodotObject.CancelFree()  
GodotObject.EmitSignalScriptChanged()  
GodotObject.EmitSignalPropertyListChanged()

GodotObject.NativeInstance  
GodotObject.ScriptChanged  
GodotObject.PropertyListChanged  
`object.Equals(object)`  
`object.Equals(object, object)`  
`object.GetHashCode()`  
`object.GetType()`  
`object.MemberwiseClone()`  
`object.ReferenceEquals(object, object)`

Namespace: `gdUnit4.addons.gdUnit4.src.dotnet`

Assembly: CatSweeper.dll

## Syntax

```
[ScriptPath("res://addons/gdUnit4/src/dotnet/GdUnit4CSharpApi.cs")]
public class GdUnit4CSharpApi : RefCounted, IDisposable
```

## Methods

### CreateTestSuite(string, int, string)

---

#### Declaration

```
public static Dictionary CreateTestSuite(string sourcePath, int lineNumber, string testSuitePa
```

#### Parameters

TYPE	NAME
<code>string</code>	<code>sourcePath</code>
<code>int</code>	<code>lineNumber</code>
<code>string</code>	<code>testSuitePath</code>

#### Returns

TYPE
<code>Dictionary</code>

### DiscoverTests(CSharpScript)

---

#### Declaration

```
public static Array<Dictionary> DiscoverTests(CSharpScript sourceScript)
```

## Parameters

TYPE	NAME
CSharpScript	sourceScript

## Returns

TYPE
Array<Dictionary>

## EmitSignalExecutionCompleted()

---

### Declaration

```
protected void EmitSignalExecutionCompleted()
```

## ExecuteAsync(Array<Dictionary>, Callable)

---

### Declaration

```
public void ExecuteAsync(Array<Dictionary> tests, Callable listener)
```

## Parameters

TYPE	NAME
Array<Dictionary>	tests
Callable	listener

## IsApiLoaded()

---

### Declaration

```
public static bool IsApiLoaded()
```

Returns

TYPE

---

bool

## IsTestSuite(CSharpScript)

---

Declaration

```
public static bool IsTestSuite(CSharpScript script)
```

Parameters

TYPE	NAME
------	------

---

CSharpScript	script
--------------	--------

Returns

TYPE

---

bool

## Version()

---

Declaration

```
public static string Version()
```

Returns

TYPE

---

string

## Events

### ExecutionCompleted

---

Declaration

```
public event GdUnit4CSharpApi.ExecutionCompletedEventHandler ExecutionCompleted
```

## Event Type

TYPE

---

GdUnit4CSharpApi.ExecutionCompletedEventHandler

## Implements

IDisposable

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# Delegate GdUnit4CSharpApi.ExecutionCompletedEventHandler

Namespace: [gdUnit4.addons.gdUnit4.src.dotnet](#)

Assembly: CatSweeper.dll

## Syntax

```
[Signal]
public delegate void GdUnit4CSharpApi.ExecutionCompletedEventHandler()
```

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# Class GdUnit4CSharpApi.MethodName

Cached StringNames for the methods contained in this class, for fast lookup.

## Inheritance

[object](#) → [GodotObject.MethodName](#) → [RefCounted.MethodName](#) → [GdUnit4CSharpApi.MethodName](#)

## Inherited Members

[RefCounted.MethodName.InitRef](#)  
[RefCounted.MethodName.Reference](#)  
[RefCounted.MethodName.Unreference](#)  
[RefCounted.MethodName.GetReferenceCount](#)  
[GodotObject.MethodName.\\_Get](#)  
[GodotObject.MethodName.\\_GetPropertyList](#)  
[GodotObject.MethodName.\\_IterGet](#)  
[GodotObject.MethodName.\\_IterInit](#)  
[GodotObject.MethodName.\\_IterNext](#)  
[GodotObject.MethodName.\\_Notification](#)  
[GodotObject.MethodName.\\_PropertyCanRevert](#)  
[GodotObject.MethodName.\\_PropertyGetRevert](#)  
[GodotObject.MethodName.\\_Set](#)  
[GodotObject.MethodName.\\_ValidateProperty](#)  
[GodotObject.MethodName.Free](#)  
[GodotObject.MethodName.GetClass](#)  
[GodotObject.MethodName.IsClass](#)  
[GodotObject.MethodName.Set](#)  
[GodotObject.MethodName.Get](#)  
[GodotObject.MethodName.SetIndexed](#)  
[GodotObject.MethodName.GetIndexed](#)  
[GodotObject.MethodName.GetPropertyList](#)  
[GodotObject.MethodName.GetMethodList](#)  
[GodotObject.MethodName.PropertyCanRevert](#)  
[GodotObject.MethodName.PropertyGetRevert](#)  
[GodotObject.MethodName.Notification](#)  
[GodotObject.MethodName.GetInstanceId](#)  
[GodotObject.MethodName.SetScript](#)  
[GodotObject.MethodName.GetScript](#)  
[GodotObject.MethodName.SetMeta](#)  
[GodotObject.MethodName.RemoveMeta](#)  
[GodotObject.MethodName.GetMeta](#)  
[GodotObject.MethodName.HasMeta](#)  
[GodotObject.MethodName.GetMetaList](#)

GodotObject.MethodName.AddUserSignal  
GodotObject.MethodName.HasUserSignal  
GodotObject.MethodName.RemoveUserSignal  
GodotObject.MethodName.EmitSignal  
GodotObject.MethodName.Call  
GodotObject.MethodName.CallDeferred  
GodotObject.MethodName.SetDeferred  
GodotObject.MethodName.Callv  
GodotObject.MethodName.HasMethod  
GodotObject.MethodName.GetMethodArgumentCount  
GodotObject.MethodName.HasSignal  
GodotObject.MethodName.GetSignalList  
GodotObject.MethodName.GetSignalConnectionList  
GodotObject.MethodName.GetIncomingConnections  
GodotObject.MethodName.Connect  
GodotObject.MethodName.Disconnect  
GodotObject.MethodName.IsConnected  
GodotObject.MethodName.HasConnections  
GodotObject.MethodName.SetBlockSignals  
GodotObject.MethodName.IsBlockingSignals  
GodotObject.MethodName.NotifyPropertyListChanged  
GodotObject.MethodName.SetMessageTranslation  
GodotObject.MethodName.CanTranslateMessages  
GodotObject.MethodName.Tr  
GodotObject.MethodName.TrN  
GodotObject.MethodName.GetTranslationDomain  
GodotObject.MethodName.SetTranslationDomain  
GodotObject.MethodName.IsQueuedForDeletion  
GodotObject.MethodName.CancelFree  
**object.Equals(object)**  
**object.Equals(object, object)**  
**object.GetHashCode()**  
**object.GetType()**  
**object.MemberwiseClone()**  
**object.ReferenceEquals(object, object)**  
**object.ToString()**

Namespace: [gdUnit4.addons.gdUnit4.src.dotnet](#)

Assembly: CatSweeper.dll

## Syntax

```
public class GdUnit4CSharpApi.MethodName : RefCounted.MethodName
```

## Fields

# CreateTestSuite

---

Cached name for the 'CreateTestSuite' method.

## Declaration

```
public static readonly StringName CreateTestSuite
```

## Field Value

### TYPE

---

StringName

# DiscoverTests

---

Cached name for the 'DiscoverTests' method.

## Declaration

```
public static readonly StringName DiscoverTests
```

## Field Value

### TYPE

---

StringName

# ExecuteAsync

---

Cached name for the 'ExecuteAsync' method.

## Declaration

```
public static readonly StringName ExecuteAsync
```

## Field Value

### TYPE

---

StringName

# IsApiLoaded

---

Cached name for the 'IsApiLoaded' method.

## Declaration

```
public static readonly StringName IsApiLoaded
```

## Field Value

### TYPE

---

StringName

# IsTestSuite

---

Cached name for the 'IsTestSuite' method.

## Declaration

```
public static readonly StringName IsTestSuite
```

## Field Value

### TYPE

---

StringName

# Version

---

Cached name for the 'Version' method.

## Declaration

```
public static readonly StringName Version
```

## Field Value

### TYPE

---

StringName



# Class GdUnit4CSharpApi.PropertyName

Cached StringNames for the properties and fields contained in this class, for fast lookup.

## Inheritance

`object` → `GodotObject.PropertyName` → `RefCounted.PropertyName` → `GdUnit4CSharpApi.PropertyName`

## Inherited Members

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

Namespace: `gdUnit4.addons.gdUnit4.src.dotnet`

Assembly: `CatSweeper.dll`

## Syntax

```
public class GdUnit4CSharpApi.PropertyName : RefCounted.PropertyName
```

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# Class GdUnit4CSharpApi.SignalName

Cached StringNames for the signals contained in this class, for fast lookup.

## Inheritance

[object](#) → [GodotObject.SignalName](#) → [RefCounted.SignalName](#) → [GdUnit4CSharpApi.SignalName](#)

## Inherited Members

[GodotObject.SignalName.ScriptChanged](#)

[GodotObject.SignalName.PropertyListChanged](#)

[object.Equals\(object\)](#)

[object.Equals\(object, object\)](#)

[object.GetHashCode\(\)](#)

[object.GetType\(\)](#)

[object.MemberwiseClone\(\)](#)

[object.ReferenceEquals\(object, object\)](#)

[object.ToString\(\)](#)

Namespace: [gdUnit4.addons.gdUnit4.src.dotnet](#)

Assembly: [CatSweeper.dll](#)

## Syntax

```
public class GdUnit4CSharpApi.SignalName : RefCounted.SignalName
```

## Fields

### ExecutionCompleted

Cached name for the 'ExecutionCompleted' signal.

#### Declaration

```
public static readonly StringName ExecutionCompleted
```

#### Field Value

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