

Man in The Mountain

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Version
Mon Jun 4 2018

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Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

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Class Index

Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

CameraRailUpdate (CameraRailUpdate class is a custom editor to add more functionality. It is used when a set Rail System has a new node is added that it will update to the railNode list in the RailSystem Script.)	5
UpdateDataEditor (UpdateDataEditor class is a custom editor to add more functionality to the editor. It is used when there is an already set UpdatableData Asset with its values and the objects values are changed but not yet set to the UpdatableData this will set the new values to the Asset.)	6

File Index

File List

Here is a list of all files with brief descriptions:

CameraRailUpdate.cs7
UpdateDataEditor.cs8

Class Documentation

CameraRailUpdate Class Reference

CameraRailUpdate class is a custom editor to add more functionality. It is used when a set Rail System has a new node is added that it will update to the railNode list in the RailSystem Script. Inheritance diagram for CameraRailUpdate:



Public Member Functions

- override void **OnInspectorGUI ()**
This method is used to add the button to the editor. When pressed, it will update the railNode List of the rails Object current list of child node.

Detailed Description

CameraRailUpdate class is a custom editor to add more functionality. It is used when a set Rail System has a new node is added that it will update to the railNode list in the RailSystem Script.

Definition at line 13 of file CameraRailUpdate.cs.

Member Function Documentation

override void **CameraRailUpdate.OnInspectorGUI ()**

This method is used to add the button to the editor. When pressed, it will update the railNode List of the rails Object current list of child node.

Definition at line 20 of file CameraRailUpdate.cs.

The documentation for this class was generated from the following file:

- **CameraRailUpdate.cs**

UpdateDataEditor Class Reference

UpdateDataEditor class is a custom editor to add more functionality to the editor. It is used when there is an already set UpdatableData Asset with its values and the objects values are changed but not yet set to the UpdatableData this will set the new values to the Asset.

Inheritance diagram for UpdateDataEditor:



Public Member Functions

- override void **OnInspectorGUI** ()
This method is sed to add the button to the editor. When pressed it will update the UpdatableData new values to the Asset.

Detailed Description

UpdateDataEditor class is a custom editor to add more functionality to the editor. It is used when there is an already set UpdatableData Asset with its values and the objects values are changed but not yet set to the UpdatableData this will set the new values to the Asset.

Definition at line 13 of file UpdateDataEditor.cs.

Member Function Documentation

override void UpdateDataEditor.OnInspectorGUI ()

This method is sed to add the button to the editor. When pressed it will update the UpdatableData new values to the Asset.

Definition at line 19 of file UpdateDataEditor.cs.

The documentation for this class was generated from the following file:

- UpdateDataEditor.cs

File Documentation

CameraRailUpdate.cs File Reference

Classes

- class **CameraRailUpdate**
***CameraRailUpdate** class is a custom editor to add more functionality. It is used when a set Rail System has a new node is added that it will update to the railNode list in the RailSystem Script.*

UpdateDataEditor.cs File Reference

Classes

- class **UpdateDataEditor**

***UpdateDataEditor** class is a custom editor to add more functionality to the editor. It is used when there is an already set UpdatableData Asset with its values and the objects values are changed but not yet set to the UpdatableData this will set the new values to the Asset.*

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