|  |
| --- |
| [Type the company name] |
| Assembly-CSharp Reference |
| [Type the document subtitle] |

|  |
| --- |
| [Type the author name]  [Pick the date] |

Table of Contents

[Press ALT+A and F9 to update the TOC and other fields]

Assembly-CSharp Reference

Namespaces

[<default>](#topic_000000000000021F), [Photon.Chat.Demo](#topic_000000000000001C), [Photon.Chat.UtilityScripts](#topic_0000000000000000), [Photon.Realtime.Demo](#topic_000000000000006C), [myTestClass](#topic_00000000000001E8)

<default> Namespace

Classes

[AddRoom](#topic_000000000000009E), [ArcherController](#topic_0000000000000190), [Arrow](#topic_00000000000001A2), [AttackArea](#topic_00000000000001A8), [AudioManager](#topic_0000000000000086), [CameraFollow](#topic_00000000000001AB), [Character](#topic_000000000000008B), [CharacterDatabase](#topic_000000000000008E), [CharacterManager](#topic_0000000000000092), [ChatManager](#topic_00000000000001AF), [Destroyer](#topic_00000000000000A1), [Enemy](#topic_00000000000000B9), [EnemyAttackArea](#topic_00000000000000C2), [EnemyHealth](#topic_00000000000000C5), [EnemyMovement](#topic_00000000000000CB), [EnemySpawnTest](#topic_00000000000000D2), [FieldOfView](#topic_00000000000000D7), [GameHandler](#topic_00000000000000D8), [GameManager](#topic_00000000000000E1), [GotoDungeon](#topic_000000000000013E), [GotoPVP](#topic_0000000000000140), [Health](#topic_00000000000000EE), [HealthBar](#topic_00000000000000FD), [HealthPotion](#topic_0000000000000101), [Inventory](#topic_0000000000000104), [Item](#topic_0000000000000109), [ItemAssets](#topic_000000000000011C), [ItemWorld](#topic_000000000000012F), [MenuController](#topic_0000000000000143), [PhotonChatController](#topic_0000000000000158), [PhotonFriendsController](#topic_000000000000016D), [Player](#topic_0000000000000171), [PlayerAttack](#topic_00000000000001BD), [PlayerMovement](#topic_00000000000001C7), [PlayerMovementTest](#topic_00000000000001D4), [README](#topic_00000000000001E2), [RoomSpawner](#topic_00000000000000A5), [RoomTemplates](#topic_00000000000000AE), [SwitchMusicTrigger](#topic_00000000000001E3), [UIDisplayInvites](#topic_00000000000001EB), [UIInvite](#topic_00000000000001F7), [UIInvitePlayer](#topic_0000000000000201), [UIInvitesButton](#topic_0000000000000207), [UIPause](#topic_000000000000020B), [UI\_Inventory](#topic_0000000000000137), [VictoryController](#topic_0000000000000154), [Weapon](#topic_00000000000001E0), [WizardController](#topic_0000000000000216)

AddRoom Class

Handles randomly generating the dungeon recursivly.

|  |  |
| --- | --- |
| C# |  |
| public class AddRoom : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_000000000000021F)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Start](#topic_00000000000000A0)

Fields

[templates](#topic_000000000000009F)

AddRoom.Start Method

When the dungeon is loaded, add an add room object to the scene

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Start() | |

See Also

Applies to: [AddRoom](#topic_000000000000009E)

templates Field

Stores the many rooms the dungeon could spawn.

|  |  |
| --- | --- |
| C# |  |
| private [RoomTemplates](#topic_00000000000000AE) templates | |

See Also

Applies to: [AddRoom](#topic_000000000000009E)

ArcherController Class

|  |  |
| --- | --- |
| C# |  |
| public class ArcherController | |

Requirements

**Namespace:**[<default>](#topic_000000000000021F)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Control](#topic_000000000000019E), [OnCollisionEnter2D](#topic_000000000000019F), [OnPlayerPropertiesUpdate](#topic_00000000000001A1), [Start](#topic_000000000000019C), [Update](#topic_000000000000019D), [UpdateHpBar](#topic_00000000000001A0)

Fields

[PlayerCamera](#topic_0000000000000196), [PlayerNameText](#topic_0000000000000197), [animator](#topic_0000000000000195), [arrowPower](#topic_0000000000000199), [hp](#topic_000000000000019A), [hp\_image](#topic_000000000000019B), [pv](#topic_0000000000000191), [rb](#topic_0000000000000193), [speed](#topic_0000000000000198), [spr](#topic_0000000000000194), [tr](#topic_0000000000000192)

ArcherController.Control Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Control() | |

See Also

Applies to: [ArcherController](#topic_0000000000000190)

ArcherController.OnCollisionEnter2D Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnCollisionEnter2D(  **Collision2D** *collision* ) | |

Parameters

collision

|  |
| --- |
|  |

See Also

Applies to: [ArcherController](#topic_0000000000000190)

ArcherController.OnPlayerPropertiesUpdate Method

|  |  |
| --- | --- |
| C# |  |
| public override [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPlayerPropertiesUpdate(  **Photon.Realtime.Player** *targetPlayer*,  **Hashtable** *changedProps* ) | |

Parameters

targetPlayer

|  |
| --- |
|  |

changedProps

|  |
| --- |
|  |

See Also

Applies to: [ArcherController](#topic_0000000000000190)

ArcherController.Start Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Start() | |

See Also

Applies to: [ArcherController](#topic_0000000000000190)

ArcherController.Update Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Update() | |

See Also

Applies to: [ArcherController](#topic_0000000000000190)

ArcherController.UpdateHpBar Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) UpdateHpBar() | |

See Also

Applies to: [ArcherController](#topic_0000000000000190)

PlayerCamera Field

|  |  |
| --- | --- |
| C# |  |
| public **GameObject** PlayerCamera | |

See Also

Applies to: [ArcherController](#topic_0000000000000190)

PlayerNameText Field

|  |  |
| --- | --- |
| C# |  |
| public **Text** PlayerNameText | |

See Also

Applies to: [ArcherController](#topic_0000000000000190)

animator Field

|  |  |
| --- | --- |
| C# |  |
| public **Animator** animator | |

See Also

Applies to: [ArcherController](#topic_0000000000000190)

arrowPower Field

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) arrowPower | |

See Also

Applies to: [ArcherController](#topic_0000000000000190)

hp Field

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) hp | |

See Also

Applies to: [ArcherController](#topic_0000000000000190)

hp\_image Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **Image** hp\_image | |

See Also

Applies to: [ArcherController](#topic_0000000000000190)

pv Field

|  |  |
| --- | --- |
| C# |  |
| private **PhotonView** pv | |

See Also

Applies to: [ArcherController](#topic_0000000000000190)

rb Field

|  |  |
| --- | --- |
| C# |  |
| private **Rigidbody2D** rb | |

See Also

Applies to: [ArcherController](#topic_0000000000000190)

speed Field

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) speed | |

See Also

Applies to: [ArcherController](#topic_0000000000000190)

spr Field

|  |  |
| --- | --- |
| C# |  |
| private **SpriteRenderer** spr | |

See Also

Applies to: [ArcherController](#topic_0000000000000190)

tr Field

|  |  |
| --- | --- |
| C# |  |
| private **Transform** tr | |

See Also

Applies to: [ArcherController](#topic_0000000000000190)

Arrow Class

|  |  |
| --- | --- |
| C# |  |
| public class Arrow : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_000000000000021F)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Start](#topic_00000000000001A6), [Update](#topic_00000000000001A7)

Fields

[pv](#topic_00000000000001A5), [rb](#topic_00000000000001A3), [timer](#topic_00000000000001A4)

Arrow.Start Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Start() | |

See Also

Applies to: [Arrow](#topic_00000000000001A2)

Arrow.Update Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Update() | |

See Also

Applies to: [Arrow](#topic_00000000000001A2)

pv Field

|  |  |
| --- | --- |
| C# |  |
| public **PhotonView** pv | |

See Also

Applies to: [Arrow](#topic_00000000000001A2)

rb Field

|  |  |
| --- | --- |
| C# |  |
| private **Rigidbody2D** rb | |

See Also

Applies to: [Arrow](#topic_00000000000001A2)

timer Field

|  |  |
| --- | --- |
| C# |  |
| private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) timer | |

See Also

Applies to: [Arrow](#topic_00000000000001A2)

AttackArea Class

AttackArea handler

|  |  |
| --- | --- |
| C# |  |
| public class AttackArea : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_000000000000021F)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[OnTriggerEnter2D](#topic_00000000000001AA)

Fields

[damage](#topic_00000000000001A9)

AttackArea.OnTriggerEnter2D Method

Attack trigger

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnTriggerEnter2D(  **Collider2D** *collider* ) | |

Parameters

collider

|  |
| --- |
|  |

See Also

Applies to: [AttackArea](#topic_00000000000001A8)

damage Field

the default damage

|  |  |
| --- | --- |
| C# |  |
| private [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) damage | |

See Also

Applies to: [AttackArea](#topic_00000000000001A8)

AudioManager Class

|  |  |
| --- | --- |
| C# |  |
| public class AudioManager : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_000000000000021F)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[ChangeBGM](#topic_000000000000008A), [Start](#topic_0000000000000088), [Update](#topic_0000000000000089)

Fields

[BGM](#topic_0000000000000087)

AudioManager.ChangeBGM Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) ChangeBGM(  **AudioClip** *music* ) | |

Parameters

music

|  |
| --- |
|  |

See Also

Applies to: [AudioManager](#topic_0000000000000086)

AudioManager.Start Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Start() | |

See Also

Applies to: [AudioManager](#topic_0000000000000086)

AudioManager.Update Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Update() | |

See Also

Applies to: [AudioManager](#topic_0000000000000086)

BGM Field

|  |  |
| --- | --- |
| C# |  |
| public **AudioSource** BGM | |

See Also

Applies to: [AudioManager](#topic_0000000000000086)

CameraFollow Class

|  |  |
| --- | --- |
| C# |  |
| public class CameraFollow : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_000000000000021F)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[FixedUpdate](#topic_00000000000001AE)

Fields

[offset](#topic_00000000000001AD), [target](#topic_00000000000001AC)

CameraFollow.FixedUpdate Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) FixedUpdate() | |

See Also

Applies to: [CameraFollow](#topic_00000000000001AB)

offset Field

|  |  |
| --- | --- |
| C# |  |
| public **Vector3** offset | |

See Also

Applies to: [CameraFollow](#topic_00000000000001AB)

target Field

|  |  |
| --- | --- |
| C# |  |
| public **Transform** target | |

See Also

Applies to: [CameraFollow](#topic_00000000000001AB)

Character Class

|  |  |
| --- | --- |
| C# |  |
| [System.Serializable()] public class Character | |

Requirements

**Namespace:**[<default>](#topic_000000000000021F)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Fields

[CharacterName](#topic_000000000000008C), [CharacterSprtie](#topic_000000000000008D)

CharacterName Field

|  |  |
| --- | --- |
| C# |  |
| public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) CharacterName | |

See Also

Applies to: [Character](#topic_000000000000008B)

CharacterSprtie Field

|  |  |
| --- | --- |
| C# |  |
| public **Sprite** CharacterSprtie | |

See Also

Applies to: [Character](#topic_000000000000008B)

CharacterDatabase Class

|  |  |
| --- | --- |
| C# |  |
| [CreateAssetMenu()] public class CharacterDatabase : **ScriptableObject** | |

Requirements

**Namespace:**[<default>](#topic_000000000000021F)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[CharacterCount](#topic_0000000000000090)

Methods

[GetCharacter](#topic_0000000000000091)

Fields

[character](#topic_000000000000008F)

CharacterDatabase.CharacterCount Property

Gets the number of characters

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) CharacterCount {get;} | |

See Also

Applies to: [CharacterDatabase](#topic_000000000000008E)

CharacterDatabase.GetCharacter Method

Gets the select character based off the passed index

|  |  |
| --- | --- |
| C# |  |
| public [Character](#topic_000000000000008B) GetCharacter(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *index* ) | |

Parameters

index

|  |
| --- |
|  |

See Also

Applies to: [CharacterDatabase](#topic_000000000000008E)

character Field

Stores the selectable characters

|  |  |
| --- | --- |
| C# |  |
| public [Character](#topic_000000000000008B)[] character | |

See Also

Applies to: [CharacterDatabase](#topic_000000000000008E)

CharacterManager Class

Handles the selecting of characters

|  |  |
| --- | --- |
| C# |  |
| public class CharacterManager : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_000000000000021F)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[BackOption](#topic_000000000000009A), [NextOption](#topic_0000000000000099), [Save](#topic_000000000000009C), [Start](#topic_0000000000000098), [UpdateCharacter](#topic_000000000000009B), [playGame](#topic_000000000000009D)

Fields

[artworkSprite](#topic_0000000000000096), [characterDB](#topic_0000000000000093), [nameText](#topic_0000000000000095), [photoView](#topic_0000000000000094), [selectedOption](#topic_0000000000000097)

CharacterManager.BackOption Method

Rotates the character to the previous one in the data base

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) BackOption() | |

See Also

Applies to: [CharacterManager](#topic_0000000000000092)

CharacterManager.NextOption Method

Rotates the character to the next one in the data base

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) NextOption() | |

See Also

Applies to: [CharacterManager](#topic_0000000000000092)

CharacterManager.Save Method

Saves the players character

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Save() | |

See Also

Applies to: [CharacterManager](#topic_0000000000000092)

CharacterManager.Start Method

When the the manager loads, update the character to the selected option

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Start() | |

See Also

Applies to: [CharacterManager](#topic_0000000000000092)

CharacterManager.UpdateCharacter Method

Shows the selected character that is passed

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) UpdateCharacter(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *selectedOption* ) | |

Parameters

selectedOption

|  |
| --- |
|  |

See Also

Applies to: [CharacterManager](#topic_0000000000000092)

CharacterManager.playGame Method

Loads the main game

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) playGame() | |

See Also

Applies to: [CharacterManager](#topic_0000000000000092)

artworkSprite Field

Generates the sprite in the game

|  |  |
| --- | --- |
| C# |  |
| public **SpriteRenderer** artworkSprite | |

See Also

Applies to: [CharacterManager](#topic_0000000000000092)

characterDB Field

This will be the list of characters

|  |  |
| --- | --- |
| C# |  |
| public [CharacterDatabase](#topic_000000000000008E) characterDB | |

See Also

Applies to: [CharacterManager](#topic_0000000000000092)

nameText Field

Stores the name of the character

|  |  |
| --- | --- |
| C# |  |
| public **Text** nameText | |

See Also

Applies to: [CharacterManager](#topic_0000000000000092)

photoView Field

The players view

|  |  |
| --- | --- |
| C# |  |
| public **PhotonView** photoView | |

See Also

Applies to: [CharacterManager](#topic_0000000000000092)

selectedOption Field

This is the users selected option

|  |  |
| --- | --- |
| C# |  |
| private [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) selectedOption | |

See Also

Applies to: [CharacterManager](#topic_0000000000000092)

ChatManager Class

|  |  |
| --- | --- |
| C# |  |
| public class ChatManager : **MonoBehaviour**,  **IPunObservable** | |

Requirements

**Namespace:**[<default>](#topic_000000000000021F)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[BuildChat](#topic_00000000000001BB), [OnPhotonSerializeView](#topic_00000000000001BC), [RPC\_AddNewMessage](#topic_00000000000001B8), [SendMessage](#topic_00000000000001B9), [Start](#topic_00000000000001B6), [SubmitMessage](#topic_00000000000001BA), [Update](#topic_00000000000001B7)

Fields

[chatContent](#topic_00000000000001B1), [chatInput](#topic_00000000000001B2), [delay](#topic_00000000000001B4), [maxMessages](#topic_00000000000001B5), [messages](#topic_00000000000001B3), [photonView](#topic_00000000000001B0)

ChatManager.BuildChat Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) BuildChat() | |

See Also

Applies to: [ChatManager](#topic_00000000000001AF)

ChatManager.OnPhotonSerializeView Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPhotonSerializeView(  **PhotonStream** *stream*,  **PhotonMessageInfo** *info* ) | |

Parameters

stream

|  |
| --- |
|  |

info

|  |
| --- |
|  |

See Also

Applies to: [ChatManager](#topic_00000000000001AF)

ChatManager.RPC\_AddNewMessage Method

|  |  |
| --- | --- |
| C# |  |
| [PunRPC()] private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) RPC\_AddNewMessage(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *message* ) | |

Parameters

message

|  |
| --- |
|  |

See Also

Applies to: [ChatManager](#topic_00000000000001AF)

ChatManager.SendMessage Method

|  |  |
| --- | --- |
| C# |  |
| [PunRPC()] public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SendMessage(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *message* ) | |

Parameters

message

|  |
| --- |
|  |

See Also

Applies to: [ChatManager](#topic_00000000000001AF)

ChatManager.Start Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Start() | |

See Also

Applies to: [ChatManager](#topic_00000000000001AF)

ChatManager.SubmitMessage Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SubmitMessage() | |

See Also

Applies to: [ChatManager](#topic_00000000000001AF)

ChatManager.Update Method

|  |  |
| --- | --- |
| C# |  |
| [PunRPC()] private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Update() | |

See Also

Applies to: [ChatManager](#topic_00000000000001AF)

chatContent Field

|  |  |
| --- | --- |
| C# |  |
| public **TextMeshProUGUI** chatContent | |

See Also

Applies to: [ChatManager](#topic_00000000000001AF)

chatInput Field

|  |  |
| --- | --- |
| C# |  |
| public **TMP\_InputField** chatInput | |

See Also

Applies to: [ChatManager](#topic_00000000000001AF)

delay Field

|  |  |
| --- | --- |
| C# |  |
| private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) delay | |

See Also

Applies to: [ChatManager](#topic_00000000000001AF)

maxMessages Field

|  |  |
| --- | --- |
| C# |  |
| private [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) maxMessages | |

See Also

Applies to: [ChatManager](#topic_00000000000001AF)

messages Field

|  |  |
| --- | --- |
| C# |  |
| new private [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<[string](https://docs.microsoft.com/en-us/dotnet/api/system.string)> messages | |

See Also

Applies to: [ChatManager](#topic_00000000000001AF)

photonView Field

|  |  |
| --- | --- |
| C# |  |
| public **PhotonView** photonView | |

See Also

Applies to: [ChatManager](#topic_00000000000001AF)

Destroyer Class

Destroys the items in the game after a player picks them up.

|  |  |
| --- | --- |
| C# |  |
| public class Destroyer : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_000000000000021F)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[OnTriggerEnter2D](#topic_00000000000000A3), [Update](#topic_00000000000000A4)

Fields

[timer](#topic_00000000000000A2)

Destroyer.OnTriggerEnter2D Method

When a player stands on top of the object, it gets destroyed.

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnTriggerEnter2D(  **Collider2D** *other* ) | |

Parameters

other

|  |
| --- |
|  |

See Also

Applies to: [Destroyer](#topic_00000000000000A1)

Destroyer.Update Method

If a player doesn't pick up the object and the timer runs out, it gets destroyed.

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Update() | |

See Also

Applies to: [Destroyer](#topic_00000000000000A1)

timer Field

Timer to keep track of how long an items been on the ground.

|  |  |
| --- | --- |
| C# |  |
| private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) timer | |

See Also

Applies to: [Destroyer](#topic_00000000000000A1)

Enemy Class

Enemy movement handler

|  |  |
| --- | --- |
| C# |  |
| public class Enemy : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_000000000000021F)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Start](#topic_00000000000000BF), [Update](#topic_00000000000000C0), [findPlayer](#topic_00000000000000C1)

Fields

[photonView](#topic_00000000000000BB), [player](#topic_00000000000000BA), [rb](#topic_00000000000000BC), [speed](#topic_00000000000000BE), [sr](#topic_00000000000000BD)

Enemy.Start Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Start() | |

See Also

Applies to: [Enemy](#topic_00000000000000B9)

Enemy.Update Method

Getting the distance between enemy and player object

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Update() | |

See Also

Applies to: [Enemy](#topic_00000000000000B9)

Enemy.findPlayer Method

Finds the closest player and moves towards them.

|  |  |
| --- | --- |
| C# |  |
| [PunRPC()] private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) findPlayer() | |

See Also

Applies to: [Enemy](#topic_00000000000000B9)

photonView Field

|  |  |
| --- | --- |
| C# |  |
| public **PhotonView** photonView | |

See Also

Applies to: [Enemy](#topic_00000000000000B9)

player Field

|  |  |
| --- | --- |
| C# |  |
| private **GameObject**[] player | |

See Also

Applies to: [Enemy](#topic_00000000000000B9)

rb Field

|  |  |
| --- | --- |
| C# |  |
| public **Rigidbody2D** rb | |

See Also

Applies to: [Enemy](#topic_00000000000000B9)

speed Field

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) speed | |

See Also

Applies to: [Enemy](#topic_00000000000000B9)

sr Field

|  |  |
| --- | --- |
| C# |  |
| public **SpriteRenderer** sr | |

See Also

Applies to: [Enemy](#topic_00000000000000B9)

EnemyAttackArea Class

AttackArea handler

|  |  |
| --- | --- |
| C# |  |
| public class EnemyAttackArea : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_000000000000021F)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[OnTriggerEnter2D](#topic_00000000000000C4)

Fields

[damage](#topic_00000000000000C3)

EnemyAttackArea.OnTriggerEnter2D Method

Attack trigger

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnTriggerEnter2D(  **Collider2D** *collider* ) | |

Parameters

collider

|  |
| --- |
|  |

See Also

Applies to: [EnemyAttackArea](#topic_00000000000000C2)

damage Field

the default damage

|  |  |
| --- | --- |
| C# |  |
| private [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) damage | |

See Also

Applies to: [EnemyAttackArea](#topic_00000000000000C2)

EnemyHealth Class

Enemy health handler

|  |  |
| --- | --- |
| C# |  |
| public class EnemyHealth : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_000000000000021F)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Damage](#topic_00000000000000C9), [Die](#topic_00000000000000CA), [Update](#topic_00000000000000C7), [VisualIndicator](#topic_00000000000000C8)

Fields

[health](#topic_00000000000000C6)

EnemyHealth.Damage Method

Calculate the damage

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Damage(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *amount* ) | |

Parameters

amount

|  |
| --- |
|  |

Source code

|  |
| --- |
| public void Damage(int amount)  {  // the damage is negative number will cause an error  if (amount < 0)  {  throw new System.ArgumentOutOfRangeException("Cannot have a negative damage");  }    this.health -= amount;    StartCoroutine(VisualIndicator(Color.red));    // If amount of health is less than 0 then the player will be destoried  if (health <= 0)  {  Die();  }  } |

See Also

Applies to: [EnemyHealth](#topic_00000000000000C5)

EnemyHealth.Die Method

Destory the enemy when the health is less then 0

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Die() | |

See Also

Applies to: [EnemyHealth](#topic_00000000000000C5)

EnemyHealth.Update Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Update() | |

See Also

Applies to: [EnemyHealth](#topic_00000000000000C5)

EnemyHealth.VisualIndicator Method

Damage visualization

|  |  |
| --- | --- |
| C# |  |
| private [IEnumerator](https://docs.microsoft.com/en-us/dotnet/api/system.collections.ienumerator) VisualIndicator(  **Color** *color* ) | |

Parameters

color

|  |
| --- |
|  |

See Also

Applies to: [EnemyHealth](#topic_00000000000000C5)

health Field

Set the initial health value to 100

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) health | |

See Also

Applies to: [EnemyHealth](#topic_00000000000000C5)

EnemyMovement Class

Enemy movement handler

|  |  |
| --- | --- |
| C# |  |
| public class EnemyMovement : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_000000000000021F)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Start](#topic_00000000000000CE), [Update](#topic_00000000000000CF), [checkFlipping](#topic_00000000000000D1), [findPlayer](#topic_00000000000000D0)

Fields

[player](#topic_00000000000000CC), [speed](#topic_00000000000000CD)

EnemyMovement.Start Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Start() | |

See Also

Applies to: [EnemyMovement](#topic_00000000000000CB)

EnemyMovement.Update Method

Getting the distance between enemy and player object

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Update() | |

See Also

Applies to: [EnemyMovement](#topic_00000000000000CB)

EnemyMovement.checkFlipping Method

Relcated the direction of the enemy

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) checkFlipping(  **Vector2** *direction* ) | |

Parameters

direction

|  |
| --- |
|  |

See Also

Applies to: [EnemyMovement](#topic_00000000000000CB)

EnemyMovement.findPlayer Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) findPlayer() | |

See Also

Applies to: [EnemyMovement](#topic_00000000000000CB)

player Field

|  |  |
| --- | --- |
| C# |  |
| private **GameObject** player | |

See Also

Applies to: [EnemyMovement](#topic_00000000000000CB)

speed Field

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) speed | |

See Also

Applies to: [EnemyMovement](#topic_00000000000000CB)

EnemySpawnTest Class

|  |  |
| --- | --- |
| C# |  |
| public class EnemySpawnTest : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_000000000000021F)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Awake](#topic_00000000000000D5), [SpawnEnemy](#topic_00000000000000D6)

Fields

[enemyInterval](#topic_00000000000000D4), [enemyPrefab](#topic_00000000000000D3)

EnemySpawnTest.Awake Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Awake() | |

See Also

Applies to: [EnemySpawnTest](#topic_00000000000000D2)

EnemySpawnTest.SpawnEnemy Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SpawnEnemy(  [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) *interval*,  **GameObject** *enemy* ) | |

Parameters

interval

|  |
| --- |
|  |

enemy

|  |
| --- |
|  |

See Also

Applies to: [EnemySpawnTest](#topic_00000000000000D2)

enemyInterval Field

|  |  |
| --- | --- |
| C# |  |
| private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) enemyInterval | |

See Also

Applies to: [EnemySpawnTest](#topic_00000000000000D2)

enemyPrefab Field

|  |  |
| --- | --- |
| C# |  |
| public **GameObject** enemyPrefab | |

See Also

Applies to: [EnemySpawnTest](#topic_00000000000000D2)

FieldOfView Class

|  |  |
| --- | --- |
| C# |  |
| public class FieldOfView : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_000000000000021F)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

GameHandler Class

|  |  |
| --- | --- |
| C# |  |
| public class GameHandler : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_000000000000021F)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[SpawnEnemy](#topic_00000000000000E0), [Start](#topic_00000000000000DE), [awake](#topic_00000000000000DF)

Fields

[GameCanvas](#topic_00000000000000DA), [PlayerPrefab](#topic_00000000000000D9), [SceneCamera](#topic_00000000000000DB), [enemyInterval](#topic_00000000000000DD), [enemyPrefab](#topic_00000000000000DC)

GameHandler.SpawnEnemy Method

|  |  |
| --- | --- |
| C# |  |
| private [IEnumerator](https://docs.microsoft.com/en-us/dotnet/api/system.collections.ienumerator) SpawnEnemy(  [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) *interval*,  **GameObject** *enemy* ) | |

Parameters

interval

|  |
| --- |
|  |

enemy

|  |
| --- |
|  |

See Also

Applies to: [GameHandler](#topic_00000000000000D8)

GameHandler.Start Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Start() | |

See Also

Applies to: [GameHandler](#topic_00000000000000D8)

GameHandler.awake Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) awake() | |

See Also

Applies to: [GameHandler](#topic_00000000000000D8)

GameCanvas Field

|  |  |
| --- | --- |
| C# |  |
| public **GameObject** GameCanvas | |

See Also

Applies to: [GameHandler](#topic_00000000000000D8)

PlayerPrefab Field

|  |  |
| --- | --- |
| C# |  |
| public **GameObject** PlayerPrefab | |

See Also

Applies to: [GameHandler](#topic_00000000000000D8)

SceneCamera Field

|  |  |
| --- | --- |
| C# |  |
| public **GameObject** SceneCamera | |

See Also

Applies to: [GameHandler](#topic_00000000000000D8)

enemyInterval Field

|  |  |
| --- | --- |
| C# |  |
| private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) enemyInterval | |

See Also

Applies to: [GameHandler](#topic_00000000000000D8)

enemyPrefab Field

|  |  |
| --- | --- |
| C# |  |
| public **GameObject** enemyPrefab | |

See Also

Applies to: [GameHandler](#topic_00000000000000D8)

GameManager Class

|  |  |
| --- | --- |
| C# |  |
| public class GameManager : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_000000000000021F)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Awake](#topic_00000000000000E9), [FixedUpdate](#topic_00000000000000EA), [SpawnPlayer](#topic_00000000000000EB), [Start](#topic_00000000000000E8), [checkPlayer](#topic_00000000000000ED), [phItemWorld](#topic_00000000000000EC)

Fields

[GameCanvas](#topic_00000000000000E3), [PlayerPrefab](#topic_00000000000000E2), [SceneCamera](#topic_00000000000000E4), [newSkin](#topic_00000000000000E5), [playersprite](#topic_00000000000000E6), [seed](#topic_00000000000000E7)

GameManager.Awake Method

Displays the game map when the user loads in

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Awake() | |

See Also

Applies to: [GameManager](#topic_00000000000000E1)

GameManager.FixedUpdate Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) FixedUpdate() | |

See Also

Applies to: [GameManager](#topic_00000000000000E1)

GameManager.SpawnPlayer Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SpawnPlayer() | |

See Also

Applies to: [GameManager](#topic_00000000000000E1)

GameManager.Start Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Start() | |

See Also

Applies to: [GameManager](#topic_00000000000000E1)

GameManager.checkPlayer Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) checkPlayer() | |

See Also

Applies to: [GameManager](#topic_00000000000000E1)

GameManager.phItemWorld Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) phItemWorld(  [ItemWorld](#topic_000000000000012F) *i* ) | |

Parameters

i

|  |
| --- |
|  |

See Also

Applies to: [GameManager](#topic_00000000000000E1)

GameCanvas Field

|  |  |
| --- | --- |
| C# |  |
| public **GameObject** GameCanvas | |

See Also

Applies to: [GameManager](#topic_00000000000000E1)

PlayerPrefab Field

|  |  |
| --- | --- |
| C# |  |
| public **GameObject** PlayerPrefab | |

See Also

Applies to: [GameManager](#topic_00000000000000E1)

SceneCamera Field

|  |  |
| --- | --- |
| C# |  |
| public **GameObject** SceneCamera | |

See Also

Applies to: [GameManager](#topic_00000000000000E1)

newSkin Field

|  |  |
| --- | --- |
| C# |  |
| public **GameObject** newSkin | |

See Also

Applies to: [GameManager](#topic_00000000000000E1)

playersprite Field

|  |  |
| --- | --- |
| C# |  |
| private **Sprite** playersprite | |

See Also

Applies to: [GameManager](#topic_00000000000000E1)

seed Field

|  |  |
| --- | --- |
| C# |  |
| private [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) seed | |

See Also

Applies to: [GameManager](#topic_00000000000000E1)

GotoDungeon Class

This script sends all players to the dungeon when the collider is crossed.

|  |  |
| --- | --- |
| C# |  |
| public class GotoDungeon | |

Requirements

**Namespace:**[<default>](#topic_000000000000021F)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[OnTriggerEnter2D](#topic_000000000000013F)

GotoDungeon.OnTriggerEnter2D Method

Handles sending players to the dungeon when they enter the door for it.

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnTriggerEnter2D(  **Collider2D** *collider* ) | |

Parameters

collider

|  |
| --- |
|  |

See Also

Applies to: [GotoDungeon](#topic_000000000000013E)

GotoPVP Class

Handles sending players to the PVP areana.

|  |  |
| --- | --- |
| C# |  |
| public class GotoPVP : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_000000000000021F)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[OnTriggerEnter2D](#topic_0000000000000142)

Fields

[photonView](#topic_0000000000000141)

GotoPVP.OnTriggerEnter2D Method

Handles sending players to the pvp areana when they enter the door for it.

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnTriggerEnter2D(  **Collider2D** *collider* ) | |

Parameters

collider

|  |
| --- |
|  |

See Also

Applies to: [GotoPVP](#topic_0000000000000140)

photonView Field

|  |  |
| --- | --- |
| C# |  |
| public **PhotonView** photonView | |

See Also

Applies to: [GotoPVP](#topic_0000000000000140)

Health Class

Health bar handler

|  |  |
| --- | --- |
| C# |  |
| public class Health : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_000000000000021F)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Damage](#topic_00000000000000FA), [Die](#topic_00000000000000FC), [FixedUpdate](#topic_00000000000000F8), [Heal](#topic_00000000000000FB), [Update](#topic_00000000000000F7), [VisualIndicator](#topic_00000000000000F9), [deselectChat](#topic_00000000000000F6), [selectChat](#topic_00000000000000F5)

Fields

[BacktoMain](#topic_00000000000000F3), [MAX\_HEALTH](#topic_00000000000000F1), [chatSelected](#topic_00000000000000F4), [health](#topic_00000000000000F0), [healthBar](#topic_00000000000000F2), [photonView](#topic_00000000000000EF)

Health.Damage Method

Calculate the damage

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Damage(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *amount* ) | |

Parameters

amount

|  |
| --- |
|  |

Source code

|  |
| --- |
| public void Damage(int amount)  {  // throw new System.ArgumentOutOfRangeException("Cannot have a negative damage");  if (amount < 0)  {  throw new System.ArgumentOutOfRangeException("Cannot have a negative damage");  }    this.health -= amount;  //Debug.Log((float)(this.health \* 0.01 \* 1.21f));    StartCoroutine(VisualIndicator(Color.red));    if (health <= 0)  {  Die();  //photonView.RPC("Die", RpcTarget.MasterClient);  }  healthBar.SetSize((float)(this.health \* 0.01 \* 0.1169186f));  } |

See Also

Applies to: [Health](#topic_00000000000000EE)

Health.Die Method

Destory the player when the health is less then 0

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Die() | |

See Also

Applies to: [Health](#topic_00000000000000EE)

Health.FixedUpdate Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) FixedUpdate() | |

See Also

Applies to: [Health](#topic_00000000000000EE)

Health.Heal Method

Calculate the heal

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Heal(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *amount* ) | |

Parameters

amount

|  |
| --- |
|  |

See Also

Applies to: [Health](#topic_00000000000000EE)

Health.Update Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Update() | |

See Also

Applies to: [Health](#topic_00000000000000EE)

Health.VisualIndicator Method

Damage and health visualization

|  |  |
| --- | --- |
| C# |  |
| private [IEnumerator](https://docs.microsoft.com/en-us/dotnet/api/system.collections.ienumerator) VisualIndicator(  **Color** *color* ) | |

Parameters

color

|  |
| --- |
|  |

See Also

Applies to: [Health](#topic_00000000000000EE)

Health.deselectChat Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) deselectChat() | |

See Also

Applies to: [Health](#topic_00000000000000EE)

Health.selectChat Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) selectChat() | |

See Also

Applies to: [Health](#topic_00000000000000EE)

BacktoMain Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **GameObject** BacktoMain | |

See Also

Applies to: [Health](#topic_00000000000000EE)

MAX\_HEALTH Field

Set the maximum health value to 100

|  |  |
| --- | --- |
| C# |  |
| private [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) MAX\_HEALTH | |

See Also

Applies to: [Health](#topic_00000000000000EE)

chatSelected Field

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) chatSelected | |

See Also

Applies to: [Health](#topic_00000000000000EE)

health Field

Set the initial health value to 100

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) health | |

See Also

Applies to: [Health](#topic_00000000000000EE)

healthBar Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [HealthBar](#topic_00000000000000FD) healthBar | |

See Also

Applies to: [Health](#topic_00000000000000EE)

photonView Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **PhotonView** photonView | |

See Also

Applies to: [Health](#topic_00000000000000EE)

HealthBar Class

AttackArea handler

|  |  |
| --- | --- |
| C# |  |
| public class HealthBar : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_000000000000021F)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[SetSize](#topic_0000000000000100), [Start](#topic_00000000000000FF)

Fields

[bar](#topic_00000000000000FE)

HealthBar.SetSize Method

Update is called once per frame

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetSize(  [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) *size* ) | |

Parameters

size

|  |
| --- |
|  |

See Also

Applies to: [HealthBar](#topic_00000000000000FD)

HealthBar.Start Method

Connect to the bar

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Start() | |

See Also

Applies to: [HealthBar](#topic_00000000000000FD)

bar Field

Bar generator

|  |  |
| --- | --- |
| C# |  |
| private **Transform** bar | |

See Also

Applies to: [HealthBar](#topic_00000000000000FD)

HealthPotion Class

Health Potion handler

|  |  |
| --- | --- |
| C# |  |
| public class HealthPotion : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_000000000000021F)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[OnTriggerEnter2D](#topic_0000000000000103)

Fields

[heal](#topic_0000000000000102)

HealthPotion.OnTriggerEnter2D Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnTriggerEnter2D(  **Collider2D** *collider* ) | |

Parameters

collider

|  |
| --- |
|  |

See Also

Applies to: [HealthPotion](#topic_0000000000000101)

heal Field

the default heal

|  |  |
| --- | --- |
| C# |  |
| private [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) heal | |

See Also

Applies to: [HealthPotion](#topic_0000000000000101)

Inventory Class

|  |  |
| --- | --- |
| C# |  |
| public class Inventory | |

Requirements

**Namespace:**[<default>](#topic_000000000000021F)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[GetItemList](#topic_0000000000000108), [addItem](#topic_0000000000000107)

Fields

[itemList](#topic_0000000000000105)

Inventory Constructor

|  |  |
| --- | --- |
| C# |  |
| public Inventory() | |

See Also

Applies to: [Inventory](#topic_0000000000000104)

Inventory.GetItemList Method

|  |  |
| --- | --- |
| C# |  |
| public [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<[Item](#topic_0000000000000109)> GetItemList() | |

See Also

Applies to: [Inventory](#topic_0000000000000104)

Inventory.addItem Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) addItem(  [Item](#topic_0000000000000109) *item* ) | |

Parameters

item

|  |
| --- |
|  |

See Also

Applies to: [Inventory](#topic_0000000000000104)

itemList Field

|  |  |
| --- | --- |
| C# |  |
| private [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<[Item](#topic_0000000000000109)> itemList | |

See Also

Applies to: [Inventory](#topic_0000000000000104)

Item Class

|  |  |
| --- | --- |
| C# |  |
| public class Item | |

Requirements

**Namespace:**[<default>](#topic_000000000000021F)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[getSprite](#topic_000000000000011B)

Enumerations

[ItemType](#topic_000000000000010A)

Fields

[amt](#topic_000000000000011A), [itemType](#topic_0000000000000119)

Item.getSprite Method

|  |  |
| --- | --- |
| C# |  |
| public **Sprite** getSprite() | |

See Also

Applies to: [Item](#topic_0000000000000109)

ItemType Enumeration

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| AshenBow | 13 |  |
| BBoots | 6 |  |
| BHelm | 5 |  |
| BORK | 8 |  |
| Chestplate | 4 |  |
| DBlade | 9 |  |
| DManPlate | 7 |  |
| Dagger | 10 |  |
| G | 3 |  |
| HPot | 1 |  |
| LongSword | 0 |  |
| RPot | 2 |  |
| Sallet | 12 |  |
| Swifties | 11 |  |

Requirements

**Namespace:**[<default>](#topic_000000000000021F)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

See Also

Applies to: [Item](#topic_0000000000000109)

amt Field

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) amt | |

See Also

Applies to: [Item](#topic_0000000000000109)

itemType Field

|  |  |
| --- | --- |
| C# |  |
| public [ItemType](#topic_000000000000010A) itemType | |

See Also

Applies to: [Item](#topic_0000000000000109)

ItemAssets Class

|  |  |
| --- | --- |
| C# |  |
| public class ItemAssets : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_000000000000021F)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[Instance](#topic_000000000000011D)

Methods

[Awake](#topic_000000000000011E), [createItemWorld](#topic_0000000000000120)

Fields

[AshenBow](#topic_000000000000012E), [BBoots](#topic_0000000000000127), [BHelm](#topic_0000000000000126), [BORK](#topic_0000000000000129), [Chestplate](#topic_0000000000000125), [DBlade](#topic_000000000000012A), [DManPlate](#topic_0000000000000128), [Dagger](#topic_000000000000012B), [G](#topic_0000000000000124), [HPot](#topic_0000000000000122), [LongSword](#topic_0000000000000121), [RPot](#topic_0000000000000123), [Sallet](#topic_000000000000012D), [Swifties](#topic_000000000000012C), [pfItemWorld](#topic_000000000000011F)

ItemAssets.Instance Property

|  |  |
| --- | --- |
| C# |  |
| public static [ItemAssets](#topic_000000000000011C) Instance {get; private set;} | |

See Also

Applies to: [ItemAssets](#topic_000000000000011C)

ItemAssets.Awake Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Awake() | |

See Also

Applies to: [ItemAssets](#topic_000000000000011C)

ItemAssets.createItemWorld Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) createItemWorld() | |

See Also

Applies to: [ItemAssets](#topic_000000000000011C)

AshenBow Field

|  |  |
| --- | --- |
| C# |  |
| public **Sprite** AshenBow | |

See Also

Applies to: [ItemAssets](#topic_000000000000011C)

BBoots Field

|  |  |
| --- | --- |
| C# |  |
| public **Sprite** BBoots | |

See Also

Applies to: [ItemAssets](#topic_000000000000011C)

BHelm Field

|  |  |
| --- | --- |
| C# |  |
| public **Sprite** BHelm | |

See Also

Applies to: [ItemAssets](#topic_000000000000011C)

BORK Field

|  |  |
| --- | --- |
| C# |  |
| public **Sprite** BORK | |

See Also

Applies to: [ItemAssets](#topic_000000000000011C)

Chestplate Field

|  |  |
| --- | --- |
| C# |  |
| public **Sprite** Chestplate | |

See Also

Applies to: [ItemAssets](#topic_000000000000011C)

DBlade Field

|  |  |
| --- | --- |
| C# |  |
| public **Sprite** DBlade | |

See Also

Applies to: [ItemAssets](#topic_000000000000011C)

DManPlate Field

|  |  |
| --- | --- |
| C# |  |
| public **Sprite** DManPlate | |

See Also

Applies to: [ItemAssets](#topic_000000000000011C)

Dagger Field

|  |  |
| --- | --- |
| C# |  |
| public **Sprite** Dagger | |

See Also

Applies to: [ItemAssets](#topic_000000000000011C)

G Field

|  |  |
| --- | --- |
| C# |  |
| public **Sprite** G | |

See Also

Applies to: [ItemAssets](#topic_000000000000011C)

HPot Field

|  |  |
| --- | --- |
| C# |  |
| public **Sprite** HPot | |

See Also

Applies to: [ItemAssets](#topic_000000000000011C)

LongSword Field

|  |  |
| --- | --- |
| C# |  |
| public **Sprite** LongSword | |

See Also

Applies to: [ItemAssets](#topic_000000000000011C)

RPot Field

|  |  |
| --- | --- |
| C# |  |
| public **Sprite** RPot | |

See Also

Applies to: [ItemAssets](#topic_000000000000011C)

Sallet Field

|  |  |
| --- | --- |
| C# |  |
| public **Sprite** Sallet | |

See Also

Applies to: [ItemAssets](#topic_000000000000011C)

Swifties Field

|  |  |
| --- | --- |
| C# |  |
| public **Sprite** Swifties | |

See Also

Applies to: [ItemAssets](#topic_000000000000011C)

pfItemWorld Field

|  |  |
| --- | --- |
| C# |  |
| public **Transform** pfItemWorld | |

See Also

Applies to: [ItemAssets](#topic_000000000000011C)

ItemWorld Class

|  |  |
| --- | --- |
| C# |  |
| public class ItemWorld : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_000000000000021F)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Awake](#topic_0000000000000132), [SpawnItemWorld](#topic_0000000000000130), [destroyItem](#topic_0000000000000136), [getItem](#topic_0000000000000135), [setItem](#topic_0000000000000134)

Fields

[item](#topic_0000000000000133), [spriteRenderer](#topic_0000000000000131)

ItemWorld.Awake Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Awake() | |

See Also

Applies to: [ItemWorld](#topic_000000000000012F)

ItemWorld.SpawnItemWorld Method

|  |  |
| --- | --- |
| C# |  |
| public static [ItemWorld](#topic_000000000000012F) SpawnItemWorld(  **Vector3** *position*,  [Item](#topic_0000000000000109) *item* ) | |

Parameters

position

|  |
| --- |
|  |

item

|  |
| --- |
|  |

See Also

Applies to: [ItemWorld](#topic_000000000000012F)

ItemWorld.destroyItem Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) destroyItem() | |

See Also

Applies to: [ItemWorld](#topic_000000000000012F)

ItemWorld.getItem Method

|  |  |
| --- | --- |
| C# |  |
| public [Item](#topic_0000000000000109) getItem() | |

See Also

Applies to: [ItemWorld](#topic_000000000000012F)

ItemWorld.setItem Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) setItem(  [Item](#topic_0000000000000109) *item* ) | |

Parameters

item

|  |
| --- |
|  |

See Also

Applies to: [ItemWorld](#topic_000000000000012F)

item Field

|  |  |
| --- | --- |
| C# |  |
| private [Item](#topic_0000000000000109) item | |

See Also

Applies to: [ItemWorld](#topic_000000000000012F)

spriteRenderer Field

|  |  |
| --- | --- |
| C# |  |
| private **SpriteRenderer** spriteRenderer | |

See Also

Applies to: [ItemWorld](#topic_000000000000012F)

MenuController Class

|  |  |
| --- | --- |
| C# |  |
| public class MenuController | |

Requirements

**Namespace:**[<default>](#topic_000000000000021F)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Awake](#topic_000000000000014C), [ChangeUsernameInput](#topic_000000000000014F), [CreateGame](#topic_0000000000000151), [JoinGame](#topic_0000000000000152), [OnConnectedToMaster](#topic_000000000000014E), [OnJoinedRoom](#topic_0000000000000153), [Start](#topic_000000000000014D), [setUsername](#topic_0000000000000150)

Fields

[ConnectPanel](#topic_0000000000000146), [CreateGameInput](#topic_0000000000000148), [GetPhotonFriends](#topic_000000000000014B), [JoinGameInput](#topic_0000000000000149), [StartButton](#topic_000000000000014A), [UsernameInput](#topic_0000000000000147), [UsernameMenu](#topic_0000000000000145), [VersionName](#topic_0000000000000144)

MenuController.Awake Method

Connects to photon network when the main menu opens

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Awake() | |

See Also

Applies to: [MenuController](#topic_0000000000000143)

MenuController.ChangeUsernameInput Method

Changes the players username to the one passed by the user

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) ChangeUsernameInput() | |

See Also

Applies to: [MenuController](#topic_0000000000000143)

MenuController.CreateGame Method

Creates a photon lobby from the user passed name

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) CreateGame() | |

See Also

Applies to: [MenuController](#topic_0000000000000143)

MenuController.JoinGame Method

Joins a photon lobby from the user passed name or makes a new one if one with that name does not exist

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) JoinGame() | |

See Also

Applies to: [MenuController](#topic_0000000000000143)

MenuController.OnConnectedToMaster Method

When the user joins the lobby, send a message to the console confirming connection

|  |  |
| --- | --- |
| C# |  |
| public override [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnConnectedToMaster() | |

See Also

Applies to: [MenuController](#topic_0000000000000143)

MenuController.OnJoinedRoom Method

Once player joins room, launch the game

|  |  |
| --- | --- |
| C# |  |
| public override [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnJoinedRoom() | |

See Also

Applies to: [MenuController](#topic_0000000000000143)

MenuController.Start Method

Changes the players username to the one passed by the user

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Start() | |

See Also

Applies to: [MenuController](#topic_0000000000000143)

MenuController.setUsername Method

Takes the text from the username input box and send the name to the unity server

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) setUsername() | |

See Also

Applies to: [MenuController](#topic_0000000000000143)

ConnectPanel Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **GameObject** ConnectPanel | |

See Also

Applies to: [MenuController](#topic_0000000000000143)

CreateGameInput Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **InputField** CreateGameInput | |

See Also

Applies to: [MenuController](#topic_0000000000000143)

GetPhotonFriends Field

|  |  |
| --- | --- |
| C# |  |
| public static [Action](https://docs.microsoft.com/en-us/dotnet/api/system.action) GetPhotonFriends | |

See Also

Applies to: [MenuController](#topic_0000000000000143)

JoinGameInput Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **InputField** JoinGameInput | |

See Also

Applies to: [MenuController](#topic_0000000000000143)

StartButton Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **GameObject** StartButton | |

See Also

Applies to: [MenuController](#topic_0000000000000143)

UsernameInput Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **InputField** UsernameInput | |

See Also

Applies to: [MenuController](#topic_0000000000000143)

UsernameMenu Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **GameObject** UsernameMenu | |

See Also

Applies to: [MenuController](#topic_0000000000000143)

VersionName Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **AppSettings** VersionName | |

See Also

Applies to: [MenuController](#topic_0000000000000143)

PhotonChatController Class

|  |  |
| --- | --- |
| C# |  |
| public class PhotonChatController : **MonoBehaviour**,  **IChatClientListener** | |

Requirements

**Namespace:**[<default>](#topic_000000000000021F)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Awake](#topic_000000000000015C), [ConnectToPhotonChat](#topic_0000000000000160), [DebugReturn](#topic_0000000000000162), [HandleFriendInvite](#topic_0000000000000161), [OnChatStateChange](#topic_0000000000000165), [OnConnected](#topic_0000000000000164), [OnDestroy](#topic_000000000000015D), [OnDisconnected](#topic_0000000000000163), [OnGetMessages](#topic_0000000000000166), [OnPrivateMessage](#topic_0000000000000167), [OnStatusUpdate](#topic_000000000000016A), [OnSubscribed](#topic_0000000000000168), [OnUnsubscribed](#topic_0000000000000169), [OnUserSubscribed](#topic_000000000000016B), [OnUserUnsubscribed](#topic_000000000000016C), [Start](#topic_000000000000015E), [Update](#topic_000000000000015F)

Fields

[OnRoomInvite](#topic_000000000000015B), [chatClient](#topic_000000000000015A), [userName](#topic_0000000000000159)

PhotonChatController.Awake Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Awake() | |

See Also

Applies to: [PhotonChatController](#topic_0000000000000158)

PhotonChatController.ConnectToPhotonChat Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) ConnectToPhotonChat() | |

See Also

Applies to: [PhotonChatController](#topic_0000000000000158)

PhotonChatController.DebugReturn Method

All debug output of the library will be reported through this method. Print it or put it in a
buffer to use it on-screen.

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) DebugReturn(  **DebugLevel** *level*,  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *message* ) | |

Parameters

level

|  |
| --- |
| DebugLevel (severity) of the message. |

message

|  |
| --- |
| Debug text. Print to System.Console or screen. |

See Also

Applies to: [PhotonChatController](#topic_0000000000000158)

PhotonChatController.HandleFriendInvite Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) HandleFriendInvite(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *recipient* ) | |

Parameters

recipient

|  |
| --- |
|  |

See Also

Applies to: [PhotonChatController](#topic_0000000000000158)

PhotonChatController.OnChatStateChange Method

The ChatClient's state changed. Usually, OnConnected and OnDisconnected are the callbacks to react to.

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnChatStateChange(  **ChatState** *state* ) | |

Parameters

state

|  |
| --- |
| The new state. |

See Also

Applies to: [PhotonChatController](#topic_0000000000000158)

PhotonChatController.OnConnected Method

Client is connected now.

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnConnected() | |

Remarks

Clients have to be connected before they can send their state, subscribe to channels and send any messages.

See Also

Applies to: [PhotonChatController](#topic_0000000000000158)

PhotonChatController.OnDestroy Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnDestroy() | |

See Also

Applies to: [PhotonChatController](#topic_0000000000000158)

PhotonChatController.OnDisconnected Method

Disconnection happened.

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnDisconnected() | |

See Also

Applies to: [PhotonChatController](#topic_0000000000000158)

PhotonChatController.OnGetMessages Method

Notifies app that client got new messages from server
Number of senders is equal to number of messages in 'messages'. Sender with number '0' corresponds to message with
number '0', sender with number '1' corresponds to message with number '1' and so on

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnGetMessages(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *channelName*,  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string)[] *senders*,  [object](https://docs.microsoft.com/en-us/dotnet/api/system.object)[] *messages* ) | |

Parameters

channelName

|  |
| --- |
| channel from where messages came |

senders

|  |
| --- |
| list of users who sent messages |

messages

|  |
| --- |
| list of messages it self |

See Also

Applies to: [PhotonChatController](#topic_0000000000000158)

PhotonChatController.OnPrivateMessage Method

Notifies client about private message

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPrivateMessage(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *sender*,  [object](https://docs.microsoft.com/en-us/dotnet/api/system.object) *message*,  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *channelName* ) | |

Parameters

sender

|  |
| --- |
| user who sent this message |

message

|  |
| --- |
| message it self |

channelName

|  |
| --- |
| channelName for private messages (messages you sent yourself get added to a channel per target username) |

See Also

Applies to: [PhotonChatController](#topic_0000000000000158)

PhotonChatController.OnStatusUpdate Method

New status of another user (you get updates for users set in your friends list).

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnStatusUpdate(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *user*,  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *status*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *gotMessage*,  [object](https://docs.microsoft.com/en-us/dotnet/api/system.object) *message* ) | |

Parameters

user

|  |
| --- |
| Name of the user. |

status

|  |
| --- |
| New status of that user. |

gotMessage

|  |
| --- |
| True if the status contains a message you should cache locally. False: This status update does not include a message (keep any you have). |

message

|  |
| --- |
| Message that user set. |

See Also

Applies to: [PhotonChatController](#topic_0000000000000158)

PhotonChatController.OnSubscribed Method

Result of Subscribe operation. Returns subscription result for every requested channel name.

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnSubscribed(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string)[] *channels*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean)[] *results* ) | |

Parameters

channels

|  |
| --- |
| Array of channel names. |

results

|  |
| --- |
| Per channel result if subscribed. |

Remarks

If multiple channels sent in Subscribe operation, OnSubscribed may be called several times, each call with part of sent array or with single channel in "channels" parameter.
Calls order and order of channels in "channels" parameter may differ from order of channels in "channels" parameter of Subscribe operation.

See Also

Applies to: [PhotonChatController](#topic_0000000000000158)

PhotonChatController.OnUnsubscribed Method

Result of Unsubscribe operation. Returns for channel name if the channel is now unsubscribed.

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnUnsubscribed(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string)[] *channels* ) | |

Parameters

channels

|  |
| --- |
| Array of channel names that are no longer subscribed. |

See Also

Applies to: [PhotonChatController](#topic_0000000000000158)

PhotonChatController.OnUserSubscribed Method

A user has subscribed to a public chat channel

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnUserSubscribed(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *channel*,  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *user* ) | |

Parameters

channel

|  |
| --- |
| Name of the chat channel |

user

|  |
| --- |
| UserId of the user who subscribed |

See Also

Applies to: [PhotonChatController](#topic_0000000000000158)

PhotonChatController.OnUserUnsubscribed Method

A user has unsubscribed from a public chat channel

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnUserUnsubscribed(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *channel*,  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *user* ) | |

Parameters

channel

|  |
| --- |
| Name of the chat channel |

user

|  |
| --- |
| UserId of the user who unsubscribed |

See Also

Applies to: [PhotonChatController](#topic_0000000000000158)

PhotonChatController.Start Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Start() | |

See Also

Applies to: [PhotonChatController](#topic_0000000000000158)

PhotonChatController.Update Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Update() | |

See Also

Applies to: [PhotonChatController](#topic_0000000000000158)

OnRoomInvite Field

|  |  |
| --- | --- |
| C# |  |
| public static [Action](https://docs.microsoft.com/en-us/dotnet/api/system.action-2)<[string](https://docs.microsoft.com/en-us/dotnet/api/system.string), [string](https://docs.microsoft.com/en-us/dotnet/api/system.string)> OnRoomInvite | |

See Also

Applies to: [PhotonChatController](#topic_0000000000000158)

chatClient Field

|  |  |
| --- | --- |
| C# |  |
| private **ChatClient** chatClient | |

See Also

Applies to: [PhotonChatController](#topic_0000000000000158)

userName Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) userName | |

See Also

Applies to: [PhotonChatController](#topic_0000000000000158)

PhotonFriendsController Class

|  |  |
| --- | --- |
| C# |  |
| public class PhotonFriendsController | |

Requirements

**Namespace:**[<default>](#topic_000000000000021F)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Awake](#topic_000000000000016E), [Start](#topic_000000000000016F), [Update](#topic_0000000000000170)

PhotonFriendsController.Awake Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Awake() | |

See Also

Applies to: [PhotonFriendsController](#topic_000000000000016D)

PhotonFriendsController.Start Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Start() | |

See Also

Applies to: [PhotonFriendsController](#topic_000000000000016D)

PhotonFriendsController.Update Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Update() | |

See Also

Applies to: [PhotonFriendsController](#topic_000000000000016D)

Player Class

This is the object for all users.

|  |  |
| --- | --- |
| C# |  |
| public class Player : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_000000000000021F)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Attack](#topic_000000000000018B), [Awake](#topic_0000000000000186), [FixedUpdate](#topic_0000000000000188), [FlipFalse](#topic_000000000000018C), [FlipTrue](#topic_000000000000018D), [Load](#topic_000000000000018F), [Move](#topic_000000000000018A), [Start](#topic_0000000000000185), [Update](#topic_0000000000000187), [UpdateCharacter](#topic_000000000000018E), [checkInput](#topic_0000000000000189), [deselectChat](#topic_0000000000000184), [selectChat](#topic_0000000000000183)

Fields

[PlayerCamera](#topic_0000000000000175), [PlayerNameText](#topic_0000000000000177), [anim](#topic_0000000000000174), [artworkSprite](#topic_0000000000000180), [attackArea](#topic_0000000000000179), [attacking](#topic_000000000000017A), [characterDB](#topic_000000000000017F), [chatSelected](#topic_0000000000000182), [moveDirection](#topic_000000000000017D), [moveSpeed](#topic_000000000000017E), [photonView](#topic_0000000000000172), [player](#topic_0000000000000178), [rb](#topic_0000000000000173), [selectedOption](#topic_0000000000000181), [sr](#topic_0000000000000176), [timeToAttack](#topic_000000000000017B), [timer](#topic_000000000000017C)

Player.Attack Method

|  |  |
| --- | --- |
| C# |  |
| [PunRPC()] private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Attack() | |

See Also

Applies to: [Player](#topic_0000000000000171)

Player.Awake Method

When player spawns, turn on their camera and set their username.

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Awake() | |

See Also

Applies to: [Player](#topic_0000000000000171)

Player.FixedUpdate Method

Detects if a player is attacking.

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) FixedUpdate() | |

See Also

Applies to: [Player](#topic_0000000000000171)

Player.FlipFalse Method

Handles the players animation and which way it is facing.

|  |  |
| --- | --- |
| C# |  |
| [PunRPC()] private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) FlipFalse() | |

See Also

Applies to: [Player](#topic_0000000000000171)

Player.FlipTrue Method

Handles the players animation and which way it is facing.

|  |  |
| --- | --- |
| C# |  |
| [PunRPC()] private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) FlipTrue() | |

See Also

Applies to: [Player](#topic_0000000000000171)

Player.Load Method

Sets the players selected class.

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Load() | |

See Also

Applies to: [Player](#topic_0000000000000171)

Player.Move Method

Moves the character based on input.

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Move() | |

See Also

Applies to: [Player](#topic_0000000000000171)

Player.Start Method

Set the characters class and spawn them

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Start() | |

See Also

Applies to: [Player](#topic_0000000000000171)

Player.Update Method

Checks if player is moving their character and moves them appropriately.

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Update() | |

See Also

Applies to: [Player](#topic_0000000000000171)

Player.UpdateCharacter Method

Sets the players selected class.

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) UpdateCharacter(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *selectedOption* ) | |

Parameters

selectedOption

|  |
| --- |
|  |

See Also

Applies to: [Player](#topic_0000000000000171)

Player.checkInput Method

Check what button they are clicking and set the animation accordingly.

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) checkInput() | |

See Also

Applies to: [Player](#topic_0000000000000171)

Player.deselectChat Method

Detects if the chat isn't selected

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) deselectChat() | |

See Also

Applies to: [Player](#topic_0000000000000171)

Player.selectChat Method

Detects if the chat is selected

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) selectChat() | |

See Also

Applies to: [Player](#topic_0000000000000171)

PlayerCamera Field

Users camera

|  |  |
| --- | --- |
| C# |  |
| public **GameObject** PlayerCamera | |

See Also

Applies to: [Player](#topic_0000000000000171)

PlayerNameText Field

Players username

|  |  |
| --- | --- |
| C# |  |
| public **Text** PlayerNameText | |

See Also

Applies to: [Player](#topic_0000000000000171)

anim Field

Animations for the player.

|  |  |
| --- | --- |
| C# |  |
| public **Animator** anim | |

See Also

Applies to: [Player](#topic_0000000000000171)

artworkSprite Field

Renderer

|  |  |
| --- | --- |
| C# |  |
| public **SpriteRenderer** artworkSprite | |

See Also

Applies to: [Player](#topic_0000000000000171)

attackArea Field

Where the player can attack an enemy

|  |  |
| --- | --- |
| C# |  |
| public **GameObject** attackArea | |

See Also

Applies to: [Player](#topic_0000000000000171)

attacking Field

Wether they area attacking

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) attacking | |

See Also

Applies to: [Player](#topic_0000000000000171)

characterDB Field

Character selector

|  |  |
| --- | --- |
| C# |  |
| public [CharacterDatabase](#topic_000000000000008E) characterDB | |

See Also

Applies to: [Player](#topic_0000000000000171)

chatSelected Field

Chat

|  |  |
| --- | --- |
| C# |  |
| public static [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) chatSelected | |

See Also

Applies to: [Player](#topic_0000000000000171)

moveDirection Field

Direction the players moving.

|  |  |
| --- | --- |
| C# |  |
| private **Vector2** moveDirection | |

See Also

Applies to: [Player](#topic_0000000000000171)

moveSpeed Field

Speed at which they are moving.

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) moveSpeed | |

See Also

Applies to: [Player](#topic_0000000000000171)

photonView Field

The specific view for this object.

|  |  |
| --- | --- |
| C# |  |
| public **PhotonView** photonView | |

See Also

Applies to: [Player](#topic_0000000000000171)

player Field

The actual player

|  |  |
| --- | --- |
| C# |  |
| public **GameObject** player | |

See Also

Applies to: [Player](#topic_0000000000000171)

rb Field

Colider for this object.

|  |  |
| --- | --- |
| C# |  |
| public **Rigidbody2D** rb | |

See Also

Applies to: [Player](#topic_0000000000000171)

selectedOption Field

What character they have selected

|  |  |
| --- | --- |
| C# |  |
| private [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) selectedOption | |

See Also

Applies to: [Player](#topic_0000000000000171)

sr Field

Renderer

|  |  |
| --- | --- |
| C# |  |
| public **SpriteRenderer** sr | |

See Also

Applies to: [Player](#topic_0000000000000171)

timeToAttack Field

Timer to end attack

|  |  |
| --- | --- |
| C# |  |
| private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) timeToAttack | |

See Also

Applies to: [Player](#topic_0000000000000171)

timer Field

|  |  |
| --- | --- |
| C# |  |
| private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) timer | |

See Also

Applies to: [Player](#topic_0000000000000171)

PlayerAttack Class

Player attack handler

|  |  |
| --- | --- |
| C# |  |
| public class PlayerAttack : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_000000000000021F)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[FixedUpdate](#topic_00000000000001C5), [Start](#topic_00000000000001C3), [Update](#topic_00000000000001C4), [checkAttack](#topic_00000000000001C6)

Fields

[attackArea](#topic_00000000000001BE), [attacking](#topic_00000000000001BF), [photonView](#topic_00000000000001C2), [timeToAttack](#topic_00000000000001C0), [timer](#topic_00000000000001C1)

PlayerAttack.FixedUpdate Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) FixedUpdate() | |

See Also

Applies to: [PlayerAttack](#topic_00000000000001BD)

PlayerAttack.Start Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Start() | |

See Also

Applies to: [PlayerAttack](#topic_00000000000001BD)

PlayerAttack.Update Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Update() | |

See Also

Applies to: [PlayerAttack](#topic_00000000000001BD)

PlayerAttack.checkAttack Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) checkAttack() | |

See Also

Applies to: [PlayerAttack](#topic_00000000000001BD)

attackArea Field

|  |  |
| --- | --- |
| C# |  |
| public **GameObject** attackArea | |

See Also

Applies to: [PlayerAttack](#topic_00000000000001BD)

attacking Field

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) attacking | |

See Also

Applies to: [PlayerAttack](#topic_00000000000001BD)

photonView Field

|  |  |
| --- | --- |
| C# |  |
| public **PhotonView** photonView | |

See Also

Applies to: [PlayerAttack](#topic_00000000000001BD)

timeToAttack Field

|  |  |
| --- | --- |
| C# |  |
| private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) timeToAttack | |

See Also

Applies to: [PlayerAttack](#topic_00000000000001BD)

timer Field

|  |  |
| --- | --- |
| C# |  |
| private [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) timer | |

See Also

Applies to: [PlayerAttack](#topic_00000000000001BD)

PlayerMovement Class

Player movement handler

|  |  |
| --- | --- |
| C# |  |
| public class PlayerMovement : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_000000000000021F)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[FixedUpdate](#topic_00000000000001D0), [Move](#topic_00000000000001D2), [ProcessInputs](#topic_00000000000001D1), [Start](#topic_00000000000001CE), [Update](#topic_00000000000001CF), [checkFlipping](#topic_00000000000001D3)

Fields

[healthBar](#topic_00000000000001CC), [inventory](#topic_00000000000001CB), [moveDirection](#topic_00000000000001CA), [moveSpeed](#topic_00000000000001C8), [rb](#topic_00000000000001C9), [uiInventory](#topic_00000000000001CD)

PlayerMovement.FixedUpdate Method

Update movement

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) FixedUpdate() | |

See Also

Applies to: [PlayerMovement](#topic_00000000000001C7)

PlayerMovement.Move Method

Relcated the position of the character while moving

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Move() | |

See Also

Applies to: [PlayerMovement](#topic_00000000000001C7)

PlayerMovement.ProcessInputs Method

Get x, y axis

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) ProcessInputs() | |

See Also

Applies to: [PlayerMovement](#topic_00000000000001C7)

PlayerMovement.Start Method

Update is called once per frame and initialize the health value

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Start() | |

See Also

Applies to: [PlayerMovement](#topic_00000000000001C7)

PlayerMovement.Update Method

Update is called once per frame

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Update() | |

See Also

Applies to: [PlayerMovement](#topic_00000000000001C7)

PlayerMovement.checkFlipping Method

Relcated the direction of the character

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) checkFlipping() | |

See Also

Applies to: [PlayerMovement](#topic_00000000000001C7)

healthBar Field

initialize the health bar

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [HealthBar](#topic_00000000000000FD) healthBar | |

See Also

Applies to: [PlayerMovement](#topic_00000000000001C7)

inventory Field

|  |  |
| --- | --- |
| C# |  |
| private [Inventory](#topic_0000000000000104) inventory | |

See Also

Applies to: [PlayerMovement](#topic_00000000000001C7)

moveDirection Field

initialize the moving direction

|  |  |
| --- | --- |
| C# |  |
| private **Vector2** moveDirection | |

See Also

Applies to: [PlayerMovement](#topic_00000000000001C7)

moveSpeed Field

the speed of the character

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) moveSpeed | |

See Also

Applies to: [PlayerMovement](#topic_00000000000001C7)

rb Field

initialize the rigidbody

|  |  |
| --- | --- |
| C# |  |
| public **Rigidbody2D** rb | |

See Also

Applies to: [PlayerMovement](#topic_00000000000001C7)

uiInventory Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [UI\_Inventory](#topic_0000000000000137) uiInventory | |

See Also

Applies to: [PlayerMovement](#topic_00000000000001C7)

PlayerMovementTest Class

Player movement handler

|  |  |
| --- | --- |
| C# |  |
| public class PlayerMovementTest : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_000000000000021F)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[FixedUpdate](#topic_00000000000001DC), [Move](#topic_00000000000001DE), [ProcessInputs](#topic_00000000000001DD), [Start](#topic_00000000000001DA), [Update](#topic_00000000000001DB), [checkFlipping](#topic_00000000000001DF)

Fields

[animator](#topic_00000000000001D9), [healthBar](#topic_00000000000001D8), [moveDirection](#topic_00000000000001D7), [moveSpeed](#topic_00000000000001D5), [rb](#topic_00000000000001D6)

PlayerMovementTest.FixedUpdate Method

Update movement

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) FixedUpdate() | |

See Also

Applies to: [PlayerMovementTest](#topic_00000000000001D4)

PlayerMovementTest.Move Method

Relcated the position of the character while moving

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Move() | |

See Also

Applies to: [PlayerMovementTest](#topic_00000000000001D4)

PlayerMovementTest.ProcessInputs Method

Get x, y axis

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) ProcessInputs() | |

See Also

Applies to: [PlayerMovementTest](#topic_00000000000001D4)

PlayerMovementTest.Start Method

Update is called once per frame and initialize the health value

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Start() | |

See Also

Applies to: [PlayerMovementTest](#topic_00000000000001D4)

PlayerMovementTest.Update Method

Update is called once per frame

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Update() | |

See Also

Applies to: [PlayerMovementTest](#topic_00000000000001D4)

PlayerMovementTest.checkFlipping Method

Relcated the direction of the character

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) checkFlipping() | |

See Also

Applies to: [PlayerMovementTest](#topic_00000000000001D4)

animator Field

|  |  |
| --- | --- |
| C# |  |
| public **Animator** animator | |

See Also

Applies to: [PlayerMovementTest](#topic_00000000000001D4)

healthBar Field

initialize the health bar

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [HealthBar](#topic_00000000000000FD) healthBar | |

See Also

Applies to: [PlayerMovementTest](#topic_00000000000001D4)

moveDirection Field

initialize the moving direction

|  |  |
| --- | --- |
| C# |  |
| private **Vector2** moveDirection | |

See Also

Applies to: [PlayerMovementTest](#topic_00000000000001D4)

moveSpeed Field

the speed of the character

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) moveSpeed | |

See Also

Applies to: [PlayerMovementTest](#topic_00000000000001D4)

rb Field

initialize the rigidbody

|  |  |
| --- | --- |
| C# |  |
| public **Rigidbody2D** rb | |

See Also

Applies to: [PlayerMovementTest](#topic_00000000000001D4)

README Class

|  |  |
| --- | --- |
| C# |  |
| public class README : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_000000000000021F)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

RoomSpawner Class

This handles which room is selected to spawn randomly

|  |  |
| --- | --- |
| C# |  |
| public class RoomSpawner | |

Requirements

**Namespace:**[<default>](#topic_000000000000021F)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[OnTriggerEnter2D](#topic_00000000000000AD), [Spawn](#topic_00000000000000AC), [Start](#topic_00000000000000AB)

Fields

[openingDirection](#topic_00000000000000A6), [rand](#topic_00000000000000A8), [spawned](#topic_00000000000000A9), [templates](#topic_00000000000000A7), [waitTime](#topic_00000000000000AA)

RoomSpawner.OnTriggerEnter2D Method

Handles the spawn point for the first room of the dungeon.

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnTriggerEnter2D(  **Collider2D** *other* ) | |

Parameters

other

|  |
| --- |
|  |

See Also

Applies to: [RoomSpawner](#topic_00000000000000A5)

RoomSpawner.Spawn Method

Spawns a room in the direction that is needed.

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Spawn() | |

See Also

Applies to: [RoomSpawner](#topic_00000000000000A5)

RoomSpawner.Start Method

Finds the dungeon game object on start up.

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Start() | |

See Also

Applies to: [RoomSpawner](#topic_00000000000000A5)

openingDirection Field

Stores where the room has a door too.

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) openingDirection | |

See Also

Applies to: [RoomSpawner](#topic_00000000000000A5)

rand Field

Random number to determine what room gets spawned

|  |  |
| --- | --- |
| C# |  |
| private [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) rand | |

See Also

Applies to: [RoomSpawner](#topic_00000000000000A5)

spawned Field

Then if the room gets spawned, there is a boolean to signal it.

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) spawned | |

See Also

Applies to: [RoomSpawner](#topic_00000000000000A5)

templates Field

Holds the template for the rooms that can spawn.

|  |  |
| --- | --- |
| C# |  |
| private [RoomTemplates](#topic_00000000000000AE) templates | |

See Also

Applies to: [RoomSpawner](#topic_00000000000000A5)

waitTime Field

A 4 millisecond timer so rooms don't spawn twice.

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) waitTime | |

See Also

Applies to: [RoomSpawner](#topic_00000000000000A5)

RoomTemplates Class

Stores rooms that can be spawned and gets rid of any that have spawned so there are no duplicates.

|  |  |
| --- | --- |
| C# |  |
| public class RoomTemplates : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_000000000000021F)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Update](#topic_00000000000000B8)

Fields

[boss](#topic_00000000000000B7), [bottomRooms](#topic_00000000000000AF), [closedRoom](#topic_00000000000000B3), [leftRooms](#topic_00000000000000B1), [rightRooms](#topic_00000000000000B2), [rooms](#topic_00000000000000B4), [spawnedBoss](#topic_00000000000000B6), [topRooms](#topic_00000000000000B0), [waitTime](#topic_00000000000000B5)

RoomTemplates.Update Method

Checks to see if any rooms have spawned and if they have to remove them from the list.
This also waits to see if the boss was spawned yet, if not and all rooms have spawned it will spawn it in the last room.

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Update() | |

See Also

Applies to: [RoomTemplates](#topic_00000000000000AE)

boss Field

A game object for the boss.

|  |  |
| --- | --- |
| C# |  |
| public **GameObject** boss | |

See Also

Applies to: [RoomTemplates](#topic_00000000000000AE)

bottomRooms Field

Stores bottom rooms.

|  |  |
| --- | --- |
| C# |  |
| public **GameObject**[] bottomRooms | |

See Also

Applies to: [RoomTemplates](#topic_00000000000000AE)

closedRoom Field

Stores a room with no exit.

|  |  |
| --- | --- |
| C# |  |
| public **GameObject** closedRoom | |

See Also

Applies to: [RoomTemplates](#topic_00000000000000AE)

leftRooms Field

Stores left rooms.

|  |  |
| --- | --- |
| C# |  |
| public **GameObject**[] leftRooms | |

See Also

Applies to: [RoomTemplates](#topic_00000000000000AE)

rightRooms Field

Stores right rooms.

|  |  |
| --- | --- |
| C# |  |
| public **GameObject**[] rightRooms | |

See Also

Applies to: [RoomTemplates](#topic_00000000000000AE)

rooms Field

Stores an array of all the rooms that can spawn.

|  |  |
| --- | --- |
| C# |  |
| public [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<**GameObject**> rooms | |

See Also

Applies to: [RoomTemplates](#topic_00000000000000AE)

spawnedBoss Field

A boolean to see if the boss has been spawned or not.

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) spawnedBoss | |

See Also

Applies to: [RoomTemplates](#topic_00000000000000AE)

topRooms Field

Stores top rooms.

|  |  |
| --- | --- |
| C# |  |
| public **GameObject**[] topRooms | |

See Also

Applies to: [RoomTemplates](#topic_00000000000000AE)

waitTime Field

Timer so nothing is overwritten.

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) waitTime | |

See Also

Applies to: [RoomTemplates](#topic_00000000000000AE)

SwitchMusicTrigger Class

|  |  |
| --- | --- |
| C# |  |
| public class SwitchMusicTrigger : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_000000000000021F)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[OnTriggerEnter2D](#topic_00000000000001E7), [Start](#topic_00000000000001E6)

Fields

[newTrack](#topic_00000000000001E4), [theAM](#topic_00000000000001E5)

SwitchMusicTrigger.OnTriggerEnter2D Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnTriggerEnter2D(  **Collider2D** *other* ) | |

Parameters

other

|  |
| --- |
|  |

See Also

Applies to: [SwitchMusicTrigger](#topic_00000000000001E3)

SwitchMusicTrigger.Start Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Start() | |

See Also

Applies to: [SwitchMusicTrigger](#topic_00000000000001E3)

newTrack Field

|  |  |
| --- | --- |
| C# |  |
| public **AudioClip** newTrack | |

See Also

Applies to: [SwitchMusicTrigger](#topic_00000000000001E3)

theAM Field

|  |  |
| --- | --- |
| C# |  |
| private [AudioManager](#topic_0000000000000086) theAM | |

See Also

Applies to: [SwitchMusicTrigger](#topic_00000000000001E3)

UIDisplayInvites Class

|  |  |
| --- | --- |
| C# |  |
| public class UIDisplayInvites : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_000000000000021F)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Awake](#topic_00000000000001F2), [HandleInviteAccept](#topic_00000000000001F5), [HandleInviteDecline](#topic_00000000000001F6), [HandleRoomInvite](#topic_00000000000001F4), [OnDestroy](#topic_00000000000001F3)

Fields

[contentArea](#topic_00000000000001EE), [increaseSize](#topic_00000000000001F0), [inviteContainer](#topic_00000000000001EC), [invites](#topic_00000000000001F1), [originalSize](#topic_00000000000001EF), [uIInvitePrefab](#topic_00000000000001ED)

UIDisplayInvites.Awake Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Awake() | |

See Also

Applies to: [UIDisplayInvites](#topic_00000000000001EB)

UIDisplayInvites.HandleInviteAccept Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) HandleInviteAccept(  [UIInvite](#topic_00000000000001F7) *invite* ) | |

Parameters

invite

|  |
| --- |
|  |

See Also

Applies to: [UIDisplayInvites](#topic_00000000000001EB)

UIDisplayInvites.HandleInviteDecline Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) HandleInviteDecline(  [UIInvite](#topic_00000000000001F7) *invite* ) | |

Parameters

invite

|  |
| --- |
|  |

See Also

Applies to: [UIDisplayInvites](#topic_00000000000001EB)

UIDisplayInvites.HandleRoomInvite Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) HandleRoomInvite(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *friend*,  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *room* ) | |

Parameters

friend

|  |
| --- |
|  |

room

|  |
| --- |
|  |

See Also

Applies to: [UIDisplayInvites](#topic_00000000000001EB)

UIDisplayInvites.OnDestroy Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnDestroy() | |

See Also

Applies to: [UIDisplayInvites](#topic_00000000000001EB)

contentArea Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **RectTransform** contentArea | |

See Also

Applies to: [UIDisplayInvites](#topic_00000000000001EB)

increaseSize Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **Vector2** increaseSize | |

See Also

Applies to: [UIDisplayInvites](#topic_00000000000001EB)

inviteContainer Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **Transform** inviteContainer | |

See Also

Applies to: [UIDisplayInvites](#topic_00000000000001EB)

invites Field

|  |  |
| --- | --- |
| C# |  |
| private [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<[UIInvite](#topic_00000000000001F7)> invites | |

See Also

Applies to: [UIDisplayInvites](#topic_00000000000001EB)

originalSize Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **Vector2** originalSize | |

See Also

Applies to: [UIDisplayInvites](#topic_00000000000001EB)

uIInvitePrefab Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [UIInvite](#topic_00000000000001F7) uIInvitePrefab | |

See Also

Applies to: [UIDisplayInvites](#topic_00000000000001EB)

UIInvite Class

|  |  |
| --- | --- |
| C# |  |
| public class UIInvite : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_000000000000021F)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[AcceptInvite](#topic_00000000000001FF), [DeclineInvite](#topic_0000000000000200), [Initialize](#topic_00000000000001FE)

Fields

[OnInviteAccept](#topic_00000000000001FB), [OnInviteDecline](#topic_00000000000001FD), [OnRoomInviteAccept](#topic_00000000000001FC), [\_friendName](#topic_00000000000001F8), [\_friendNameText](#topic_00000000000001FA), [\_roomName](#topic_00000000000001F9)

UIInvite.AcceptInvite Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) AcceptInvite() | |

See Also

Applies to: [UIInvite](#topic_00000000000001F7)

UIInvite.DeclineInvite Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) DeclineInvite() | |

See Also

Applies to: [UIInvite](#topic_00000000000001F7)

UIInvite.Initialize Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Initialize(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *friendName*,  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *roomName* ) | |

Parameters

friendName

|  |
| --- |
|  |

roomName

|  |
| --- |
|  |

See Also

Applies to: [UIInvite](#topic_00000000000001F7)

OnInviteAccept Field

|  |  |
| --- | --- |
| C# |  |
| public static [Action](https://docs.microsoft.com/en-us/dotnet/api/system.action-1)<[UIInvite](#topic_00000000000001F7)> OnInviteAccept | |

See Also

Applies to: [UIInvite](#topic_00000000000001F7)

OnInviteDecline Field

|  |  |
| --- | --- |
| C# |  |
| public static [Action](https://docs.microsoft.com/en-us/dotnet/api/system.action-1)<[UIInvite](#topic_00000000000001F7)> OnInviteDecline | |

See Also

Applies to: [UIInvite](#topic_00000000000001F7)

OnRoomInviteAccept Field

|  |  |
| --- | --- |
| C# |  |
| public static [Action](https://docs.microsoft.com/en-us/dotnet/api/system.action-1)<[string](https://docs.microsoft.com/en-us/dotnet/api/system.string)> OnRoomInviteAccept | |

See Also

Applies to: [UIInvite](#topic_00000000000001F7)

\_friendName Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) \_friendName | |

See Also

Applies to: [UIInvite](#topic_00000000000001F7)

\_friendNameText Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **TMP\_Text** \_friendNameText | |

See Also

Applies to: [UIInvite](#topic_00000000000001F7)

\_roomName Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) \_roomName | |

See Also

Applies to: [UIInvite](#topic_00000000000001F7)

UIInvitePlayer Class

|  |  |
| --- | --- |
| C# |  |
| public class UIInvitePlayer : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_000000000000021F)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[InviteAPlayer](#topic_0000000000000206)

Fields

[OnAddFriend](#topic_0000000000000203), [OnInvitePlayer](#topic_0000000000000205), [displayName](#topic_0000000000000202), [userName](#topic_0000000000000204)

UIInvitePlayer.InviteAPlayer Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) InviteAPlayer() | |

See Also

Applies to: [UIInvitePlayer](#topic_0000000000000201)

OnAddFriend Field

|  |  |
| --- | --- |
| C# |  |
| public static [Action](https://docs.microsoft.com/en-us/dotnet/api/system.action-1)<[string](https://docs.microsoft.com/en-us/dotnet/api/system.string)> OnAddFriend | |

See Also

Applies to: [UIInvitePlayer](#topic_0000000000000201)

OnInvitePlayer Field

|  |  |
| --- | --- |
| C# |  |
| public static [Action](https://docs.microsoft.com/en-us/dotnet/api/system.action-1)<[string](https://docs.microsoft.com/en-us/dotnet/api/system.string)> OnInvitePlayer | |

See Also

Applies to: [UIInvitePlayer](#topic_0000000000000201)

displayName Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **TMP\_InputField** displayName | |

See Also

Applies to: [UIInvitePlayer](#topic_0000000000000201)

userName Field

|  |  |
| --- | --- |
| C# |  |
| private [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) userName | |

See Also

Applies to: [UIInvitePlayer](#topic_0000000000000201)

UIInvitesButton Class

|  |  |
| --- | --- |
| C# |  |
| public class UIInvitesButton : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_000000000000021F)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Awake](#topic_0000000000000209), [clickInvite](#topic_000000000000020A)

Fields

[InviteMenu](#topic_0000000000000208)

UIInvitesButton.Awake Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Awake() | |

See Also

Applies to: [UIInvitesButton](#topic_0000000000000207)

UIInvitesButton.clickInvite Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) clickInvite() | |

See Also

Applies to: [UIInvitesButton](#topic_0000000000000207)

InviteMenu Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **GameObject** InviteMenu | |

See Also

Applies to: [UIInvitesButton](#topic_0000000000000207)

UIPause Class

|  |  |
| --- | --- |
| C# |  |
| public class UIPause : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_000000000000021F)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Update](#topic_0000000000000212), [pause](#topic_0000000000000213), [resume](#topic_0000000000000214), [toggleAI](#topic_0000000000000215)

Fields

[AIToggleButton](#topic_0000000000000211), [AIToggleText](#topic_000000000000020D), [PauseCanvas](#topic_000000000000020C), [ResumeButton](#topic_0000000000000210), [isAI](#topic_000000000000020F), [isPaused](#topic_000000000000020E)

UIPause.Update Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Update() | |

See Also

Applies to: [UIPause](#topic_000000000000020B)

UIPause.pause Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) pause() | |

See Also

Applies to: [UIPause](#topic_000000000000020B)

UIPause.resume Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) resume() | |

See Also

Applies to: [UIPause](#topic_000000000000020B)

UIPause.toggleAI Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) toggleAI() | |

See Also

Applies to: [UIPause](#topic_000000000000020B)

AIToggleButton Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **GameObject** AIToggleButton | |

See Also

Applies to: [UIPause](#topic_000000000000020B)

AIToggleText Field

|  |  |
| --- | --- |
| C# |  |
| public **TMP\_Text** AIToggleText | |

See Also

Applies to: [UIPause](#topic_000000000000020B)

PauseCanvas Field

|  |  |
| --- | --- |
| C# |  |
| public **GameObject** PauseCanvas | |

See Also

Applies to: [UIPause](#topic_000000000000020B)

ResumeButton Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **GameObject** ResumeButton | |

See Also

Applies to: [UIPause](#topic_000000000000020B)

isAI Field

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) isAI | |

See Also

Applies to: [UIPause](#topic_000000000000020B)

isPaused Field

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) isPaused | |

See Also

Applies to: [UIPause](#topic_000000000000020B)

UI\_Inventory Class

|  |  |
| --- | --- |
| C# |  |
| public class UI\_Inventory : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_000000000000021F)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Awake](#topic_000000000000013B), [RefreshInventoryItems](#topic_000000000000013D), [setInventory](#topic_000000000000013C)

Fields

[inventory](#topic_0000000000000138), [itemSlotContainer](#topic_0000000000000139), [itemSlotTemplate](#topic_000000000000013A)

UI\_Inventory.Awake Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Awake() | |

See Also

Applies to: [UI\_Inventory](#topic_0000000000000137)

UI\_Inventory.RefreshInventoryItems Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) RefreshInventoryItems() | |

See Also

Applies to: [UI\_Inventory](#topic_0000000000000137)

UI\_Inventory.setInventory Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) setInventory(  [Inventory](#topic_0000000000000104) *inventory* ) | |

Parameters

inventory

|  |
| --- |
|  |

See Also

Applies to: [UI\_Inventory](#topic_0000000000000137)

inventory Field

|  |  |
| --- | --- |
| C# |  |
| private [Inventory](#topic_0000000000000104) inventory | |

See Also

Applies to: [UI\_Inventory](#topic_0000000000000137)

itemSlotContainer Field

|  |  |
| --- | --- |
| C# |  |
| private **Transform** itemSlotContainer | |

See Also

Applies to: [UI\_Inventory](#topic_0000000000000137)

itemSlotTemplate Field

|  |  |
| --- | --- |
| C# |  |
| private **Transform** itemSlotTemplate | |

See Also

Applies to: [UI\_Inventory](#topic_0000000000000137)

VictoryController Class

|  |  |
| --- | --- |
| C# |  |
| public class VictoryController : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_000000000000021F)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Start](#topic_0000000000000155), [Update](#topic_0000000000000156), [backtoMenu](#topic_0000000000000157)

VictoryController.Start Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Start() | |

See Also

Applies to: [VictoryController](#topic_0000000000000154)

VictoryController.Update Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Update() | |

See Also

Applies to: [VictoryController](#topic_0000000000000154)

VictoryController.backtoMenu Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) backtoMenu() | |

See Also

Applies to: [VictoryController](#topic_0000000000000154)

Weapon Class

|  |  |
| --- | --- |
| C# |  |
| public class Weapon : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_000000000000021F)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[FixedUpdate](#topic_00000000000001E1)

Weapon.FixedUpdate Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) FixedUpdate() | |

See Also

Applies to: [Weapon](#topic_00000000000001E0)

WizardController Class

|  |  |
| --- | --- |
| C# |  |
| public class WizardController : **MonoBehaviour** | |

Requirements

**Namespace:**[<default>](#topic_000000000000021F)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Control](#topic_000000000000021D), [Start](#topic_000000000000021B), [Update](#topic_000000000000021C)

Fields

[pv](#topic_0000000000000217), [rb](#topic_0000000000000219), [speed](#topic_000000000000021A), [tr](#topic_0000000000000218)

WizardController.Control Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Control() | |

See Also

Applies to: [WizardController](#topic_0000000000000216)

WizardController.Start Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Start() | |

See Also

Applies to: [WizardController](#topic_0000000000000216)

WizardController.Update Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Update() | |

See Also

Applies to: [WizardController](#topic_0000000000000216)

pv Field

|  |  |
| --- | --- |
| C# |  |
| private **PhotonView** pv | |

See Also

Applies to: [WizardController](#topic_0000000000000216)

rb Field

|  |  |
| --- | --- |
| C# |  |
| private **Rigidbody2D** rb | |

See Also

Applies to: [WizardController](#topic_0000000000000216)

speed Field

|  |  |
| --- | --- |
| C# |  |
| public [float](https://docs.microsoft.com/en-us/dotnet/api/system.single) speed | |

See Also

Applies to: [WizardController](#topic_0000000000000216)

tr Field

|  |  |
| --- | --- |
| C# |  |
| private **Transform** tr | |

See Also

Applies to: [WizardController](#topic_0000000000000216)

Photon.Chat.Demo Namespace

Classes

[AppSettingsExtensions](#topic_000000000000001D), [ChannelSelector](#topic_000000000000001F), [ChatAppIdCheckerUI](#topic_0000000000000023), [ChatGui](#topic_0000000000000027), [FriendItem](#topic_000000000000005C), [IgnoreUiRaycastWhenInactive](#topic_0000000000000063), [NamePickGui](#topic_0000000000000065)

AppSettingsExtensions Class

|  |  |
| --- | --- |
| C# |  |
| public static class AppSettingsExtensions | |

Requirements

**Namespace:**[Photon.Chat.Demo](#topic_000000000000001C)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[GetChatSettings](#topic_000000000000001E)

AppSettingsExtensions.GetChatSettings Method

|  |  |
| --- | --- |
| C# |  |
| public static **ChatAppSettings** GetChatSettings(  this **AppSettings** *appSettings* ) | |

Parameters

appSettings

|  |
| --- |
|  |

See Also

Applies to: [AppSettingsExtensions](#topic_000000000000001D)

ChannelSelector Class

|  |  |
| --- | --- |
| C# |  |
| public class ChannelSelector : **MonoBehaviour**,  **IPointerClickHandler** | |

Requirements

**Namespace:**[Photon.Chat.Demo](#topic_000000000000001C)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[OnPointerClick](#topic_0000000000000022), [SetChannel](#topic_0000000000000021)

Fields

[Channel](#topic_0000000000000020)

ChannelSelector.OnPointerClick Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPointerClick(  **PointerEventData** *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [ChannelSelector](#topic_000000000000001F)

ChannelSelector.SetChannel Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SetChannel(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *channel* ) | |

Parameters

channel

|  |
| --- |
|  |

See Also

Applies to: [ChannelSelector](#topic_000000000000001F)

Channel Field

|  |  |
| --- | --- |
| C# |  |
| public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) Channel | |

See Also

Applies to: [ChannelSelector](#topic_000000000000001F)

ChatAppIdCheckerUI Class

This is used in the Editor Splash to properly inform the developer about the chat AppId requirement.

|  |  |
| --- | --- |
| C# |  |
| [ExecuteInEditMode()] public class ChatAppIdCheckerUI : **MonoBehaviour** | |

Requirements

**Namespace:**[Photon.Chat.Demo](#topic_000000000000001C)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Update](#topic_0000000000000026)

Fields

[Description](#topic_0000000000000024), [WizardOpenedOnce](#topic_0000000000000025)

ChatAppIdCheckerUI.Update Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Update() | |

See Also

Applies to: [ChatAppIdCheckerUI](#topic_0000000000000023)

Description Field

|  |  |
| --- | --- |
| C# |  |
| public **Text** Description | |

See Also

Applies to: [ChatAppIdCheckerUI](#topic_0000000000000023)

WizardOpenedOnce Field

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) WizardOpenedOnce | |

See Also

Applies to: [ChatAppIdCheckerUI](#topic_0000000000000023)

ChatGui Class

This simple Chat UI demonstrate basics usages of the Chat Api

|  |  |
| --- | --- |
| C# |  |
| public class ChatGui : **MonoBehaviour**,  **IChatClientListener** | |

Remarks

The ChatClient basically lets you create any number of channels.
some friends are already set in the Chat demo "DemoChat-Scene", 'Joe', 'Jane' and 'Bob', simply log with them so that you can see the status changes in the Interface
Workflow:
Create ChatClient, Connect to a server with your AppID, Authenticate the user (apply a unique name,)
and subscribe to some channels.
Subscribe a channel before you publish to that channel!
Note:
Don't forget to call ChatClient.Service() on Update to keep the Chatclient operational.

Requirements

**Namespace:**[Photon.Chat.Demo](#topic_000000000000001C)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[UserName](#topic_000000000000002B)

Methods

[AddMessageToSelectedChannel](#topic_0000000000000059), [Connect](#topic_000000000000003E), [DebugReturn](#topic_0000000000000048), [InstantiateChannelButton](#topic_000000000000004E), [InstantiateFriendButton](#topic_000000000000004F), [OnApplicationQuit](#topic_0000000000000040), [OnChannelPropertiesChanged](#topic_0000000000000056), [OnChatStateChange](#topic_000000000000004B), [OnClickSend](#topic_0000000000000043), [OnConnected](#topic_0000000000000049), [OnDestroy](#topic_000000000000003F), [OnDisconnected](#topic_000000000000004A), [OnEnterSend](#topic_0000000000000042), [OnErrorInfo](#topic_0000000000000058), [OnGetMessages](#topic_0000000000000051), [OnPrivateMessage](#topic_0000000000000052), [OnStatusUpdate](#topic_0000000000000053), [OnSubscribed](#topic_000000000000004C), [OnUnsubscribed](#topic_0000000000000050), [OnUserPropertiesChanged](#topic_0000000000000057), [OnUserSubscribed](#topic_0000000000000054), [OnUserUnsubscribed](#topic_0000000000000055), [OpenDashboard](#topic_000000000000005B), [PostHelpToCurrentChannel](#topic_0000000000000047), [SendChatMessage](#topic_0000000000000046), [ShowChannel](#topic_000000000000005A), [Start](#topic_000000000000003D), [Update](#topic_0000000000000041)

Fields

[ChannelToggleToInstantiate](#topic_0000000000000034), [ChannelsToJoinOnConnect](#topic_0000000000000028), [ChatPanel](#topic_0000000000000030), [ConnectingLabel](#topic_000000000000002F), [CurrentChannelText](#topic_0000000000000033), [FriendListUiItemtoInstantiate](#topic_0000000000000035), [FriendsList](#topic_0000000000000029), [HelpText](#topic_000000000000003C), [HistoryLengthToFetch](#topic_000000000000002A), [InputFieldChat](#topic_0000000000000032), [ShowState](#topic_0000000000000038), [StateText](#topic_000000000000003A), [TestLength](#topic_0000000000000044), [Title](#topic_0000000000000039), [UserIdFormPanel](#topic_0000000000000031), [UserIdText](#topic_000000000000003B), [channelToggles](#topic_0000000000000036), [chatClient](#topic_000000000000002D), [friendListItemLUT](#topic_0000000000000037), [missingAppIdErrorPanel](#topic_000000000000002E), [selectedChannelName](#topic_000000000000002C), [testBytes](#topic_0000000000000045)

ChatGui.UserName Property

|  |  |
| --- | --- |
| C# |  |
| public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) UserName {get; set;} | |

See Also

Applies to: [ChatGui](#topic_0000000000000027)

ChatGui.AddMessageToSelectedChannel Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) AddMessageToSelectedChannel(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *msg* ) | |

Parameters

msg

|  |
| --- |
|  |

See Also

Applies to: [ChatGui](#topic_0000000000000027)

ChatGui.Connect Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Connect() | |

See Also

Applies to: [ChatGui](#topic_0000000000000027)

ChatGui.DebugReturn Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) DebugReturn(  **DebugLevel** *level*,  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *message* ) | |

Parameters

level

|  |
| --- |
|  |

message

|  |
| --- |
|  |

See Also

Applies to: [ChatGui](#topic_0000000000000027)

ChatGui.InstantiateChannelButton Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) InstantiateChannelButton(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *channelName* ) | |

Parameters

channelName

|  |
| --- |
|  |

See Also

Applies to: [ChatGui](#topic_0000000000000027)

ChatGui.InstantiateFriendButton Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) InstantiateFriendButton(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *friendId* ) | |

Parameters

friendId

|  |
| --- |
|  |

See Also

Applies to: [ChatGui](#topic_0000000000000027)

ChatGui.OnApplicationQuit Method

To avoid that the Editor becomes unresponsive, disconnect all Photon connections in OnApplicationQuit.

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnApplicationQuit() | |

See Also

Applies to: [ChatGui](#topic_0000000000000027)

ChatGui.OnChannelPropertiesChanged Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnChannelPropertiesChanged(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *channel*,  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *userId*,  [Dictionary](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.dictionary-2)<[object](https://docs.microsoft.com/en-us/dotnet/api/system.object), [object](https://docs.microsoft.com/en-us/dotnet/api/system.object)> *properties* ) | |

Parameters

channel

|  |
| --- |
|  |

userId

|  |
| --- |
|  |

properties

|  |
| --- |
|  |

See Also

Applies to: [ChatGui](#topic_0000000000000027)

ChatGui.OnChatStateChange Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnChatStateChange(  **ChatState** *state* ) | |

Parameters

state

|  |
| --- |
|  |

See Also

Applies to: [ChatGui](#topic_0000000000000027)

ChatGui.OnClickSend Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnClickSend() | |

See Also

Applies to: [ChatGui](#topic_0000000000000027)

ChatGui.OnConnected Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnConnected() | |

See Also

Applies to: [ChatGui](#topic_0000000000000027)

ChatGui.OnDestroy Method

To avoid that the Editor becomes unresponsive, disconnect all Photon connections in OnDestroy.

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnDestroy() | |

See Also

Applies to: [ChatGui](#topic_0000000000000027)

ChatGui.OnDisconnected Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnDisconnected() | |

See Also

Applies to: [ChatGui](#topic_0000000000000027)

ChatGui.OnEnterSend Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnEnterSend() | |

See Also

Applies to: [ChatGui](#topic_0000000000000027)

ChatGui.OnErrorInfo Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnErrorInfo(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *channel*,  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *error*,  [object](https://docs.microsoft.com/en-us/dotnet/api/system.object) *data* ) | |

Parameters

channel

|  |
| --- |
|  |

error

|  |
| --- |
|  |

data

|  |
| --- |
|  |

See Also

Applies to: [ChatGui](#topic_0000000000000027)

ChatGui.OnGetMessages Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnGetMessages(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *channelName*,  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string)[] *senders*,  [object](https://docs.microsoft.com/en-us/dotnet/api/system.object)[] *messages* ) | |

Parameters

channelName

|  |
| --- |
|  |

senders

|  |
| --- |
|  |

messages

|  |
| --- |
|  |

See Also

Applies to: [ChatGui](#topic_0000000000000027)

ChatGui.OnPrivateMessage Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPrivateMessage(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *sender*,  [object](https://docs.microsoft.com/en-us/dotnet/api/system.object) *message*,  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *channelName* ) | |

Parameters

sender

|  |
| --- |
|  |

message

|  |
| --- |
|  |

channelName

|  |
| --- |
|  |

See Also

Applies to: [ChatGui](#topic_0000000000000027)

ChatGui.OnStatusUpdate Method

New status of another user (you get updates for users set in your friends list).

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnStatusUpdate(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *user*,  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *status*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *gotMessage*,  [object](https://docs.microsoft.com/en-us/dotnet/api/system.object) *message* ) | |

Parameters

user

|  |
| --- |
| Name of the user. |

status

|  |
| --- |
| New status of that user. |

gotMessage

|  |
| --- |
| True if the status contains a message you should cache locally. False: This status update does not include a message (keep any you have). |

message

|  |
| --- |
| Message that user set. |

See Also

Applies to: [ChatGui](#topic_0000000000000027)

ChatGui.OnSubscribed (String, String(), Dictionary<ObjectObject>) Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnSubscribed(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *channel*,  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string)[] *users*,  [Dictionary](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.dictionary-2)<[object](https://docs.microsoft.com/en-us/dotnet/api/system.object), [object](https://docs.microsoft.com/en-us/dotnet/api/system.object)> *properties* ) | |

Parameters

channel

|  |
| --- |
|  |

users

|  |
| --- |
|  |

properties

|  |
| --- |
|  |

See Also

Applies to: [ChatGui](#topic_0000000000000027)

ChatGui.OnSubscribed (String(), Boolean()) Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnSubscribed(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string)[] *channels*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean)[] *results* ) | |

Parameters

channels

|  |
| --- |
|  |

results

|  |
| --- |
|  |

See Also

Applies to: [ChatGui](#topic_0000000000000027)

ChatGui.OnUnsubscribed Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnUnsubscribed(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string)[] *channels* ) | |

Parameters

channels

|  |
| --- |
|  |

See Also

Applies to: [ChatGui](#topic_0000000000000027)

ChatGui.OnUserPropertiesChanged Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnUserPropertiesChanged(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *channel*,  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *targetUserId*,  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *senderUserId*,  [Dictionary](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.dictionary-2)<[object](https://docs.microsoft.com/en-us/dotnet/api/system.object), [object](https://docs.microsoft.com/en-us/dotnet/api/system.object)> *properties* ) | |

Parameters

channel

|  |
| --- |
|  |

targetUserId

|  |
| --- |
|  |

senderUserId

|  |
| --- |
|  |

properties

|  |
| --- |
|  |

See Also

Applies to: [ChatGui](#topic_0000000000000027)

ChatGui.OnUserSubscribed Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnUserSubscribed(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *channel*,  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *user* ) | |

Parameters

channel

|  |
| --- |
|  |

user

|  |
| --- |
|  |

See Also

Applies to: [ChatGui](#topic_0000000000000027)

ChatGui.OnUserUnsubscribed Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnUserUnsubscribed(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *channel*,  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *user* ) | |

Parameters

channel

|  |
| --- |
|  |

user

|  |
| --- |
|  |

See Also

Applies to: [ChatGui](#topic_0000000000000027)

ChatGui.OpenDashboard Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OpenDashboard() | |

See Also

Applies to: [ChatGui](#topic_0000000000000027)

ChatGui.PostHelpToCurrentChannel Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) PostHelpToCurrentChannel() | |

See Also

Applies to: [ChatGui](#topic_0000000000000027)

ChatGui.SendChatMessage Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) SendChatMessage(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *inputLine* ) | |

Parameters

inputLine

|  |
| --- |
|  |

See Also

Applies to: [ChatGui](#topic_0000000000000027)

ChatGui.ShowChannel Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) ShowChannel(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *channelName* ) | |

Parameters

channelName

|  |
| --- |
|  |

See Also

Applies to: [ChatGui](#topic_0000000000000027)

ChatGui.Start Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Start() | |

See Also

Applies to: [ChatGui](#topic_0000000000000027)

ChatGui.Update Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Update() | |

See Also

Applies to: [ChatGui](#topic_0000000000000027)

ChannelToggleToInstantiate Field

|  |  |
| --- | --- |
| C# |  |
| public **Toggle** ChannelToggleToInstantiate | |

See Also

Applies to: [ChatGui](#topic_0000000000000027)

ChannelsToJoinOnConnect Field

|  |  |
| --- | --- |
| C# |  |
| public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string)[] ChannelsToJoinOnConnect | |

See Also

Applies to: [ChatGui](#topic_0000000000000027)

ChatPanel Field

|  |  |
| --- | --- |
| C# |  |
| public **RectTransform** ChatPanel | |

See Also

Applies to: [ChatGui](#topic_0000000000000027)

ConnectingLabel Field

|  |  |
| --- | --- |
| C# |  |
| public **GameObject** ConnectingLabel | |

See Also

Applies to: [ChatGui](#topic_0000000000000027)

CurrentChannelText Field

|  |  |
| --- | --- |
| C# |  |
| public **Text** CurrentChannelText | |

See Also

Applies to: [ChatGui](#topic_0000000000000027)

FriendListUiItemtoInstantiate Field

|  |  |
| --- | --- |
| C# |  |
| public **GameObject** FriendListUiItemtoInstantiate | |

See Also

Applies to: [ChatGui](#topic_0000000000000027)

FriendsList Field

|  |  |
| --- | --- |
| C# |  |
| public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string)[] FriendsList | |

See Also

Applies to: [ChatGui](#topic_0000000000000027)

HelpText Field

|  |  |
| --- | --- |
| C# |  |
| private static [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) HelpText | |

See Also

Applies to: [ChatGui](#topic_0000000000000027)

HistoryLengthToFetch Field

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) HistoryLengthToFetch | |

See Also

Applies to: [ChatGui](#topic_0000000000000027)

InputFieldChat Field

|  |  |
| --- | --- |
| C# |  |
| public **InputField** InputFieldChat | |

See Also

Applies to: [ChatGui](#topic_0000000000000027)

ShowState Field

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) ShowState | |

See Also

Applies to: [ChatGui](#topic_0000000000000027)

StateText Field

|  |  |
| --- | --- |
| C# |  |
| public **Text** StateText | |

See Also

Applies to: [ChatGui](#topic_0000000000000027)

TestLength Field

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) TestLength | |

See Also

Applies to: [ChatGui](#topic_0000000000000027)

Title Field

|  |  |
| --- | --- |
| C# |  |
| public **GameObject** Title | |

See Also

Applies to: [ChatGui](#topic_0000000000000027)

UserIdFormPanel Field

|  |  |
| --- | --- |
| C# |  |
| public **GameObject** UserIdFormPanel | |

See Also

Applies to: [ChatGui](#topic_0000000000000027)

UserIdText Field

|  |  |
| --- | --- |
| C# |  |
| public **Text** UserIdText | |

See Also

Applies to: [ChatGui](#topic_0000000000000027)

channelToggles Field

|  |  |
| --- | --- |
| C# |  |
| new private readonly [Dictionary](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.dictionary-2)<[string](https://docs.microsoft.com/en-us/dotnet/api/system.string), **Toggle**> channelToggles | |

See Also

Applies to: [ChatGui](#topic_0000000000000027)

chatClient Field

|  |  |
| --- | --- |
| C# |  |
| public **ChatClient** chatClient | |

See Also

Applies to: [ChatGui](#topic_0000000000000027)

friendListItemLUT Field

|  |  |
| --- | --- |
| C# |  |
| new private readonly [Dictionary](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.dictionary-2)<[string](https://docs.microsoft.com/en-us/dotnet/api/system.string), [FriendItem](#topic_000000000000005C)> friendListItemLUT | |

See Also

Applies to: [ChatGui](#topic_0000000000000027)

missingAppIdErrorPanel Field

|  |  |
| --- | --- |
| C# |  |
| public **GameObject** missingAppIdErrorPanel | |

See Also

Applies to: [ChatGui](#topic_0000000000000027)

selectedChannelName Field

|  |  |
| --- | --- |
| C# |  |
| private [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) selectedChannelName | |

See Also

Applies to: [ChatGui](#topic_0000000000000027)

testBytes Field

|  |  |
| --- | --- |
| C# |  |
| new private [byte](https://docs.microsoft.com/en-us/dotnet/api/system.byte)[] testBytes | |

See Also

Applies to: [ChatGui](#topic_0000000000000027)

FriendItem Class

Friend UI item used to represent the friend status as well as message.
It aims at showing how to share health for a friend that plays on a different room than you for example.
But of course the message can be anything and a lot more complex.

|  |  |
| --- | --- |
| C# |  |
| public class FriendItem : **MonoBehaviour** | |

Requirements

**Namespace:**[Photon.Chat.Demo](#topic_000000000000001C)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[FriendId](#topic_000000000000005D)

Methods

[Awake](#topic_0000000000000061), [OnFriendStatusUpdate](#topic_0000000000000062)

Fields

[Health](#topic_0000000000000060), [NameLabel](#topic_000000000000005E), [StatusLabel](#topic_000000000000005F)

FriendItem.FriendId Property

|  |  |
| --- | --- |
| C# |  |
| [HideInInspector()] public [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) FriendId {get; set;} | |

See Also

Applies to: [FriendItem](#topic_000000000000005C)

FriendItem.Awake Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Awake() | |

See Also

Applies to: [FriendItem](#topic_000000000000005C)

FriendItem.OnFriendStatusUpdate Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnFriendStatusUpdate(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *status*,  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *gotMessage*,  [object](https://docs.microsoft.com/en-us/dotnet/api/system.object) *message* ) | |

Parameters

status

|  |
| --- |
|  |

gotMessage

|  |
| --- |
|  |

message

|  |
| --- |
|  |

See Also

Applies to: [FriendItem](#topic_000000000000005C)

Health Field

|  |  |
| --- | --- |
| C# |  |
| public **Text** Health | |

See Also

Applies to: [FriendItem](#topic_000000000000005C)

NameLabel Field

|  |  |
| --- | --- |
| C# |  |
| public **Text** NameLabel | |

See Also

Applies to: [FriendItem](#topic_000000000000005C)

StatusLabel Field

|  |  |
| --- | --- |
| C# |  |
| public **Text** StatusLabel | |

See Also

Applies to: [FriendItem](#topic_000000000000005C)

IgnoreUiRaycastWhenInactive Class

|  |  |
| --- | --- |
| C# |  |
| public class IgnoreUiRaycastWhenInactive : **MonoBehaviour**,  **ICanvasRaycastFilter** | |

Requirements

**Namespace:**[Photon.Chat.Demo](#topic_000000000000001C)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[IsRaycastLocationValid](#topic_0000000000000064)

IgnoreUiRaycastWhenInactive.IsRaycastLocationValid Method

|  |  |
| --- | --- |
| C# |  |
| public [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) IsRaycastLocationValid(  **Vector2** *screenPoint*,  **Camera** *eventCamera* ) | |

Parameters

screenPoint

|  |
| --- |
|  |

eventCamera

|  |
| --- |
|  |

See Also

Applies to: [IgnoreUiRaycastWhenInactive](#topic_0000000000000063)

NamePickGui Class

|  |  |
| --- | --- |
| C# |  |
| [RequireComponent(typeof(ChatGui))] public class NamePickGui : **MonoBehaviour** | |

Requirements

**Namespace:**[Photon.Chat.Demo](#topic_000000000000001C)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[EndEditOnEnter](#topic_000000000000006A), [Start](#topic_0000000000000069), [StartChat](#topic_000000000000006B)

Fields

[UserNamePlayerPref](#topic_0000000000000066), [chatNewComponent](#topic_0000000000000067), [idInput](#topic_0000000000000068)

NamePickGui.EndEditOnEnter Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) EndEditOnEnter() | |

See Also

Applies to: [NamePickGui](#topic_0000000000000065)

NamePickGui.Start Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Start() | |

See Also

Applies to: [NamePickGui](#topic_0000000000000065)

NamePickGui.StartChat Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) StartChat() | |

See Also

Applies to: [NamePickGui](#topic_0000000000000065)

chatNewComponent Field

|  |  |
| --- | --- |
| C# |  |
| public [ChatGui](#topic_0000000000000027) chatNewComponent | |

See Also

Applies to: [NamePickGui](#topic_0000000000000065)

idInput Field

|  |  |
| --- | --- |
| C# |  |
| public **InputField** idInput | |

See Also

Applies to: [NamePickGui](#topic_0000000000000065)

UserNamePlayerPref Field

|  |  |
| --- | --- |
| C# |  |
| private const [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) UserNamePlayerPref = @"NamePickUserName" | |

See Also

Applies to: [NamePickGui](#topic_0000000000000065)

Photon.Chat.UtilityScripts Namespace

Classes

[EventSystemSpawner](#topic_0000000000000001), [OnStartDelete](#topic_0000000000000003), [TextButtonTransition](#topic_0000000000000005), [TextToggleIsOnTransition](#topic_000000000000000F)

EventSystemSpawner Class

Event system spawner. Will add an EventSystem GameObject with an EventSystem component and a StandaloneInputModule component.
Use this in additive scene loading context where you would otherwise get a "Multiple EventSystem in scene... this is not supported" error from Unity.

|  |  |
| --- | --- |
| C# |  |
| public class EventSystemSpawner : **MonoBehaviour** | |

Requirements

**Namespace:**[Photon.Chat.UtilityScripts](#topic_0000000000000000)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[OnEnable](#topic_0000000000000002)

EventSystemSpawner.OnEnable Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnEnable() | |

See Also

Applies to: [EventSystemSpawner](#topic_0000000000000001)

OnStartDelete Class

This component will destroy the GameObject it is attached to (in Start()).

|  |  |
| --- | --- |
| C# |  |
| public class OnStartDelete : **MonoBehaviour** | |

Requirements

**Namespace:**[Photon.Chat.UtilityScripts](#topic_0000000000000000)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Start](#topic_0000000000000004)

OnStartDelete.Start Method

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Start() | |

See Also

Applies to: [OnStartDelete](#topic_0000000000000003)

TextButtonTransition Class

Use this on Button texts to have some color transition on the text as well without corrupting button's behaviour.

|  |  |
| --- | --- |
| C# |  |
| [RequireComponent(typeof(Text))] public class TextButtonTransition : **MonoBehaviour**,  **IPointerEnterHandler**,  **IPointerExitHandler** | |

Requirements

**Namespace:**[Photon.Chat.UtilityScripts](#topic_0000000000000000)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Awake](#topic_000000000000000A), [OnDisable](#topic_000000000000000C), [OnEnable](#topic_000000000000000B), [OnPointerEnter](#topic_000000000000000D), [OnPointerExit](#topic_000000000000000E)

Fields

[HoverColor](#topic_0000000000000009), [NormalColor](#topic_0000000000000008), [Selectable](#topic_0000000000000007), [\_text](#topic_0000000000000006)

TextButtonTransition.Awake Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Awake() | |

See Also

Applies to: [TextButtonTransition](#topic_0000000000000005)

TextButtonTransition.OnDisable Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnDisable() | |

See Also

Applies to: [TextButtonTransition](#topic_0000000000000005)

TextButtonTransition.OnEnable Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnEnable() | |

See Also

Applies to: [TextButtonTransition](#topic_0000000000000005)

TextButtonTransition.OnPointerEnter Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPointerEnter(  **PointerEventData** *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [TextButtonTransition](#topic_0000000000000005)

TextButtonTransition.OnPointerExit Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPointerExit(  **PointerEventData** *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [TextButtonTransition](#topic_0000000000000005)

HoverColor Field

The color of the hover of the transition state.

|  |  |
| --- | --- |
| C# |  |
| public **Color** HoverColor | |

See Also

Applies to: [TextButtonTransition](#topic_0000000000000005)

NormalColor Field

The color of the normal of the transition state.

|  |  |
| --- | --- |
| C# |  |
| public **Color** NormalColor | |

See Also

Applies to: [TextButtonTransition](#topic_0000000000000005)

Selectable Field

The selectable Component.

|  |  |
| --- | --- |
| C# |  |
| public **Selectable** Selectable | |

See Also

Applies to: [TextButtonTransition](#topic_0000000000000005)

\_text Field

|  |  |
| --- | --- |
| C# |  |
| private **Text** \_text | |

See Also

Applies to: [TextButtonTransition](#topic_0000000000000005)

TextToggleIsOnTransition Class

Use this on toggles texts to have some color transition on the text depending on the isOn State.

|  |  |
| --- | --- |
| C# |  |
| [RequireComponent(typeof(Text))] public class TextToggleIsOnTransition : **MonoBehaviour**,  **IPointerEnterHandler**,  **IPointerExitHandler** | |

Requirements

**Namespace:**[Photon.Chat.UtilityScripts](#topic_0000000000000000)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[OnDisable](#topic_0000000000000018), [OnEnable](#topic_0000000000000017), [OnPointerEnter](#topic_000000000000001A), [OnPointerExit](#topic_000000000000001B), [OnValueChanged](#topic_0000000000000019)

Fields

[HoverOffColor](#topic_0000000000000015), [HoverOnColor](#topic_0000000000000014), [NormalOffColor](#topic_0000000000000013), [NormalOnColor](#topic_0000000000000012), [\_text](#topic_0000000000000011), [isHover](#topic_0000000000000016), [toggle](#topic_0000000000000010)

TextToggleIsOnTransition.OnDisable Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnDisable() | |

See Also

Applies to: [TextToggleIsOnTransition](#topic_000000000000000F)

TextToggleIsOnTransition.OnEnable Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnEnable() | |

See Also

Applies to: [TextToggleIsOnTransition](#topic_000000000000000F)

TextToggleIsOnTransition.OnPointerEnter Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPointerEnter(  **PointerEventData** *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [TextToggleIsOnTransition](#topic_000000000000000F)

TextToggleIsOnTransition.OnPointerExit Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnPointerExit(  **PointerEventData** *eventData* ) | |

Parameters

eventData

|  |
| --- |
|  |

See Also

Applies to: [TextToggleIsOnTransition](#topic_000000000000000F)

TextToggleIsOnTransition.OnValueChanged Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnValueChanged(  [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) *isOn* ) | |

Parameters

isOn

|  |
| --- |
|  |

See Also

Applies to: [TextToggleIsOnTransition](#topic_000000000000000F)

HoverOffColor Field

The color of the hover off transition state.

|  |  |
| --- | --- |
| C# |  |
| public **Color** HoverOffColor | |

See Also

Applies to: [TextToggleIsOnTransition](#topic_000000000000000F)

HoverOnColor Field

The color of the hover on transition state.

|  |  |
| --- | --- |
| C# |  |
| public **Color** HoverOnColor | |

See Also

Applies to: [TextToggleIsOnTransition](#topic_000000000000000F)

NormalOffColor Field

The color of the normal off transition state.

|  |  |
| --- | --- |
| C# |  |
| public **Color** NormalOffColor | |

See Also

Applies to: [TextToggleIsOnTransition](#topic_000000000000000F)

NormalOnColor Field

The color of the normal on transition state.

|  |  |
| --- | --- |
| C# |  |
| public **Color** NormalOnColor | |

See Also

Applies to: [TextToggleIsOnTransition](#topic_000000000000000F)

\_text Field

|  |  |
| --- | --- |
| C# |  |
| private **Text** \_text | |

See Also

Applies to: [TextToggleIsOnTransition](#topic_000000000000000F)

isHover Field

|  |  |
| --- | --- |
| C# |  |
| private [bool](https://docs.microsoft.com/en-us/dotnet/api/system.boolean) isHover | |

See Also

Applies to: [TextToggleIsOnTransition](#topic_000000000000000F)

toggle Field

The toggle Component.

|  |  |
| --- | --- |
| C# |  |
| public **Toggle** toggle | |

See Also

Applies to: [TextToggleIsOnTransition](#topic_000000000000000F)

Photon.Realtime.Demo Namespace

Classes

[ConnectAndJoinRandomLb](#topic_000000000000006D)

ConnectAndJoinRandomLb Class

|  |  |
| --- | --- |
| C# |  |
| public class ConnectAndJoinRandomLb : **MonoBehaviour**,  **IConnectionCallbacks**,  **IMatchmakingCallbacks**,  **ILobbyCallbacks** | |

Requirements

**Namespace:**[Photon.Realtime.Demo](#topic_000000000000006C)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[OnConnected](#topic_0000000000000074), [OnConnectedToMaster](#topic_0000000000000075), [OnCreateRoomFailed](#topic_0000000000000080), [OnCreatedRoom](#topic_000000000000007F), [OnCustomAuthenticationFailed](#topic_0000000000000078), [OnCustomAuthenticationResponse](#topic_0000000000000077), [OnDisconnected](#topic_0000000000000076), [OnFriendListUpdate](#topic_000000000000007E), [OnJoinRandomFailed](#topic_0000000000000083), [OnJoinRoomFailed](#topic_0000000000000082), [OnJoinedLobby](#topic_000000000000007C), [OnJoinedRoom](#topic_0000000000000081), [OnLeftLobby](#topic_000000000000007D), [OnLeftRoom](#topic_0000000000000084), [OnLobbyStatisticsUpdate](#topic_000000000000007B), [OnRegionListReceived](#topic_0000000000000079), [OnRegionPingCompleted](#topic_0000000000000085), [OnRoomListUpdate](#topic_000000000000007A), [Start](#topic_0000000000000072), [Update](#topic_0000000000000073)

Fields

[StateUiText](#topic_0000000000000071), [appSettings](#topic_000000000000006E), [ch](#topic_0000000000000070), [lbc](#topic_000000000000006F)

ConnectAndJoinRandomLb.OnConnected Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnConnected() | |

See Also

Applies to: [ConnectAndJoinRandomLb](#topic_000000000000006D)

ConnectAndJoinRandomLb.OnConnectedToMaster Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnConnectedToMaster() | |

See Also

Applies to: [ConnectAndJoinRandomLb](#topic_000000000000006D)

ConnectAndJoinRandomLb.OnCreateRoomFailed Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnCreateRoomFailed(  [short](https://docs.microsoft.com/en-us/dotnet/api/system.int16) *returnCode*,  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *message* ) | |

Parameters

returnCode

|  |
| --- |
|  |

message

|  |
| --- |
|  |

See Also

Applies to: [ConnectAndJoinRandomLb](#topic_000000000000006D)

ConnectAndJoinRandomLb.OnCreatedRoom Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnCreatedRoom() | |

See Also

Applies to: [ConnectAndJoinRandomLb](#topic_000000000000006D)

ConnectAndJoinRandomLb.OnCustomAuthenticationFailed Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnCustomAuthenticationFailed(  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *debugMessage* ) | |

Parameters

debugMessage

|  |
| --- |
|  |

See Also

Applies to: [ConnectAndJoinRandomLb](#topic_000000000000006D)

ConnectAndJoinRandomLb.OnCustomAuthenticationResponse Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnCustomAuthenticationResponse(  [Dictionary](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.dictionary-2)<[string](https://docs.microsoft.com/en-us/dotnet/api/system.string), [object](https://docs.microsoft.com/en-us/dotnet/api/system.object)> *data* ) | |

Parameters

data

|  |
| --- |
|  |

See Also

Applies to: [ConnectAndJoinRandomLb](#topic_000000000000006D)

ConnectAndJoinRandomLb.OnDisconnected Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnDisconnected(  **DisconnectCause** *cause* ) | |

Parameters

cause

|  |
| --- |
|  |

See Also

Applies to: [ConnectAndJoinRandomLb](#topic_000000000000006D)

ConnectAndJoinRandomLb.OnFriendListUpdate Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnFriendListUpdate(  [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<**FriendInfo**> *friendList* ) | |

Parameters

friendList

|  |
| --- |
|  |

See Also

Applies to: [ConnectAndJoinRandomLb](#topic_000000000000006D)

ConnectAndJoinRandomLb.OnJoinRandomFailed Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnJoinRandomFailed(  [short](https://docs.microsoft.com/en-us/dotnet/api/system.int16) *returnCode*,  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *message* ) | |

Parameters

returnCode

|  |
| --- |
|  |

message

|  |
| --- |
|  |

See Also

Applies to: [ConnectAndJoinRandomLb](#topic_000000000000006D)

ConnectAndJoinRandomLb.OnJoinRoomFailed Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnJoinRoomFailed(  [short](https://docs.microsoft.com/en-us/dotnet/api/system.int16) *returnCode*,  [string](https://docs.microsoft.com/en-us/dotnet/api/system.string) *message* ) | |

Parameters

returnCode

|  |
| --- |
|  |

message

|  |
| --- |
|  |

See Also

Applies to: [ConnectAndJoinRandomLb](#topic_000000000000006D)

ConnectAndJoinRandomLb.OnJoinedLobby Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnJoinedLobby() | |

See Also

Applies to: [ConnectAndJoinRandomLb](#topic_000000000000006D)

ConnectAndJoinRandomLb.OnJoinedRoom Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnJoinedRoom() | |

See Also

Applies to: [ConnectAndJoinRandomLb](#topic_000000000000006D)

ConnectAndJoinRandomLb.OnLeftLobby Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnLeftLobby() | |

See Also

Applies to: [ConnectAndJoinRandomLb](#topic_000000000000006D)

ConnectAndJoinRandomLb.OnLeftRoom Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnLeftRoom() | |

See Also

Applies to: [ConnectAndJoinRandomLb](#topic_000000000000006D)

ConnectAndJoinRandomLb.OnLobbyStatisticsUpdate Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnLobbyStatisticsUpdate(  [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<**TypedLobbyInfo**> *lobbyStatistics* ) | |

Parameters

lobbyStatistics

|  |
| --- |
|  |

See Also

Applies to: [ConnectAndJoinRandomLb](#topic_000000000000006D)

ConnectAndJoinRandomLb.OnRegionListReceived Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnRegionListReceived(  **RegionHandler** *regionHandler* ) | |

Parameters

regionHandler

|  |
| --- |
|  |

See Also

Applies to: [ConnectAndJoinRandomLb](#topic_000000000000006D)

ConnectAndJoinRandomLb.OnRegionPingCompleted Method

A callback of the RegionHandler, provided in OnRegionListReceived.

|  |  |
| --- | --- |
| C# |  |
| private [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnRegionPingCompleted(  **RegionHandler** *regionHandler* ) | |

Parameters

regionHandler

|  |
| --- |
| The regionHandler wraps up best region and other region relevant info. |

See Also

Applies to: [ConnectAndJoinRandomLb](#topic_000000000000006D)

ConnectAndJoinRandomLb.OnRoomListUpdate Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) OnRoomListUpdate(  [List](https://docs.microsoft.com/en-us/dotnet/api/system.collections.generic.list-1)<**RoomInfo**> *roomList* ) | |

Parameters

roomList

|  |
| --- |
|  |

See Also

Applies to: [ConnectAndJoinRandomLb](#topic_000000000000006D)

ConnectAndJoinRandomLb.Start Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Start() | |

See Also

Applies to: [ConnectAndJoinRandomLb](#topic_000000000000006D)

ConnectAndJoinRandomLb.Update Method

|  |  |
| --- | --- |
| C# |  |
| public [void](https://docs.microsoft.com/en-us/dotnet/api/system.void) Update() | |

See Also

Applies to: [ConnectAndJoinRandomLb](#topic_000000000000006D)

StateUiText Field

|  |  |
| --- | --- |
| C# |  |
| public **Text** StateUiText | |

See Also

Applies to: [ConnectAndJoinRandomLb](#topic_000000000000006D)

appSettings Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] new private **AppSettings** appSettings | |

See Also

Applies to: [ConnectAndJoinRandomLb](#topic_000000000000006D)

ch Field

|  |  |
| --- | --- |
| C# |  |
| private **ConnectionHandler** ch | |

See Also

Applies to: [ConnectAndJoinRandomLb](#topic_000000000000006D)

lbc Field

|  |  |
| --- | --- |
| C# |  |
| private **LoadBalancingClient** lbc | |

See Also

Applies to: [ConnectAndJoinRandomLb](#topic_000000000000006D)

myTestClass Namespace

Classes

[TestClass](#topic_00000000000001E9)

TestClass Class

|  |  |
| --- | --- |
| C# |  |
| public class TestClass | |

Requirements

**Namespace:**[myTestClass](#topic_00000000000001E8)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Add2Int](#topic_00000000000001EA)

TestClass.Add2Int Method

|  |  |
| --- | --- |
| C# |  |
| public [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) Add2Int(  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *a*,  [int](https://docs.microsoft.com/en-us/dotnet/api/system.int32) *b* ) | |

Parameters

a

|  |
| --- |
|  |

b

|  |
| --- |
|  |

See Also

Applies to: [TestClass](#topic_00000000000001E9)

# Index

[<default> Namespace](#topic_000000000000021F)

[AIToggleButton Field](#topic_0000000000000211)

[AIToggleText Field](#topic_000000000000020D)

[AcceptInvite Method](#topic_00000000000001FF)

[Add2Int Method](#topic_00000000000001EA)

[AddMessageToSelectedChannel Method](#topic_0000000000000059)

[AddRoom Class](#topic_000000000000009E)

[AppSettingsExtensions Class](#topic_000000000000001D)

[ArcherController Class](#topic_0000000000000190)

[Arrow Class](#topic_00000000000001A2)

[AshenBow Field](#topic_000000000000012E)

[Assembly-CSharp Reference](#topic_000000000000021E)

[Attack Method](#topic_000000000000018B)

[AttackArea Class](#topic_00000000000001A8)

[AudioManager Class](#topic_0000000000000086)

[Awake Method {EnemySpawnTest}](#topic_00000000000000D5)

[Awake Method {GameManager}](#topic_00000000000000E9)

[Awake Method {ItemAssets}](#topic_000000000000011E)

[Awake Method {ItemWorld}](#topic_0000000000000132)

[Awake Method {MenuController}](#topic_000000000000014C)

[Awake Method {Photon.Chat.Demo.FriendItem}](#topic_0000000000000061)

[Awake Method {Photon.Chat.UtilityScripts.TextButtonTransition}](#topic_000000000000000A)

[Awake Method {PhotonChatController}](#topic_000000000000015C)

[Awake Method {PhotonFriendsController}](#topic_000000000000016E)

[Awake Method {Player}](#topic_0000000000000186)

[Awake Method {UIDisplayInvites}](#topic_00000000000001F2)

[Awake Method {UIInvitesButton}](#topic_0000000000000209)

[Awake Method {UI\_Inventory}](#topic_000000000000013B)

[BBoots Field](#topic_0000000000000127)

[BGM Field](#topic_0000000000000087)

[BHelm Field](#topic_0000000000000126)

[BORK Field](#topic_0000000000000129)

[BackOption Method](#topic_000000000000009A)

[BacktoMain Field](#topic_00000000000000F3)

[BuildChat Method](#topic_00000000000001BB)

[CameraFollow Class](#topic_00000000000001AB)

[ChangeBGM Method](#topic_000000000000008A)

[ChangeUsernameInput Method](#topic_000000000000014F)

[Channel Field](#topic_0000000000000020)

[ChannelSelector Class](#topic_000000000000001F)

[ChannelToggleToInstantiate Field](#topic_0000000000000034)

[ChannelsToJoinOnConnect Field](#topic_0000000000000028)

[Character Class](#topic_000000000000008B)

[CharacterCount Property](#topic_0000000000000090)

[CharacterDatabase Class](#topic_000000000000008E)

[CharacterManager Class](#topic_0000000000000092)

[CharacterName Field](#topic_000000000000008C)

[CharacterSprtie Field](#topic_000000000000008D)

[ChatAppIdCheckerUI Class](#topic_0000000000000023)

[ChatGui Class](#topic_0000000000000027)

[ChatManager Class](#topic_00000000000001AF)

[ChatPanel Field](#topic_0000000000000030)

[Chestplate Field](#topic_0000000000000125)

[Connect Method](#topic_000000000000003E)

[ConnectAndJoinRandomLb Class](#topic_000000000000006D)

[ConnectPanel Field](#topic_0000000000000146)

[ConnectToPhotonChat Method](#topic_0000000000000160)

[ConnectingLabel Field](#topic_000000000000002F)

[Control Method {ArcherController}](#topic_000000000000019E)

[Control Method {WizardController}](#topic_000000000000021D)

[CreateGame Method](#topic_0000000000000151)

[CreateGameInput Field](#topic_0000000000000148)

[CurrentChannelText Field](#topic_0000000000000033)

[DBlade Field](#topic_000000000000012A)

[DManPlate Field](#topic_0000000000000128)

[Dagger Field](#topic_000000000000012B)

[Damage Method {EnemyHealth}](#topic_00000000000000C9)

[Damage Method {Health}](#topic_00000000000000FA)

[DebugReturn Method {Photon.Chat.Demo.ChatGui}](#topic_0000000000000048)

[DebugReturn Method {PhotonChatController}](#topic_0000000000000162)

[DeclineInvite Method](#topic_0000000000000200)

[Description Field](#topic_0000000000000024)

[Destroyer Class](#topic_00000000000000A1)

[Die Method {EnemyHealth}](#topic_00000000000000CA)

[Die Method {Health}](#topic_00000000000000FC)

[EndEditOnEnter Method](#topic_000000000000006A)

[Enemy Class](#topic_00000000000000B9)

[EnemyAttackArea Class](#topic_00000000000000C2)

[EnemyHealth Class](#topic_00000000000000C5)

[EnemyMovement Class](#topic_00000000000000CB)

[EnemySpawnTest Class](#topic_00000000000000D2)

[EventSystemSpawner Class](#topic_0000000000000001)

[FieldOfView Class](#topic_00000000000000D7)

[FixedUpdate Method {CameraFollow}](#topic_00000000000001AE)

[FixedUpdate Method {GameManager}](#topic_00000000000000EA)

[FixedUpdate Method {Health}](#topic_00000000000000F8)

[FixedUpdate Method {PlayerAttack}](#topic_00000000000001C5)

[FixedUpdate Method {PlayerMovementTest}](#topic_00000000000001DC)

[FixedUpdate Method {PlayerMovement}](#topic_00000000000001D0)

[FixedUpdate Method {Player}](#topic_0000000000000188)

[FixedUpdate Method {Weapon}](#topic_00000000000001E1)

[FlipFalse Method](#topic_000000000000018C)

[FlipTrue Method](#topic_000000000000018D)

[FriendId Property](#topic_000000000000005D)

[FriendItem Class](#topic_000000000000005C)

[FriendListUiItemtoInstantiate Field](#topic_0000000000000035)

[FriendsList Field](#topic_0000000000000029)

[G Field](#topic_0000000000000124)

[GameCanvas Field {GameHandler}](#topic_00000000000000DA)

[GameCanvas Field {GameManager}](#topic_00000000000000E3)

[GameHandler Class](#topic_00000000000000D8)

[GameManager Class](#topic_00000000000000E1)

[GetCharacter Method](#topic_0000000000000091)

[GetChatSettings Method](#topic_000000000000001E)

[GetItemList Method](#topic_0000000000000108)

[GetPhotonFriends Field](#topic_000000000000014B)

[GotoDungeon Class](#topic_000000000000013E)

[GotoPVP Class](#topic_0000000000000140)

[HPot Field](#topic_0000000000000122)

[HandleFriendInvite Method](#topic_0000000000000161)

[HandleInviteAccept Method](#topic_00000000000001F5)

[HandleInviteDecline Method](#topic_00000000000001F6)

[HandleRoomInvite Method](#topic_00000000000001F4)

[Heal Method](#topic_00000000000000FB)

[Health Class](#topic_00000000000000EE)

[Health Field](#topic_0000000000000060)

[HealthBar Class](#topic_00000000000000FD)

[HealthPotion Class](#topic_0000000000000101)

[HelpText Field](#topic_000000000000003C)

[HistoryLengthToFetch Field](#topic_000000000000002A)

[HoverColor Field](#topic_0000000000000009)

[HoverOffColor Field](#topic_0000000000000015)

[HoverOnColor Field](#topic_0000000000000014)

[IgnoreUiRaycastWhenInactive Class](#topic_0000000000000063)

[Initialize Method](#topic_00000000000001FE)

[InputFieldChat Field](#topic_0000000000000032)

[Instance Property](#topic_000000000000011D)

[InstantiateChannelButton Method](#topic_000000000000004E)

[InstantiateFriendButton Method](#topic_000000000000004F)

[Inventory Class](#topic_0000000000000104)

[Inventory Constructor](#topic_0000000000000106)

[InviteAPlayer Method](#topic_0000000000000206)

[InviteMenu Field](#topic_0000000000000208)

[IsRaycastLocationValid Method](#topic_0000000000000064)

[Item Class](#topic_0000000000000109)

[ItemAssets Class](#topic_000000000000011C)

[ItemType Enumeration](#topic_000000000000010A)

[ItemWorld Class](#topic_000000000000012F)

[JoinGame Method](#topic_0000000000000152)

[JoinGameInput Field](#topic_0000000000000149)

[Load Method](#topic_000000000000018F)

[LongSword Field](#topic_0000000000000121)

[MAX\_HEALTH Field](#topic_00000000000000F1)

[MenuController Class](#topic_0000000000000143)

[Move Method {PlayerMovementTest}](#topic_00000000000001DE)

[Move Method {PlayerMovement}](#topic_00000000000001D2)

[Move Method {Player}](#topic_000000000000018A)

[NameLabel Field](#topic_000000000000005E)

[NamePickGui Class](#topic_0000000000000065)

[NextOption Method](#topic_0000000000000099)

[NormalColor Field](#topic_0000000000000008)

[NormalOffColor Field](#topic_0000000000000013)

[NormalOnColor Field](#topic_0000000000000012)

[OnAddFriend Field](#topic_0000000000000203)

[OnApplicationQuit Method](#topic_0000000000000040)

[OnChannelPropertiesChanged Method](#topic_0000000000000056)

[OnChatStateChange Method {Photon.Chat.Demo.ChatGui}](#topic_000000000000004B)

[OnChatStateChange Method {PhotonChatController}](#topic_0000000000000165)

[OnClickSend Method](#topic_0000000000000043)

[OnCollisionEnter2D Method](#topic_000000000000019F)

[OnConnected Method {Photon.Chat.Demo.ChatGui}](#topic_0000000000000049)

[OnConnected Method {Photon.Realtime.Demo.ConnectAndJoinRandomLb}](#topic_0000000000000074)

[OnConnected Method {PhotonChatController}](#topic_0000000000000164)

[OnConnectedToMaster Method {MenuController}](#topic_000000000000014E)

[OnConnectedToMaster Method {Photon.Realtime.Demo.ConnectAndJoinRandomLb}](#topic_0000000000000075)

[OnCreateRoomFailed Method](#topic_0000000000000080)

[OnCreatedRoom Method](#topic_000000000000007F)

[OnCustomAuthenticationFailed Method](#topic_0000000000000078)

[OnCustomAuthenticationResponse Method](#topic_0000000000000077)

[OnDestroy Method {Photon.Chat.Demo.ChatGui}](#topic_000000000000003F)

[OnDestroy Method {PhotonChatController}](#topic_000000000000015D)

[OnDestroy Method {UIDisplayInvites}](#topic_00000000000001F3)

[OnDisable Method {Photon.Chat.UtilityScripts.TextButtonTransition}](#topic_000000000000000C)

[OnDisable Method {Photon.Chat.UtilityScripts.TextToggleIsOnTransition}](#topic_0000000000000018)

[OnDisconnected Method {Photon.Chat.Demo.ChatGui}](#topic_000000000000004A)

[OnDisconnected Method {Photon.Realtime.Demo.ConnectAndJoinRandomLb}](#topic_0000000000000076)

[OnDisconnected Method {PhotonChatController}](#topic_0000000000000163)

[OnEnable Method {Photon.Chat.UtilityScripts.EventSystemSpawner}](#topic_0000000000000002)

[OnEnable Method {Photon.Chat.UtilityScripts.TextButtonTransition}](#topic_000000000000000B)

[OnEnable Method {Photon.Chat.UtilityScripts.TextToggleIsOnTransition}](#topic_0000000000000017)

[OnEnterSend Method](#topic_0000000000000042)

[OnErrorInfo Method](#topic_0000000000000058)

[OnFriendListUpdate Method](#topic_000000000000007E)

[OnFriendStatusUpdate Method](#topic_0000000000000062)

[OnGetMessages Method {Photon.Chat.Demo.ChatGui}](#topic_0000000000000051)

[OnGetMessages Method {PhotonChatController}](#topic_0000000000000166)

[OnInviteAccept Field](#topic_00000000000001FB)

[OnInviteDecline Field](#topic_00000000000001FD)

[OnInvitePlayer Field](#topic_0000000000000205)

[OnJoinRandomFailed Method](#topic_0000000000000083)

[OnJoinRoomFailed Method](#topic_0000000000000082)

[OnJoinedLobby Method](#topic_000000000000007C)

[OnJoinedRoom Method {MenuController}](#topic_0000000000000153)

[OnJoinedRoom Method {Photon.Realtime.Demo.ConnectAndJoinRandomLb}](#topic_0000000000000081)

[OnLeftLobby Method](#topic_000000000000007D)

[OnLeftRoom Method](#topic_0000000000000084)

[OnLobbyStatisticsUpdate Method](#topic_000000000000007B)

[OnPhotonSerializeView Method](#topic_00000000000001BC)

[OnPlayerPropertiesUpdate Method](#topic_00000000000001A1)

[OnPointerClick Method](#topic_0000000000000022)

[OnPointerEnter Method {Photon.Chat.UtilityScripts.TextButtonTransition}](#topic_000000000000000D)

[OnPointerEnter Method {Photon.Chat.UtilityScripts.TextToggleIsOnTransition}](#topic_000000000000001A)

[OnPointerExit Method {Photon.Chat.UtilityScripts.TextButtonTransition}](#topic_000000000000000E)

[OnPointerExit Method {Photon.Chat.UtilityScripts.TextToggleIsOnTransition}](#topic_000000000000001B)

[OnPrivateMessage Method {Photon.Chat.Demo.ChatGui}](#topic_0000000000000052)

[OnPrivateMessage Method {PhotonChatController}](#topic_0000000000000167)

[OnRegionListReceived Method](#topic_0000000000000079)

[OnRegionPingCompleted Method](#topic_0000000000000085)

[OnRoomInvite Field](#topic_000000000000015B)

[OnRoomInviteAccept Field](#topic_00000000000001FC)

[OnRoomListUpdate Method](#topic_000000000000007A)

[OnStartDelete Class](#topic_0000000000000003)

[OnStatusUpdate Method {Photon.Chat.Demo.ChatGui}](#topic_0000000000000053)

[OnStatusUpdate Method {PhotonChatController}](#topic_000000000000016A)

[OnSubscribed (String(), Boolean()) Method {Photon.Chat.Demo.ChatGui}](#topic_000000000000004C)

[OnSubscribed (String, String(), Dictionary<ObjectObject>) Method](#topic_000000000000004D)

[OnSubscribed Method {PhotonChatController}](#topic_0000000000000168)

[OnTriggerEnter2D Method {AttackArea}](#topic_00000000000001AA)

[OnTriggerEnter2D Method {Destroyer}](#topic_00000000000000A3)

[OnTriggerEnter2D Method {EnemyAttackArea}](#topic_00000000000000C4)

[OnTriggerEnter2D Method {GotoDungeon}](#topic_000000000000013F)

[OnTriggerEnter2D Method {GotoPVP}](#topic_0000000000000142)

[OnTriggerEnter2D Method {HealthPotion}](#topic_0000000000000103)

[OnTriggerEnter2D Method {RoomSpawner}](#topic_00000000000000AD)

[OnTriggerEnter2D Method {SwitchMusicTrigger}](#topic_00000000000001E7)

[OnUnsubscribed Method {Photon.Chat.Demo.ChatGui}](#topic_0000000000000050)

[OnUnsubscribed Method {PhotonChatController}](#topic_0000000000000169)

[OnUserPropertiesChanged Method](#topic_0000000000000057)

[OnUserSubscribed Method {Photon.Chat.Demo.ChatGui}](#topic_0000000000000054)

[OnUserSubscribed Method {PhotonChatController}](#topic_000000000000016B)

[OnUserUnsubscribed Method {Photon.Chat.Demo.ChatGui}](#topic_0000000000000055)

[OnUserUnsubscribed Method {PhotonChatController}](#topic_000000000000016C)

[OnValueChanged Method](#topic_0000000000000019)

[OpenDashboard Method](#topic_000000000000005B)

[PauseCanvas Field](#topic_000000000000020C)

[Photon.Chat.Demo Namespace](#topic_000000000000001C)

[Photon.Chat.UtilityScripts Namespace](#topic_0000000000000000)

[Photon.Realtime.Demo Namespace](#topic_000000000000006C)

[PhotonChatController Class](#topic_0000000000000158)

[PhotonFriendsController Class](#topic_000000000000016D)

[Player Class](#topic_0000000000000171)

[PlayerAttack Class](#topic_00000000000001BD)

[PlayerCamera Field {ArcherController}](#topic_0000000000000196)

[PlayerCamera Field {Player}](#topic_0000000000000175)

[PlayerMovement Class](#topic_00000000000001C7)

[PlayerMovementTest Class](#topic_00000000000001D4)

[PlayerNameText Field {ArcherController}](#topic_0000000000000197)

[PlayerNameText Field {Player}](#topic_0000000000000177)

[PlayerPrefab Field {GameHandler}](#topic_00000000000000D9)

[PlayerPrefab Field {GameManager}](#topic_00000000000000E2)

[PostHelpToCurrentChannel Method](#topic_0000000000000047)

[ProcessInputs Method {PlayerMovementTest}](#topic_00000000000001DD)

[ProcessInputs Method {PlayerMovement}](#topic_00000000000001D1)

[README Class](#topic_00000000000001E2)

[RPC\_AddNewMessage Method](#topic_00000000000001B8)

[RPot Field](#topic_0000000000000123)

[RefreshInventoryItems Method](#topic_000000000000013D)

[ResumeButton Field](#topic_0000000000000210)

[RoomSpawner Class](#topic_00000000000000A5)

[RoomTemplates Class](#topic_00000000000000AE)

[Sallet Field](#topic_000000000000012D)

[Save Method](#topic_000000000000009C)

[SceneCamera Field {GameHandler}](#topic_00000000000000DB)

[SceneCamera Field {GameManager}](#topic_00000000000000E4)

[Selectable Field](#topic_0000000000000007)

[SendChatMessage Method](#topic_0000000000000046)

[SendMessage Method](#topic_00000000000001B9)

[SetChannel Method](#topic_0000000000000021)

[SetSize Method](#topic_0000000000000100)

[ShowChannel Method](#topic_000000000000005A)

[ShowState Field](#topic_0000000000000038)

[Spawn Method](#topic_00000000000000AC)

[SpawnEnemy Method {EnemySpawnTest}](#topic_00000000000000D6)

[SpawnEnemy Method {GameHandler}](#topic_00000000000000E0)

[SpawnItemWorld Method](#topic_0000000000000130)

[SpawnPlayer Method](#topic_00000000000000EB)

[Start Method {AddRoom}](#topic_00000000000000A0)

[Start Method {ArcherController}](#topic_000000000000019C)

[Start Method {Arrow}](#topic_00000000000001A6)

[Start Method {AudioManager}](#topic_0000000000000088)

[Start Method {CharacterManager}](#topic_0000000000000098)

[Start Method {ChatManager}](#topic_00000000000001B6)

[Start Method {EnemyMovement}](#topic_00000000000000CE)

[Start Method {Enemy}](#topic_00000000000000BF)

[Start Method {GameHandler}](#topic_00000000000000DE)

[Start Method {GameManager}](#topic_00000000000000E8)

[Start Method {HealthBar}](#topic_00000000000000FF)

[Start Method {MenuController}](#topic_000000000000014D)

[Start Method {Photon.Chat.Demo.ChatGui}](#topic_000000000000003D)

[Start Method {Photon.Chat.Demo.NamePickGui}](#topic_0000000000000069)

[Start Method {Photon.Chat.UtilityScripts.OnStartDelete}](#topic_0000000000000004)

[Start Method {Photon.Realtime.Demo.ConnectAndJoinRandomLb}](#topic_0000000000000072)

[Start Method {PhotonChatController}](#topic_000000000000015E)

[Start Method {PhotonFriendsController}](#topic_000000000000016F)

[Start Method {PlayerAttack}](#topic_00000000000001C3)

[Start Method {PlayerMovementTest}](#topic_00000000000001DA)

[Start Method {PlayerMovement}](#topic_00000000000001CE)

[Start Method {Player}](#topic_0000000000000185)

[Start Method {RoomSpawner}](#topic_00000000000000AB)

[Start Method {SwitchMusicTrigger}](#topic_00000000000001E6)

[Start Method {VictoryController}](#topic_0000000000000155)

[Start Method {WizardController}](#topic_000000000000021B)

[StartButton Field](#topic_000000000000014A)

[StartChat Method](#topic_000000000000006B)

[StateText Field](#topic_000000000000003A)

[StateUiText Field](#topic_0000000000000071)

[StatusLabel Field](#topic_000000000000005F)

[SubmitMessage Method](#topic_00000000000001BA)

[Swifties Field](#topic_000000000000012C)

[SwitchMusicTrigger Class](#topic_00000000000001E3)

[TestClass Class](#topic_00000000000001E9)

[TestLength Field](#topic_0000000000000044)

[TextButtonTransition Class](#topic_0000000000000005)

[TextToggleIsOnTransition Class](#topic_000000000000000F)

[Title Field](#topic_0000000000000039)

[UIDisplayInvites Class](#topic_00000000000001EB)

[UIInvite Class](#topic_00000000000001F7)

[UIInvitePlayer Class](#topic_0000000000000201)

[UIInvitesButton Class](#topic_0000000000000207)

[UIPause Class](#topic_000000000000020B)

[UI\_Inventory Class](#topic_0000000000000137)

[Update Method {ArcherController}](#topic_000000000000019D)

[Update Method {Arrow}](#topic_00000000000001A7)

[Update Method {AudioManager}](#topic_0000000000000089)

[Update Method {ChatManager}](#topic_00000000000001B7)

[Update Method {Destroyer}](#topic_00000000000000A4)

[Update Method {EnemyHealth}](#topic_00000000000000C7)

[Update Method {EnemyMovement}](#topic_00000000000000CF)

[Update Method {Enemy}](#topic_00000000000000C0)

[Update Method {Health}](#topic_00000000000000F7)

[Update Method {Photon.Chat.Demo.ChatAppIdCheckerUI}](#topic_0000000000000026)

[Update Method {Photon.Chat.Demo.ChatGui}](#topic_0000000000000041)

[Update Method {Photon.Realtime.Demo.ConnectAndJoinRandomLb}](#topic_0000000000000073)

[Update Method {PhotonChatController}](#topic_000000000000015F)

[Update Method {PhotonFriendsController}](#topic_0000000000000170)

[Update Method {PlayerAttack}](#topic_00000000000001C4)

[Update Method {PlayerMovementTest}](#topic_00000000000001DB)

[Update Method {PlayerMovement}](#topic_00000000000001CF)

[Update Method {Player}](#topic_0000000000000187)

[Update Method {RoomTemplates}](#topic_00000000000000B8)

[Update Method {UIPause}](#topic_0000000000000212)

[Update Method {VictoryController}](#topic_0000000000000156)

[Update Method {WizardController}](#topic_000000000000021C)

[UpdateCharacter Method {CharacterManager}](#topic_000000000000009B)

[UpdateCharacter Method {Player}](#topic_000000000000018E)

[UpdateHpBar Method](#topic_00000000000001A0)

[UserIdFormPanel Field](#topic_0000000000000031)

[UserIdText Field](#topic_000000000000003B)

[UserName Property](#topic_000000000000002B)

[UserNamePlayerPref Field](#topic_0000000000000066)

[UsernameInput Field](#topic_0000000000000147)

[UsernameMenu Field](#topic_0000000000000145)

[VersionName Field](#topic_0000000000000144)

[VictoryController Class](#topic_0000000000000154)

[VisualIndicator Method {EnemyHealth}](#topic_00000000000000C8)

[VisualIndicator Method {Health}](#topic_00000000000000F9)

[Weapon Class](#topic_00000000000001E0)

[WizardController Class](#topic_0000000000000216)

[WizardOpenedOnce Field](#topic_0000000000000025)

[\_friendName Field](#topic_00000000000001F8)

[\_friendNameText Field](#topic_00000000000001FA)

[\_roomName Field](#topic_00000000000001F9)

[\_text Field {Photon.Chat.UtilityScripts.TextButtonTransition}](#topic_0000000000000006)

[\_text Field {Photon.Chat.UtilityScripts.TextToggleIsOnTransition}](#topic_0000000000000011)

[addItem Method](#topic_0000000000000107)

[amt Field](#topic_000000000000011A)

[anim Field](#topic_0000000000000174)

[animator Field {ArcherController}](#topic_0000000000000195)

[animator Field {PlayerMovementTest}](#topic_00000000000001D9)

[appSettings Field](#topic_000000000000006E)

[arrowPower Field](#topic_0000000000000199)

[artworkSprite Field {CharacterManager}](#topic_0000000000000096)

[artworkSprite Field {Player}](#topic_0000000000000180)

[attackArea Field {PlayerAttack}](#topic_00000000000001BE)

[attackArea Field {Player}](#topic_0000000000000179)

[attacking Field {PlayerAttack}](#topic_00000000000001BF)

[attacking Field {Player}](#topic_000000000000017A)

[awake Method](#topic_00000000000000DF)

[backtoMenu Method](#topic_0000000000000157)

[bar Field](#topic_00000000000000FE)

[boss Field](#topic_00000000000000B7)

[bottomRooms Field](#topic_00000000000000AF)

[ch Field](#topic_0000000000000070)

[channelToggles Field](#topic_0000000000000036)

[character Field](#topic_000000000000008F)

[characterDB Field {CharacterManager}](#topic_0000000000000093)

[characterDB Field {Player}](#topic_000000000000017F)

[chatClient Field {Photon.Chat.Demo.ChatGui}](#topic_000000000000002D)

[chatClient Field {PhotonChatController}](#topic_000000000000015A)

[chatContent Field](#topic_00000000000001B1)

[chatInput Field](#topic_00000000000001B2)

[chatNewComponent Field](#topic_0000000000000067)

[chatSelected Field {Health}](#topic_00000000000000F4)

[chatSelected Field {Player}](#topic_0000000000000182)

[checkAttack Method](#topic_00000000000001C6)

[checkFlipping Method {EnemyMovement}](#topic_00000000000000D1)

[checkFlipping Method {PlayerMovementTest}](#topic_00000000000001DF)

[checkFlipping Method {PlayerMovement}](#topic_00000000000001D3)

[checkInput Method](#topic_0000000000000189)

[checkPlayer Method](#topic_00000000000000ED)

[clickInvite Method](#topic_000000000000020A)

[closedRoom Field](#topic_00000000000000B3)

[contentArea Field](#topic_00000000000001EE)

[createItemWorld Method](#topic_0000000000000120)

[damage Field {AttackArea}](#topic_00000000000001A9)

[damage Field {EnemyAttackArea}](#topic_00000000000000C3)

[delay Field](#topic_00000000000001B4)

[deselectChat Method {Health}](#topic_00000000000000F6)

[deselectChat Method {Player}](#topic_0000000000000184)

[destroyItem Method](#topic_0000000000000136)

[displayName Field](#topic_0000000000000202)

[enemyInterval Field {EnemySpawnTest}](#topic_00000000000000D4)

[enemyInterval Field {GameHandler}](#topic_00000000000000DD)

[enemyPrefab Field {EnemySpawnTest}](#topic_00000000000000D3)

[enemyPrefab Field {GameHandler}](#topic_00000000000000DC)

[findPlayer Method {EnemyMovement}](#topic_00000000000000D0)

[findPlayer Method {Enemy}](#topic_00000000000000C1)

[friendListItemLUT Field](#topic_0000000000000037)

[getItem Method](#topic_0000000000000135)

[getSprite Method](#topic_000000000000011B)

[heal Field](#topic_0000000000000102)

[health Field {EnemyHealth}](#topic_00000000000000C6)

[health Field {Health}](#topic_00000000000000F0)

[healthBar Field {Health}](#topic_00000000000000F2)

[healthBar Field {PlayerMovementTest}](#topic_00000000000001D8)

[healthBar Field {PlayerMovement}](#topic_00000000000001CC)

[hp Field](#topic_000000000000019A)

[hp\_image Field](#topic_000000000000019B)

[idInput Field](#topic_0000000000000068)

[increaseSize Field](#topic_00000000000001F0)

[inventory Field {PlayerMovement}](#topic_00000000000001CB)

[inventory Field {UI\_Inventory}](#topic_0000000000000138)

[inviteContainer Field](#topic_00000000000001EC)

[invites Field](#topic_00000000000001F1)

[isAI Field](#topic_000000000000020F)

[isHover Field](#topic_0000000000000016)

[isPaused Field](#topic_000000000000020E)

[item Field](#topic_0000000000000133)

[itemList Field](#topic_0000000000000105)

[itemSlotContainer Field](#topic_0000000000000139)

[itemSlotTemplate Field](#topic_000000000000013A)

[itemType Field](#topic_0000000000000119)

[lbc Field](#topic_000000000000006F)

[leftRooms Field](#topic_00000000000000B1)

[maxMessages Field](#topic_00000000000001B5)

[messages Field](#topic_00000000000001B3)

[missingAppIdErrorPanel Field](#topic_000000000000002E)

[moveDirection Field {PlayerMovementTest}](#topic_00000000000001D7)

[moveDirection Field {PlayerMovement}](#topic_00000000000001CA)

[moveDirection Field {Player}](#topic_000000000000017D)

[moveSpeed Field {PlayerMovementTest}](#topic_00000000000001D5)

[moveSpeed Field {PlayerMovement}](#topic_00000000000001C8)

[moveSpeed Field {Player}](#topic_000000000000017E)

[myTestClass Namespace](#topic_00000000000001E8)

[nameText Field](#topic_0000000000000095)

[newSkin Field](#topic_00000000000000E5)

[newTrack Field](#topic_00000000000001E4)

[offset Field](#topic_00000000000001AD)

[openingDirection Field](#topic_00000000000000A6)

[originalSize Field](#topic_00000000000001EF)

[pause Method](#topic_0000000000000213)

[pfItemWorld Field](#topic_000000000000011F)

[phItemWorld Method](#topic_00000000000000EC)

[photoView Field](#topic_0000000000000094)

[photonView Field {ChatManager}](#topic_00000000000001B0)

[photonView Field {Enemy}](#topic_00000000000000BB)

[photonView Field {GotoPVP}](#topic_0000000000000141)

[photonView Field {Health}](#topic_00000000000000EF)

[photonView Field {PlayerAttack}](#topic_00000000000001C2)

[photonView Field {Player}](#topic_0000000000000172)

[playGame Method](#topic_000000000000009D)

[player Field {EnemyMovement}](#topic_00000000000000CC)

[player Field {Enemy}](#topic_00000000000000BA)

[player Field {Player}](#topic_0000000000000178)

[playersprite Field](#topic_00000000000000E6)

[pv Field {ArcherController}](#topic_0000000000000191)

[pv Field {Arrow}](#topic_00000000000001A5)

[pv Field {WizardController}](#topic_0000000000000217)

[rand Field](#topic_00000000000000A8)

[rb Field {ArcherController}](#topic_0000000000000193)

[rb Field {Arrow}](#topic_00000000000001A3)

[rb Field {Enemy}](#topic_00000000000000BC)

[rb Field {PlayerMovementTest}](#topic_00000000000001D6)

[rb Field {PlayerMovement}](#topic_00000000000001C9)

[rb Field {Player}](#topic_0000000000000173)

[rb Field {WizardController}](#topic_0000000000000219)

[resume Method](#topic_0000000000000214)

[rightRooms Field](#topic_00000000000000B2)

[rooms Field](#topic_00000000000000B4)

[seed Field](#topic_00000000000000E7)

[selectChat Method {Health}](#topic_00000000000000F5)

[selectChat Method {Player}](#topic_0000000000000183)

[selectedChannelName Field](#topic_000000000000002C)

[selectedOption Field {CharacterManager}](#topic_0000000000000097)

[selectedOption Field {Player}](#topic_0000000000000181)

[setInventory Method](#topic_000000000000013C)

[setItem Method](#topic_0000000000000134)

[setUsername Method](#topic_0000000000000150)

[spawned Field](#topic_00000000000000A9)

[spawnedBoss Field](#topic_00000000000000B6)

[speed Field {ArcherController}](#topic_0000000000000198)

[speed Field {EnemyMovement}](#topic_00000000000000CD)

[speed Field {Enemy}](#topic_00000000000000BE)

[speed Field {WizardController}](#topic_000000000000021A)

[spr Field](#topic_0000000000000194)

[spriteRenderer Field](#topic_0000000000000131)

[sr Field {Enemy}](#topic_00000000000000BD)

[sr Field {Player}](#topic_0000000000000176)

[target Field](#topic_00000000000001AC)

[templates Field {AddRoom}](#topic_000000000000009F)

[templates Field {RoomSpawner}](#topic_00000000000000A7)

[testBytes Field](#topic_0000000000000045)

[theAM Field](#topic_00000000000001E5)

[timeToAttack Field {PlayerAttack}](#topic_00000000000001C0)

[timeToAttack Field {Player}](#topic_000000000000017B)

[timer Field {Arrow}](#topic_00000000000001A4)

[timer Field {Destroyer}](#topic_00000000000000A2)

[timer Field {PlayerAttack}](#topic_00000000000001C1)

[timer Field {Player}](#topic_000000000000017C)

[toggle Field](#topic_0000000000000010)

[toggleAI Method](#topic_0000000000000215)

[topRooms Field](#topic_00000000000000B0)

[tr Field {ArcherController}](#topic_0000000000000192)

[tr Field {WizardController}](#topic_0000000000000218)

[uIInvitePrefab Field](#topic_00000000000001ED)

[uiInventory Field](#topic_00000000000001CD)

[userName Field {PhotonChatController}](#topic_0000000000000159)

[userName Field {UIInvitePlayer}](#topic_0000000000000204)

[waitTime Field {RoomSpawner}](#topic_00000000000000AA)

[waitTime Field {RoomTemplates}](#topic_00000000000000B5)