Neato Tags

Chapter 1

Hierarchical Index

1.1 Class Hierarchy

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

Chapter 2

Class Index

2.1 Class List

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

Chapter 3

Namespace Documentation

3.1 CharlieMadeAThing Namespace Reference

3.2 CharlieMadeAThing.NeatoTags Namespace Reference

3.3 CharlieMadeAThing.NeatoTags.Core Namespace Reference

Classes

- class NeatoTagAsset
- class NeatoTagsExtensions
- class Tagger

    Holds the tags for a given gameobject.

Chapter 4

Class Documentation

4.1 CharlieMadeAThing.NeatoTags.Core.Tagger.GameObjectFilter Class Reference

GameObjectFilter class for chaining filter functions. Don't use directly. Use StartGameObjectFilter() instead.

Public Member Functions

- **GameObjectFilter** (IEnumerable< GameObject > gameObjects)
- HashSet< GameObject > GetMatches ()

  Returns the result of the filter.
- GameObjectFilter WithTag (NeatoTagAsset tag)

  Filters for GameObjects that have the tag.
- GameObjectFilter WithTags (IEnumerable< NeatoTagAsset > tags)

  Filters for GameObjects that have all of the tags.
- GameObjectFilter WithTags (params NeatoTagAsset[ ] tags)

  Filters for GameObjects that have all of the tags.
- GameObjectFilter WithoutTag (NeatoTagAsset tag)

  Filter for GameObjects that don't have the tag.
- GameObjectFilter WithoutTags (IEnumerable< NeatoTagAsset > tags)

  Filters for GameObjects that have none of the tags.
- GameObjectFilter WithoutTags (params NeatoTagAsset[ ] tags)

  Filters for GameObjects that have none of the tags.
- GameObjectFilter WithAnyTags (IEnumerable< NeatoTagAsset > tags)

  Filter for GameObjects that have any of the tags.
- GameObjectFilter WithAnyTags (params NeatoTagAsset[ ] tags)

  Filter for GameObjects that have any of the tags.

4.1.1 Detailed Description

GameObjectFilter class for chaining filter functions. Don't use directly. Use StartGameObjectFilter() instead.

4.1.2 Member Function Documentation

4.1.2.1 GetMatches()

```
HashSet< GameObject > CharlieMadeAThing.NeatoTags.Core.Tagger.GameObjectFilter.GetMatches ( )
```

Returns the result of the filter.

Returns

> HashSet of GameObjects

4.1.2.2 WithAnyTags() [1/2]

```
GameObjectFilter CharlieMadeAThing.NeatoTags.Core.Tagger.GameObjectFilter.WithAnyTags (
            IEnumerable< NeatoTagAsset > tags )
```

Filter for GameObjects that have any of the tags.

Parameters

tags	IEnumerable of NeatTagAsset

Returns

4.1.2.3 WithAnyTags() [2/2]

```
GameObjectFilter CharlieMadeAThing.NeatoTags.Core.Tagger.GameObjectFilter.WithAnyTags (
            params NeatoTagAsset[] tags )
```

Filter for GameObjects that have any of the tags.

Parameters

tags	IEnumerable of NeatTagAsset

Returns

4.1.2.4 WithoutTag()

GameObjectFilter CharlieMadeAThing.NeatoTags.Core.Tagger.GameObjectFilter.WithoutTag (
    NeatoTagAsset *tag*)

Filter for GameObjects that don't have the tag.

Parameters

tag	Tag to check for.

Returns

4.1.2.5 WithoutTags() **[1/2]**

GameObjectFilter CharlieMadeAThing.NeatoTags.Core.Tagger.GameObjectFilter.WithoutTags (
    IEnumerable< NeatoTagAsset > *tags*)

Filters for GameObjects that have none of the tags.

Parameters

tags	IEnumerable of NeatoTagAsset.

Returns

4.1.2.6 WithoutTags() **[2/2]**

GameObjectFilter CharlieMadeAThing.NeatoTags.Core.Tagger.GameObjectFilter.WithoutTags (
    params NeatoTagAsset[] *tags*)

Filters for GameObjects that have none of the tags.

Parameters

tags	IEnumerable of NeatoTagAsset.

Returns

4.1.2.7 WithTag()

GameObjectFilter CharlieMadeAThing.NeatoTags.Core.Tagger.GameObjectFilter.WithTag (
           NeatoTagAsset *tag*)

Filters for GameObjects that have the tag.

Parameters

tag	Tag to check for.

Returns

4.1.2.8 WithTags() [1/2]

GameObjectFilter CharlieMadeAThing.NeatoTags.Core.Tagger.GameObjectFilter.WithTags (
           IEnumerable< NeatoTagAsset > *tags*)

Filters for GameObjects that have all of the tags.

Parameters

tags	IEnumerable of NeatoTagAsset.

Returns

4.1.2.9 WithTags() [2/2]

GameObjectFilter CharlieMadeAThing.NeatoTags.Core.Tagger.GameObjectFilter.WithTags (
           params NeatoTagAsset[] *tags*)

Filters for GameObjects that have all of the tags.

Parameters

tags	IEnumerable of NeatoTagAsset.

Returns

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

- H:/Programming Projects/Unity/TestingProject/Assets/CharlieMadeAThing/NeatoTags/Core/Tagger.cs

4.2 CharlieMadeAThing.NeatoTags.Core.NeatoTagAsset Class Reference

Inheritance diagram for CharlieMadeAThing.NeatoTags.Core.NeatoTagAsset:

```
┌─────────────────────────────────────────────────────┐
│                  ScriptableObject                    │
└─────────────────────────────────────────────────────┘
                          ▲
┌─────────────────────────────────────────────────────┐
│  CharlieMadeAThing.NeatoTags.Core.NeatoTagAsset      │
└─────────────────────────────────────────────────────┘
```

Properties

- Color **Color** `[get, set]`
- string **Comment** `[get, set]`
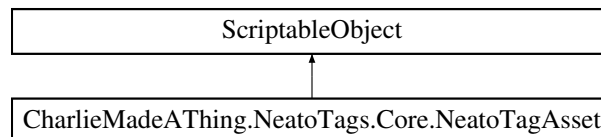
The documentation for this class was generated from the following file:

- H:/Programming Projects/Unity/TestingProject/Assets/CharlieMadeAThing/NeatoTags/Core/NeatoTag↩Asset.cs

4.3 CharlieMadeAThing.NeatoTags.Core.NeatoTagsExtensions Class Reference

Static Public Member Functions

- static bool IsTagged (this GameObject gameObject)

  Returns true if the gameobject has a Tagger component.
- static void AddTag (this GameObject gameObject, NeatoTagAsset tag)

  Adds a tag to this gameobject.
- static void RemoveTag (this GameObject gameObject, NeatoTagAsset tag)

  Removes a tag from this gameobject.
- static bool HasTag (this GameObject gameObject, NeatoTagAsset tagAsset)

  Returns true if the gameobject is tagged with the given tag.

- static bool HasAnyTagsMatching (this GameObject gameObject, params NeatoTagAsset[ ] tagParams)

  Returns true if the gameobject is tagged with any of the given tags.
- static bool HasAnyTagsMatching (this GameObject gameObject, IEnumerable< NeatoTagAsset > tagList)

  Returns true if the gameobject is tagged with any of the given tags.
- static bool HasAllTagsMatching (this GameObject gameObject, params NeatoTagAsset[ ] tagParams)

  Returns true if the gameobject is tagged with all of the given tags.
- static bool HasAllTagsMatching (this GameObject gameObject, IEnumerable< NeatoTagAsset > tagList)

  Returns true if the gameobject is tagged with all of the given tags.
- static bool HasNoTagsMatching (this GameObject gameObject, params NeatoTagAsset[ ] tagList)

  Return true if the gameobject is not tagged with any of the given tags.
- static bool HasNoTagsMatching (this GameObject gameObject, IEnumerable< NeatoTagAsset > tagList)

  Return true if the gameobject is not tagged with any of the given tags.
- static Tagger.TagFilter StartTagFilter (this GameObject gameObject)

  Starts a tag filter. Starts a filter for chaining filter functions. WithTag(), WithTags(), WithoutTag(), WithoutTags(), WithAnyTags() To get result call .IsMatch() on the returned filter. Can be null!

4.3.1 Member Function Documentation

4.3.1.1 AddTag()

```
static void CharlieMadeAThing.NeatoTags.Core.NeatoTagsExtensions.AddTag (
            this GameObject gameObject,
            NeatoTagAsset tag )  [static]
```

Adds a tag to this gameobject.

Parameters

gameObject	
tag	Tag to add

4.3.1.2 HasAllTagsMatching() [1/2]

```
static bool CharlieMadeAThing.NeatoTags.Core.NeatoTagsExtensions.HasAllTagsMatching (
            this GameObject gameObject,
            IEnumerable< NeatoTagAsset > tagList )  [static]
```

Returns true if the gameobject is tagged with all of the given tags.

Parameters

gameObject	
tagList	IEnumerable of tags

Returns

True if any tags match, otherwise false.

4.3.1.3 HasAllTagsMatching() [2/2]

```
static bool CharlieMadeAThing.NeatoTags.Core.NeatoTagsExtensions.HasAllTagsMatching (
            this GameObject gameObject,
            params NeatoTagAsset[] tagParams )  [static]
```

Returns true if the gameobject is tagged with all of the given tags.

Parameters

gameObject	
tagParams	params array of tags

Returns

True if all tags match, otherwise false.

4.3.1.4 HasAnyTagsMatching() [1/2]

```
static bool CharlieMadeAThing.NeatoTags.Core.NeatoTagsExtensions.HasAnyTagsMatching (
            this GameObject gameObject,
            IEnumerable< NeatoTagAsset > tagList )  [static]
```

Returns true if the gameobject is tagged with any of the given tags.

Parameters

gameObject	
tagList	IEnumerable of tags

Returns

True if any tags match, otherwise false.

4.3.1.5 HasAnyTagsMatching() [2/2]

```
static bool CharlieMadeAThing.NeatoTags.Core.NeatoTagsExtensions.HasAnyTagsMatching (
            this GameObject gameObject,
            params NeatoTagAsset[] tagParams )  [static]
```

Returns true if the gameobject is tagged with any of the given tags.

Parameters

gameObject	
tagParams	params array of tags

Returns

True if any tags match, otherwise false.

4.3.1.6 HasNoTagsMatching() [1/2]

```
static bool CharlieMadeAThing.NeatoTags.Core.NeatoTagsExtensions.HasNoTagsMatching (
            this GameObject gameObject,
            IEnumerable< NeatoTagAsset > tagList )  [static]
```

Return true if the gameobject is not tagged with any of the given tags.

Parameters

gameObject	
tagList	IEnumerable array of tags

Returns

True if none of the tags match, otherwise false.

4.3.1.7 HasNoTagsMatching() [2/2]

```
static bool CharlieMadeAThing.NeatoTags.Core.NeatoTagsExtensions.HasNoTagsMatching (
            this GameObject gameObject,
            params NeatoTagAsset[] tagList )  [static]
```

Return true if the gameobject is not tagged with any of the given tags.

Parameters

gameObject	
tagList	params array of tags

Returns

True if none of the tags match, otherwise false.

4.3.1.8 HasTag()

```
static bool CharlieMadeAThing.NeatoTags.Core.NeatoTagsExtensions.HasTag (
            this GameObject gameObject,
            NeatoTagAsset tagAsset ) [static]
```

Returns true if the gameobject is tagged with the given tag.

Parameters

gameObject	
tagAsset	params array of tags

Returns

> True if has matching tag, otherwise false.

4.3.1.9 IsTagged()

```
static bool CharlieMadeAThing.NeatoTags.Core.NeatoTagsExtensions.IsTagged (
            this GameObject gameObject ) [static]
```

Returns true if the gameobject has a Tagger component.

Parameters

gameObject	

Returns

> bool

4.3.1.10 RemoveTag()

```
static void CharlieMadeAThing.NeatoTags.Core.NeatoTagsExtensions.RemoveTag (
            this GameObject gameObject,
            NeatoTagAsset tag ) [static]
```

Removes a tag from this gameobject.

Parameters

gameObject	
tag	Tag to remove

4.3.1.11 StartTagFilter()

```
static Tagger.TagFilter CharlieMadeAThing.NeatoTags.Core.NeatoTagsExtensions.StartTagFilter (
            this GameObject gameObject ) [static]
```

Starts a tag filter. Starts a filter for chaining filter functions. WithTag(), WithTags(), WithoutTag(), WithoutTags(), WithAnyTags() To get result call .IsMatch() on the returned filter. Can be null!

Parameters

gameObject	

Returns

> TagFilter or null

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

- H:/Programming Projects/Unity/TestingProject/Assets/CharlieMadeAThing/NeatoTags/Core/NeatoTags←↩
  Extensions.cs

4.4 CharlieMadeAThing.NeatoTags.Core.Tagger.TagFilter Class Reference

TagFilter class for chaining filter functions. Don't use directly. Use StartFilter() instead.

Public Member Functions

- **TagFilter** (Tagger target)
- bool IsMatch ()
  Checks if the filter matches.
- TagFilter WithTag (NeatoTagAsset tagAsset)
  Checks if gameobject has tag.
- TagFilter WithTags (params NeatoTagAsset[ ] tags)
  Checks if gameobject has all the tags in params.
- TagFilter WithTags (IEnumerable< NeatoTagAsset > tagList)
  Checks if gameobject has all the tags in list.
- TagFilter WithoutTag (NeatoTagAsset tagAsset)
  Checks if gameobject doesn't have tag.
- TagFilter WithoutTags (params NeatoTagAsset[ ] tags)
  Checks if gameobject doesn't have tags in params.
- TagFilter WithoutTags (IEnumerable< NeatoTagAsset > tagList)
  Checks if gameobject doesn't have tags in list.
- TagFilter WithAnyTags (IEnumerable< NeatoTagAsset > tagList)
  Checks if gameobject has any of the tags in list.
- TagFilter WithAnyTags (params NeatoTagAsset[ ] tags)
  Checks if gameobject has any of the tags in params.

4.4.1 Detailed Description

TagFilter class for chaining filter functions. Don't use directly. Use StartFilter() instead.

4.4.2 Member Function Documentation

4.4.2.1 IsMatch()

```
bool CharlieMadeAThing.NeatoTags.Core.Tagger.TagFilter.IsMatch ( )
```

Checks if the filter matches.

Returns

Returns true if filter matches, otherwise false.

4.4.2.2 WithAnyTags() [1/2]

```
TagFilter CharlieMadeAThing.NeatoTags.Core.Tagger.TagFilter.WithAnyTags (
            IEnumerable< NeatoTagAsset > tagList )
```

Checks if gameobject has any of the tags in list.

Parameters

tagList	Tags to check for

Returns

4.4.2.3 WithAnyTags() [2/2]

```
TagFilter CharlieMadeAThing.NeatoTags.Core.Tagger.TagFilter.WithAnyTags (
            params NeatoTagAsset[] tags )
```

Checks if gameobject has any of the tags in params.

Parameters

tags	Tags to check for

Returns

4.4.2.4 WithoutTag()

```
TagFilter CharlieMadeAThing.NeatoTags.Core.Tagger.TagFilter.WithoutTag (
            NeatoTagAsset tagAsset )
```

Checks if gameobject doesn't have tag.

Parameters

tagAsset	Tags to check for

Returns

4.4.2.5 WithoutTags() [1/2]

```
TagFilter CharlieMadeAThing.NeatoTags.Core.Tagger.TagFilter.WithoutTags (
            IEnumerable< NeatoTagAsset > tagList )
```

Checks if gameobject doesn't have tags in list.

Parameters

tagList	Tags to check for

Returns

4.4.2.6 WithoutTags() [2/2]

```
TagFilter CharlieMadeAThing.NeatoTags.Core.Tagger.TagFilter.WithoutTags (
            params NeatoTagAsset[] tags )
```

Checks if gameobject doesn't have tags in params.

Parameters

tags	Tags to check for

Returns

4.4.2.7 WithTag()

```
TagFilter CharlieMadeAThing.NeatoTags.Core.Tagger.TagFilter.WithTag (
            NeatoTagAsset tagAsset )
```

Checks if gameobject has tag.

Parameters

tagAsset	Tag to check for

Returns

4.4.2.8 WithTags() [1/2]

```
TagFilter CharlieMadeAThing.NeatoTags.Core.Tagger.TagFilter.WithTags (
            IEnumerable< NeatoTagAsset > tagList )
```

Checks if gameobject has all the tags in list.

Parameters

tagList	Tags to check for

Returns

4.4.2.9 WithTags() [2/2]

```
TagFilter CharlieMadeAThing.NeatoTags.Core.Tagger.TagFilter.WithTags (
            params NeatoTagAsset[] tags )
```

Checks if gameobject has all the tags in params.

Parameters

tags	Tags to check for

Returns

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

- H:/Programming Projects/Unity/TestingProject/Assets/CharlieMadeAThing/NeatoTags/Core/Tagger.cs

4.5 CharlieMadeAThing.NeatoTags.Core.Tagger Class Reference

Holds the tags for a given gameobject.

Inheritance diagram for CharlieMadeAThing.NeatoTags.Core.Tagger:

```
┌─────────────────────────────────────────────┐
│              MonoBehaviour                    │
└─────────────────────────────────────────────┘
                      ▲
                      │
┌─────────────────────────────────────────────┐
│  CharlieMadeAThing.NeatoTags.Core.Tagger     │
└─────────────────────────────────────────────┘
```
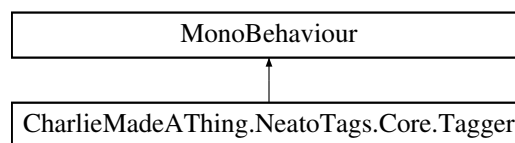
Classes

- class GameObjectFilter

    GameObjectFilter class for chaining filter functions. Don't use directly. Use StartGameObjectFilter() instead.
- class TagFilter

    TagFilter class for chaining filter functions. Don't use directly. Use StartFilter() instead.

Public Member Functions

- bool HasTag (NeatoTagAsset tagAsset)

    Checks if Tagger has a specific tag.
- bool AnyTagsMatch (IEnumerable< NeatoTagAsset > tagList)

    Checks if Tagger has any of the tags in the list.
- bool AllTagsMatch (IEnumerable< NeatoTagAsset > tagList)

    Checks if all of the tags in the list are in the Tagger.
- bool NoTagsMatch (IEnumerable< NeatoTagAsset > tagList)

    Checks if Tagger doesn't have any of the tags in the list.
- void AddTag (NeatoTagAsset neatoTagAsset)

    Add a tag to the tagger.
- void RemoveTag (NeatoTagAsset neatoTagAsset)

    Remove a tag from the tagger.
- TagFilter StartFilter ()

    Starts a filter for tags on a GameObject. WithTag(), WithTags(), WithoutTag(), WithoutTags(), WithAnyTags() To get result call .IsMatch() or .GetMatches()

Static Public Member Functions

- static HashSet< NeatoTagAsset > GetAllTags ()

  Gives back a Hashset of all tags in the project.
- static bool IsTagged (GameObject gameObject)

  Checks if a gameobject has a Tagger component.
- static bool TryGetTagger (GameObject gameObject, out Tagger tagger)

  Outs the Tagger component if it has one.
- static Dictionary< GameObject, Tagger > GetTagged ()

  A Dictionary of all the gameobjects that have a Tagger component.
- static GameObjectFilter StartGameObjectFilter (IEnumerable< GameObject > gameObjectsToCheck↩
  Against=null)

  Starts a filter for tagged GameObjects. If nothing is passed in, it will check against ALL tagged GameObjects.

Properties

- List< NeatoTagAsset > **GetTags** [get]

4.5.1 Detailed Description

Holds the tags for a given gameobject.

4.5.2 Member Function Documentation

4.5.2.1 AddTag()

```
void CharlieMadeAThing.NeatoTags.Core.Tagger.AddTag (
            NeatoTagAsset neatoTagAsset )
```

Add a tag to the tagger.

Parameters

neatoTagAsset	Tag to add.

4.5.2.2 AllTagsMatch()

```
bool CharlieMadeAThing.NeatoTags.Core.Tagger.AllTagsMatch (
            IEnumerable< NeatoTagAsset > tagList )
```

Checks if all of the tags in the list are in the Tagger.

Parameters

tagList	IEnumerable of tags

Returns

Returns true if Tagger has all of the tags, otherwise false.

4.5.2.3 AnyTagsMatch()

```
bool CharlieMadeAThing.NeatoTags.Core.Tagger.AnyTagsMatch (
            IEnumerable< NeatoTagAsset > tagList )
```

Checks if Tagger has any of the tags in the list.

Parameters

tagList	IEnumerable of tags

Returns

Returns true if Tagger has any of the tags, otherwise false.

4.5.2.4 GetAllTags()

```
static HashSet< NeatoTagAsset > CharlieMadeAThing.NeatoTags.Core.Tagger.GetAllTags ( )  [static]
```

Gives back a Hashset of all tags in the project.

Returns

Hashset of all tags in the project.

4.5.2.5 GetTagged()

```
static Dictionary< GameObject, Tagger > CharlieMadeAThing.NeatoTags.Core.Tagger.GetTagged ( )
[static]
```

A Dictionary of all the gameobjects that have a Tagger component.

Returns

Returns a Dictionary where the keys are Gameobjects and Values are the respective Tagger component.

4.5.2.6 HasTag()

```
bool CharlieMadeAThing.NeatoTags.Core.Tagger.HasTag (
            NeatoTagAsset tagAsset )
```

Checks if Tagger has a specific tag.

Parameters

tagAsset	The tag to check for

Returns

Returns true if Tagger has the tag, otherwise false.

4.5.2.7 IsTagged()

```
static bool CharlieMadeAThing.NeatoTags.Core.Tagger.IsTagged (
            GameObject gameObject )  [static]
```

Checks if a gameobject has a Tagger component.

Parameters

gameObject	Gameobject to check

Returns

Returns true if Gameobject has a Tagger component, false if not.

4.5.2.8 NoTagsMatch()

```
bool CharlieMadeAThing.NeatoTags.Core.Tagger.NoTagsMatch (
            IEnumerable< NeatoTagAsset > tagList )
```

Checks if Tagger doesn't have any of the tags in the list.

Parameters

tagList	IEnumerable of tags

Returns

Returns true if Tagger has none of the tags in the list, otherwise false.

4.5.2.9 RemoveTag()

```
void CharlieMadeAThing.NeatoTags.Core.Tagger.RemoveTag (
            NeatoTagAsset neatoTagAsset )
```

Remove a tag from the tagger.

Parameters

neatoTagAsset	Tag to remove.

4.5.2.10 StartFilter()

```
TagFilter CharlieMadeAThing.NeatoTags.Core.Tagger.StartFilter ( )
```

Starts a filter for tags on a GameObject. WithTag(), WithTags(), WithoutTag(), WithoutTags(), WithAnyTags() To get result call .IsMatch() or .GetMatches()

Returns

Returns TagFilter for chaining filter functions.

4.5.2.11 StartGameObjectFilter()

```
static GameObjectFilter CharlieMadeAThing.NeatoTags.Core.Tagger.StartGameObjectFilter (
            IEnumerable< GameObject > gameObjectsToCheckAgainst = null )  [static]
```

Starts a filter for tagged GameObjects. If nothing is passed in, it will check against ALL tagged GameObjects.

Parameters

gameObjectsToCheckAgainst	Optional list of GameObjects

Returns

Returns TagFilter for chaining filter functions

4.5.2.12 TryGetTagger()

```
static bool CharlieMadeAThing.NeatoTags.Core.Tagger.TryGetTagger (
            GameObject gameObject,
            out Tagger tagger )  [static]
```

Outs the Tagger component if it has one.

Parameters

gameObject	Gameobject to check
tagger	Gameobject's Tagger component

Returns

Returns true if Gameobject has a Tagger component, otherwise false.

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

- H:/Programming Projects/Unity/TestingProject/Assets/CharlieMadeAThing/NeatoTags/Core/Tagger.cs

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