

Neato Tags

Generated by Doxygen 1.9.4

1 Hierarchical Index	1
1.1 Class Hierarchy	1
2 Class Index	3
2.1 Class List	3
3 Namespace Documentation	5
3.1 CharlieMadeAThing Namespace Reference	5
3.2 CharlieMadeAThing.NeatoTags Namespace Reference	5
3.3 CharlieMadeAThing.NeatoTags.Core Namespace Reference	5
4 Class Documentation	7
4.1 CharlieMadeAThing.NeatoTags.Core.Tagger.GameObjectFilter Class Reference	7
4.1.1 Detailed Description	7
4.1.2 Member Function Documentation	8
4.1.2.1 GetMatches()	8
4.1.2.2 WithAnyTags() [1/2]	8
4.1.2.3 WithAnyTags() [2/2]	8
4.1.2.4 WithoutTag()	9
4.1.2.5 WithoutTags() [1/2]	9
4.1.2.6 WithoutTags() [2/2]	9
4.1.2.7 WithTag()	10
4.1.2.8 WithTags() [1/2]	10
4.1.2.9 WithTags() [2/2]	10
4.2 CharlieMadeAThing.NeatoTags.Core.NeatoTagAsset Class Reference	11
4.3 CharlieMadeAThing.NeatoTags.Core.NeatoTagsExtensions Class Reference	11
4.3.1 Member Function Documentation	12
4.3.1.1 AddTag()	12
4.3.1.2 HasAllTagsMatching() [1/2]	12
4.3.1.3 HasAllTagsMatching() [2/2]	13
4.3.1.4 HasAnyTagsMatching() [1/2]	13
4.3.1.5 HasAnyTagsMatching() [2/2]	13
4.3.1.6 HasNoTagsMatching() [1/2]	14
4.3.1.7 HasNoTagsMatching() [2/2]	14
4.3.1.8 HasTag()	15
4.3.1.9 IsTagged()	15
4.3.1.10 RemoveTag()	15
4.3.1.11 StartTagFilter()	16
4.4 CharlieMadeAThing.NeatoTags.Core.Tagger.TagFilter Class Reference	16
4.4.1 Detailed Description	17
4.4.2 Member Function Documentation	17
4.4.2.1 IsMatch()	17
4.4.2.2 WithAnyTags() [1/2]	17

4.4.2.3 WithAnyTags() [2/2]	17
4.4.2.4 WithoutTag()	18
4.4.2.5 WithoutTags() [1/2]	18
4.4.2.6 WithoutTags() [2/2]	18
4.4.2.7 WithTag()	19
4.4.2.8 WithTags() [1/2]	19
4.4.2.9 WithTags() [2/2]	19
4.5 CharlieMadeAThing.NeatoTags.Core.Tagger Class Reference	21
4.5.1 Detailed Description	22
4.5.2 Member Function Documentation	22
4.5.2.1 AddTag()	22
4.5.2.2 AllTagsMatch()	22
4.5.2.3 AnyTagsMatch()	23
4.5.2.4 GetAllTags()	23
4.5.2.5 GetTagged()	23
4.5.2.6 HasTag()	24
4.5.2.7 IsTagged()	24
4.5.2.8 NoTagsMatch()	24
4.5.2.9 RemoveTag()	25
4.5.2.10 StartFilter()	25
4.5.2.11 StartGameObjectFilter()	25
4.5.2.12 TryGetTagger()	26
Index	27

Chapter 1

Hierarchical Index

1.1 Class Hierarchy

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

CharlieMadeAThing.NeatoTags.Core.Tagger.GameObjectFilter	7
MonoBehaviour	
CharlieMadeAThing.NeatoTags.Core.Tagger	21
CharlieMadeAThing.NeatoTags.Core.NeatoTagsExtensions	11
ScriptableObject	
CharlieMadeAThing.NeatoTags.Core.NeatoTagAsset	11
CharlieMadeAThing.NeatoTags.Core.Tagger.TagFilter	16

Chapter 2

Class Index

2.1 Class List

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

CharlieMadeAThing.NeatoTags.Core.Tagger.GameObjectFilter	
GameObjectFilter class for chaining filter functions. Don't use directly. Use StartGameObjectFilter() instead.	7
CharlieMadeAThing.NeatoTags.Core.NeatoTagAsset	11
CharlieMadeAThing.NeatoTags.Core.NeatoTagsExtensions	11
CharlieMadeAThing.NeatoTags.Core.Tagger.TagFilter	
TagFilter class for chaining filter functions. Don't use directly. Use StartFilter() instead.	16
CharlieMadeAThing.NeatoTags.Core.Tagger	
Holds the tags for a given gameobject.	21

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

<i>tags</i>	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

<i>tags</i>	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

<i>tag</i>	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

<i>tags</i>	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

<i>tags</i>	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

<i>tag</i>	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

<i>tags</i>	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

<i>tags</i>	IEnumerable of NeatoTagAsset .
-------------	--

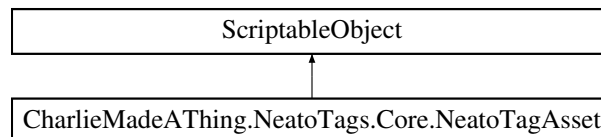
Returns

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:



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/NeatoTagAsset.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

<i>gameObject</i>	
<i>tag</i>	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

<i>gameObject</i>	
<i>tagList</i>	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

<i>gameObject</i>	
<i>tagParams</i>	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

<i>gameObject</i>	
<i>tagList</i>	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

<i>gameObject</i>	
<i>tagParams</i>	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

<i>gameObject</i>	
<i>tagList</i>	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

<i>gameObject</i>	
<i>tagList</i>	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

<i>gameObject</i>	
<i>tagAsset</i>	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

<i>gameObject</i>	
-------------------	--

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

<i>gameObject</i>	
<i>tag</i>	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

<i>gameObject</i>	
-------------------	--

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

<i>tagList</i>	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

<i>tags</i>	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

<i>tagAsset</i>	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

<i>tagList</i>	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

<i>tags</i>	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

<i>tagAsset</i>	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

<i>tagList</i>	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

<i>tags</i>	Tags to check for
-------------	-------------------

Returns

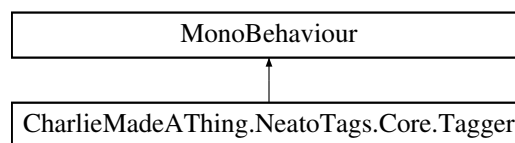
The documentation for this class was generated from the following file:

- 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:



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

<i>neatoTagAsset</i>	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

<i>tagList</i>	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

<i>tagList</i>	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

<i>tagAsset</i>	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

<i>gameObject</i>	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

<i>tagList</i>	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

<i>neatoTagAsset</i>	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

<i>gameObjectsToCheckAgainst</i>	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

<i>gameObject</i>	Gameobject to check
<i>tagger</i>	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

Index

- AddTag
 - CharlieMadeAThing.NeatoTags.Core.NeatoTagsExtensions, [12](#)
 - CharlieMadeAThing.NeatoTags.Core.Tagger, [22](#)
- AllTagsMatch
 - CharlieMadeAThing.NeatoTags.Core.Tagger, [22](#)
- AnyTagsMatch
 - CharlieMadeAThing.NeatoTags.Core.Tagger, [23](#)
- CharlieMadeAThing, [5](#)
- CharlieMadeAThing.NeatoTags, [5](#)
- CharlieMadeAThing.NeatoTags.Core, [5](#)
- CharlieMadeAThing.NeatoTags.Core.NeatoTagAsset, [11](#)
- CharlieMadeAThing.NeatoTags.Core.NeatoTagsExtensions,
 - [11](#)
 - AddTag, [12](#)
 - HasAllTagsMatching, [12](#), [13](#)
 - HasAnyTagsMatching, [13](#)
 - HasNoTagsMatching, [14](#)
 - HasTag, [14](#)
 - IsTagged, [15](#)
 - RemoveTag, [15](#)
 - StartTagFilter, [16](#)
- CharlieMadeAThing.NeatoTags.Core.Tagger, [21](#)
 - AddTag, [22](#)
 - AllTagsMatch, [22](#)
 - AnyTagsMatch, [23](#)
 - GetAllTags, [23](#)
 - GetTagged, [23](#)
 - HasTag, [23](#)
 - IsTagged, [24](#)
 - NoTagsMatch, [24](#)
 - RemoveTag, [25](#)
 - StartFilter, [25](#)
 - StartGameObjectFilter, [25](#)
 - TryGetTagger, [25](#)
- CharlieMadeAThing.NeatoTags.Core.Tagger.GameObjectFilter,
 - [7](#)
 - GetMatches, [8](#)
 - WithAnyTags, [8](#)
 - WithoutTag, [9](#)
 - WithoutTags, [9](#)
 - WithTag, [10](#)
 - WithTags, [10](#)
- CharlieMadeAThing.NeatoTags.Core.Tagger.TagFilter,
 - [16](#)
 - IsMatch, [17](#)
 - WithAnyTags, [17](#)
 - WithoutTag, [18](#)
- WithoutTags, [18](#)
- WithTag, [19](#)
- WithTags, [19](#)
- GetAllTags
 - CharlieMadeAThing.NeatoTags.Core.Tagger, [23](#)
- GetMatches
 - CharlieMadeAThing.NeatoTags.Core.Tagger.GameObjectFilter, [8](#)
- GetTagged
 - CharlieMadeAThing.NeatoTags.Core.Tagger, [23](#)
- HasAllTagsMatching
 - CharlieMadeAThing.NeatoTags.Core.NeatoTagsExtensions, [12](#), [13](#)
- HasAnyTagsMatching
 - CharlieMadeAThing.NeatoTags.Core.NeatoTagsExtensions, [13](#)
- HasNoTagsMatching
 - CharlieMadeAThing.NeatoTags.Core.NeatoTagsExtensions, [14](#)
- HasTag
 - CharlieMadeAThing.NeatoTags.Core.NeatoTagsExtensions, [14](#)
 - CharlieMadeAThing.NeatoTags.Core.Tagger, [23](#)
- IsMatch
 - CharlieMadeAThing.NeatoTags.Core.Tagger.TagFilter, [17](#)
- IsTagged
 - CharlieMadeAThing.NeatoTags.Core.NeatoTagsExtensions, [15](#)
 - CharlieMadeAThing.NeatoTags.Core.Tagger, [24](#)
- NoTagsMatch
 - CharlieMadeAThing.NeatoTags.Core.Tagger, [24](#)
- RemoveTag
 - CharlieMadeAThing.NeatoTags.Core.NeatoTagsExtensions, [15](#)
 - CharlieMadeAThing.NeatoTags.Core.Tagger, [25](#)
- StartFilter
 - CharlieMadeAThing.NeatoTags.Core.Tagger, [25](#)
- StartGameObjectFilter
 - CharlieMadeAThing.NeatoTags.Core.Tagger, [25](#)
- StartTagFilter
 - CharlieMadeAThing.NeatoTags.Core.NeatoTagsExtensions, [16](#)
- TryGetTagger

CharlieMadeAThing.NeatoTags.Core.Tagger, [25](#)

WithAnyTags

CharlieMadeAThing.NeatoTags.Core.Tagger.GameObjectFilter,
[8](#)

CharlieMadeAThing.NeatoTags.Core.Tagger.TagFilter,
[17](#)

WithoutTag

CharlieMadeAThing.NeatoTags.Core.Tagger.GameObjectFilter,
[9](#)

CharlieMadeAThing.NeatoTags.Core.Tagger.TagFilter,
[18](#)

WithoutTags

CharlieMadeAThing.NeatoTags.Core.Tagger.GameObjectFilter,
[9](#)

CharlieMadeAThing.NeatoTags.Core.Tagger.TagFilter,
[18](#)

WithTag

CharlieMadeAThing.NeatoTags.Core.Tagger.GameObjectFilter,
[10](#)

CharlieMadeAThing.NeatoTags.Core.Tagger.TagFilter,
[19](#)

WithTags

CharlieMadeAThing.NeatoTags.Core.Tagger.GameObjectFilter,
[10](#)

CharlieMadeAThing.NeatoTags.Core.Tagger.TagFilter,
[19](#)