**Room**

* Access through **GetComponent<Room>()**

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| **Name** | **Type** | **Property** | **Args** | **Description** | **Signature** |
| Contains | bool | method | GameObject | Returns true if the passed GameObject is contained in the room. | public bool Contains(GameObject obj) |
| ObjectExits | bool | method | GameObject | Returns true only on the frame when the passed GameObject exits the room.  Place this in Update(). | public bool ObjectExits  (GameObject obj) |
| ObjectEnters | bool | method | GameObject | Returns true only on the frame when the passed GameObject enters the room. Place this in Update(). | public bool ObjectEnters  (GameObject obj) |
| GetLastObjectExited | GameObject | get | none | Returns the GameObject that last exited the room. | public GameObject GetLastObjectExited() |
| GetLastObjectEntered | GameObject | get | none | Returns the GameObject that last entered the room. | public GameObject GetLastObjectEntered() |
| ResetObjectPositions | void | method | none | Resets the positions of all objects that were in the room at the start of the game. | public void ResetObjectPositions() |
| GetLightLevel | float | method | none | Returns the percentage of lights in the room that are still on. | public float GetLightLevel() |

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| **Name** | **Type** | **Property** | **Args** | **Description** | **Signature** |
| AddObjectToRoom | void | method | GameObject | Adds an object to the list of objects in the room. Lists are automatically managed. | public void AddObjectToRoom  (GameObject obj) |
| RemoveObjectFromRoom | void | method | GameObject | Removes an object from the list of objects in the room. Lists are automatically managed. | public void RemoveObjectFromRoom  (GameObject obj) |