

# HVWC Multiplayer Platform

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# Chapter 1

## Namespace Index

### 1.1 Packages

Here are the packages with brief descriptions (if available):

<a href="#">DrupalUnity</a>	This namespace contains Drupal Unity Interface classes. . . . .	9
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## Chapter 2

# Hierarchical Index

### 2.1 Class Hierarchy

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

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## Chapter 3

# Class Index

### 3.1 Class List

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

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<a href="#">AgentController</a>	This class handles the movement of the nav mesh agent on the nav mesh. . . . .	13
<a href="#">AnimationController</a>	This class handles the activation and deactivation of animations on the player. . . . .	13
<a href="#">AvatarPlacardController</a>	This script handles avatar movement when a placard is selected. . . . .	14
<a href="#">BirdsEyeMode</a>	This class handles the birds eye mode of the player camera. . . . .	15
<a href="#">BuildingObject</a>	This class handles tour and placard dependent objects. . . . .	17
<a href="#">Chat</a>	This class handles public and private chat messaging between players. . . . .	18
<a href="#">ChatUI</a>	This class handles the chat UI. . . . .	20
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## Chapter 4

# Namespace Documentation

### 4.1 Package DrupalUnity

This namespace contains Drupal Unity Interface classes.

#### Classes

- class [Environment](#)  
*This class constructs an [Environment](#) object.*
- class [Tour](#)  
*This class constructs a [Tour](#) object.*
- class [Placard](#)  
*This class constructs a [Placard](#) object.*
- class [Location](#)  
*This class constructs a [Location](#) object.*
- class [Status](#)  
*This class constructs a [Status](#) object.*
- class [DrupalUnityIO](#)  
*This class manages input to and output from the Drupal Unity Interface*

#### 4.1.1 Detailed Description

This namespace contains Drupal Unity Interface classes.



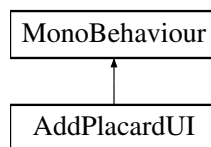
## Chapter 5

# Class Documentation

### 5.1 AddPlacardUI Class Reference

This class handles the Add Placard UI window.

Inheritance diagram for AddPlacardUI:



#### Public Member Functions

- void [CreatePlacard](#) ()  
*A method to create a placard.*
- void [ClearFields](#) ()  
*A method to clear the input fields.*

#### Public Attributes

- InputField [titleInput](#)  
*The title input field.*
- InputField [descriptionInput](#)  
*The description input field.*
- InputField [latitudeInput](#)  
*The latitude input field.*
- InputField [longitudeInput](#)  
*The longitude input field.*
- InputField [elevationInput](#)  
*The elevation input field.*
- InputField [orientationInput](#)  
*The orientation input field.*
- Button [submitButton](#)  
*The submit button.*

### 5.1.1 Detailed Description

This class handles the Add Placard UI window.

### 5.1.2 Member Function Documentation

#### 5.1.2.1 void AddPlacardUI.ClearFields ( )

A method to clear the input fields.

#### 5.1.2.2 void AddPlacardUI.CreatePlacard ( )

A method to create a placard.

### 5.1.3 Member Data Documentation

#### 5.1.3.1 InputField AddPlacardUI.descriptionInput

The description input field.

#### 5.1.3.2 InputField AddPlacardUI.elevationInput

The elevation input field.

#### 5.1.3.3 InputField AddPlacardUI.latitudeInput

The latitude input field.

#### 5.1.3.4 InputField AddPlacardUI.longitudeInput

The longitude input field.

#### 5.1.3.5 InputField AddPlacardUI.orientationInput

The orientation input field.

#### 5.1.3.6 Button AddPlacardUI.submitButton

The submit button.

#### 5.1.3.7 InputField AddPlacardUI.titleInput

The title input field.

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

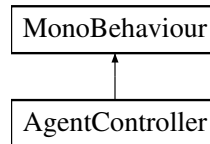
- C:/Users/VULCAN/Documents/GitHub/HVWC-Multiplayer-Platform/Assets/Scripts/IDIA/UI/AddPlacardUI.cs



## 5.2 AgentController Class Reference

This class handles the movement of the nav mesh agent on the nav mesh.

Inheritance diagram for AgentController:



### Public Attributes

- NavMeshAgent [navMeshAgent](#)  
*The nav mesh agent.*

### 5.2.1 Detailed Description

This class handles the movement of the nav mesh agent on the nav mesh.

### 5.2.2 Member Data Documentation

#### 5.2.2.1 NavMeshAgent AgentController.navMeshAgent

The nav mesh agent.

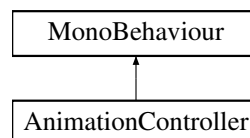
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC-Multiplayer-Platform/Assets/Scripts/IDIA/Player/Agent-Controller.cs

## 5.3 AnimationController Class Reference

This class handles the activation and deactivation of animations on the player.

Inheritance diagram for AnimationController:



### Public Member Functions

- void [ActivateAnimation](#) (string animationToActivate)  
*A method to set activate an animation on our player.*
- void [ActivateAnimation](#) (int index)  
*A method to set activate an animation on our player.*

## Properties

- string[] [Animations](#) [get, set]  
A property to get/set the animations we have on our player.
- string [CurrentAnimation](#) [get, set]  
A property to get/set the currently playing animation.

### 5.3.1 Detailed Description

This class handles the activation and deactivation of animations on the player.

### 5.3.2 Member Function Documentation

#### 5.3.2.1 void AnimationController.ActivateAnimation ( string *animationToActivate* )

A method to set activate an animation on our player.

Parameters

<i>animationTo- Activate</i>	The name of the animation to activate.
----------------------------------	--

#### 5.3.2.2 void AnimationController.ActivateAnimation ( int *index* )

A method to set activate an animation on our player.

Parameters

<i>index</i>	The index of the animation to activate.
--------------	---

### 5.3.3 Property Documentation

#### 5.3.3.1 string [] AnimationController.Animations [get], [set]

A property to get/set the animations we have on our player.

#### 5.3.3.2 string AnimationController.CurrentAnimation [get], [set]

A property to get/set the currently playing animation.

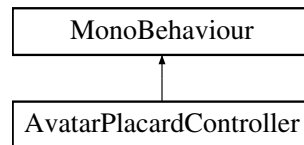
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC-Multiplayer-Platform/Assets/Scripts/IDIA/Player/Animation-Controller.cs

## 5.4 AvatarPlacardController Class Reference

This script handles avatar movement when a placard is selected.

Inheritance diagram for AvatarPlacardController:



## Public Attributes

- float `speed` = 10f  
*The speed of movement.*

### 5.4.1 Detailed Description

This script handles avatar movement when a placard is selected.

### 5.4.2 Member Data Documentation

#### 5.4.2.1 float AvatarPlacardController.speed = 10f

The speed of movement.

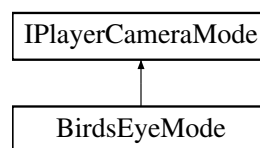
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC-Multiplayer-Platform/Assets/Scripts/IDIA/Player/Avatar-PlacardController.cs

## 5.5 BirdsEyeMode Class Reference

This class handles the birds eye mode of the player camera.

Inheritance diagram for BirdsEyeMode:



## Public Member Functions

- void `SetPlayerCamera` (`PlayerCamera` pCam)  
*A method to set the player camera.*
- void `ToBirdsEyeMode` ()  
*A method to switch the camera mode to birds eye mode.*
- void `ToFirstPersonMode` ()  
*A method to switch the camera mode to first person mode.*
- void `ToThirdPersonMode` ()  
*A method to switch the camera mode to third person mode.*
- void `Update` ()  
*A method to update the camera mode.*

## Public Attributes

- Transform [transform](#)  
*The transform of the camera mode.*
- LayerMask [mask](#)  
*The layer mask of the camera mode.*
- float [cameraTransitionSpeed](#)  
*The speed at which the camera transitions to this mode.*

### 5.5.1 Detailed Description

This class handles the birds eye mode of the player camera.

### 5.5.2 Member Function Documentation

#### 5.5.2.1 void BirdsEyeMode.SetPlayerCamera ( PlayerCamera pCam )

A method to set the player camera.

Parameters

<i>pCam</i>	The player camera.
-------------	--------------------

Implements [IPlayerCameraMode](#).

#### 5.5.2.2 void BirdsEyeMode.ToBirdsEyeMode ( )

A method to switch the camera mode to birds eye mode.

Implements [IPlayerCameraMode](#).

#### 5.5.2.3 void BirdsEyeMode.ToFirstPersonMode ( )

A method to switch the camera mode to first person mode.

Implements [IPlayerCameraMode](#).

#### 5.5.2.4 void BirdsEyeMode.ToThirdPersonMode ( )

A method to switch the camera mode to third person mode.

Implements [IPlayerCameraMode](#).

#### 5.5.2.5 void BirdsEyeMode.Update ( )

A method to update the camera mode.

Implements [IPlayerCameraMode](#).

### 5.5.3 Member Data Documentation

#### 5.5.3.1 float BirdsEyeMode.cameraTransitionSpeed

The speed at which the camera transitions to this mode.

### 5.5.3.2 LayerMask BirdsEyeMode.mask

The layer mask of the camera mode.

### 5.5.3.3 Transform BirdsEyeMode.transform

The transform of the camera mode.

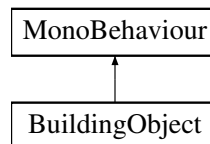
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC-Multiplayer-Platform/Assets/Scripts/IDIA/Player/Camera/-Modes/BirdsEyeMode.cs

## 5.6 BuildingObject Class Reference

This class handles tour and placard dependent objects.

Inheritance diagram for BuildingObject:



### Public Attributes

- `int[] validTourIDs`  
*Valid tour IDs.*
- `int[] validPlacardIDs`  
*Valid placard IDs.*
- `UnityEvent OnValidTour`  
*The event to invoke when an valid tour is received.*
- `UnityEvent OnInvalidTour`  
*The event to invoke when an invalid tour is received.*
- `UnityEvent OnValidPlacard`  
*The event to invoke when an valid placard is received.*
- `UnityEvent OnInvalidPlacard`  
*The event to invoke when an invalid placard is received.*

### 5.6.1 Detailed Description

This class handles tour and placard dependent objects.

### 5.6.2 Member Data Documentation

#### 5.6.2.1 UnityEvent BuildingObject.OnInvalidPlacard

The event to invoke when an invalid placard is received.

### 5.6.2.2 UnityEvent BuildingObject.OnInvalidTour

The event to invoke when an invalid tour is received.

### 5.6.2.3 UnityEvent BuildingObject.OnValidPlacard

The event to invoke when an valid placard is received.

### 5.6.2.4 UnityEvent BuildingObject.OnValidTour

The event to invoke when an valid tour is received.

### 5.6.2.5 int [] BuildingObject.validPlacardIDs

Valid placard IDs.

### 5.6.2.6 int [] BuildingObject.validTourIDs

Valid tour IDs.

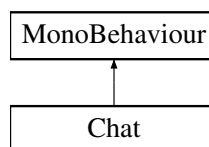
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC-Multiplayer-Platform/Assets/Scripts/IDIA/Functionality/Building-Object.cs

## 5.7 Chat Class Reference

This class handles public and private chat messaging between players.

Inheritance diagram for Chat:



### Public Member Functions

- delegate void [GotChat](#) (string message)  
*The delegate to handle a received message.*
- void [SendChat](#) (PhotonTargets targets, string message)  
*A method to send a public chat message.*
- void [SendChat](#) (PhotonPlayer target, string message)  
*A method to send a private chat message.*

### Static Public Member Functions

- static void [ClearMessages](#) ()  
*A method to clear all chat messages.*

## Public Attributes

- int `maxNumberOfMessages` = 15  
*The max number of messages to keep.*

## Static Public Attributes

- static List< string > `Messages` = new List<string>()  
*A list of the messages that have been sent.*

## Events

- static `GotChat OnGotChat`  
*The event to invoke when a message is received.*

### 5.7.1 Detailed Description

This class handles public and private chat messaging between players.

### 5.7.2 Member Function Documentation

#### 5.7.2.1 static void Chat.ClearMessages ( ) [static]

A method to clear all chat messages.

#### 5.7.2.2 delegate void Chat.GotChat ( string message )

The delegate to handle a received message.

##### Parameters

<i>message</i>	The message received.
----------------	-----------------------

#### 5.7.2.3 void Chat.SendChat ( PhotonTargets targets, string message )

A method to send a public chat message.

##### Parameters

<i>targets</i>	The players to whom this message should be sent.
<i>message</i>	The message to send.

#### 5.7.2.4 void Chat.SendChat ( PhotonPlayer target, string message )

A method to send a private chat message.

##### Parameters

<i>target</i>	The player to whom this message should be sent.
---------------	---

<i>message</i>	The message to send.
----------------	----------------------

### 5.7.3 Member Data Documentation

#### 5.7.3.1 `int Chat.maxNumberOfMessages = 15`

The max number of messages to keep.

#### 5.7.3.2 `List<string> Chat.Messages = new List<string>() [static]`

A list of the messages that have been sent.

### 5.7.4 Event Documentation

#### 5.7.4.1 `GotChat Chat.OnGotChat [static]`

The event to invoke when a message is received.

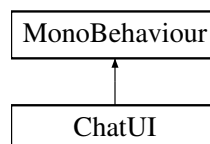
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC-Multiplayer-Platform/Assets/Scripts/IDIA/Multiplayer/Chat.cs

## 5.8 ChatUI Class Reference

This class handles the chat UI.

Inheritance diagram for ChatUI:



### Public Member Functions

- void [SendChat](#) ()  
*A method to send a chat message.*
- void [RefreshChat](#) ()  
*A method to refresh the chat messages.*

### Public Attributes

- GameObject [messages](#)  
*The messages container gameObject.*
- GameObject [messagePrefab](#)  
*The message prefab.*
- InputField [chatInput](#)  
*The chat input field.*



### 5.8.1 Detailed Description

This class handles the chat UI.

### 5.8.2 Member Function Documentation

#### 5.8.2.1 void ChatUI.RefreshChat ( )

A method to refresh the chat messages.

#### 5.8.2.2 void ChatUI.SendChat ( )

A method to send a chat message.

### 5.8.3 Member Data Documentation

#### 5.8.3.1 InputField ChatUI.chatInput

The chat input field.

#### 5.8.3.2 GameObject ChatUI.messagePrefab

The message prefab.

#### 5.8.3.3 GameObject ChatUI.messages

The messages container gameObject.

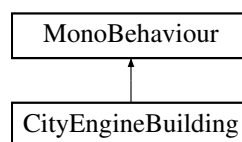
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC-Multiplayer-Platform/Assets/Scripts/IDIA/UI/ChatUI.cs

## 5.9 CityEngineBuilding Class Reference

This class handles city engine objects.

Inheritance diagram for CityEngineBuilding:



### 5.9.1 Detailed Description

This class handles city engine objects.

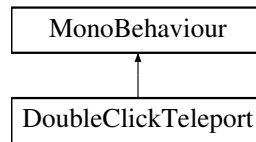
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC-Multiplayer-Platform/Assets/Scripts/IDIA/Functionality/City-EngineBuilding.cs

## 5.10 DoubleClickTeleport Class Reference

This class allows for teleportation by double-clicking on a collider.

Inheritance diagram for DoubleClickTeleport:



### Public Attributes

- LayerMask [layers](#)  
*The layers that can be double-clicked to teleport.*
- float [radius](#) = 100f  
*The radius of the teleportation range.*

### 5.10.1 Detailed Description

This class allows for teleportation by double-clicking on a collider.

### 5.10.2 Member Data Documentation

#### 5.10.2.1 LayerMask DoubleClickTeleport.layers

The layers that can be double-clicked to teleport.

#### 5.10.2.2 float DoubleClickTeleport.radius = 100f

The radius of the teleportation range.

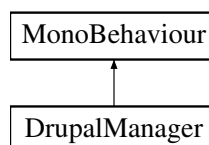
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC-Multiplayer-Platform/Assets/Scripts/IDIA/Player/DoubleClick-Teleport.cs

## 5.11 DrupalManager Class Reference

This class manages the data that comes from the Drupal Unity Interface.

Inheritance diagram for DrupalManager:



## Public Attributes

- [Environment](#) `currentEnvironment`  
*The current environment in the Drupal Unity Interface.*
- [Tour](#) `currentTour`  
*The current tour in the Drupal Unity Interface.*

### 5.11.1 Detailed Description

This class manages the data that comes from the Drupal Unity Interface.

### 5.11.2 Member Data Documentation

#### 5.11.2.1 Environment `DrupalManager.currentEnvironment`

The current environment in the Drupal Unity Interface.

#### 5.11.2.2 Tour `DrupalManager.currentTour`

The current tour in the Drupal Unity Interface.

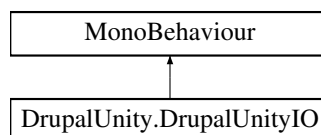
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC-Multiplayer-Platform/Assets/Scripts/IDIA/Drupal/Drupal-Manager.cs

## 5.12 DrupalUnity.DrupalUnityIO Class Reference

This class manages input to and output from the Drupal Unity Interface

Inheritance diagram for DrupalUnity.DrupalUnityIO:



## Public Member Functions

- delegate void [AddedP](#) ([Status](#) added)  
*The delegate to handle an added placard.*
- delegate void [GotCE](#) ([Environment](#) `currentEnvironment`)  
*The delegate to handle getting the current environment.*
- delegate void [GotCPId](#) (int `placardId`)  
*The delegate to handle getting the current placard ID.*
- delegate void [GotCTId](#) (int `currentTourId`)  
*The delegate to handle getting the current tour ID.*
- delegate void [GotE](#) ([Environment](#) `environment`)  
*The delegate to handle getting an environment.*
- delegate void [GotPs](#) ([Placard](#)[] `placards`)

*The delegate to handle getting placards.*

- delegate void [GotT](#) ([Tour](#) tour)

*The delegate to handle getting a tour.*

- delegate void [PlacardS](#) ([Placard](#) placard)

*The delegate to handle selecting a placard.*

- void [AddPlacard](#) ([Placard](#) placard)

*A method to add a placard.*

- void [GetCurrentEnvironment](#) ()

*A method to get the current environment.*

- void [GetCurrentPlacardId](#) ()

*A method to get the current placard ID.*

- void [GetCurrentTourId](#) ()

*A method to get the current tour ID.*

- void [GetEnvironment](#) (int environment\_id)

*A method to get an environment.*

- void [GetPlacards](#) (int[] placard\_ids)

*A method to get placards.*

- void [GetTour](#) (int tour\_id)

*A method to get a tour.*

- void [SelectPlacard](#) ([Placard](#) placard)

*A method to select a placard.*

- void [AddEventListener](#) (string gameObjectName, string callback, string eventName)

*A method to add an event listener.*

- void [TriggerEvent](#) (string eventName, string jsonArgs)

*A method to trigger an event.*

- void [AddedPlacard](#) (string json)

*A callback called when a placard is added.*

- void [GotCurrentEnvironment](#) (string json)

*A callback called when the current enviroment has been received.*

- void [GotCurrentPlacardId](#) (string json)

*A callback called when the current placard ID has been received.*

- void [GotCurrentTourId](#) (string json)

*A callback called when the current tour ID has been received.*

- void [GetEnvironment](#) (string json)

*A callback called when an environment has been received.*

- void [GotPlacards](#) (string json)

*A callback called when placards have been received.*

- void [GotTour](#) (string json)

*A callback called when a tour has been received.*

- void [PlacardSelected](#) (string json)

*A callback called when a placard is selected.*

## Public Attributes

- TextAsset **addPlacardText**

## Events

- static [AddedP OnAddedPlacard](#)  
*The event to invoke when a placard is added.*
- static [GotCE OnGotCurrentEnvironment](#)  
*The event to invoke when the current environment has been received.*
- static [GotCPId OnGotCurrentPlacardId](#)  
*The event to invoke when the current placard ID has been received.*
- static [GotCTId OnGotCurrentTourId](#)  
*The event to invoke when the current tour ID has been received.*
- static [GotE OnGotEnvironment](#)  
*The event to invoke when an environment has been received.*
- static [GotPs OnGotPlacards](#)  
*The event to invoke when placards have been received.*
- static [GotT OnGotTour](#)  
*The event to invoke when a tour has been received.*
- static [PlacardS OnPlacardSelected](#)  
*The event to invoke when a placard has been selected.*

### 5.12.1 Detailed Description

This class manages input to and output from the Drupal Unity Interface

### 5.12.2 Member Function Documentation

#### 5.12.2.1 delegate void DrupalUnity.DrupalUnityIO.AddedP ( Status *added* )

The delegate to handle an added placard.

##### Parameters

<i>added</i>	The received <a href="#">Status</a> .
--------------	---------------------------------------

#### 5.12.2.2 void DrupalUnity.DrupalUnityIO.AddedPlacard ( string *json* )

A callback called when a placard is added.

##### Parameters

<i>json</i>	The status as json.
-------------	---------------------

#### 5.12.2.3 void DrupalUnity.DrupalUnityIO.AddEventListener ( string *gameObjectName*, string *callback*, string *eventName* )

A method to add an event listener.

##### Parameters

<i>gameObjectName</i>	The gameObject on which to call the callback.
-----------------------	---

///

## Parameters

<i>callback</i>	The callback to call.
-----------------	-----------------------

///

## Parameters

<i>eventName</i>	The name of the event on which to listen.
------------------	---

5.12.2.4 void DrupalUnity.DrupalUnityIO.AddPlacard ( Placard *placard* )

A method to add a placard.

## Parameters

<i>placard</i>	The placard to add.
----------------	---------------------

## 5.12.2.5 void DrupalUnity.DrupalUnityIO.GetCurrentEnvironment ( )

A method to get the current environment.

## 5.12.2.6 void DrupalUnity.DrupalUnityIO.GetCurrentPlacardId ( )

A method to get the current placard ID.

## 5.12.2.7 void DrupalUnity.DrupalUnityIO.GetCurrentTourId ( )

A method to get the current tour ID.

5.12.2.8 void DrupalUnity.DrupalUnityIO.GetEnvironment ( int *environment\_id* )

A method to get an environment.

## Parameters

<i>environment_id</i>	The ID of the environment to get.
-----------------------	-----------------------------------

5.12.2.9 void DrupalUnity.DrupalUnityIO.GetPlacards ( int[] *placard\_ids* )

A method to get placards.

## Parameters

<i>placard_ids</i>	The IDs of the placards to get.
--------------------	---------------------------------

5.12.2.10 void DrupalUnity.DrupalUnityIO.GetTour ( int *tour\_id* )

A method to get a tour.

## Parameters

---

<i>tour</i>	The ID of the tour to get.
-------------	----------------------------

#### 5.12.2.11 delegate void DrupalUnity.DrupalUnityIO.GotCE ( Environment *currentEnvironment* )

The delegate to handle getting the current environment.

##### Parameters

<i>current-Environment</i>	The received current environment.
----------------------------	-----------------------------------

#### 5.12.2.12 delegate void DrupalUnity.DrupalUnityIO.GotCPIId ( int *placardId* )

The delegate to handle getting the current placard ID.

##### Parameters

<i>placardId</i>	The received placard ID.
------------------	--------------------------

#### 5.12.2.13 delegate void DrupalUnity.DrupalUnityIO.GotCTId ( int *currentTourId* )

The delegate to handle getting the current tour ID.

##### Parameters

<i>currentTourId</i>	The received current tour ID.
----------------------	-------------------------------

#### 5.12.2.14 void DrupalUnity.DrupalUnityIO.GotCurrentEnvironment ( string *json* )

A callback called when the current enviroment has been received.

##### Parameters

<i>json</i>	The environment as json.
-------------	--------------------------

#### 5.12.2.15 void DrupalUnity.DrupalUnityIO.GotCurrentPlacardId ( string *json* )

A callback called when the current placard ID has been received.

##### Parameters

<i>json</i>	The current placard ID as json.
-------------	---------------------------------

#### 5.12.2.16 void DrupalUnity.DrupalUnityIO.GotCurrentTourId ( string *json* )

A callback called when the current tour ID has been received.

##### Parameters

<i>json</i>	The current tour ID as json.
-------------	------------------------------

5.12.2.17 delegate void DrupalUnity.DrupalUnityIO.GotE ( **Environment** *environment* )

The delegate to handle getting an environment.



## Parameters

<i>tour</i>	The received environment.
-------------	---------------------------

5.12.2.18 void DrupalUnity.DrupalUnityIO.GotEnvironment ( string *json* )

A callback called when an environment has been received.

## Parameters

<i>json</i>	The environment as json.
-------------	--------------------------

5.12.2.19 void DrupalUnity.DrupalUnityIO.GotPlacards ( string *json* )

A callback called when placards have been received.

## Parameters

<i>json</i>	The array of placards as json.
-------------	--------------------------------

5.12.2.20 delegate void DrupalUnity.DrupalUnityIO.GotPs ( Placard[] *placards* )

The delegate to handle getting placards.

## Parameters

<i>placards</i>	The received placards.
-----------------	------------------------

5.12.2.21 delegate void DrupalUnity.DrupalUnityIO.GotT ( Tour *tour* )

The delegate to handle getting a tour.

## Parameters

<i>tour</i>	The received tour.
-------------	--------------------

5.12.2.22 void DrupalUnity.DrupalUnityIO.GotTour ( string *json* )

A callback called when a tour has been received.

## Parameters

<i>json</i>	The tour as json.
-------------	-------------------

5.12.2.23 delegate void DrupalUnity.DrupalUnityIO.PlacardS ( Placard *placard* )

The delegate to handle selecting a placard.

## Parameters

<i>placard</i>	The selected placard.
----------------	-----------------------

5.12.2.24 `void DrupalUnity.DrupalUnityIO.PlacardSelected ( string json )`

A callback called when a placard is selected.

## Parameters

<i>json</i>	The placards as json.
-------------	-----------------------

5.12.2.25 void DrupalUnity.DrupalUnityIO.SelectPlacard ( Placard *placard* )

A method to select a placard.

## Parameters

<i>placard</i>	The placard to select.
----------------	------------------------

5.12.2.26 void DrupalUnity.DrupalUnityIO.TriggerEvent ( string *eventName*, string *jsonArgs* )

A method to trigger an event.

## Parameters

<i>eventName</i>	The name of the event to trigger.
------------------	-----------------------------------

///

## Parameters

<i>jsonArgs</i>	The JSON-formatted arguments to send.
-----------------	---------------------------------------

## 5.12.3 Event Documentation

## 5.12.3.1 AddedP DrupalUnity.DrupalUnityIO.OnAddedPlacard [static]

The event to invoke when a placard is added.

## 5.12.3.2 GotCE DrupalUnity.DrupalUnityIO.OnGotCurrentEnvironment [static]

The event to invoke when the current environment has been received.

## 5.12.3.3 GotCPIId DrupalUnity.DrupalUnityIO.OnGotCurrentPlacardId [static]

The event to invoke when the current placard ID has been received.

## 5.12.3.4 GotCTId DrupalUnity.DrupalUnityIO.OnGotCurrentTourId [static]

The event to invoke when the current tour ID has been received.

## 5.12.3.5 GotE DrupalUnity.DrupalUnityIO.OnGotEnvironment [static]

The event to invoke when an environment has been received.

## 5.12.3.6 GotPs DrupalUnity.DrupalUnityIO.OnGotPlacards [static]

The event to invoke when placards have been received.

#### 5.12.3.7 GotT `DrupalUnity.DrupalUnityIO.OnGotTour` [static]

The event to invoke when a tour has been received.

#### 5.12.3.8 PlacardS `DrupalUnity.DrupalUnityIO.OnPlacardSelected` [static]

The event to invoke when a placard has been selected.

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

- `C:/Users/VULCAN/Documents/GitHub/HVWC-Multiplayer-Platform/Assets/Scripts/IDIA/Drupal/DrupalUnityIO.cs`

## 5.13 DrupalUnity.Environment Class Reference

This class constructs an [Environment](#) object.

### Public Attributes

- `int id`  
*The id of this environment.*
- `string title`  
*The title of this environment.*
- `string description`  
*The description of this environment.*
- `Location starting_location`  
*The starting location in this environment.*
- `Tour[] tours`  
*The array of tours in this environment.*

### 5.13.1 Detailed Description

This class constructs an [Environment](#) object.

### 5.13.2 Member Data Documentation

#### 5.13.2.1 `string DrupalUnity.Environment.description`

The description of this environment.

#### 5.13.2.2 `int DrupalUnity.Environment.id`

The id of this environment.

#### 5.13.2.3 `Location DrupalUnity.Environment.starting_location`

The starting location in this environment.

#### 5.13.2.4 `string DrupalUnity.Environment.title`

The title of this environment.

#### 5.13.2.5 `Tour [] DrupalUnity.Environment.tours`

The array of tours in this environment.

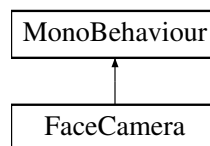
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC-Multiplayer-Platform/Assets/Scripts/IDIA/Drupal/DrupalUnityI-O.cs

## 5.14 FaceCamera Class Reference

This class handles objects that should face the camera.

Inheritance diagram for FaceCamera:



### 5.14.1 Detailed Description

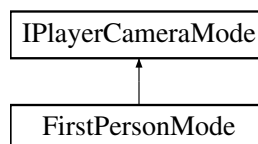
This class handles objects that should face the camera.

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

- C:/Users/VULCAN/Documents/GitHub/HVWC-Multiplayer-Platform/Assets/Scripts/IDIA/UI/FaceCamera.cs

## 5.15 FirstPersonMode Class Reference

Inheritance diagram for FirstPersonMode:



### Public Member Functions

- void [SetPlayerCamera](#) ([PlayerCamera](#) pCam)  
A method to set the player camera.
- void [ToBirdsEyeMode](#) ()  
A method to switch the camera mode to birds eye mode.
- void [ToFirstPersonMode](#) ()  
A method to switch the camera mode to first person mode.

- void [ToThirdPersonMode](#) ()  
*A method to switch the camera mode to third person mode.*
- void [Update](#) ()  
*A method to update the camera mode.*

## Public Attributes

- Transform [transform](#)  
*The transform of the camera mode.*
- LayerMask [mask](#)  
*The layer mask of the camera mode.*
- float [cameraTransitionSpeed](#)  
*The speed at which the camera transitions to this mode.*

## 5.15.1 Member Function Documentation

### 5.15.1.1 void FirstPersonMode.SetPlayerCamera ( PlayerCamera pCam )

A method to set the player camera.

Parameters

<i>pCam</i>	The player camera.
-------------	--------------------

Implements [IPlayerCameraMode](#).

### 5.15.1.2 void FirstPersonMode.ToBirdsEyeMode ( )

A method to switch the camera mode to birds eye mode.

Implements [IPlayerCameraMode](#).

### 5.15.1.3 void FirstPersonMode.ToFirstPersonMode ( )

A method to switch the camera mode to first person mode.

Implements [IPlayerCameraMode](#).

### 5.15.1.4 void FirstPersonMode.ToThirdPersonMode ( )

A method to switch the camera mode to third person mode.

Implements [IPlayerCameraMode](#).

### 5.15.1.5 void FirstPersonMode.Update ( )

A method to update the camera mode.

Implements [IPlayerCameraMode](#).

## 5.15.2 Member Data Documentation

### 5.15.2.1 float FirstPersonMode.cameraTransitionSpeed

The speed at which the camera transitions to this mode.

### 5.15.2.2 LayerMask FirstPersonMode.mask

The layer mask of the camera mode.

### 5.15.2.3 Transform FirstPersonMode.transform

The transform of the camera mode.

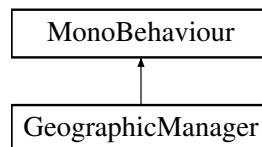
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC-Multiplayer-Platform/Assets/Scripts/IDIA/Player/Camera/-Modes/FirstPersonMode.cs

## 5.16 GeographicManager Class Reference

This singleton class handles positioning relative to the GeographicMarker instance.

Inheritance diagram for GeographicManager:



### Public Member Functions

- Vector3 [GetPosition](#) (double latitude, double longitude, double elevation)  
*A method that returns a position from a coordinate relative to the GeographicMarker.*

### Properties

- static [GeographicManager Instance](#) [get, set]  
*The instance of this singleton class.*

### 5.16.1 Detailed Description

This singleton class handles positioning relative to the GeographicMarker instance.

### 5.16.2 Member Function Documentation

#### 5.16.2.1 Vector3 GeographicManager.GetPosition ( double latitude, double longitude, double elevation )

A method that returns a position from a coordinate relative to the GeographicMarker.

///

Parameters

---

<i>latitude</i>	The latitude of the coordinate.
<i>longitude</i>	The longitude of the coordinate.

///

#### Parameters

<i>elevation</i>	The elevation of the coordinate.
------------------	----------------------------------

#### Returns

The position.

### 5.16.3 Property Documentation

#### 5.16.3.1 GeographicManager GeographicManager.Instance [static],[get],[set]

The instance of this singleton class.

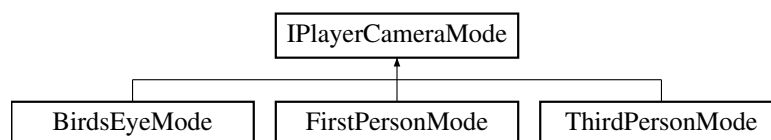
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC-Multiplayer-Platform/Assets/Scripts/IDIA/Drupal/Placards/Geographic-Manager.cs

## 5.17 IPlayerCameraMode Interface Reference

This interface defines camera modes.

Inheritance diagram for IPlayerCameraMode:



#### Public Member Functions

- void [Update](#) ()  
A method to update the camera mode.
- void [ToFirstPersonMode](#) ()  
A method to switch the camera mode to first person mode.
- void [ToThirdPersonMode](#) ()  
A method to switch the camera mode to third person mode.
- void [ToBirdsEyeMode](#) ()  
A method to switch the camera mode to birds eye mode.
- void [SetPlayerCamera](#) ([PlayerCamera](#) pCam)  
A method to set the player camera.

#### 5.17.1 Detailed Description

This interface defines camera modes.



## 5.17.2 Member Function Documentation

### 5.17.2.1 void IPlayerCameraMode.SetPlayerCamera ( PlayerCamera *pCam* )

A method to set the player camera.

## Parameters

<i>pCam</i>	The player camera.
-------------	--------------------

Implemented in [FirstPersonMode](#), [BirdsEyeMode](#), and [ThirdPersonMode](#).

#### 5.17.2.2 void IPlayerCameraMode.ToBirdsEyeMode ( )

A method to switch the camera mode to birds eye mode.

Implemented in [FirstPersonMode](#), [BirdsEyeMode](#), and [ThirdPersonMode](#).

#### 5.17.2.3 void IPlayerCameraMode.ToFirstPersonMode ( )

A method to switch the camera mode to first person mode.

Implemented in [FirstPersonMode](#), [BirdsEyeMode](#), and [ThirdPersonMode](#).

#### 5.17.2.4 void IPlayerCameraMode.ToThirdPersonMode ( )

A method to switch the camera mode to third person mode.

Implemented in [FirstPersonMode](#), [BirdsEyeMode](#), and [ThirdPersonMode](#).

#### 5.17.2.5 void IPlayerCameraMode.Update ( )

A method to update the camera mode.

Implemented in [FirstPersonMode](#), [BirdsEyeMode](#), and [ThirdPersonMode](#).

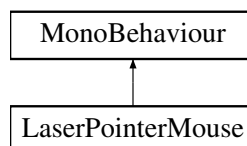
The documentation for this interface was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC-Multiplayer-Platform/Assets/Scripts/IDIA/Player/Camera/-Modes/IPlayerCameraMode.cs

## 5.18 LaserPointerMouse Class Reference

This class handles the laser pointer mouse functionality.

Inheritance diagram for LaserPointerMouse:



### Public Attributes

- Transform [root](#)  
*The transform at which to begin the laser pointer.*

#### 5.18.1 Detailed Description

This class handles the laser pointer mouse functionality.

### 5.18.2 Member Data Documentation

#### 5.18.2.1 Transform LaserPointerMouse.root

The transform at which to begin the laser pointer.

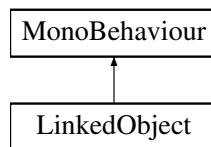
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC-Multiplayer-Platform/Assets/Scripts/IDIA/Player/LaserPointer/LaserPointerMouse.cs

## 5.19 **LinkedObject Class Reference**

This class handles linked objects.

Inheritance diagram for **LinkedObject**:



### Public Member Functions

- void **Highlight** ()  
*A method to highlight the object.*
- void **UnHighlight** ()  
*A method to unhighlight the object.*

### Public Attributes

- float **distance**  
*The distance within which the linked object can be affected.*
- Color **hoverColor**  
*The color to tint the object when highlighted.*
- **LinkedObjectClickEvent OnLinkClick**  
*The event to invoke when the linked object is clicked.*

### 5.19.1 Detailed Description

This class handles linked objects.

### 5.19.2 Member Function Documentation

#### 5.19.2.1 void **LinkedObject.Highlight** ( )

A method to highlight the object.

#### 5.19.2.2 void **LinkedObject.UnHighlight** ( )

A method to unhighlight the object.

### 5.19.3 Member Data Documentation

#### 5.19.3.1 float `LinkedObject.distance`

The distance within which the linked object can be affected.

#### 5.19.3.2 Color `LinkedObject.hoverColor`

The color to tint the object when highlighted.

#### 5.19.3.3 `LinkedObjectClickEvent` `LinkedObject.OnLinkClick`

The event to invoke when the linked object is clicked.

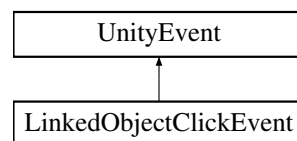
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC-Multiplayer-Platform/Assets/Scripts/IDIA/Functionality/Linked-Object.cs

## 5.20 `LinkedObjectClickEvent` Class Reference

This class constructs a Linked Object Click Event.

Inheritance diagram for `LinkedObjectClickEvent`:



### 5.20.1 Detailed Description

This class constructs a Linked Object Click Event.

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

- C:/Users/VULCAN/Documents/GitHub/HVWC-Multiplayer-Platform/Assets/Scripts/IDIA/Functionality/Linked-Object.cs

## 5.21 `DrupalUnity.Location` Class Reference

This class constructs a [Location](#) object.

### Public Attributes

- double [latitude](#)  
*The latitude of this location.*
- double [longitude](#)  
*The longitude of this location.*
- double [elevation](#)

*The elevation of this location.*

- double [orientation](#)

*The orientation of this location.*

### 5.21.1 Detailed Description

This class constructs a [Location](#) object.

### 5.21.2 Member Data Documentation

#### 5.21.2.1 double DrupalUnity.Location.elevation

The elevation of this location.

#### 5.21.2.2 double DrupalUnity.Location.latitude

The latitude of this location.

#### 5.21.2.3 double DrupalUnity.Location.longitude

The longitude of this location.

#### 5.21.2.4 double DrupalUnity.Location.orientation

The orientation of this location.

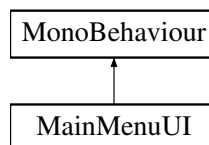
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC-Multiplayer-Platform/Assets/Scripts/IDIA/Drupal/DrupalUnityLocation.cs

## 5.22 MainMenuUI Class Reference

This class handles the main menu UI.

Inheritance diagram for MainMenuUI:



### Public Member Functions

- void [SelectAvatar](#) (string avatar)  
*A method to select an avatar.*
- void [SetPlayerName](#) (string name)  
*A method to set the player name.*
- void [ValidateStartButton](#) (string input)

- A method to validate the start button.*
- void [ValidateCreateRoomButton](#) (string input)  
*A method to validate the create room button.*
- void [StartGame](#) ()  
*A method to start the game.*
- void [RefreshRooms](#) ()  
*A method to refresh the room list.*
- void [CreateRoom](#) (InputField input)  
*A method to create a room.*
- void [Open](#) ()  
*A method to open the menu.*
- void [Close](#) ()  
*A method to close the menu.*

## Public Attributes

- Button [startButton](#)  
*The start button.*
- Button [createRoomButton](#)  
*The create room button.*
- GameObject [avatarAndName](#)  
*The avatar and name screen gameObject.*
- GameObject [roomSelection](#)  
*The room selection screen gameObject.*
- GameObject [rooms](#)  
*The rooms container gameObject.*
- GameObject [roomPrefab](#)  
*The room prefab.*
- GameObject [connectingWindow](#)  
*The connecting window gameObject.*
- string [firstScene](#)  
*The first scene to load.*
- string [selectedAvatar](#) = "Adam"  
*The selected avatar.*

### 5.22.1 Detailed Description

This class handles the main menu UI.

### 5.22.2 Member Function Documentation

#### 5.22.2.1 void MainMenuUI.Close ( )

A method to close the menu.

#### 5.22.2.2 void MainMenuUI.CreateRoom ( InputField input )

A method to create a room.

## Parameters

<i>input</i>	The name of the room.
--------------	-----------------------

## 5.22.2.3 void MainMenuUI.Open ( )

A method to open the menu.

## 5.22.2.4 void MainMenuUI.RefreshRooms ( )

A method to refresh the room list.

5.22.2.5 void MainMenuUI.SelectAvatar ( string *avatar* )

A method to select an avatar.

## Parameters

<i>avatar</i>	The avatar.
---------------	-------------

5.22.2.6 void MainMenuUI.SetPlayerName ( string *name* )

A method to set the player name.

## Parameters

<i>name</i>	The name.
-------------	-----------

## 5.22.2.7 void MainMenuUI.StartGame ( )

A method to start the game.

5.22.2.8 void MainMenuUI.ValidateCreateRoomButton ( string *input* )

A method to validate the create room button.

## Parameters

<i>input</i>	The input to use for validation.
--------------	----------------------------------

5.22.2.9 void MainMenuUI.ValidateStartButton ( string *input* )

A method to validate the start button.

## Parameters

<i>input</i>	The input to use for validation.
--------------	----------------------------------

## 5.22.3 Member Data Documentation

## 5.22.3.1 GameObject MainMenuUI.avatarAndName

The avatar and name screen gameObject.

#### 5.22.3.2 `GameObject MainMenuUI.connectingWindow`

The connecting window gameObject.

#### 5.22.3.3 `Button MainMenuUI.createRoomButton`

The create room button.

#### 5.22.3.4 `string MainMenuUI.firstScene`

The first scene to load.

#### 5.22.3.5 `GameObject MainMenuUI.roomPrefab`

The room prefab.

#### 5.22.3.6 `GameObject MainMenuUI.rooms`

The rooms container gameObject.

#### 5.22.3.7 `GameObject MainMenuUI.roomSelection`

The room selection screen gameObject.

#### 5.22.3.8 `string MainMenuUI.selectedAvatar = "Adam"`

The selected avatar.

#### 5.22.3.9 `Button MainMenuUI.startButton`

The start button.

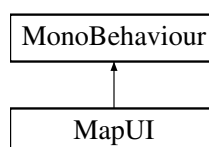
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC-Multiplayer-Platform/Assets/Scripts/IDIA/UI/MainMenuUI.cs

## 5.23 MapUI Class Reference

This class handles the map UI.

Inheritance diagram for MapUI:





## Public Member Functions

- void [ChangeScene](#) (string sceneName)  
*A method to change the scene.*
- void [TeleportPlayer](#) (Transform t)  
*A method to teleport the local player.*

### 5.23.1 Detailed Description

This class handles the map UI.

### 5.23.2 Member Function Documentation

#### 5.23.2.1 void MapUI.ChangeScene ( string *sceneName* )

A method to change the scene.

##### Parameters

<i>sceneName</i>	The scene name.
------------------	-----------------

#### 5.23.2.2 void MapUI.TeleportPlayer ( Transform *t* )

A method to teleport the local player.

##### Parameters

<i>t</i>	The local player transform.
----------	-----------------------------

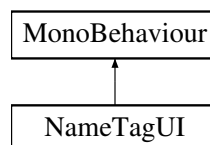
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC-Multiplayer-Platform/Assets/Scripts/IDIA/UI/MapUI.cs

## 5.24 NameTagUI Class Reference

This class handles the name tag UI.

Inheritance diagram for NameTagUI:



## Public Attributes

- PhotonView [photonView](#)  
*The photon view.*
- Text [nameTagText](#)  
*The name tag.*

### 5.24.1 Detailed Description

This class handles the name tag UI.

### 5.24.2 Member Data Documentation

#### 5.24.2.1 Text NameTagUI.nameTagText

The name tag.

#### 5.24.2.2 PhotonView NameTagUI.photonView

The photon view.

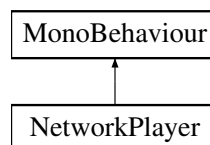
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC-Multiplayer-Platform/Assets/Scripts/IDIA/UI/NameTagUI.cs

## 5.25 NetworkPlayer Class Reference

This class handles the networking of important player properties.

Inheritance diagram for NetworkPlayer:



### 5.25.1 Detailed Description

This class handles the networking of important player properties.

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

- C:/Users/VULCAN/Documents/GitHub/HVWC-Multiplayer-Platform/Assets/Scripts/IDIA/Player/Network-Player.cs

## 5.26 DrupalUnity.Placard Class Reference

This class constructs a [Placard](#) object.

### Public Attributes

- int [id](#)  
*The id of this placard.*
- string [title](#)  
*The title of this placard.*
- string [description](#)  
*The description of this placard.*

- [Location location](#)

*The location of this placard.*

- string [layer](#)

*The layer of this placard.*

- string [image\\_url](#)

*The image url of this placard.*

### 5.26.1 Detailed Description

This class constructs a [Placard](#) object.

### 5.26.2 Member Data Documentation

#### 5.26.2.1 string DrupalUnity.Placard.description

The description of this placard.

#### 5.26.2.2 int DrupalUnity.Placard.id

The id of this placard.

#### 5.26.2.3 string DrupalUnity.Placard.image\_url

The image url of this placard.

#### 5.26.2.4 string DrupalUnity.Placard.layer

The layer of this placard.

#### 5.26.2.5 Location DrupalUnity.Placard.location

The location of this placard.

#### 5.26.2.6 string DrupalUnity.Placard.title

The title of this placard.

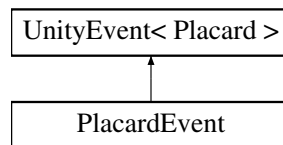
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC-Multiplayer-Platform/Assets/Scripts/IDIA/Drupal/DrupalUnity/O.cs

## 5.27 PlacardEvent Class Reference

This class constructs a Placard Event.

Inheritance diagram for PlacardEvent:



### 5.27.1 Detailed Description

This class constructs a Placard Event.

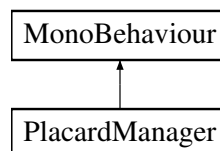
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC-Multiplayer-Platform/Assets/Scripts/IDIA/Drupal/Placards/Placard-Manager.cs

## 5.28 PlacardManager Class Reference

This class manages incoming placards.

Inheritance diagram for PlacardManager:



### Public Attributes

- GameObject [placardPrefab](#)  
*The placard prefab.*
- [PlacardEvent OnPlacardSelected](#)  
*The event to invoke when a placard is selected.*

### 5.28.1 Detailed Description

This class manages incoming placards.

### 5.28.2 Member Data Documentation

#### 5.28.2.1 PlacardEvent PlacardManager.OnPlacardSelected

The event to invoke when a placard is selected.

#### 5.28.2.2 GameObject PlacardManager.placardPrefab

The placard prefab.

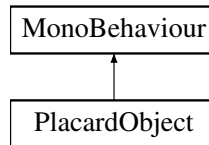
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC-Multiplayer-Platform/Assets/Scripts/IDIA/Drupal/Placards/Placard-Manager.cs

## 5.29 PlacardObject Class Reference

This class manages individual placard behavior.

Inheritance diagram for PlacardObject:



### Public Member Functions

- void [TeleportPlayer](#) ()  
*A method to teleport the local player to the placard's position.*

### Public Attributes

- [Placard placard](#)  
*The placard data.*

#### 5.29.1 Detailed Description

This class manages individual placard behavior.

#### 5.29.2 Member Function Documentation

##### 5.29.2.1 void PlacardObject.TeleportPlayer ( )

A method to teleport the local player to the placard's position.

#### 5.29.3 Member Data Documentation

##### 5.29.3.1 Placard PlacardObject.placard

The placard data.

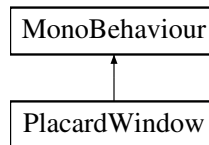
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC-Multiplayer-Platform/Assets/Scripts/IDIA/Drupal/Placards/Placard-Object.cs

## 5.30 PlacardWindow Class Reference

This class handles the placard window.

Inheritance diagram for PlacardWindow:



## Public Member Functions

- void [OpenPlacardInfoWindow](#) ([Placard](#) placard)  
A method to open a placard info window.
- void [TeleportPlayerToPlacardLocation](#) ([Placard](#) placard)  
A method to teleport the local player to the placard location.

## Public Attributes

- GameObject [placardWindow](#)  
The placard window gameObject.
- Text [placardTitleText](#)  
The placard title.
- Text [placardDescriptionText](#)  
The placard description.
- Button [placardTeleportButton](#)  
The placard teleport button.

### 5.30.1 Detailed Description

This class handles the placard window.

### 5.30.2 Member Function Documentation

#### 5.30.2.1 void PlacardWindow.OpenPlacardInfoWindow ( [Placard](#) *placard* )

A method to open a placard info window.

##### Parameters

<i>placard</i>	The placard.
----------------	--------------

#### 5.30.2.2 void PlacardWindow.TeleportPlayerToPlacardLocation ( [Placard](#) *placard* )

A method to teleport the local player to the placard location.

##### Parameters

<i>placard</i>	The placard.
----------------	--------------

### 5.30.3 Member Data Documentation

#### 5.30.3.1 Text PlacardWindow.placardDescriptionText

The placard description.

## 5.30.3.2 Button PlacardWindow.placardTeleportButton

The placard teleport button.

## 5.30.3.3 Text PlacardWindow.placardTitleText

The placard title.

## 5.30.3.4 GameObject PlacardWindow.placardWindow

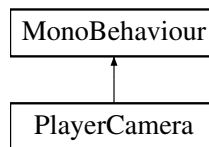
The placard window gameObject.

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

- C:/Users/VULCAN/Documents/GitHub/HVWC-Multiplayer-Platform/Assets/Scripts/IDIA/UI/PlacardWindow.-cs

## 5.31 PlayerCamera Class Reference

Inheritance diagram for PlayerCamera:



### Public Attributes

- [FirstPersonMode](#) `firstPersonMode`  
*The first person mode.*
- [ThirdPersonMode](#) `thirdPersonMode`  
*The third person mode.*
- [BirdsEyeMode](#) `birdsEyeMode`  
*The birds eye mode.*
- [IPlayerCameraMode](#) `mode`  
*The camera mode.*
- Camera [cam](#)  
*The camera.*
- KeyCode [fovMinus](#) = KeyCode.Plus  
*The key to decrease field of view.*
- KeyCode [fovPlus](#) = KeyCode.Minus  
*The key to increase field of view.*
- KeyCode [lookUp](#) = KeyCode.PageUp  
*The key to look up.*
- KeyCode [lookDown](#) = KeyCode.PageDown  
*The key to look down.*
- float [lookStep](#) = 30f  
*The angle to look up or down.*

### 5.31.1 Member Data Documentation

#### 5.31.1.1 **BirdsEyeMode** `PlayerCamera.birdsEyeMode`

The birds eye mode.

#### 5.31.1.2 **Camera** `PlayerCamera.cam`

The camera.

#### 5.31.1.3 **FirstPersonMode** `PlayerCamera.firstPersonMode`

The first person mode.

#### 5.31.1.4 **KeyCode** `PlayerCamera.fovMinus = KeyCode.Plus`

The key to decrease field of view.

#### 5.31.1.5 **KeyCode** `PlayerCamera.fovPlus = KeyCode.Minus`

The key to increase field of view.

#### 5.31.1.6 **KeyCode** `PlayerCamera.lookDown = KeyCode.PageDown`

The key to look down.

#### 5.31.1.7 **float** `PlayerCamera.lookStep = 30f`

The angle to look up or down.

#### 5.31.1.8 **KeyCode** `PlayerCamera.lookUp = KeyCode.PageUp`

The key to look up.

#### 5.31.1.9 **IPlayerCameraMode** `PlayerCamera.mode`

The camera mode.

#### 5.31.1.10 **ThirdPersonMode** `PlayerCamera.thirdPersonMode`

The third person mode.

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

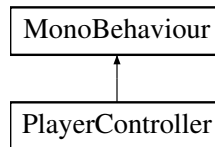
- C:/Users/VULCAN/Documents/GitHub/HVWC-Multiplayer-Platform/Assets/Scripts/IDIA/Player/Camera/Player-Camera.cs



## 5.32 PlayerController Class Reference

This class handles the movement and animations of the local player.

Inheritance diagram for PlayerController:



### Public Types

- enum [CharacterState](#) {  
[CharacterState.IDLE](#) = 0, [CharacterState.WALK](#) = 1, [CharacterState.RUN](#) = 2, [CharacterState.JUMP](#) = 3,  
[CharacterState.SIT](#) = 4, [CharacterState.FLY](#) = 5 }

*This enumeration lists the different character states.*

### Public Attributes

- [AnimationController](#) [animationController](#)  
*The animation controller.*
- float [turnSpeed](#) = 90f  
*The turn speed.*
- float [walkSpeed](#) = 1.0f  
*The walk speed.*
- float [runSpeed](#) = 1.5f  
*The run speed.*
- float [flySpeed](#) = 2.0f  
*The fly speed.*
- float [jumpSpeed](#) = 8.0f  
*The jump speed.*

### Properties

- [CharacterState](#) [CharState](#) [get, set]  
*The character animation state property.*

#### 5.32.1 Detailed Description

This class handles the movement and animations of the local player.

#### 5.32.2 Member Enumeration Documentation

##### 5.32.2.1 enum PlayerController.CharacterState

This enumeration lists the different character states.

#### Enumerator

**IDLE** The IDLE character state.

**WALK** The WALK character state.

**RUN** The RUN character state.

**JUMP** The JUMP character state.

**SIT** The SIT character state.

**FLY** The FLY character state.

### 5.32.3 Member Data Documentation

#### 5.32.3.1 AnimationController PlayerController.animationController

The animation controller.

#### 5.32.3.2 float PlayerController.flySpeed = 2.0f

The fly speed.

#### 5.32.3.3 float PlayerController.jumpSpeed = 8.0f

The jump speed.

#### 5.32.3.4 float PlayerController.runSpeed = 1.5f

The run speed.

#### 5.32.3.5 float PlayerController.turnSpeed = 90f

The turn speed.

#### 5.32.3.6 float PlayerController.walkSpeed = 1.0f

The walk speed.

### 5.32.4 Property Documentation

#### 5.32.4.1 CharacterState PlayerController.CharState [get], [set]

The character animation state property.

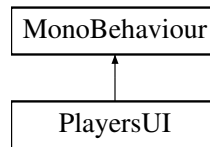
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC-Multiplayer-Platform/Assets/Scripts/IDIA/Player/Player-Controller.cs

## 5.33 PlayersUI Class Reference

This class handles the player list UI.

Inheritance diagram for PlayersUI:



## Public Member Functions

- void [RefreshPlayers](#) ()  
*A method to refresh the player list.*

## Public Attributes

- GameObject [players](#)  
*The player container gameObject.*
- GameObject [playerPrefab](#)  
*The player prefab.*
- PhotonPlayer [selectedPlayer](#)  
*The selected player.*

### 5.33.1 Detailed Description

This class handles the player list UI.

### 5.33.2 Member Function Documentation

#### 5.33.2.1 void `PlayersUI.RefreshPlayers` ( )

A method to refresh the player list.

### 5.33.3 Member Data Documentation

#### 5.33.3.1 GameObject `PlayersUI.playerPrefab`

The player prefab.

#### 5.33.3.2 GameObject `PlayersUI.players`

The player container gameObject.

#### 5.33.3.3 PhotonPlayer `PlayersUI.selectedPlayer`

The selected player.

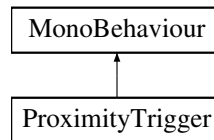
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC-Multiplayer-Platform/Assets/Scripts/IDIA/UI/PlayersUI.cs

## 5.34 ProximityTrigger Class Reference

This class allows a web page to be opened when the player enters a trigger.

Inheritance diagram for ProximityTrigger:



### Public Attributes

- string [url](#)  
*The URL that should be opened.*

### 5.34.1 Detailed Description

This class allows a web page to be opened when the player enters a trigger.

### 5.34.2 Member Data Documentation

#### 5.34.2.1 string ProximityTrigger.url

The URL that should be opened.

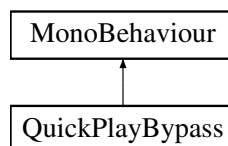
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC-Multiplayer-Platform/Assets/Scripts/IDIA/Functionality/Proximity-Trigger.cs

## 5.35 QuickPlayBypass Class Reference

This class allows for the enabling of quickplay in the web player.

Inheritance diagram for QuickPlayBypass:



### 5.35.1 Detailed Description

This class allows for the enabling of quickplay in the web player.

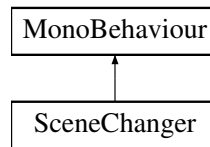
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC-Multiplayer-Platform/Assets/Scripts/IDIA/Multiplayer/Quick-PlayBypass.cs

## 5.36 SceneChanger Class Reference

This singleton class handles scene changes.

Inheritance diagram for SceneChanger:



### Public Member Functions

- void [LoadScene](#) (string sceneName)  
*A method to load a scene.*

### Public Attributes

- GameObject [loadingScreen](#)  
*The loading screen UI gameObject.*

### Properties

- static [SceneChanger Instance](#) [get, set]  
*The instance of this singleton class.*

#### 5.36.1 Detailed Description

This singleton class handles scene changes.

#### 5.36.2 Member Function Documentation

##### 5.36.2.1 void SceneChanger.LoadScene ( string sceneName )

A method to load a scene.

Parameters

<i>sceneName</i>	The name of the scene to load.
------------------	--------------------------------

#### 5.36.3 Member Data Documentation

##### 5.36.3.1 GameObject SceneChanger.loadingScreen

The loading screen UI gameObject.

#### 5.36.4 Property Documentation

##### 5.36.4.1 SceneChanger SceneChanger.Instance [static],[get],[set]

The instance of this singleton class.

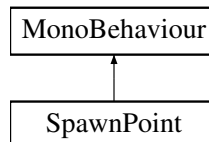
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC-Multiplayer-Platform/Assets/Scripts/IDIA/Functionality/Scene-Changer.cs

## 5.37 SpawnPoint Class Reference

This class handles the spawn point.

Inheritance diagram for SpawnPoint:



### Public Member Functions

- void [SpawnPlayer](#) ()  
*A method to spawn the local player gameObject.*

#### 5.37.1 Detailed Description

This class handles the spawn point.

#### 5.37.2 Member Function Documentation

##### 5.37.2.1 void SpawnPoint.SpawnPlayer ( )

A method to spawn the local player gameObject.

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

- C:/Users/VULCAN/Documents/GitHub/HVWC-Multiplayer-Platform/Assets/Scripts/IDIA/Functionality/Spawn-Point.cs

## 5.38 DrupalUnity.Status Class Reference

This class constructs a [Status](#) object.

### Public Attributes

- bool [success](#)  
*The success of this status.*

#### 5.38.1 Detailed Description

This class constructs a [Status](#) object.

## 5.38.2 Member Data Documentation

### 5.38.2.1 bool `DrupalUnity.Status.success`

The success of this status.

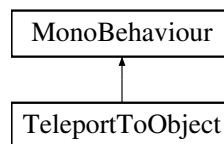
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC-Multiplayer-Platform/Assets/Scripts/IDIA/Drupal/DrupalUnityI-O.cs

## 5.39 TeleportToObject Class Reference

This class allows for teleportation by clicking on a collider.

Inheritance diagram for TeleportToObject:



### 5.39.1 Detailed Description

This class allows for teleportation by clicking on a collider.

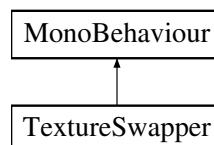
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC-Multiplayer-Platform/Assets/Scripts/IDIA/Functionality/Teleport-ToObject.cs

## 5.40 TextureSwapper Class Reference

This class handles object texture swapping.

Inheritance diagram for TextureSwapper:



### Public Member Functions

- void [PreviousTexture](#) ()  
*A method to set the texture to the previous one in the array.*
- void [NextTexture](#) ()  
*A method to set the texture to the next one in the array.*
- void [SetTexture](#) (int i)  
*A method to set the texture to a specified index in the array.*

## Public Attributes

- Texture2D[] [textures](#)  
*An array of textures to swap between.*

### 5.40.1 Detailed Description

This class handles object texture swapping.

### 5.40.2 Member Function Documentation

#### 5.40.2.1 void TextureSwapper.NextTexture ( )

A method to set the texture to the next one in the array.

#### 5.40.2.2 void TextureSwapper.PreviousTexture ( )

A method to set the texture to the previous one in the array.

#### 5.40.2.3 void TextureSwapper.SetTexture ( int *i* )

A method to set the texture to a specified index in the array.

##### Parameters

<i>i</i>	The index of the texture.
----------	---------------------------

### 5.40.3 Member Data Documentation

#### 5.40.3.1 Texture2D [] TextureSwapper.textures

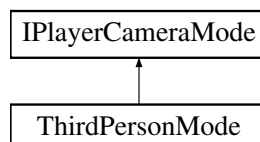
An array of textures to swap between.

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

- C:/Users/VULCAN/Documents/GitHub/HVWC-Multiplayer-Platform/Assets/Scripts/IDIA/Functionality/Texture-Swapper.cs

## 5.41 ThirdPersonMode Class Reference

Inheritance diagram for ThirdPersonMode:



## Public Member Functions

- void [SetPlayerCamera](#) ([PlayerCamera](#) pCam)



- A method to set the player camera.*
- void [ToBirdsEyeMode](#) ()  
*A method to switch the camera mode to birds eye mode.*
- void [ToFirstPersonMode](#) ()  
*A method to switch the camera mode to first person mode.*
- void [ToThirdPersonMode](#) ()  
*A method to switch the camera mode to third person mode.*
- void [Update](#) ()  
*A method to update the camera mode.*

## Public Attributes

- Transform [transform](#)  
*The transform of the camera mode.*
- LayerMask [mask](#)  
*The layer mask of the camera mode.*
- float [cameraTransitionSpeed](#)  
*The speed at which the camera transitions to this mode.*

### 5.41.1 Member Function Documentation

#### 5.41.1.1 void ThirdPersonMode.SetPlayerCamera ( PlayerCamera pCam )

A method to set the player camera.

Parameters

<i>pCam</i>	The player camera.
-------------	--------------------

Implements [IPlayerCameraMode](#).

#### 5.41.1.2 void ThirdPersonMode.ToBirdsEyeMode ( )

A method to switch the camera mode to birds eye mode.

Implements [IPlayerCameraMode](#).

#### 5.41.1.3 void ThirdPersonMode.ToFirstPersonMode ( )

A method to switch the camera mode to first person mode.

Implements [IPlayerCameraMode](#).

#### 5.41.1.4 void ThirdPersonMode.ToThirdPersonMode ( )

A method to switch the camera mode to third person mode.

Implements [IPlayerCameraMode](#).

#### 5.41.1.5 void ThirdPersonMode.Update ( )

A method to update the camera mode.

Implements [IPlayerCameraMode](#).

### 5.41.2 Member Data Documentation

#### 5.41.2.1 float ThirdPersonMode.cameraTransitionSpeed

The speed at which the camera transitions to this mode.

#### 5.41.2.2 LayerMask ThirdPersonMode.mask

The layer mask of the camera mode.

#### 5.41.2.3 Transform ThirdPersonMode.transform

The transform of the camera mode.

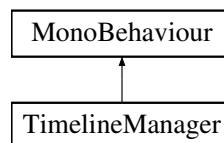
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC-Multiplayer-Platform/Assets/Scripts/IDIA/Player/Camera/-Modes/ThirdPersonMode.cs

## 5.42 TimelineManager Class Reference

This class manages the timeline.

Inheritance diagram for TimelineManager:



### Public Member Functions

- delegate void [ChangedTime](#) (float time)  
*The delegate to handle a time change.*
- void [SetTimeline](#) (float newTime)  
*A method to set the timeline.*

### Public Attributes

- float [defaultTime](#)  
*The default time.*

### Events

- static [ChangedTime](#) [OnChangedTime](#)  
*The event to invoke when the time has changed.*

#### 5.42.1 Detailed Description

This class manages the timeline.

## 5.42.2 Member Function Documentation

### 5.42.2.1 delegate void TimelineManager.ChangedTime ( float *time* )

The delegate to handle a time change.

Parameters

<i>time</i>	The new time.
-------------	---------------

### 5.42.2.2 void TimelineManager.SetTimeline ( float *newTime* )

A method to set the timeline.

Parameters

<i>newTime</i>	The new time.
----------------	---------------

## 5.42.3 Member Data Documentation

### 5.42.3.1 float TimelineManager.defaultTime

The default time.

## 5.42.4 Event Documentation

### 5.42.4.1 ChangedTime TimelineManager.OnChangedTime [static]

The event to invoke when the time has changed.

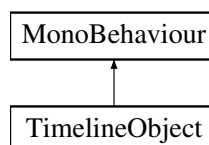
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC-Multiplayer-Platform/Assets/Scripts/IDIA/Timeline/Timeline-Manager.cs

## 5.43 TimelineObject Class Reference

This class handles a timeline object.

Inheritance diagram for TimelineObject:



## Public Attributes

- UnityEvent [OnEnteredTime](#)  
The event to trigger if the time has entered a range.
- UnityEvent [OnExitedTime](#)  
The event to trigger if the time has exited a range.

- [TimelineRange\[\] ranges](#)

*The ranges to watch.*

### 5.43.1 Detailed Description

This class handles a timeline object.

### 5.43.2 Member Data Documentation

#### 5.43.2.1 UnityEvent TimelineObject.OnEnteredTime

The event to trigger if the time has entered a range.

#### 5.43.2.2 UnityEvent TimelineObject.OnExitedTime

The event to trigger if the time has exited a range.

#### 5.43.2.3 TimelineRange [] TimelineObject.ranges

The ranges to watch.

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

- C:/Users/VULCAN/Documents/GitHub/HVWC-Multiplayer-Platform/Assets/Scripts/IDIA/Timeline/Timeline-Object.cs

## 5.44 TimelineRange Class Reference

This class constructs a Timeline Range.

### Public Attributes

- float [minTime](#)  
*The min time.*
- float [maxTime](#)  
*The max time.*

### 5.44.1 Detailed Description

This class constructs a Timeline Range.

### 5.44.2 Member Data Documentation

#### 5.44.2.1 float TimelineRange.maxTime

The max time.

## 5.44.2.2 float TimelineRange.minTime

The min time.

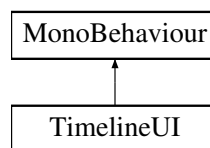
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC-Multiplayer-Platform/Assets/Scripts/IDIA/Timeline/TimelineRange.cs

## 5.45 TimelineUI Class Reference

This class handles the Timeline UI.

Inheritance diagram for TimelineUI:



### Public Member Functions

- void [SetTemporalInputText](#) (float time)  
*A method to set the temporal input field text.*
- void [SetTemporalSliderValue](#) (string timeString)  
*A method to set the temporal slider value.*

### Public Attributes

- Slider [temporalSlider](#)  
*The temporal slider.*
- InputField [temporalInput](#)  
*The temporal input field.*

### 5.45.1 Detailed Description

This class handles the Timeline UI.

### 5.45.2 Member Function Documentation

#### 5.45.2.1 void TimelineUI.SetTemporalInputText ( float *time* )

A method to set the temporal input field text.

Parameters

<i>time</i>	
-------------	--

#### 5.45.2.2 void TimelineUI.SetTemporalSliderValue ( string *timeString* )

A method to set the temporal slider value.

## Parameters

<i>timeString</i>	
-------------------	--

### 5.45.3 Member Data Documentation

#### 5.45.3.1 InputField TimelineUI.temporalInput

The temporal input field.

#### 5.45.3.2 Slider TimelineUI.temporalSlider

The temporal slider.

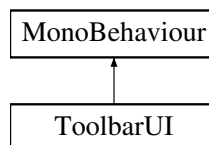
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC-Multiplayer-Platform/Assets/Scripts/IDIA/UI/TimelineUI.cs

## 5.46 ToolbarUI Class Reference

This class handles the Toolbar UI functionality.

Inheritance diagram for ToolbarUI:



### Public Member Functions

- void [JoinMe](#) ()  
*A method to open Join.Me.*
- void [Exit](#) ()  
*A method to exit the room.*

#### 5.46.1 Detailed Description

This class handles the Toolbar UI functionality.

### 5.46.2 Member Function Documentation

#### 5.46.2.1 void ToolbarUI.Exit ( )

A method to exit the room.

#### 5.46.2.2 void ToolbarUI.JoinMe ( )

A method to open Join.Me.

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

- C:/Users/VULCAN/Documents/GitHub/HVWC-Multiplayer-Platform/Assets/Scripts/IDIA/UI/ToolbarUI.cs

## 5.47 DrupalUnity.Tour Class Reference

This class constructs a [Tour](#) object.

### Public Attributes

- int [id](#)  
*The id of this tour.*
- string [title](#)  
*The title of this tour.*
- string [description](#)  
*The description of this tour.*
- [Placard\[\]](#) [placards](#)  
*The array of placards in this tour.*
- string [unity\\_binary](#)  
*The unity binary of this tour.*

### 5.47.1 Detailed Description

This class constructs a [Tour](#) object.

### 5.47.2 Member Data Documentation

#### 5.47.2.1 string DrupalUnity.Tour.description

The description of this tour.

#### 5.47.2.2 int DrupalUnity.Tour.id

The id of this tour.

#### 5.47.2.3 Placard [] DrupalUnity.Tour.placards

The array of placards in this tour.

#### 5.47.2.4 string DrupalUnity.Tour.title

The title of this tour.

#### 5.47.2.5 string DrupalUnity.Tour.unity\_binary

The unity binary of this tour.

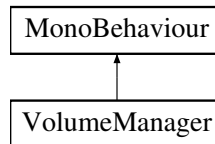
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC-Multiplayer-Platform/Assets/Scripts/IDIA/Drupal/DrupalUnity/O.cs

## 5.48 VolumeManager Class Reference

This class handles volume control.

Inheritance diagram for VolumeManager:



### Public Member Functions

- void [SetVolume](#) (float percentage)  
*A method to set the volume by a percentage.*

### 5.48.1 Detailed Description

This class handles volume control.

### 5.48.2 Member Function Documentation

#### 5.48.2.1 void VolumeManager.SetVolume ( float *percentage* )

A method to set the volume by a percentage.

Parameters

<i>percentage</i>	The percentage to set the volume.
-------------------	-----------------------------------

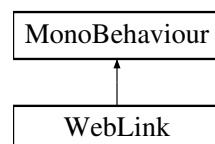
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC-Multiplayer-Platform/Assets/Scripts/IDIA/Functionality/Volume-Manager.cs

## 5.49 WebLink Class Reference

This class allows for hyperlinking clicks on colliders.

Inheritance diagram for WebLink:



### Public Attributes

- string [url](#)  
*The URL.*



### 5.49.1 Detailed Description

This class allows for hyperlinking clicks on colliders.

### 5.49.2 Member Data Documentation

#### 5.49.2.1 `string WebLink.url`

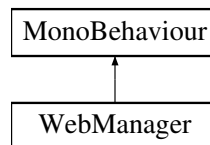
The URL.

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

- C:/Users/VULCAN/Documents/GitHub/HVWC-Multiplayer-Platform/Assets/Scripts/IDIA/Functionality/Web-Link.cs

## 5.50 WebManager Class Reference

Inheritance diagram for WebManager:



### Public Member Functions

- void [OpenURL](#) (string url)  
A method to open the url in the default browser.

### 5.50.1 Detailed Description

### 5.50.2 Member Function Documentation

#### 5.50.2.1 `void WebManager.OpenURL ( string url )`

A method to open the url in the default browser.

Parameters

<i>url</i>	The URL to open.
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The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC-Multiplayer-Platform/Assets/Scripts/IDIA/Functionality/Web-Manager.cs

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