

Namespace CatSweeper.Core

Classes

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[GameEntry](#)

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

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

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

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[GameplayInitState](#)

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[LocalLoadState](#)

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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)

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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
InputMotionData	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.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: `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
Camera2D.DragBottomMargin
Camera2D.EditorDrawScreen
Camera2D.EditorDrawLimits
Camera2D.EditorDrawDragMargin
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, 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.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.SetParent<T>()
Node.SetParentOrNull<T>()
Node._EnterTree()
Node._ExitTree()
Node._GetConfigurationWarnings()
Node._Input(InputEvent)
Node._PhysicsProcess(double)
Node._Process(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.IsEditableInstance(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.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: `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
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._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._PropertyGetRevert(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

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://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://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://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
string	atlasId
AtlasContext	context
Texture2D	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://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
```

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.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.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
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._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.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()
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://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://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.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.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
IFileMirrorHandler	mirrorHandler
ILogger	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://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](#).[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.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	googleFileId

Returns

TYPE
IEnumerable<FileHandler.FileItem>

GetFolderContentAsync(FilesResource, string)

Declaration

```
public Task<IEnumerable<FileHandler.FileItem>> GetFolderContentAsync(FilesResource filesResour
```

Parameters

TYPE	NAME
FilesResource	filesResource
string	googleFileId

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://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
FilesResource	filesResource
FileHandler.DownloadRequest	downloadRequest

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://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.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.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://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.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.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://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.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: `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://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://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
<code>double</code>	<code>delta</code>

__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.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)
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://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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