Introduction

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](#)
    Cached StringNames for the signals contained in this class, for fast lookup.

[GameState](#)

[GameStateMachine](#)

[GameplayInitState](#)

[InfoLoadState](#)

[LoadStageState](#)

[LoadStageState.InitParam](#)

[LocalLoadState](#)

[LoginState](#)

[LoginState.Param](#)

[UILoadState](#)

[UserDataLoadState](#)

Enums

[GameStateId](#)