

HVWC Multiplayer Platform

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Chapter 1

Namespace Index

1.1 Packages

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

DrupalUnity	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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AgentController	This class handles the movement of the nav mesh agent on the nav mesh.	13
AnimationController	This class handles the activation and deactivation of animations on the player.	13
AvatarPlacardController	This script handles avatar movement when a placard is selected.	14
BirdsEyeMode	This class handles the birds eye mode of the player camera.	15
BuildingObject	This class handles tour and placard dependent objects.	17
Chat	This class handles public and private chat messaging between players.	18
ChatUI	This class handles the chat UI.	20
CityEngineBuilding	This class handles city engine objects.	21
DoubleClickTeleport	This class allows for teleportation by double-clicking on a collider.	21
DrupalManager	This class manages the data that comes from the Drupal Unity Interface.	22
DrupalUnity.DrupalUnityIO	This class manages input to and output from the Drupal Unity Interface	23
DrupalUnity.Environment	This class constructs an Environment object.	29
FaceCamera	This class handles objects that should face the camera.	30
FirstPersonMode	31
GeographicManager	This singleton class handles positioning relative to the GeographicMarker instance.	32
IPlayerCameraMode	This interface defines camera modes.	34
LaserPointerMouse	This class handles the laser pointer mouse functionality.	35
LinkedObject	This class handles linked objects.	35

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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.

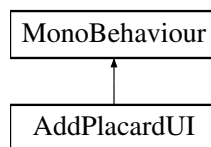
Chapter 5

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.

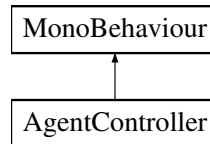
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC/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.

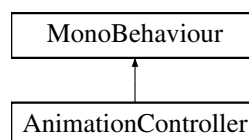
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC/Assets/Scripts/IDIA/Player/AgentController.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.

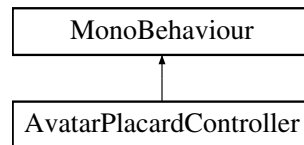
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC/Assets/Scripts/IDIA/Player/AnimationController.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.

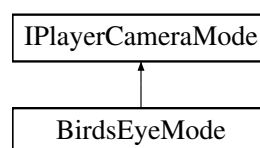
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC/Assets/Scripts/IDIA/Player/AvatarPlacardController.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.

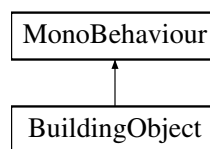
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC/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.

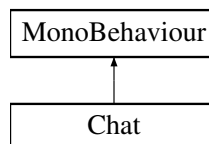
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC/Assets/Scripts/IDIA/Functionality/BuildingObject.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.

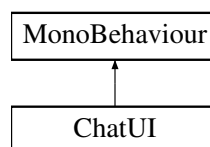
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC/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.

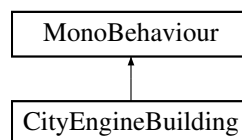
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC/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.

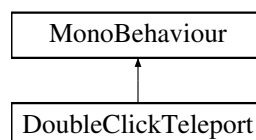
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC/Assets/Scripts/IDIA/Functionality/CityEngineBuilding.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.

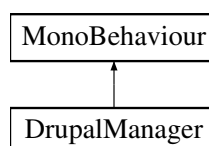
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC/Assets/Scripts/IDIA/Player/DoubleClickTeleport.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.

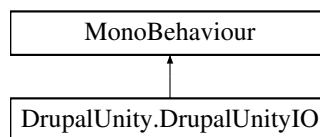
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC/Assets/Scripts/IDIA/Drupal/DrupalManager.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 [GotEnvironment](#) (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 Status .
--------------	---------------------------------------

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 environment 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/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.

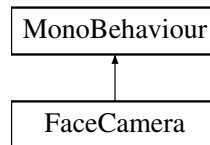
The documentation for this class was generated from the following file:

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

5.14 FaceCamera Class Reference

This class handles objects that should face the camera.

Inheritance diagram for FaceCamera:



5.14.1 Detailed Description

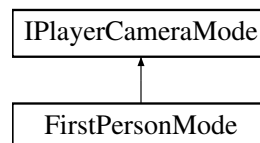
This class handles objects that should face the camera.

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

- C:/Users/VULCAN/Documents/GitHub/HVWC/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.

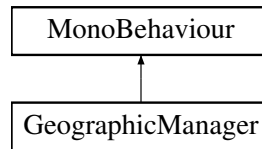
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC/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.

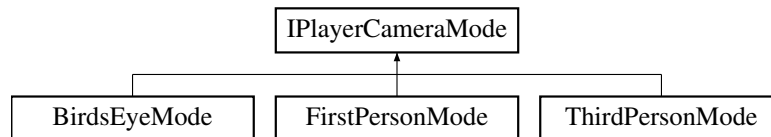
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC/Assets/Scripts/IDIA/Drupal/Placards/GeographicManager.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](#).

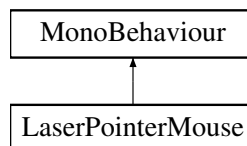
The documentation for this interface was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC/Assets/Scripts/IDIA/Player/Camera/Modes/IPlayerCamera-Mode.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.

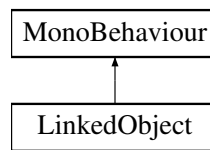
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC/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` `OnClick`
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.

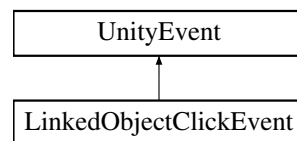
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC/Assets/Scripts/IDIA/Functionality/LinkedObject.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/Assets/Scripts/IDIA/Functionality/LinkedObject.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.

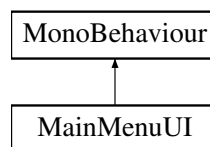
The documentation for this class was generated from the following file:

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

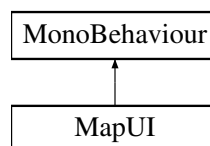
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC/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 telelport 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.
----------	-----------------------------

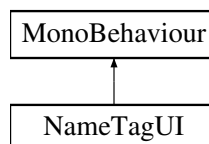
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC/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.

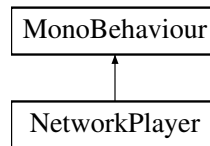
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC/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/Assets/Scripts/IDIA/Player/NetworkPlayer.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.

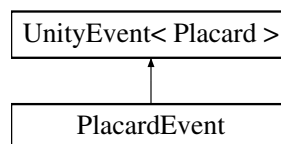
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC/Assets/Scripts/IDIA/Drupal/DrupalUnityIO.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.

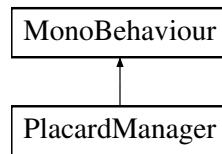
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC/Assets/Scripts/IDIA/Drupal/Placards/PlacardManager.cs

5.28 PlacardManager Class Reference

This class manages incoming placards.

Inheritance diagram for PlacardManager:



Public Attributes

- `GameObject placardPrefab`
The placard prefab.
- `Placard[] placards`
The array of incoming placards.
- `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.

5.28.2.3 Placard [] PlacardManager.placards

The array of incoming placards.

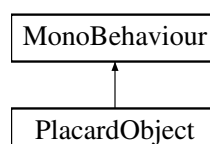
The documentation for this class was generated from the following file:

- `C:/Users/VULCAN/Documents/GitHub/HVWC/Assets/Scripts/IDIA/Drupal/Placards/PlacardManager.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.

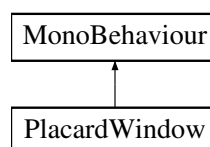
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC/Assets/Scripts/IDIA/Drupal/Placards/PlacardObject.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

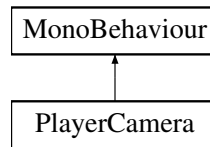
The placard window gameObject.

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

- C:/Users/VULCAN/Documents/GitHub/HVWC/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.

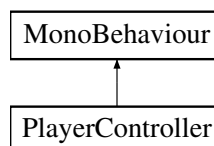
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC/Assets/Scripts/IDIA/Player/Camera/PlayerCamera.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.

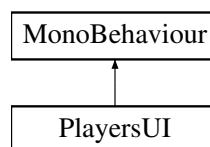
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC/Assets/Scripts/IDIA/Player/PlayerController.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.

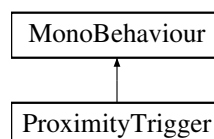
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC/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.

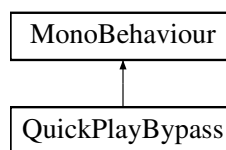
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC/Assets/Scripts/IDIA/Functionality/ProximityTrigger.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.

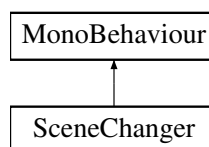
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC/Assets/Scripts/IDIA/Multiplayer/QuickPlayBypass.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.

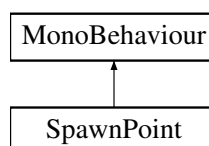
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC/Assets/Scripts/IDIA/Functionality/SceneChanger.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/Assets/Scripts/IDIA/Functionality/SpawnPoint.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.

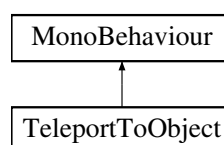
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC/Assets/Scripts/IDIA/Drupal/DrupalUnityIO.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.

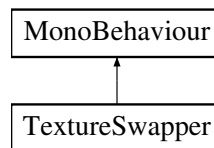
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC/Assets/Scripts/IDIA/Functionality/TeleportToObject.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

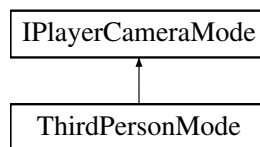
An array of textures to swap between.

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

- C:/Users/VULCAN/Documents/GitHub/HVWC/Assets/Scripts/IDIA/Functionality/TextureSwapper.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.

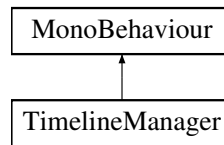
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC/Assets/Scripts/IDIA/Player/Camera/Modes/ThirdPerson-Mode.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.

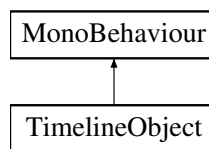
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC/Assets/Scripts/IDIA/Timeline/TimelineManager.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/Assets/Scripts/IDIA/Timeline/TimelineObject.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.

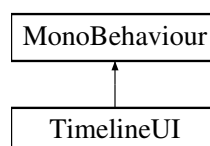
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC/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.

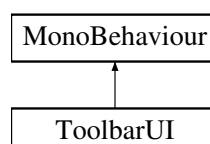
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC/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/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.

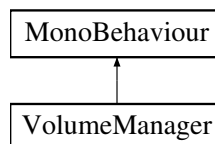
The documentation for this class was generated from the following file:

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

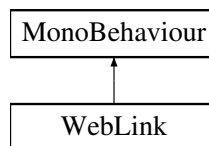
The documentation for this class was generated from the following file:

- C:/Users/VULCAN/Documents/GitHub/HVWC/Assets/Scripts/IDIA/Functionality/VolumeManager.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

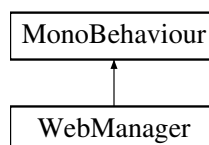
The URL.

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

- C:/Users/VULCAN/Documents/GitHub/HVWC/Assets/Scripts/IDIA/Functionality/WebLink.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.
------------	------------------

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

- C:/Users/VULCAN/Documents/GitHub/HVWC/Assets/Scripts/IDIA/Functionality/WebManager.cs

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