

Namespace BlazerTech.CharacterManagement. CharacterCreator

Classes

[CCMBase](#)

Base class for all classes a part of the Character Creator Menu

[CCMCharacterPieceSelectionManager](#)

[CCMCharacterPreviewHandler](#)

[CCMLoadingBufferSpriteFillProgress](#)

[CCMLoadingScreen](#)

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[CharacterCreationMenuManager](#)

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Interfaces

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Enums

[CharacterListEntryDisplayType](#)

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[TwoDirectional](#)

Class CCMBase

Namespace: [BlazerTech.CharacterManagement.CharacterCreator](#)

Assembly: Assembly-CSharp.dll

Base class for all classes a part of the Character Creator Menu

```
public abstract class CCMBase : MonoBehaviour
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← CCMBase

Derived

[CCMCharacterPieceSelectionManager](#), [CCMCharacterPreviewHandler](#), [CCMLoadingScreen](#)

Fields

characterCreationMenuManager

```
protected CharacterCreationMenuManager characterCreationMenuManager
```

Field Value

[CharacterCreationMenuManager](#)

coreReferencesSuccessfullySet

```
protected bool coreReferencesSuccessfullySet
```

Field Value

[bool](#)

referenceHandler

```
protected CCReferenceHandler referenceHandler
```

Field Value

[CCReferenceHandler](#)

Methods

Awake()

```
protected virtual void Awake()
```

CharacterCreationMenuDisabled()

```
protected virtual void CharacterCreationMenuDisabled()
```

CharacterCreationMenuEnabled()

```
protected virtual void CharacterCreationMenuEnabled()
```

GetCCReferenceHandler()

```
protected CCReferenceHandler GetCCReferenceHandler()
```

Returns

[CCReferenceHandler](#)

GetCharacterCreationManagerReference()

```
protected CharacterCreationMenuManager GetCharacterCreationManagerReference()
```

Returns

[CharacterCreationMenuManager](#)

Class CCMCharacterPieceSelectionManager

Namespace: [BlazerTech.CharacterManagement.CharacterCreator](#)

Assembly: Assembly-CSharp.dll

```
[DisallowMultipleComponent]
public class CCMCharacterPieceSelectionManager : CCMBase
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← [CCMBase](#) ← CCMCharacterPieceSelectionManager

Inherited Members

[CCMBase.referenceHandler](#) , [CCMBase.characterCreationMenuManager](#) ,
[CCMBase.coreReferencesSuccessfullySet](#) , [CCMBase.CharacterCreationMenuDisabled\(\)](#) ,
[CCMBase.GetCharacterCreationManagerReference\(\)](#) , [CCMBase.GetCCReferenceHandler\(\)](#)

Methods

Awake()

```
protected override void Awake()
```

CharacterCreationMenuEnabled()

```
protected override void CharacterCreationMenuEnabled()
```

Class CCMCharacterPreviewHandler

Namespace: [BlazerTech.CharacterManagement.CharacterCreator](#)

Assembly: Assembly-CSharp.dll

```
public class CCMCharacterPreviewHandler : CCMBase
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← [CCMBase](#) ← CCMCharacterPreviewHandler

Inherited Members

[CCMBase.referenceHandler](#) , [CCMBase.characterCreationMenuManager](#) ,
[CCMBase.coreReferencesSuccessfullySet](#) , [CCMBase.GetCharacterCreationManagerReference\(\)](#) ,
[CCMBase.GetCCReferenceHandler\(\)](#).

Properties

CharacterAnimator

```
public Animator CharacterAnimator { get; }
```

Property Value

Animator

CharacterSprite

```
public Image CharacterSprite { get; }
```

Property Value

Image

DefaultDirection

```
public Direction DefaultDirection { get; }
```

Property Value

[Direction](#)

Methods

Awake()

```
protected override void Awake()
```

CharacterCreationMenuDisabled()

```
protected override void CharacterCreationMenuDisabled()
```

CharacterCreationMenuEnabled()

```
protected override void CharacterCreationMenuEnabled()
```

LoadUnloadedCharacterPiecesAsync()

```
public Task LoadUnloadedCharacterPiecesAsync()
```

Returns

[Task](#)

RotateCharacterPreview(TwoDirectional)

```
public void RotateCharacterPreview(TwoDirectional direction)
```

Parameters

direction [TwoDirectional](#)

RotateCharacterPreview(bool)

```
public void RotateCharacterPreview(bool rotateLeft)
```

Parameters

rotateLeft [bool](#)

SetCharacterAnimator(RuntimeAnimatorController)

```
public void SetCharacterAnimator(RuntimeAnimatorController controller)
```

Parameters

controller RuntimeAnimatorController

SetCharacterPreviewDirection(Direction)

```
public void SetCharacterPreviewDirection(Direction direction)
```

Parameters

direction [Direction](#)

UpdateCharacterMaterial()

```
public void UpdateCharacterMaterial()
```

Class CCMLoadingBufferSpriteFillProgress

Namespace: [BlazerTech.CharacterManagement.CharacterCreator](#)

Assembly: Assembly-CSharp.dll

```
public class CCMLoadingBufferSpriteFillProgress : LoadingScreenProgress
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← [LoadingScreenProgress](#) ← CCMLoadingBufferSpriteFillProgress

Methods

OnLoadingProgressUpdated(object, float)

```
protected override void OnLoadingProgressUpdated(object sender, float progress)
```

Parameters

sender [object](#)

progress [float](#)

OnLoadingStarting()

```
protected override void OnLoadingStarting()
```

Class CCMLoadingScreen

Namespace: [BlazerTech.CharacterManagement.CharacterCreator](#)

Assembly: Assembly-CSharp.dll

```
public class CCMLoadingScreen : CCMBase, ILoadingScreen
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← [CCMBase](#) ← CCMLoadingScreen

Implements

[ILoadingScreen](#)

Inherited Members

[CCMBase.referenceHandler](#) , [CCMBase.characterCreationMenuManager](#) ,
[CCMBase.coreReferencesSuccessfullySet](#) , [CCMBase.Awake\(\)](#) ,
[CCMBase.CharacterCreationMenuEnabled\(\)](#) , [CCMBase.CharacterCreationMenuDisabled\(\)](#) ,
[CCMBase.GetCharacterCreationManagerReference\(\)](#) , [CCMBase.GetCCReferenceHandler\(\)](#)

Events

OnLoadingFinished

```
public event EventHandler OnLoadingFinished
```

Event Type

[EventHandler](#)

OnLoadingProgressUpdated

```
public event EventHandler<float> OnLoadingProgressUpdated
```

Event Type

[EventHandler](#) <[float](#)>

Class CCMRelay

Namespace: [BlazerTech.CharacterManagement.CharacterCreator](#)

Assembly: Assembly-CSharp.dll

```
[DisallowMultipleComponent]
public class CCMRelay : MonoBehaviour
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← CCMRelay

Methods

CloseMenu()

```
public void CloseMenu()
```

OpenCharacterCreationMenuWithSingleCharacter(LayeredCharacterTypeSO)

```
public void OpenCharacterCreationMenuWithSingleCharacter(LayeredCharacterTypeSO
characterType)
```

Parameters

characterType [LayeredCharacterTypeSO](#)

SaveCharacter()

```
public void SaveCharacter()
```

Class CharacterCreationMenuEnablerRelay

Namespace: [BlazerTech.CharacterManagement.CharacterCreator](#)

Assembly: Assembly-CSharp.dll

```
public class CharacterCreationMenuEnablerRelay : MonoBehaviour
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← CharacterCreationMenuEnablerRelay

Properties

CharacterGroupName

```
public string CharacterGroupName { get; }
```

Property Value

[string](#)

CharacterName

```
public string CharacterName { get; }
```

Property Value

[string](#)

Methods

EnableCharacterCreationMenu()

```
public void EnableCharacterCreationMenu()
```


Class CharacterCreationMenuManager

Namespace: [BlazerTech.CharacterManagement.CharacterCreator](#)

Assembly: Assembly-CSharp.dll

```
[DefaultExecutionOrder(-50)]  
[DisallowMultipleComponent]  
public class CharacterCreationMenuManager : MonoBehaviour
```

Inheritance

[Object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← CharacterCreationMenuManager

Fields

OnCharacterSaved

Invoked when the [ActiveCharacterDraft](#) is saved.

```
[Space]  
public UnityEvent OnCharacterSaved
```

Field Value

UnityEvent

Properties

ActiveCharacterDraft

```
public CharacterDraft ActiveCharacterDraft { get; }
```

Property Value

[CharacterDraft](#)

ActiveCharacterType

The CharacterType currently being used.

```
public LayeredCharacterTypeSO ActiveCharacterType { get; }
```

Property Value

[LayeredCharacterTypeSO](#)

DefautCharacterType

```
public LayeredCharacterTypeSO DefautCharacterType { get; }
```

Property Value

[LayeredCharacterTypeSO](#)

EnabledAndSetup

True if the Character Creation Menu is currently enabled and finished loading.

```
public bool EnabledAndSetup { get; }
```

Property Value

[bool](#)

Instance

Property for accessing the single instance of [CharacterCreationMenuManager](#).

```
public static CharacterCreationMenuManager Instance { get; }
```

Property Value

CharacterCreationMenuManager

MenuContents

```
public GameObject MenuContents { get; }
```

Property Value

GameObject

Methods

DisableMenu()

```
public void DisableMenu()
```

EnableMenuNewFlexibleCharacter(string, FlexibleCharacterGroup, bool)

```
public void EnableMenuNewFlexibleCharacter(string characterName, FlexibleCharacterGroup flexibleGroup, bool enableMenuContents = true)
```

Parameters

characterName [string](#)

flexibleGroup [FlexibleCharacterGroup](#)

enableMenuContents [bool](#)

EnableMenuNewSingleGroup(LayeredCharacterTypeSO, bool)

```
public void EnableMenuNewSingleGroup(LayeredCharacterTypeSO characterType = null, bool enableMenuContents = true)
```

Parameters

characterType [LayeredCharacterTypeSO](#)

enableMenuContents [bool](#)

EnableMenuPreExistingCharacter(LayeredCharacter, bool)

This is a test summary

```
public void EnableMenuPreExistingCharacter(LayeredCharacter character, bool  
enableMenuContents = true)
```

Parameters

character [LayeredCharacter](#)

enableMenuContents [bool](#)

EnableMenuSingleGroup(LayeredCharacterTypeSO, bool)

```
public void EnableMenuSingleGroup(LayeredCharacterTypeSO characterType = null, bool  
enableMenuContents = true)
```

Parameters

characterType [LayeredCharacterTypeSO](#)

enableMenuContents [bool](#)

SaveCharacter()

```
public void SaveCharacter()
```

Events

OnMenuDisabled

```
public event EventHandler OnMenuDisabled
```

Event Type

[EventHandler](#)

OnMenuEnabledAndSetup

```
public event EventHandler OnMenuEnabledAndSetup
```

Event Type

[EventHandler](#)

OnMenuLoadingProgressUpdated

```
public event EventHandler<float> OnMenuLoadingProgressUpdated
```

Event Type

[EventHandler](#) <[float](#)>

Enum CharacterListEntryDisplayType

Namespace: [BlazerTech.CharacterManagement.CharacterCreator](#)

Assembly: Assembly-CSharp.dll

```
public enum CharacterListEntryDisplayType
```

Fields

Sprite = 1

Text = 0

Class CharacterPieceDropdownSelector

Namespace: [BlazerTech.CharacterManagement.CharacterCreator](#)

Assembly: Assembly-CSharp.dll

```
public class CharacterPieceDropdownSelector : CharacterPieceSelector
```

Inheritance

[Object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← [CharacterPieceSelector](#) ← CharacterPieceDropdownSelector

Inherited Members

[CharacterPieceSelector.CharacterPieceCollectionOverride](#) ,
[CharacterPieceSelector.characterCreationMenuManager](#) ,
[CharacterPieceSelector.characterPieceSelectionManager](#) ,
[CharacterPieceSelector.AssignedCharacterPiece](#) ,
[CharacterPieceSelector.CharacterCreationMenuOpened\(CharacterPiece, CCMCharacterPieceSelectionManager\)](#) ,
[CharacterPieceSelector.Hide\(\)](#) , [CharacterPieceSelector.Unhide\(\)](#) ,
[CharacterPieceSelector.ChangeAlpha\(float\)](#)

Properties

Dropdown

```
public TMP_Dropdown Dropdown { get; }
```

Property Value

TMP_Dropdown

Methods

CharacterPieceUpdated()

Called whenever the Character Piece assigned to this selector is updated

```
protected override void CharacterPieceUpdated()
```

DisableInteractivity()

```
public override void DisableInteractivity()
```

Disabled()

Called whenever the Character Creation Menu is disabled

```
protected override void Disabled()
```

EnableInteractivity()

```
public override void EnableInteractivity()
```

OnDestroy()

```
protected override void OnDestroy()
```

Setup()

Setup is called every time the Character Creation Menu is opened

```
protected override void Setup()
```

Class CharacterPieceSelector

Namespace: [BlazerTech.CharacterManagement.CharacterCreator](#)

Assembly: Assembly-CSharp.dll

```
public abstract class CharacterPieceSelector : MonoBehaviour
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← CharacterPieceSelector

Derived

[CharacterPieceDropdownSelector](#)

Fields

characterCreationMenuManager

```
protected CharacterCreationMenuManager characterCreationMenuManager
```

Field Value

[CharacterCreationMenuManager](#)

characterPieceSelectionManager

```
protected CCMCharacterPieceSelectionManager characterPieceSelectionManager
```

Field Value

[CCMCharacterPieceSelectionManager](#)

Properties

AssignedCharacterPiece

```
public CharacterPiece AssignedCharacterPiece { get; }
```

Property Value

[CharacterPiece](#)

CharacterPieceCollectionOverride

```
public CharacterPieceCollectionSO CharacterPieceCollectionOverride { get; }
```

Property Value

[CharacterPieceCollectionSO](#)

Methods

ChangeAlpha(float)

```
public virtual void ChangeAlpha(float alpha)
```

Parameters

alpha [float](#)

CharacterCreationMenuOpened(CharacterPiece, CCMCharacterPieceSelectionManager)

```
public bool CharacterCreationMenuOpened(CharacterPiece newCharacterPiece,  
CCMCharacterPieceSelectionManager characterPieceSelectionManager)
```

Parameters

newCharacterPiece [CharacterPiece](#)

`characterPieceSelectionManager` [CCMCharacterPieceSelectionManager](#)

Returns

`bool` ↗

CharacterPieceUpdated()

Called whenever the Character Piece assigned to this selector is updated

```
protected abstract void CharacterPieceUpdated()
```

DisableInteractivity()

```
public abstract void DisableInteractivity()
```

Disabled()

Called whenever the Character Creation Menu is disabled

```
protected abstract void Disabled()
```

EnableInteractivity()

```
public abstract void EnableInteractivity()
```

Hide()

```
public virtual void Hide()
```

OnDestroy()

```
protected virtual void OnDestroy()
```

Setup()

Setup is called every time the Character Creation Menu is opened

```
protected abstract void Setup()
```

Unhide()

```
public virtual void Unhide()
```

Class CharacterPressenceController

Namespace: [BlazerTech.CharacterManagement.CharacterCreator](#)

Assembly: Assembly-CSharp.dll

```
public class CharacterPressenceController : MonoBehaviour
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← CharacterPressenceController

Class CharacterSelectionLoadingScreen

Namespace: [BlazerTech.CharacterManagement.CharacterCreator](#)

Assembly: Assembly-CSharp.dll

```
public class CharacterSelectionLoadingScreen : MonoBehaviour, ILoadingScreen
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← CharacterSelectionLoadingScreen

Implements

[ILoadingScreen](#)

Events

OnLoadingFinished

```
public event EventHandler OnLoadingFinished
```

Event Type

[EventHandler](#)

OnLoadingProgressUpdated

```
public event EventHandler<float> OnLoadingProgressUpdated
```

Event Type

[EventHandler](#) <[float](#)>

Class GameObjectStateNotifier

Namespace: [BlazerTech.CharacterManagement.CharacterCreator](#)

Assembly: Assembly-CSharp.dll

```
public class GameObjectStateNotifier : MonoBehaviour
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← GameObjectStateNotifier

Events

OnGameObjectDisabled

```
public event EventHandler OnGameObjectDisabled
```

Event Type

[EventHandler](#)

OnGameObjectEnabled

```
public event EventHandler OnGameObjectEnabled
```

Event Type

[EventHandler](#)

OnGameObjectStateChanged

```
public event EventHandler<bool> OnGameObjectStateChanged
```

Event Type

[EventHandler](#) <[bool](#)>

Interface ILoadingScreen

Namespace: [BlazerTech.CharacterManagement.CharacterCreator](#)

Assembly: Assembly-CSharp.dll

```
public interface ILoadingScreen
```

Events

OnLoadingFinished

```
event EventHandler OnLoadingFinished
```

Event Type

[EventHandler](#)

OnLoadingProgressUpdated

```
event EventHandler<float> OnLoadingProgressUpdated
```

Event Type

[EventHandler](#) <[float](#)>

Enum InitializationMode

Namespace: [BlazerTech.CharacterManagement.CharacterCreator](#)

Assembly: Assembly-CSharp.dll

```
public enum InitializationMode
```

Fields

Create = 0

InitializeExisting = 1

Class LayeredCharacterListEntry

Namespace: [BlazerTech.CharacterManagement.CharacterCreator](#)

Assembly: Assembly-CSharp.dll

```
public class LayeredCharacterListEntry : MonoBehaviour
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← LayeredCharacterListEntry

Methods

RemoveCharacter()

```
public void RemoveCharacter()
```

SelectCharacter()

```
public void SelectCharacter()
```

Setup(LayeredCharacter, LayeredCharacterSelectionList)

```
public Task Setup(LayeredCharacter character, LayeredCharacterSelectionList list)
```

Parameters

character [LayeredCharacter](#)

list [LayeredCharacterSelectionList](#)

Returns

[Task](#)

Class LayeredCharacterListNewCharacterEntry

Namespace: [BlazerTech.CharacterManagement.CharacterCreator](#)

Assembly: Assembly-CSharp.dll

```
public class LayeredCharacterListNewCharacterEntry : MonoBehaviour
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← LayeredCharacterListNewCharacterEntry

Methods

CreateNewCharacter()

```
public void CreateNewCharacter()
```

Initialize(LayeredCharacterSelectionList)

```
public void Initialize(LayeredCharacterSelectionList list)
```

Parameters

list [LayeredCharacterSelectionList](#)

Enum LayeredCharacterListType

Namespace: [BlazerTech.CharacterManagement.CharacterCreator](#)

Assembly: Assembly-CSharp.dll

```
public enum LayeredCharacterListType
```

Fields

Fixed = 1

Flexibe = 0

Class LayeredCharacterSelectionList

Namespace: [BlazerTech.CharacterManagement.CharacterCreator](#)

Assembly: Assembly-CSharp.dll

```
public class LayeredCharacterSelectionList : MonoBehaviour
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← LayeredCharacterSelectionList

Properties

CreateNewCharactersPrivilege

```
public bool CreateNewCharactersPrivilege { get; }
```

Property Value

[bool](#)

EditCharactersPrivilege

```
public bool EditCharactersPrivilege { get; }
```

Property Value

[bool](#)

EnabledAndSetup

```
public bool EnabledAndSetup { get; }
```

Property Value

[bool](#)

FixedGroupSize

```
public int FixedGroupSize { get; }
```

Property Value

[int](#)

GroupName

```
public string GroupName { get; }
```

Property Value

[string](#)

LayeredCharacterType

```
public LayeredCharacterTypeSO LayeredCharacterType { get; set; }
```

Property Value

[LayeredCharacterTypeSO](#)

ListType

```
public LayeredCharacterListType ListType { get; }
```

Property Value

[LayeredCharacterListType](#)

RemoveCharactersPrivilege

```
public bool RemoveCharactersPrivilege { get; }
```

Property Value

[bool](#) ↗

Methods

CreatNewCharacterInList()

```
public void CreatNewCharacterInList()
```

EditCharacter(LayeredCharacter)

```
public bool EditCharacter(LayeredCharacter character)
```

Parameters

character [LayeredCharacter](#)

Returns

[bool](#) ↗

RemoveCharacterFromList(LayeredCharacter)

```
public bool RemoveCharacterFromList(LayeredCharacter character)
```

Parameters

character [LayeredCharacter](#)

Returns

[bool](#)

Events

OnMenuEnabledAndSetup

```
public event EventHandler OnMenuEnabledAndSetup
```

Event Type

[EventHandler](#)

OnMenuLoadingProgressUpdated

```
public event EventHandler<float> OnMenuLoadingProgressUpdated
```

Event Type

[EventHandler](#) <[float](#)>

Class LoadingScreenProgress

Namespace: [BlazerTech.CharacterManagement.CharacterCreator](#)

Assembly: Assembly-CSharp.dll

```
public abstract class LoadingScreenProgress : MonoBehaviour
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← LoadingScreenProgress

Derived

[CCMLoadingBufferSpriteFillProgress](#), [LoadingScreenProgressText](#)

Methods

OnLoadingProgressUpdated(object, float)

```
protected abstract void OnLoadingProgressUpdated(object sender, float progress)
```

Parameters

sender [object](#)

progress [float](#)

OnLoadingStarting()

```
protected abstract void OnLoadingStarting()
```

Class LoadingScreenProgressText

Namespace: [BlazerTech.CharacterManagement.CharacterCreator](#)

Assembly: Assembly-CSharp.dll

```
public class LoadingScreenProgressText : LoadingScreenProgress
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← [LoadingScreenProgress](#) ← LoadingScreenProgressText

Methods

OnLoadingProgressUpdated(object, float)

```
protected override void OnLoadingProgressUpdated(object sender, float progress)
```

Parameters

sender [object](#)

progress [float](#)

OnLoadingStarting()

```
protected override void OnLoadingStarting()
```

Class LoadingScreenRepeatingText

Namespace: [BlazerTech.CharacterManagement.CharacterCreator](#)

Assembly: Assembly-CSharp.dll

```
public class LoadingScreenRepeatingText : MonoBehaviour
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← LoadingScreenRepeatingText

Enum TwoDirectional

Namespace: [BlazerTech.CharacterManagement.CharacterCreator](#)

Assembly: Assembly-CSharp.dll

```
public enum TwoDirectional
```

Fields

Left = 0

Right = 1

Namespace BlazerTech.CharacterManagement.Characters

Classes

[CharacterBase<TCharacterType, TCharacterHandler>](#)

[CharacterDraft](#)

[CharacterDraft_NewCharacter](#)

[CharacterDraft_PreExistingCharacter](#)

[CharacterGroupBase](#)

[CharacterPiece](#)

[CharacterPieceCollectionSO](#)

[CharacterPieceInfo](#)

[CharacterPieceInfo.CharacterPieceInfo.DTO](#)

[CharacterPieceInfo.LoadedSpriteDataContainer](#)

[CharacterPieceMapping](#)

[CharacterTemplateSO<TCharacterType, TCharacter>](#)

[CharacterTypeBaseSO](#)

[CharacterTypeGroupCollection](#)

[CharacterTypeGroupCollection.CharacterTypeGroupCollection.DTO](#)

[FixedCharacterGroup](#)

[FixedCharacterGroup.FixedCharacterGroup.DTO](#)

[FixedCharacterGroupCollection](#)

[FlexibleCharacterGroup](#)

[FlexibleCharacterGroup.FlexibleCharacterGroup.DTO](#)

[FlexibleCharacterGroupCollection](#)

[LayeredCharacter](#)

[LayeredCharacter.Character_DTO](#)

[LayeredCharacter.LoadedLayeredCharacterHandler](#)

[LayeredCharacterManager](#)

[LayeredCharacterTemplateSO](#)

[LayeredCharacterTypeSO](#)

[LayeredCharacterTypeSO.CharacterCreatorConfig](#)

[LayeredCharacterTypeSO.CharacterPreviewsSettings](#)

[LoadedCharacterHandlerBase](#)

[SingleCharacterGroup](#)

[SingleCharacterGroup.SingleCharacterGroup_DTO](#)

[UnifiedCharacter](#)

[UnifiedCharacter.LoadedUnifiedCharacterHandler](#)

[UnifiedCharacterTemplateSO](#)

[UnifiedCharacterTypeSO](#)

Enums

[CharacterDraftType](#)

[CharacterGroupType](#)

[CharacterSaveMode](#)

[MultiCharacterGroupType](#)

Class CharacterBase<TCharacterType, TCharacterHandler>

Namespace: [BlazerTech.CharacterManagement.Characters](#)

Assembly: Assembly-CSharp.dll

```
public abstract class CharacterBase<TCharacterType, TCharacterHandler> where TCharacterType : CharacterTypeBaseSO where TCharacterHandler : LoadedCharacterHandlerBase
```

Type Parameters

TCharacterType

TCharacterHandler

Inheritance

[object](#) ← CharacterBase<TCharacterType, TCharacterHandler>

Derived

[LayeredCharacter](#), [UnifiedCharacter](#)

Constructors

CharacterBase(string, TCharacterType)

```
public CharacterBase(string characterName, TCharacterType characterType)
```

Parameters

characterName [string](#)

characterType TCharacterType

Fields

CharacterDisplayName

```
public string CharacterDisplayName
```

Field Value

[string](#) ↗

CharacterGUID

```
public readonly Guid CharacterGUID
```

Field Value

[Guid](#) ↗

CharacterName

```
public readonly string CharacterName
```

Field Value

[string](#) ↗

CharacterType

```
public readonly TCharacterType CharacterType
```

Field Value

TCharacterType

LoadedCharacterHandler

```
public TCharacterHandler LoadedCharacterHandler
```

Field Value

TCharacterHandler

Properties

IsValidCharacter

```
public bool IsValidCharacter { get; protected set; }
```

Property Value

[bool](#)

Methods

AcquireCharacterHandler(object)

```
public TCharacterHandler AcquireCharacterHandler(object owner)
```

Parameters

owner [object](#)

Returns

TCharacterHandler

AcquireCharacterHandlerAsync(object)

```
public Task<TCharacterHandler> AcquireCharacterHandlerAsync(object owner)
```

Parameters

owner [object](#)

Returns

[Task](#) <TCharacterHandler>

LoadCharacterHandler()

```
protected abstract void LoadCharacterHandler()
```

LoadCharacterHandlerAsync()

```
protected abstract Task LoadCharacterHandlerAsync()
```

Returns

[Task](#)

ReleaseCharacterHandler(object)

```
public void ReleaseCharacterHandler(object owner)
```

Parameters

owner [object](#)

SetCharacterInvalid()

```
public void SetCharacterInvalid()
```

UnloadCharacterHandler()

```
protected virtual void UnloadCharacterHandler()
```

ValidationCheck()

```
public virtual bool ValidationCheck()
```

Returns

bool ↗

Class CharacterDraft

Namespace: [BlazerTech.CharacterManagement.Characters](#)

Assembly: Assembly-CSharp.dll

```
public abstract class CharacterDraft
```

Inheritance

[object](#) ↗ CharacterDraft

Derived

[CharacterDraft_NewCharacter](#), [CharacterDraft_PreExistingCharacter](#)

Fields

Character

```
public LayeredCharacter Character
```

Field Value

[LayeredCharacter](#)

Methods

SaveCharacter()

```
public abstract void SaveCharacter()
```

Enum CharacterDraftType

Namespace: [BlazerTech.CharacterManagement.Characters](#)

Assembly: Assembly-CSharp.dll

```
public enum CharacterDraftType
```

Fields

NewCharacter = 0

PreExistingCharacter = 1

Class CharacterDraft_NewCharacter

Namespace: [BlazerTech.CharacterManagement.Characters](#)

Assembly: Assembly-CSharp.dll

```
public class CharacterDraft_NewCharacter : CharacterDraft
```

Inheritance

[object](#) ← [CharacterDraft](#) ← CharacterDraft_NewCharacter

Inherited Members

[CharacterDraft.Character](#)

Constructors

CharacterDraft_NewCharacter(LayeredCharacter,
CharacterGroupBase)

```
public CharacterDraft_NewCharacter(LayeredCharacter character, CharacterGroupBase group)
```

Parameters

character [LayeredCharacter](#)

group [CharacterGroupBase](#)

Fields

Group

```
public CharacterGroupBase Group
```

Field Value

[CharacterGroupBase](#)

Methods

SaveCharacter()

```
public override void SaveCharacter()
```

Class CharacterDraft_PreExistingCharacter

Namespace: [BlazerTech.CharacterManagement.Characters](#)

Assembly: Assembly-CSharp.dll

```
public class CharacterDraft_PreExistingCharacter : CharacterDraft
```

Inheritance

[object](#) ← [CharacterDraft](#) ← CharacterDraft_PreExistingCharacter

Inherited Members

[CharacterDraft.Character](#)

Constructors

CharacterDraft_PreExistingCharacter(LayeredCharacter, LayeredCharacter)

```
public CharacterDraft_PreExistingCharacter(LayeredCharacter originalCharacter,  
LayeredCharacter characterCopy)
```

Parameters

originalCharacter [LayeredCharacter](#)

characterCopy [LayeredCharacter](#)

Fields

OriginalCharacter

```
public LayeredCharacter OriginalCharacter
```

Field Value

Methods

SaveCharacter()

```
public override void SaveCharacter()
```

Class CharacterGroupBase

Namespace: [BlazerTech.CharacterManagement.Characters](#)

Assembly: Assembly-CSharp.dll

```
[Serializable]
public abstract class CharacterGroupBase
```

Inheritance

[object](#) ← CharacterGroupBase

Derived

[FixedCharacterGroup](#), [FlexibleCharacterGroup](#), [SingleCharacterGroup](#)

Fields

GroupName

```
public string GroupName
```

Field Value

[string](#)

Properties

AttachedGroupsCollection

```
public CharacterTypeGroupCollection AttachedGroupsCollection { get; protected set; }
```

Property Value

[CharacterTypeGroupCollection](#)

Methods

AddCharacter(LayeredCharacter)

```
public abstract bool AddCharacter(LayeredCharacter character)
```

Parameters

character [LayeredCharacter](#)

Returns

[bool](#)

ContainsCharacter(LayeredCharacter)

```
public abstract bool ContainsCharacter(LayeredCharacter character)
```

Parameters

character [LayeredCharacter](#)

Returns

[bool](#)

ContainsCharacterWithGUID(Guid)

```
public abstract bool ContainsCharacterWithGUID(Guid guid)
```

Parameters

guid [Guid](#)

Returns

[bool](#)

ContainsCharacterWithName(string)

```
public abstract bool ContainsCharacterWithName(string characterName)
```

Parameters

characterName [string](#)

Returns

[bool](#)

RaiseOnCharacterChanged(LayeredCharacter)

```
protected void RaiseOnCharacterChanged(LayeredCharacter character)
```

Parameters

character [LayeredCharacter](#)

Events

OnCharacterChanged

```
public event EventHandler<LayeredCharacter> OnCharacterChanged
```

Event Type

[EventHandler](#) <[LayeredCharacter](#)>

Enum CharacterGroupType

Namespace: [BlazerTech.CharacterManagement.Characters](#)

Assembly: Assembly-CSharp.dll

```
public enum CharacterGroupType
```

Fields

FixedGroup = 2

FlexibleGroup = 1

SingleGroup = 0

Class CharacterPiece

Namespace: [BlazerTech.CharacterManagement.Characters](#)

Assembly: Assembly-CSharp.dll

```
[Serializable]
public class CharacterPiece
```

Inheritance

[object](#) ← CharacterPiece

Constructors

CharacterPiece(CharacterPiece)

```
public CharacterPiece(CharacterPiece characterPiece)
```

Parameters

characterPiece [CharacterPiece](#)

CharacterPiece(LayeredCharacter, CharacterPieceInfo, CharacterPieceCollectionSO)

```
public CharacterPiece(LayeredCharacter attachedCharacter, CharacterPieceInfo
characterPieceInfo, CharacterPieceCollectionSO characterPieceCollection)
```

Parameters

attachedCharacter [LayeredCharacter](#)

characterPieceInfo [CharacterPieceInfo](#)

characterPieceCollection [CharacterPieceCollectionSO](#)

Fields

AttachedCharacter

```
[NonSerialized]  
public LayeredCharacter AttachedCharacter
```

Field Value

[LayeredCharacter](#)

CharacterPieceCollection

```
public CharacterPieceCollectionSO CharacterPieceCollection
```

Field Value

[CharacterPieceCollectionSO](#)

Properties

CharacterPieceInfo

```
public CharacterPieceInfo CharacterPieceInfo { get; set; }
```

Property Value

[CharacterPieceInfo](#)

Events

OnCharacterPieceUpdated

```
public event EventHandler<CharacterPieceInfo> OnCharacterPieceUpdated
```

Event Type

[EventHandler](#) <[CharacterPieceInfo](#)>

Class CharacterPieceCollectionSO

Namespace: [BlazerTech.CharacterManagement.Characters](#)

Assembly: Assembly-CSharp.dll

```
[CreateAssetMenu(menuName = "BlazerTech Character Management System/Character Piece Collection", fileName = "New Character Piece Collection")]
public class CharacterPieceCollectionSO : ScriptableObject, IValidatable
```

Inheritance

[Object](#) ↗ Object ↗ ScriptableObject ↗ CharacterPieceCollectionSO

Implements

[IValidatable](#)

Properties

AttachedCharacterType

```
public LayeredCharacterTypeSO AttachedCharacterType { get; }
```

Property Value

[LayeredCharacterTypeSO](#)

CharacterPieces

```
public List<CharacterPieceInfo> CharacterPieces { get; }
```

Property Value

[List](#) ↗ <[CharacterPieceInfo](#)>

CollectionName

```
public string CollectionName { get; }
```

Property Value

[string](#)

IncludeNAOption

```
public bool IncludeNAOption { get; }
```

Property Value

[bool](#)

Methods

AcquireAllCharacterPiecesAsync(Action<float>)

```
public Task AcquireAllCharacterPiecesAsync(Action<float> onProgress = null)
```

Parameters

onProgress [Action](#)<[float](#)>

Returns

[Task](#)

GetCharacterPieceInfoFromIndex(int)

```
public CharacterPieceInfo GetCharacterPieceInfoFromIndex(int index)
```

Parameters

[index](#) [int ↗](#)

Returns

[CharacterPieceInfo](#)

GetCharacterPieceInfoFromKey(string)

```
public CharacterPieceInfo GetCharacterPieceInfoFromKey(string key)
```

Parameters

key [string ↗](#)

Returns

[CharacterPieceInfo](#)

GetCharacterPieceInfoFromSpritesheetName(string)

```
public CharacterPieceInfo GetCharacterPieceInfoFromSpritesheetName(string spritesheetName)
```

Parameters

spritesheetName [string ↗](#)

Returns

[CharacterPieceInfo](#)

GetCharacterPieces_EditMode()

```
[Button("Get Character Pieces", EButtonEnableMode.Always)]
[EnableIf("IsEditmode")]
public void GetCharacterPieces_EditMode()
```

Initialize(LayeredCharacterTypeSO)

```
public bool Initialize(LayeredCharacterTypeSO characterType)
```

Returns

[characterType](#) [LayeredCharacterTypeSO](#)

Returns

[bool](#) ↗

IsInitialized()

```
public bool IsInitialized()
```

Returns

[bool](#) ↗

IsValid()

```
public bool IsValid()
```

Returns

[bool](#) ↗

ReleaseAllCharacterPieces()

```
public void ReleaseAllCharacterPieces()
```

Class CharacterPieceInfo

Namespace: [BlazerTech.CharacterManagement.Characters](#)

Assembly: Assembly-CSharp.dll

```
[Serializable]
public class CharacterPieceInfo :
OwnedResourceTracker<CharacterPieceInfo.LoadedSpriteDataContainer>
```

Inheritance

[object](#) ← [OwnedResourceTracker<CharacterPieceInfo.LoadedSpriteDataContainer>](#) ←
CharacterPieceInfo

Inherited Members

[OwnedResourceTracker<CharacterPieceInfo.LoadedSpriteDataContainer>.Owners](#) ,
[OwnedResourceTracker<CharacterPieceInfo.LoadedSpriteDataContainer>.ReleaseResource\(object\)](#).

Constructors

CharacterPieceInfo(string, string, int,
CharacterPieceCollectionSO, bool)

```
public CharacterPieceInfo(string spritesheetName, string key, int index,
CharacterPieceCollectionSO collection, bool ignoreSpriteCheck = false)
```

Parameters

spritesheetName [string](#)

key [string](#)

index [int](#)

collection [CharacterPieceCollectionSO](#)

ignoreSpriteCheck [bool](#)

Fields

CharacterPieceCollection

[Space]

```
public CharacterPieceCollectionSO CharacterPieceCollection
```

Field Value

[CharacterPieceCollectionSO](#)

DisplayNameOverride

```
public string DisplayNameOverride
```

Field Value

[string](#) ↗

Index

```
public int Index
```

Field Value

[int](#) ↗

Key

[Space]

```
public string Key
```

Field Value

[string](#) ↗

LoadedSpriteData

```
public CharacterPieceInfo.LoadedSpriteDataContainer LoadedSpriteData
```

Field Value

[CharacterPieceInfo](#).[LoadedSpriteDataContainer](#)

SpritesheetName

```
public string SpritesheetName
```

Field Value

[string](#) ↗

Methods

AcquireResource(object)

Acquires the resource for an owner

```
public override CharacterPieceInfo.LoadedSpriteDataContainer AcquireResource(object owner)
```

Parameters

owner [object](#) ↗

Object claiming ownership

Returns

[CharacterPieceInfo](#).[LoadedSpriteDataContainer](#)

Managed resource

AcquireResourceAsync(object)

Acquires the resource for an owner asynchronously

```
public override Task<CharacterPieceInfo.LoadedSpriteDataContainer>
AcquireResourceAsync(object owner)
```

Parameters

owner [object](#)

Object claiming ownership

Returns

[Task](#) <[CharacterPieceInfo](#).[LoadedSpriteDataContainer](#)>

Managed resource

GetAndLoadResource()

```
protected override CharacterPieceInfo.LoadedSpriteDataContainer GetAndLoadResource()
```

Returns

[CharacterPieceInfo](#).[LoadedSpriteDataContainer](#)

GetAndLoadResourceAsync()

```
protected override Task<CharacterPieceInfo.LoadedSpriteDataContainer>
GetAndLoadResourceAsync()
```

Returns

[Task](#) <[CharacterPieceInfo](#).[LoadedSpriteDataContainer](#)>

UnloadResource()

```
protected override void UnloadResource()
```

Class

CharacterPieceInfo.CharacterPieceInfo_DTO

Namespace: [BlazerTech.CharacterManagement.Characters](#)

Assembly: Assembly-CSharp.dll

```
[Serializable]
public class CharacterPieceInfo.CharacterPieceInfo.DTO
```

Inheritance

[object](#) ← CharacterPieceInfo.CharacterPieceInfo.DTO

Constructors

CharacterPieceInfo.DTO(CharacterPieceInfo)

```
public CharacterPieceInfo.DTO(CharacterPieceInfo characterPieceInfo)
```

Parameters

characterPieceInfo [CharacterPieceInfo](#)

CharacterPieceInfo.DTO(string, string)

```
public CharacterPieceInfo.DTO(string characterPieceCollectionName, string characterPieceKey)
```

Parameters

characterPieceCollectionName [string](#)

characterPieceKey [string](#)

Fields

CharacterPieceCollectionName

```
public string CharacterPieceCollectionName
```

Field Value

[string](#) ↗

CharacterPieceKey

```
public string CharacterPieceKey
```

Field Value

[string](#) ↗

Class

CharacterPieceInfo.LoadedSpriteDataContainer

Namespace: [BlazerTech.CharacterManagement.Characters](#)

Assembly: Assembly-CSharp.dll

```
public class CharacterPieceInfo.LoadedSpriteDataContainer
```

Inheritance

[object](#) ← CharacterPieceInfo.LoadedSpriteDataContainer

Constructors

LoadedSpriteDataContainer(LayeredCharacterTypeSO, Sprite, string)

```
public LoadedSpriteDataContainer(LayeredCharacterTypeSO characterTypeSO, Sprite spritesheet,  
string displayName)
```

Parameters

characterTypeSO [LayeredCharacterTypeSO](#)

spritesheet Sprite

displayName [string](#)

Fields

DisplayName

```
public readonly string DisplayName
```

Field Value

[string](#)

Spritesheet

`public readonly Sprite Spritesheet`

Field Value

Sprite

Methods

GetAndCreateCharacterPreview()

`public Sprite GetAndCreateCharacterPreview()`

Returns

Sprite

Class CharacterPieceMapping

Namespace: [BlazerTech.CharacterManagement.Characters](#)

Assembly: Assembly-CSharp.dll

```
[Serializable]
public class CharacterPieceMapping
```

Inheritance

[object](#) ← CharacterPieceMapping

Constructors

CharacterPieceMapping(CharacterPieceCollectionSO)

```
public CharacterPieceMapping(CharacterPieceCollectionSO collectionSO)
```

Parameters

collectionSO [CharacterPieceCollectionSO](#)

Fields

SelectedCharacterPieceName

```
public string SelectedCharacterPieceName
```

Field Value

[string](#)

characterPieceCollection

```
public CharacterPieceCollectionSO characterPieceCollection
```

Field Value

[CharacterPieceCollectionSO](#)

Enum CharacterSaveMode

Namespace: [BlazerTech.CharacterManagement.Characters](#)

Assembly: Assembly-CSharp.dll

```
public enum CharacterSaveMode
```

Fields

Both = 2

OnCharacterCollectionUpdated = 0

OnExit = 1

Class CharacterTemplateSO<TCharacterType, TCharacter>

Namespace: [BlazerTech.CharacterManagement.Characters](#)

Assembly: Assembly-CSharp.dll

```
public abstract class CharacterTemplateSO<TCharacterType, TCharacter> : ScriptableObject
where TCharacterType : CharacterTypeBaseSO
```

Type Parameters

TCharacterType

TCharacter

Inheritance

[Object](#) ↗ ← Object ← ScriptableObject ← CharacterTemplateSO<TCharacterType, TCharacter>

Derived

[LayeredCharacterTemplateSO](#), [UnifiedCharacterTemplateSO](#)

Properties

CharacterName

```
public string CharacterName { get; }
```

Property Value

[string](#) ↗

CharacterType

```
public TCharacterType CharacterType { get; }
```

Property Value

TCharacterType

Methods

CreateNewCharacter()

```
protected abstract TCharacter CreateNewCharacter()
```

Returns

TCharacter

GetOrCreateCharacter()

```
public TCharacter GetOrCreateCharacter()
```

Returns

TCharacter

Class CharacterTypeBaseSO

Namespace: [BlazerTech.CharacterManagement.Characters](#)

Assembly: Assembly-CSharp.dll

```
public class CharacterTypeBaseSO : ScriptableObject
```

Inheritance

[object](#) ← Object ← ScriptableObject ← CharacterTypeBaseSO

Derived

[LayeredCharacterTypeSO](#), [UnifiedCharacterTypeSO](#)

Properties

BaseSpritesheet

```
public Sprite BaseSpritesheet { get; }
```

Property Value

Sprite

CharacterController

```
public RuntimeAnimatorController CharacterController { get; }
```

Property Value

RuntimeAnimatorController

CharacterTypeID

```
public string CharacterTypeID { get; }
```

Property Value

[string](#)

Methods

IsValidCharacterSpriteSheet(Sprite)

Returns true if the sprite fits the conditions for the Character Type

```
public virtual bool IsValidCharacterSpriteSheet(Sprite sprite)
```

Parameters

sprite Sprite

Returns

[bool](#)

Class CharacterTypeGroupCollection

Namespace: [BlazerTech.CharacterManagement.Characters](#)

Assembly: Assembly-CSharp.dll

```
[Serializable]
public class CharacterTypeGroupCollection
```

Inheritance

[object](#) ← CharacterTypeGroupCollection

Constructors

CharacterTypeGroupCollection(CharacterTypeGroupCollection_DTO)

```
public
CharacterTypeGroupCollection(CharacterTypeGroupCollection.CharacterTypeGroupCollection.DTO)
```

Parameters

DTO [CharacterTypeGroupCollection.CharacterTypeGroupCollection.DTO](#)

CharacterTypeGroupCollection(LayeredCharacterTypeSO)

```
public CharacterTypeGroupCollection(LayeredCharacterTypeSO characterTypeData)
```

Parameters

characterTypeData [LayeredCharacterTypeSO](#)

Fields

CharacterType

```
public LayeredCharacterTypeSO CharacterType
```

Field Value

[LayeredCharacterTypeSO](#)

FixedCharacterGroupCollection

```
public readonly FixedCharacterGroupCollection FixedCharacterGroupCollection
```

Field Value

[FixedCharacterGroupCollection](#)

FlexibleCharacterGroupCollection

```
public readonly FlexibleCharacterGroupCollection FlexibleCharacterGroupCollection
```

Field Value

[FlexibleCharacterGroupCollection](#)

SuccessfullyInitialized

```
public readonly bool SuccessfullyInitialized
```

Field Value

[bool](#) ↗

Properties

SingleCharacterGroup

```
public SingleCharacterGroup SingleCharacterGroup { get; }
```

Property Value

[SingleCharacterGroup](#)

Methods

GetDataTransferObject()

```
public CharacterTypeGroupCollection.CharacterTypeGroupCollection.DTO GetDataTransferObject()
```

Returns

[CharacterTypeGroupCollection.CharacterTypeGroupCollection.DTO](#)

IsEmpty()

```
public bool IsEmpty()
```

Returns

[bool](#)

NotifyOnCharacterInCollectionChanged(LayeredCharacter)

```
public void NotifyOnCharacterInCollectionChanged(LayeredCharacter character)
```

Parameters

character [LayeredCharacter](#)

Events

OnCharacterInCollectionChanged

```
public event EventHandler<LayeredCharacter> OnCharacterInCollectionChanged
```

Event Type

[EventHandler](#) <[LayeredCharacter](#)>

Class

CharacterTypeGroupCollection.CharacterTypeGroupCollection_DTO

Namespace: [BlazerTech.CharacterManagement.Characters](#)

Assembly: Assembly-CSharp.dll

```
[Serializable]  
public class CharacterTypeGroupCollection.CharacterTypeGroupCollection.DTO
```

Inheritance

[object](#) ← CharacterTypeGroupCollection.CharacterTypeGroupCollection.DTO

Constructors

CharacterTypeGroupCollection.DTO(CharacterTypeGroupCollection)

```
public CharacterTypeGroupCollection.DTO(CharacterTypeGroupCollection  
characterTypeGroupCollection)
```

Parameters

characterTypeGroupCollection [CharacterTypeGroupCollection](#)

Fields

CharacterTypeIdentifier

```
public string CharacterTypeIdentifier
```

Field Value

[string](#)

FixedCharacterGroups

```
public List<FixedCharacterGroup.FixedCharacterGroup.DTO> FixedCharacterGroups
```

Field Value

[List](#) <[FixedCharacterGroup](#).[FixedCharacterGroup.DTO](#)>

FlexibleCharacterGroups

```
public List<FlexibleCharacterGroup.FlexibleCharacterGroup.DTO> FlexibleCharacterGroups
```

Field Value

[List](#) <[FlexibleCharacterGroup](#).[FlexibleCharacterGroup.DTO](#)>

SingleCharacterGroup

```
public SingleCharacterGroup.SingleCharacterGroup.DTO SingleCharacterGroup
```

Field Value

[SingleCharacterGroup](#).[SingleCharacterGroup.DTO](#)

Methods

IsValid()

```
public bool IsValid()
```

Returns

bool ↗

Class FixedCharacterGroup

Namespace: [BlazerTech.CharacterManagement.Characters](#)

Assembly: Assembly-CSharp.dll

```
[Serializable]
public class FixedCharacterGroup : CharacterGroupBase
```

Inheritance

[object](#) ← [CharacterGroupBase](#) ← FixedCharacterGroup

Inherited Members

[CharacterGroupBase.GroupName](#) , [CharacterGroupBase.OnCharacterChanged](#) ,
[CharacterGroupBase.AttachedGroupsCollection](#) ,
[CharacterGroupBase.RaiseOnCharacterChanged\(LayeredCharacter\)](#)

Constructors

FixedCharacterGroup(FixedCharacterGroup_DTO,
CharacterTypeGroupCollection)

```
public FixedCharacterGroup(FixedCharacterGroup.FixedCharacterGroup.DTO DTO,
CharacterTypeGroupCollection attachedGroupsCollection)
```

Parameters

DTO [FixedCharacterGroup.FixedCharacterGroup.DTO](#)

attachedGroupsCollection [CharacterTypeGroupCollection](#)

FixedCharacterGroup(string, int, CharacterTypeGroupCollection)

```
public FixedCharacterGroup(string groupName, int size, CharacterTypeGroupCollection
attachedGroupsCollection)
```

Parameters

groupName [string](#)

size [int](#)

attachedGroupsCollection [CharacterTypeGroupCollection](#)

Fields

Characters

`public readonly LayeredCharacter[] Characters`

Field Value

[LayeredCharacter](#)[]

Methods

AddCharacter(LayeredCharacter)

`public override bool AddCharacter(LayeredCharacter character)`

Parameters

character [LayeredCharacter](#)

Returns

[bool](#)

ContainsCharacter(LayeredCharacter)

`public override bool ContainsCharacter(LayeredCharacter character)`

Parameters

character [LayeredCharacter](#)

Returns

[bool](#)

ContainsCharacterWithGUID(Guid)

```
public override bool ContainsCharacterWithGUID(Guid guid)
```

Parameters

guid [Guid](#)

Returns

[bool](#)

ContainsCharacterWithName(string)

```
public override bool ContainsCharacterWithName(string characterName)
```

Parameters

characterName [string](#)

Returns

[bool](#)

Class

FixedCharacterGroup.FixedCharacterGroup_DTO

Namespace: [BlazerTech.CharacterManagement.Characters](#)

Assembly: Assembly-CSharp.dll

```
[Serializable]  
public class FixedCharacterGroup.FixedCharacterGroup.DTO
```

Inheritance

[object](#) ← FixedCharacterGroup.FixedCharacterGroup.DTO

Constructors

FixedCharacterGroup.DTO(FixedCharacterGroup)

```
public FixedCharacterGroup.DTO(FixedCharacterGroup fixedCharacterGroup)
```

Parameters

fixedCharacterGroup [FixedCharacterGroup](#)

FixedCharacterGroup.DTO(string, LayeredCharacter[])

```
public FixedCharacterGroup.DTO(string groupName, LayeredCharacter[] characters)
```

Parameters

groupName [string](#)

characters [LayeredCharacter](#)[]

Fields

Characters

```
public LayeredCharacter.Character.DTO[] Characters
```

Field Value

[Character DTO\[\]](#)

GroupName

```
public string GroupName
```

Field Value

[string](#) ↗

Class FixedCharacterGroupCollection

Namespace: [BlazerTech.CharacterManagement.Characters](#)

Assembly: Assembly-CSharp.dll

```
[Serializable]
public class FixedCharacterGroupCollection
```

Inheritance

[object](#) ← FixedCharacterGroupCollection

Constructors

FixedCharacterGroupCollection(CharacterTypeGroupCollection)

```
public FixedCharacterGroupCollection(CharacterTypeGroupCollection attachedGroupsCollection)
```

Parameters

attachedGroupsCollection [CharacterTypeGroupCollection](#)

FixedCharacterGroupCollection(List<FixedCharacterGroup.DTO>, CharacterTypeGroupCollection)

```
public FixedCharacterGroupCollection(List<FixedCharacterGroup.FixedCharacterGroup.DTO> DTOS,
CharacterTypeGroupCollection attachedGroupsCollection)
```

Parameters

DTOS [List](#)<[FixedCharacterGroup.FixedCharacterGroup.DTO](#)>

attachedGroupsCollection [CharacterTypeGroupCollection](#)

Properties

FixedCharacterGroups

```
public IReadOnlyCollection<FixedCharacterGroup> FixedCharacterGroups { get; }
```

Property Value

[IReadOnlyCollection](#) <[FixedCharacterGroup](#)>

Methods

CreateGroup(string, int)

```
public FixedCharacterGroup CreateGroup(string groupName, int size)
```

Parameters

groupName [string](#)

size [int](#)

Returns

[FixedCharacterGroup](#)

GetGroup(string)

```
public FixedCharacterGroup GetGroup(string groupName)
```

Parameters

groupName [string](#)

Returns

[FixedCharacterGroup](#)

GetOrCreateGroup(string, int)

```
public FixedCharacterGroup GetOrCreateGroup(string groupName, int newGroupSize)
```

Parameters

groupName [string](#)

newGroupSize [int](#)

Returns

[FixedCharacterGroup](#)

IsEmpty()

```
public bool IsEmpty()
```

Returns

[bool](#)

Class FlexibleCharacterGroup

Namespace: [BlazerTech.CharacterManagement.Characters](#)

Assembly: Assembly-CSharp.dll

```
[Serializable]
public class FlexibleCharacterGroup : CharacterGroupBase
```

Inheritance

[object](#) ← [CharacterGroupBase](#) ← FlexibleCharacterGroup

Inherited Members

[CharacterGroupBase.GroupName](#) , [CharacterGroupBase.OnCharacterChanged](#) ,
[CharacterGroupBase.AttachedGroupsCollection](#) ,
[CharacterGroupBase.RaiseOnCharacterChanged\(LayeredCharacter\)](#)

Constructors

FlexibleCharacterGroup(FlexibleCharacterGroup_DTO,
CharacterTypeGroupCollection)

```
public FlexibleCharacterGroup(FlexibleCharacterGroup.FlexibleCharacterGroup.DTO DTO,
CharacterTypeGroupCollection attachedGroupsCollection)
```

Parameters

DTO [FlexibleCharacterGroup.FlexibleCharacterGroup.DTO](#)

attachedGroupsCollection [CharacterTypeGroupCollection](#)

FlexibleCharacterGroup(string, CharacterTypeGroupCollection)

```
public FlexibleCharacterGroup(string groupName, CharacterTypeGroupCollection
attachedGroupsCollection)
```

Parameters

groupName [string](#)

attachedGroupsCollection [CharacterTypeGroupCollection](#)

Properties

Characters

```
public IReadOnlyList<LayeredCharacter> Characters { get; }
```

Property Value

[IReadOnlyList](#)<[LayeredCharacter](#)>

Methods

AddCharacter(LayeredCharacter)

```
public override bool AddCharacter(LayeredCharacter character)
```

Parameters

character [LayeredCharacter](#)

Returns

[bool](#)

ContainsCharacter(LayeredCharacter)

```
public override bool ContainsCharacter(LayeredCharacter character)
```

Parameters

`character` [LayeredCharacter](#)

Returns

`bool` ↗

ContainsCharacterWithGUID(Guid)

```
public override bool ContainsCharacterWithGUID(Guid guid)
```

Parameters

`guid` [Guid](#) ↗

Returns

`bool` ↗

ContainsCharacterWithName(string)

```
public override bool ContainsCharacterWithName(string characterName)
```

Parameters

`characterName` [string](#) ↗

Returns

`bool` ↗

RemoveCharacter(LayeredCharacter)

```
public bool RemoveCharacter(LayeredCharacter character)
```

Parameters

`character` [LayeredCharacter](#)

Returns

`bool` ↗

Class

FlexibleCharacterGroup.FlexibleCharacterGroup_DTO

Namespace: [BlazerTech.CharacterManagement.Characters](#)

Assembly: Assembly-CSharp.dll

```
[Serializable]
public class FlexibleCharacterGroup.FlexibleCharacterGroup.DTO
```

Inheritance

[object](#) ← FlexibleCharacterGroup.FlexibleCharacterGroup.DTO

Constructors

FlexibleCharacterGroup.DTO(FlexibleCharacterGroup)

```
public FlexibleCharacterGroup.DTO(FlexibleCharacterGroup flexibleCharacterGroup)
```

Parameters

flexibleCharacterGroup [FlexibleCharacterGroup](#)

FlexibleCharacterGroup.DTO(string, List<LayeredCharacter>)

```
public FlexibleCharacterGroup.DTO(string groupName, List<LayeredCharacter> characters)
```

Parameters

groupName [string](#)

characters [List](#)<[LayeredCharacter](#)>

Fields

Characters

```
public List<LayeredCharacter.Character.DTO> Characters
```

Field Value

[List](#) <[LayeredCharacter.Character.DTO](#)>

GroupName

```
public string GroupName
```

Field Value

[string](#)

Class FlexibleCharacterGroupCollection

Namespace: [BlazerTech.CharacterManagement.Characters](#)

Assembly: Assembly-CSharp.dll

```
[Serializable]
public class FlexibleCharacterGroupCollection
```

Inheritance

[object](#) ← FlexibleCharacterGroupCollection

Constructors

FlexibleCharacterGroupCollection(CharacterTypeGroupCollection)
n)

```
public FlexibleCharacterGroupCollection(CharacterTypeGroupCollection
attachedGroupsCollection)
```

Parameters

attachedGroupsCollection [CharacterTypeGroupCollection](#)

FlexibleCharacterGroupCollection(List<FlexibleCharacterGroup_
DTO>, CharacterTypeGroupCollection)

```
public
FlexibleCharacterGroupCollection(List<FlexibleCharacterGroup.FlexibleCharacterGroup.DTO>
DTOS, CharacterTypeGroupCollection attachedGroupsCollection)
```

Parameters

DTOS [List](#)<[FlexibleCharacterGroup.FlexibleCharacterGroup.DTO](#)>

attachedGroupsCollection [CharacterTypeGroupCollection](#)

Properties

FlexibleCharacterGroups

```
public IReadOnlyCollection<FlexibleCharacterGroup> FlexibleCharacterGroups { get; }
```

Property Value

[IReadOnlyCollection](#) <[FlexibleCharacterGroup](#)>

Methods

CreateGroup(string)

```
public FlexibleCharacterGroup CreateGroup(string groupName)
```

Parameters

groupName [string](#)

Returns

[FlexibleCharacterGroup](#)

GetGroup(string)

```
public FlexibleCharacterGroup GetGroup(string groupName)
```

Parameters

groupName [string](#)

Returns

[FlexibleCharacterGroup](#)

GetOrCreateGroup(string)

```
public FlexibleCharacterGroup GetOrCreateGroup(string groupName)
```

Parameters

groupName [string](#)

Returns

[FlexibleCharacterGroup](#)

IsEmpty()

```
public bool IsEmpty()
```

Returns

[bool](#)

Class LayeredCharacter

Namespace: [BlazerTech.CharacterManagement.Characters](#)

Assembly: Assembly-CSharp.dll

```
[Serializable]
public class LayeredCharacter : CharacterBase<LayeredCharacterTypeSO,
LayeredCharacter.LoadedLayeredCharacterHandler>
```

Inheritance

```
object ←
CharacterBase<LayeredCharacterTypeSO, LayeredCharacter.LoadedLayeredCharacterHandler> ←
LayeredCharacter
```

Inherited Members

```
CharacterBase<LayeredCharacterTypeSO,
LayeredCharacter.LoadedLayeredCharacterHandler>.CharacterType ,
CharacterBase<LayeredCharacterTypeSO,
LayeredCharacter.LoadedLayeredCharacterHandler>.LoadedCharacterHandler ,
CharacterBase<LayeredCharacterTypeSO,
LayeredCharacter.LoadedLayeredCharacterHandler>.CharacterGUID ,
CharacterBase<LayeredCharacterTypeSO,
LayeredCharacter.LoadedLayeredCharacterHandler>.CharacterName ,
CharacterBase<LayeredCharacterTypeSO,
LayeredCharacter.LoadedLayeredCharacterHandler>.CharacterDisplayName ,
CharacterBase<LayeredCharacterTypeSO,
LayeredCharacter.LoadedLayeredCharacterHandler>.IsValidCharacter ,
CharacterBase<LayeredCharacterTypeSO,
LayeredCharacter.LoadedLayeredCharacterHandler>.ValidationCheck\(\) ,
CharacterBase<LayeredCharacterTypeSO,
LayeredCharacter.LoadedLayeredCharacterHandler>.SetCharacterInvalid\(\) ,
CharacterBase<LayeredCharacterTypeSO,
LayeredCharacter.LoadedLayeredCharacterHandler>.AcquireCharacterHandler\(object\) ,
CharacterBase<LayeredCharacterTypeSO,
LayeredCharacter.LoadedLayeredCharacterHandler>.AcquireCharacterHandlerAsync\(object\) ,
CharacterBase<LayeredCharacterTypeSO,
LayeredCharacter.LoadedLayeredCharacterHandler>.ReleaseCharacterHandler\(object\) ,
CharacterBase<LayeredCharacterTypeSO,
LayeredCharacter.LoadedLayeredCharacterHandler>.LoadCharacterHandler\(\) ,
```

[CharacterBase<LayeredCharacterTypeSO,](#)
[LayeredCharacter.LoadedLayeredCharacterHandler>.LoadCharacterHandlerAsync\(\)](#),
[CharacterBase<LayeredCharacterTypeSO,](#)
[LayeredCharacter.LoadedLayeredCharacterHandler>.UnloadCharacterHandler\(\)](#).

Constructors

LayeredCharacter(LayeredCharacter, CharacterGroupBase)

Duplicate Character

```
public LayeredCharacter(LayeredCharacter character, CharacterGroupBase characterGroup  
= null)
```

Parameters

character [LayeredCharacter](#)

characterGroup [CharacterGroupBase](#)

LayeredCharacter(Character.DTO, CharacterGroupBase)

```
public LayeredCharacter(LayeredCharacter.Character.DTO character.DTO,  
CharacterGroupBase characterGroup)
```

Parameters

character.DTO [LayeredCharacter.Character.DTO](#)

characterGroup [CharacterGroupBase](#)

LayeredCharacter(LayeredCharacterTemplateSO, CharacterGroupBase)

```
public LayeredCharacter(LayeredCharacterTemplateSO template, CharacterGroupBase  
characterGroup = null)
```

Parameters

template [LayeredCharacterTemplateSO](#)

characterGroup [CharacterGroupBase](#)

LayeredCharacter(string, LayeredCharacterTypeSO, CharacterGroupBase)

```
public LayeredCharacter(string characterName, LayeredCharacterTypeSO characterType,  
CharacterGroupBase characterGroup = null)
```

Parameters

characterName [string](#)

characterType [LayeredCharacterTypeSO](#)

characterGroup [CharacterGroupBase](#)

Fields

CharacterGroup

```
public CharacterGroupBase CharacterGroup
```

Field Value

[CharacterGroupBase](#)

CharacterPieces

```
public List<CharacterPiece> CharacterPieces
```

Field Value

[List](#) <[CharacterPiece](#)>

Methods

LoadCharacterHandler()

```
protected override void LoadCharacterHandler()
```

LoadCharacterHandlerAsync()

```
protected override Task LoadCharacterHandlerAsync()
```

Returns

[Task](#)

OverrideCharacterPieces(LayeredCharacter)

```
public void OverrideCharacterPieces(LayeredCharacter character)
```

Parameters

character [LayeredCharacter](#)

TryRemoveFromGroup()

```
public bool TryRemoveFromGroup()
```

Returns

[bool](#)

UnloadCharacterHandler()

```
protected override void UnloadCharacterHandler()
```

ValidationCheck()

```
public override bool ValidationCheck()
```

Returns

[bool](#)

Events

OnCharacterPiecesOverriden

```
public event EventHandler OnCharacterPiecesOverriden
```

Event Type

[EventHandler](#)

Class LayeredCharacter.Character_DTO

Namespace: [BlazerTech.CharacterManagement.Characters](#)

Assembly: Assembly-CSharp.dll

```
[Serializable]
public class LayeredCharacter.Character.DTO
```

Inheritance

[object](#) ← LayeredCharacter.Character.DTO

Constructors

Character.DTO(LayeredCharacter)

```
public Character.DTO(LayeredCharacter character)
```

Parameters

character [LayeredCharacter](#)

Fields

CharacterDisplayName

```
public string CharacterDisplayName
```

Field Value

[string](#)

CharacterName

```
public string CharacterName
```

Field Value

[string](#)

CharacterPieces

```
public List<CharacterPieceInfo.CharacterPieceInfo.DTO> CharacterPieces
```

Field Value

[List](#) <[CharacterPieceInfo](#).[CharacterPieceInfo.DTO](#)>

CharacterTypeIdentifier

```
public string CharacterTypeIdentifier
```

Field Value

[string](#)

Class

LayeredCharacter.LoadedLayeredCharacterHandler

Namespace: [BlazerTech.CharacterManagement.Characters](#)

Assembly: Assembly-CSharp.dll

```
public class LayeredCharacter.LoadedLayeredCharacterHandler : LoadedCharacterHandlerBase
```

Inheritance

[object](#) ← [LoadedCharacterHandlerBase](#) ← LayeredCharacter.LoadedLayeredCharacterHandler

Inherited Members

[LoadedCharacterHandlerBase.CharacterMPB](#)

Constructors

LoadedLayeredCharacterHandler(LayeredCharacter)

```
public LoadedLayeredCharacterHandler(LayeredCharacter character)
```

Parameters

character [LayeredCharacter](#)

Methods

CreateNewCharacterMaterial()

```
public Material CreateNewCharacterMaterial()
```

Returns

Material

CreateNewCharacterMaterialAsync()

```
public Task<Material> CreateNewCharacterMaterialAsync()
```

Returns

[Task](#) <Material>

LoadUnloadedCharacterPiecesAsync()

```
public Task LoadUnloadedCharacterPiecesAsync()
```

Returns

[Task](#)

Release()

```
public override void Release()
```

UpdateCharacterMaterialAsync()

```
public void UpdateCharacterMaterialAsync()
```

Events

OnCharacterUpdated

```
public event EventHandler OnCharacterUpdated
```

Event Type

[EventHandler](#)

Class LayeredCharacterManager

Namespace: [BlazerTech.CharacterManagement.Characters](#)

Assembly: Assembly-CSharp.dll

```
public class LayeredCharacterManager : MonoBehaviour
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← LayeredCharacterManager

Fields

CharacterSaveMode

```
public static CharacterSaveMode CharacterSaveMode
```

Field Value

[CharacterSaveMode](#)

SavedCharactersDirectory

```
public const string SavedCharactersDirectory = "BlazerTech Character Creator"
```

Field Value

[string](#)

SavedCharactersFilename

```
public const string SavedCharactersFilename = "Saved Characters"
```

Field Value

[string](#)

Properties

CharacterTypeGroupCollections

```
public static IList<CharacterTypeGroupCollection> CharacterTypeGroupCollections { get; }
```

Property Value

[IList](#)<[CharacterTypeGroupCollection](#)>

Methods

GetCollectionUsingIndex(int)

```
public static CharacterTypeGroupCollection GetCollectionUsingIndex(int collectionIndex)
```

Parameters

[collectionIndex](#) [int](#)

Returns

[CharacterTypeGroupCollection](#)

GetOrCreateCollection(LayeredCharacterTypeSO)

```
public static CharacterTypeGroupCollection GetOrCreateCollection(LayeredCharacterTypeSO characterTypeData)
```

Parameters

[characterTypeData](#) [LayeredCharacterTypeSO](#)

Returns

[CharacterTypeGroupCollection](#)

Initialize()

```
public static void Initialize()
```

LoadCharacterGroups()

```
public static void LoadCharacterGroups()
```

NotifyNewCharacterCreated(LayeredCharacter)

```
public static void NotifyNewCharacterCreated(LayeredCharacter character)
```

Parameters

character [LayeredCharacter](#)

SaveCharacterGroupsImmediate()

```
public static void SaveCharacterGroupsImmediate()
```

ScheduleSaveCharacterGroups()

```
public static Task ScheduleSaveCharacterGroups()
```

Returns

[Task](#)

Events

OnCollectionUpdated

```
public static event EventHandler<LayeredCharacter> OnCollectionUpdated
```

Event Type

[EventHandler](#) <[LayeredCharacter](#)>

OnNewCharacterCreated

```
public static event EventHandler<LayeredCharacter> OnNewCharacterCreated
```

Event Type

[EventHandler](#) <[LayeredCharacter](#)>

Class LayeredCharacterTemplateSO

Namespace: [BlazerTech.CharacterManagement.Characters](#)

Assembly: Assembly-CSharp.dll

```
[CreateAssetMenu(menuName = "BlazerTech Character Management System/Layered Character Template", fileName = "New Layered Character Template")]
public class LayeredCharacterTemplateSO : CharacterTemplateSO<LayeredCharacterTypeSO,
LayeredCharacter>
```

Inheritance

[object](#) ← Object ← ScriptableObject ← [CharacterTemplateSO<LayeredCharacterTypeSO, LayeredCharacter>](#) ← LayeredCharacterTemplateSO

Inherited Members

[CharacterTemplateSO<LayeredCharacterTypeSO, LayeredCharacter>.CharacterType](#) ,
[CharacterTemplateSO<LayeredCharacterTypeSO, LayeredCharacter>.CharacterName](#) ,
[CharacterTemplateSO<LayeredCharacterTypeSO, LayeredCharacter>.GetOrCreateCharacter\(\)](#) ,
[CharacterTemplateSO<LayeredCharacterTypeSO, LayeredCharacter>.CreateNewCharacter\(\)](#).

Properties

CharacterPieceMappings

```
public List<CharacterPieceMapping> CharacterPieceMappings { get; }
```

Property Value

[List](#)<[CharacterPieceMapping](#)>

Methods

CreateNewCharacter()

```
protected override LayeredCharacter CreateNewCharacter()
```

Returns

[LayeredCharacter](#)

PerformValidationCheck()

```
public bool PerformValidationCheck()
```

Returns

[bool](#) ↗

Class LayeredCharacterTypeSO

Namespace: [BlazerTech.CharacterManagement.Characters](#)

Assembly: Assembly-CSharp.dll

```
[CreateAssetMenu(menuName = "BlazerTech Character Management System/Layered Character Type",
    fileName = "New Layered Character Type")]
public class LayeredCharacterTypeSO : CharacterTypeBaseSO, IValidatable
```

Inheritance

[Object](#) ← Object ← ScriptableObject ← [CharacterTypeBaseSO](#) ← LayeredCharacterTypeSO

Implements

[IValidatable](#)

Inherited Members

[CharacterTypeBaseSO.CharacterTypeID](#) , [CharacterTypeBaseSO.BaseSpritesheet](#) ,
[CharacterTypeBaseSO.CharacterController](#) , [CharacterTypeBaseSO.IsValidCharacterSpriteSheet\(Sprite\)](#)

Properties

CharacterCreatorSettings

```
public LayeredCharacterTypeSO.CharacterCreatorConfig CharacterCreatorSettings { get; }
```

Property Value

[LayeredCharacterTypeSO.CharacterCreatorConfig](#)

CharacterMaterial

```
public Material CharacterMaterial { get; }
```

Property Value

Material

CharacterPieceCollections

```
public List<CharacterPieceCollectionSO> CharacterPieceCollections { get; }
```

Property Value

[List](#) <[CharacterPieceCollectionSO](#)>

Methods

AcquireAllCharacterPiecesAsync(Action<float>)

```
public Task AcquireAllCharacterPiecesAsync(Action<float> onProgress = null)
```

Parameters

onProgress [Action](#) <[float](#)>

Returns

[Task](#)

Initialize(Material)

```
public bool Initialize(Material characterMaterial)
```

Parameters

characterMaterial Material

Returns

[bool](#)

`IsInResourcesFolder_EdEditMode()`

```
public bool IsInResourcesFolder_EdEditMode()
```

Returns

[bool](#)

`IsInitialized()`

```
public bool IsInitialized()
```

Returns

[bool](#)

`IsValid()`

```
public bool IsValid()
```

Returns

[bool](#)

`ReleaseAllCharacterPieces()`

```
public void ReleaseAllCharacterPieces()
```

Class

LayeredCharacterTypeSO.CharacterCreatorConfig

Namespace: [BlazerTech.CharacterManagement.Characters](#)

Assembly: Assembly-CSharp.dll

```
[Serializable]
public class LayeredCharacterTypeSO.CharacterCreatorConfig
```

Inheritance

[Object](#) ← LayeredCharacterTypeSO.CharacterCreatorConfig

Fields

CharacterPlaceholderSprite

```
public Sprite CharacterPlaceholderSprite
```

Field Value

Sprite

CharacterPreviewController

```
[Space]
public RuntimeAnimatorController CharacterPreviewController
```

Field Value

RuntimeAnimatorController

CharacterPreviewFrameIndex

```
public int CharacterPreviewFrameIndex
```

Field Value

[int ↗](#)

PreviewFrameHeight

```
public int PreviewFrameHeight
```

Field Value

[int ↗](#)

PreviewFrameWidth

```
[Header("Character Piece Preview Settings")]
public int PreviewFrameWidth
```

Field Value

[int ↗](#)

UseCleanCharacterPieceNames

```
[Tooltip("Automatically replaces underscores with spaces when displaying character
piece names")]
public bool UseCleanCharacterPieceNames
```

Field Value

[bool ↗](#)

Properties

BaseCharacterPieceCollection

```
public CharacterPieceCollectionSO BaseCharacterPieceCollection { get; }
```

Property Value

[CharacterPieceCollectionSO](#)

BaseCharacterPieceLoadedSpriteIndex

```
public int BaseCharacterPieceLoadedSpriteIndex { get; }
```

Property Value

[int↗](#)

Class

LayeredCharacterTypeSO.CharacterPreviewsSettings

Namespace: [BlazerTech.CharacterManagement.Characters](#)

Assembly: Assembly-CSharp.dll

```
[Serializable]
public class LayeredCharacterTypeSO.CharacterPreviewsSettings
```

Inheritance

[Object](#) ← LayeredCharacterTypeSO.CharacterPreviewsSettings

Fields

CharacterPlaceholderSprite

```
public Sprite CharacterPlaceholderSprite
```

Field Value

Sprite

CharacterPreviewController

```
public RuntimeAnimatorController CharacterPreviewController
```

Field Value

RuntimeAnimatorController

CharacterPreviewFrameIndex

```
public int CharacterPreviewFrameIndex
```

Field Value

[int ↗](#)

PreviewFrameHeight

```
public int PreviewFrameHeight
```

Field Value

[int ↗](#)

PreviewFrameWidth

```
[Header("Character Piece Preview Settings")]
public int PreviewFrameWidth
```

Field Value

[int ↗](#)

Properties

BaseCharacterPieceCollection

```
public CharacterPieceCollectionSO BaseCharacterPieceCollection { get; }
```

Property Value

[CharacterPieceCollectionSO](#)

BaseCharacterPieceLoadedSpriteIndex

```
public int BaseCharacterPieceLoadedSpriteIndex { get; }
```

Property Value

[int](#)

Class LoadedCharacterHandlerBase

Namespace: [BlazerTech.CharacterManagement.Characters](#)

Assembly: Assembly-CSharp.dll

```
public abstract class LoadedCharacterHandlerBase
```

Inheritance

[object](#) ← LoadedCharacterHandlerBase

Derived

[LayeredCharacter.LoadedLayeredCharacterHandler](#), [UnifiedCharacter.LoadedUnifiedCharacterHandler](#)

Constructors

LoadedCharacterHandlerBase()

```
public LoadedCharacterHandlerBase()
```

Properties

CharacterMPB

```
public MaterialPropertyBlock CharacterMPB { get; }
```

Property Value

MaterialPropertyBlock

Methods

Release()

```
public abstract void Release()
```

Enum MultiCharacterGroupType

Namespace: [BlazerTech.CharacterManagement.Characters](#)

Assembly: Assembly-CSharp.dll

```
public enum MultiCharacterGroupType
```

Fields

FixedGroup = 1

FlexibleGroup = 0

Class SingleCharacterGroup

Namespace: [BlazerTech.CharacterManagement.Characters](#)

Assembly: Assembly-CSharp.dll

```
[Serializable]
public class SingleCharacterGroup : CharacterGroupBase
```

Inheritance

[object](#) ← [CharacterGroupBase](#) ← SingleCharacterGroup

Inherited Members

[CharacterGroupBase.GroupName](#) , [CharacterGroupBase.OnCharacterChanged](#) ,
[CharacterGroupBase.AttachedGroupsCollection](#) ,
[CharacterGroupBase.RaiseOnCharacterChanged\(LayeredCharacter\)](#)

Constructors

SingleCharacterGroup(SingleCharacterGroup_DTO,
CharacterTypeGroupCollection)

```
public SingleCharacterGroup(SingleCharacterGroup.SingleCharacterGroup.DTO,
CharacterTypeGroupCollection attachedGroupsCollection)
```

Parameters

DTO [SingleCharacterGroup.SingleCharacterGroup.DTO](#)

attachedGroupsCollection [CharacterTypeGroupCollection](#)

SingleCharacterGroup(string, CharacterTypeGroupCollection)

```
public SingleCharacterGroup(string groupName, CharacterTypeGroupCollection
attachedGroupsCollection)
```

Parameters

groupName [string](#)

attachedGroupsCollection [CharacterTypeGroupCollection](#)

Properties

Character

```
public LayeredCharacter Character { get; protected set; }
```

Property Value

[LayeredCharacter](#)

Methods

AddCharacter(LayeredCharacter)

```
public override bool AddCharacter(LayeredCharacter character)
```

Parameters

character [LayeredCharacter](#)

Returns

[bool](#)

ContainsCharacter(LayeredCharacter)

```
public override bool ContainsCharacter(LayeredCharacter character)
```

Parameters

character [LayeredCharacter](#)

Returns

[bool](#)

ContainsCharacterWithGUID(Guid)

```
public override bool ContainsCharacterWithGUID(Guid guid)
```

Parameters

guid [Guid](#)

Returns

[bool](#)

ContainsCharacterWithName(string)

```
public override bool ContainsCharacterWithName(string characterName)
```

Parameters

characterName [string](#)

Returns

[bool](#)

Class

SingleCharacterGroup.SingleCharacterGroup_DTO

Namespace: [BlazerTech.CharacterManagement.Characters](#)

Assembly: Assembly-CSharp.dll

```
[Serializable]  
public class SingleCharacterGroup.SingleCharacterGroup.DTO
```

Inheritance

[object](#) ← SingleCharacterGroup.SingleCharacterGroup.DTO

Constructors

SingleCharacterGroup.DTO(LayeredCharacter, string)

```
public SingleCharacterGroup.DTO(LayeredCharacter character, string groupName)
```

Parameters

character [LayeredCharacter](#)

groupName [string](#)

SingleCharacterGroup.DTO(SingleCharacterGroup)

```
public SingleCharacterGroup.DTO(SingleCharacterGroup singleCharacterGroup)
```

Parameters

singleCharacterGroup [SingleCharacterGroup](#)

Fields

Character

```
public LayeredCharacter.Character.DTO Character
```

Field Value

[LayeredCharacter.Character.DTO](#)

GroupName

```
public string GroupName
```

Field Value

[string](#) ↗

Class UnifiedCharacter

Namespace: [BlazerTech.CharacterManagement.Characters](#)

Assembly: Assembly-CSharp.dll

```
public class UnifiedCharacter : CharacterBase<UnifiedCharacterTypeSO,  
UnifiedCharacter.LoadedUnifiedCharacterHandler>
```

Inheritance

```
object ←  
CharacterBase<UnifiedCharacterTypeSO, UnifiedCharacter.LoadedUnifiedCharacterHandler> ←  
UnifiedCharacter
```

Inherited Members

```
CharacterBase<UnifiedCharacterTypeSO,  
UnifiedCharacter.LoadedUnifiedCharacterHandler>.CharacterType ,  
CharacterBase<UnifiedCharacterTypeSO,  
UnifiedCharacter.LoadedUnifiedCharacterHandler>.LoadedCharacterHandler ,  
CharacterBase<UnifiedCharacterTypeSO,  
UnifiedCharacter.LoadedUnifiedCharacterHandler>.CharacterGUID ,  
CharacterBase<UnifiedCharacterTypeSO,  
UnifiedCharacter.LoadedUnifiedCharacterHandler>.CharacterName ,  
CharacterBase<UnifiedCharacterTypeSO,  
UnifiedCharacter.LoadedUnifiedCharacterHandler>.CharacterDisplayName ,  
CharacterBase<UnifiedCharacterTypeSO,  
UnifiedCharacter.LoadedUnifiedCharacterHandler>.IsValidCharacter ,  
CharacterBase<UnifiedCharacterTypeSO,  
UnifiedCharacter.LoadedUnifiedCharacterHandler>.ValidationCheck\(\) ,  
CharacterBase<UnifiedCharacterTypeSO,  
UnifiedCharacter.LoadedUnifiedCharacterHandler>.SetCharacterInvalid\(\) ,  
CharacterBase<UnifiedCharacterTypeSO,  
UnifiedCharacter.LoadedUnifiedCharacterHandler>.AcquireCharacterHandler\(object\) ,  
CharacterBase<UnifiedCharacterTypeSO,  
UnifiedCharacter.LoadedUnifiedCharacterHandler>.AcquireCharacterHandlerAsync\(object\) ,  
CharacterBase<UnifiedCharacterTypeSO,  
UnifiedCharacter.LoadedUnifiedCharacterHandler>.ReleaseCharacterHandler\(object\) ,  
CharacterBase<UnifiedCharacterTypeSO,  
UnifiedCharacter.LoadedUnifiedCharacterHandler>.LoadCharacterHandler\(\) ,
```

[CharacterBase<UnifiedCharacterTypeSO,](#)
[UnifiedCharacter.LoadedUnifiedCharacterHandler>.LoadCharacterHandlerAsync\(\)](#) ,
[CharacterBase<UnifiedCharacterTypeSO,](#)
[UnifiedCharacter.LoadedUnifiedCharacterHandler>.UnloadCharacterHandler\(\)](#).

Constructors

UnifiedCharacter(UnifiedCharacterTemplateSO)

```
public UnifiedCharacter(UnifiedCharacterTemplateSO unifiedCharacterTemplate)
```

Parameters

unifiedCharacterTemplate [UnifiedCharacterTemplateSO](#)

Methods

LoadCharacterHandler()

```
protected override void LoadCharacterHandler()
```

LoadCharacterHandlerAsync()

```
protected override Task LoadCharacterHandlerAsync()
```

Returns

[Task](#) ↗

Class

UnifiedCharacter.LoadedUnifiedCharacterHandler

Namespace: [BlazerTech.CharacterManagement.Characters](#)

Assembly: Assembly-CSharp.dll

```
public class UnifiedCharacter.LoadedUnifiedCharacterHandler : LoadedCharacterHandlerBase
```

Inheritance

[object](#) ← [LoadedCharacterHandlerBase](#) ← UnifiedCharacter.LoadedUnifiedCharacterHandler

Inherited Members

[LoadedCharacterHandlerBase.CharacterMPB](#)

Constructors

LoadedUnifiedCharacterHandler(UnifiedCharacter)

```
public LoadedUnifiedCharacterHandler(UnifiedCharacter character)
```

Parameters

character [UnifiedCharacter](#)

Methods

LoadCharacter()

```
public void LoadCharacter()
```

LoadCharacterAsync()

```
public Task LoadCharacterAsync()
```

Returns

[Task](#)

Release()

```
public override void Release()
```

Class UnifiedCharacterTemplateSO

Namespace: [BlazerTech.CharacterManagement.Characters](#)

Assembly: Assembly-CSharp.dll

```
[CreateAssetMenu(menuName = "BlazerTech Character Management System/Unified Character Template", fileName = "New Character Template")]
public class UnifiedCharacterTemplateSO : CharacterTemplateSO<UnifiedCharacterTypeSO, UnifiedCharacter>
```

Inheritance

```
object ← Object ← ScriptableObject ←
CharacterTemplateSO<UnifiedCharacterTypeSO, UnifiedCharacter> ← UnifiedCharacterTemplateSO
```

Inherited Members

```
CharacterTemplateSO<UnifiedCharacterTypeSO, UnifiedCharacter>.CharacterType ,
CharacterTemplateSO<UnifiedCharacterTypeSO, UnifiedCharacter>.CharacterName ,
CharacterTemplateSO<UnifiedCharacterTypeSO, UnifiedCharacter>.GetOrCreateCharacter\(\) ,
CharacterTemplateSO<UnifiedCharacterTypeSO, UnifiedCharacter>.CreateNewCharacter\(\).
```

Fields

CharacterSpritesheet

```
[Header("IMPORTANT")]
[InfoBox("Make sure 'Character Spritesheet' is the same size as the 'Spritesheet Size' set in the referenced 'Character Type'! Otherwise the character template will be invalid!", EInfoBoxType.Normal)]
[Space]
public AssetReferenceT<Texture2D> CharacterSpritesheet
```

Field Value

AssetReferenceT<Texture2D>

Methods

CreateNewCharacter()

```
protected override UnifiedCharacter CreateNewCharacter()
```

Returns

[UnifiedCharacter](#)

Class UnifiedCharacterTypeSO

Namespace: [BlazerTech.CharacterManagement.Characters](#)

Assembly: Assembly-CSharp.dll

```
[CreateAssetMenu(menuName = "BlazerTech Character Management System/Unified Character Type",
    fileName = "New Unified Character Type")]
public class UnifiedCharacterTypeSO : CharacterTypeBaseSO
```

Inheritance

[Object](#) ↗ ← Object ← ScriptableObject ← [CharacterTypeBaseSO](#) ← UnifiedCharacterTypeSO

Inherited Members

[CharacterTypeBaseSO.CharacterTypeID](#) , [CharacterTypeBaseSO.BaseSpritesheet](#) ,
[CharacterTypeBaseSO.CharacterController](#) , [CharacterTypeBaseSO.IsValidCharacterSpriteSheet\(Sprite\)](#)

Namespace BlazerTech.CharacterManagement.Components

Classes

[CharacterAnimator](#)

[CharacterLoaderBase](#)

[LayeredCharacterLoader](#)

[LayeredCharacterTemplateLoader](#)

[PlayerMovementController](#)

[UnifiedCharacterLoader](#)

Enums

[CharacterLoaderLoadingMode](#)

[CharacterMultiGroupLoadMethod](#)

Class CharacterAnimator

Namespace: [BlazerTech.CharacterManagement.Components](#)

Assembly: Assembly-CSharp.dll

```
public class CharacterAnimator : MonoBehaviour
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← CharacterAnimator

Fields

Instance

```
public static CharacterAnimator Instance
```

Field Value

[CharacterAnimator](#)

Properties

Animator

```
public Animator Animator { get; }
```

Property Value

Animator

Methods

ForceDirection(Direction)

```
public void ForceDirection(Direction newDirection)
```

Parameters

newDirection [Direction](#)

GetCurrentAnimationNormalizedTime()

```
public float GetCurrentAnimationNormalizedTime()
```

Returns

[float](#)

GetParamaterInfo(string)

```
public float GetParamaterInfo(string name)
```

Parameters

name [string](#)

Returns

[float](#)

PlayAnimation(string)

```
public void PlayAnimation(string name)
```

Parameters

name [string](#)

RestartCurrentAnimation()

```
public void RestartCurrentAnimation()
```

SetTrigger(string)

```
public void SetTrigger(string name)
```

Parameters

name [string](#)

Class CharacterLoaderBase

Namespace: [BlazerTech.CharacterManagement.Components](#)

Assembly: Assembly-CSharp.dll

```
public abstract class CharacterLoaderBase : MonoBehaviour
```

Inheritance

[Object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← CharacterLoaderBase

Derived

[LayeredCharacterLoader](#), [LayeredCharacterTemplateLoader](#), [UnifiedCharacterLoader](#)

Fields

_animator

```
[SerializeField]
[ShowIf("setAnimatorController")]
[BoxGroup("References")]
protected Animator _animator
```

Field Value

Animator

_renderer

```
[SerializeField]
[BoxGroup("References")]
protected Renderer _renderer
```

Field Value

Renderer

loadCharacterOnStart

```
[SerializeField]
[BoxGroup("Loading")]
protected bool loadCharacterOnStart
```

Field Value

[bool](#) ↗

loadingMode

```
[SerializeField]
[BoxGroup("Loading")]
protected CharacterLoaderLoadingMode loadingMode
```

Field Value

[CharacterLoaderLoadingMode](#)

setAnimatorController

```
[Tooltip("Override the animator controller with the one assigned in the Character Type")]
[SerializeField]
[BoxGroup("References")]
protected bool setAnimatorController
```

Field Value

[bool](#) ↗

Methods

GetAndShowCharacter()

```
public abstract Task GetAndShowCharacter()
```

Returns

[Task](#)

OnDestroy()

```
protected virtual void OnDestroy()
```

ReleaseCharacter()

```
protected abstract void ReleaseCharacter()
```

ShowCharacter()

```
protected abstract void ShowCharacter()
```

TrySetCharacterAnimator(CharacterTypeBaseSO)

```
protected void TrySetCharacterAnimator(CharacterTypeBaseSO characterType)
```

Parameters

characterType [CharacterTypeBaseSO](#)

ValidationCheck()

```
protected virtual bool ValidationCheck()
```

Returns

bool ↗

Enum CharacterLoaderLoadingMode

Namespace: [BlazerTech.CharacterManagement.Components](#)

Assembly: Assembly-CSharp.dll

```
public enum CharacterLoaderLoadingMode
```

Fields

Asynchronous = 0

Synchronous = 1

Enum CharacterMultiGroupLoadMethod

Namespace: [BlazerTech.CharacterManagement.Components](#)

Assembly: Assembly-CSharp.dll

```
public enum CharacterMultiGroupLoadMethod
```

Fields

CharacterIndex = 1

CharacterName = 0

Randomized = 2

Class LayeredCharacterLoader

Namespace: [BlazerTech.CharacterManagement.Components](#)

Assembly: Assembly-CSharp.dll

```
public class LayeredCharacterLoader : CharacterLoaderBase
```

Inheritance

[object](#) ↗ ← Object ← Component ← Behaviour ← MonoBehaviour ← [CharacterLoaderBase](#) ← LayeredCharacterLoader

Inherited Members

[CharacterLoaderBase.renderer](#) , [CharacterLoaderBase.setAnimatorController](#) ,
[CharacterLoaderBase.animator](#) , [CharacterLoaderBase.loadingMode](#) ,
[CharacterLoaderBase.loadCharacterOnStart](#) ,
[CharacterLoaderBase.TrySetCharacterAnimator\(CharacterTypeBaseSO\)](#)

Properties

CharacterGroupLoadMethod

```
public CharacterMultiGroupLoadMethod CharacterGroupLoadMethod { get; }
```

Property Value

[CharacterMultiGroupLoadMethod](#)

CharacterGroupName

```
public string CharacterGroupName { get; }
```

Property Value

[string](#) ↗

CharacterIndex

```
public int CharacterIndex { get; }
```

Property Value

[int](#)

CharacterName

```
public string CharacterName { get; }
```

Property Value

[string](#)

Methods

GetAndShowCharacter()

```
public override Task GetAndShowCharacter()
```

Returns

[Task](#)

OnDestroy()

```
protected override void OnDestroy()
```

ReleaseCharacter()

```
protected override void ReleaseCharacter()
```

ShowCharacter()

```
protected override void ShowCharacter()
```

UpdateCharacterMaterialProperties()

```
public void UpdateCharacterMaterialProperties()
```

ValidationCheck()

```
protected override bool ValidationCheck()
```

Returns

bool ↗

Class LayeredCharacterTemplateLoader

Namespace: [BlazerTech.CharacterManagement.Components](#)

Assembly: Assembly-CSharp.dll

```
public class LayeredCharacterTemplateLoader : CharacterLoaderBase
```

Inheritance

[Object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← [CharacterLoaderBase](#) ← LayeredCharacterTemplateLoader

Inherited Members

[CharacterLoaderBase.renderer](#) , [CharacterLoaderBase.setAnimatorController](#) ,
[CharacterLoaderBase.animator](#) , [CharacterLoaderBase.loadingMode](#) ,
[CharacterLoaderBase.loadCharacterOnStart](#) , [CharacterLoaderBase.ValidationCheck\(\)](#) ,
[CharacterLoaderBase.TrySetCharacterAnimator\(CharacterTypeBaseSO\)](#) ,
[CharacterLoaderBase.OnDestroy\(\)](#).

Methods

GetAndShowCharacter()

```
public override Task GetAndShowCharacter()
```

Returns

[Task](#)

ReleaseCharacter()

```
protected override void ReleaseCharacter()
```

ShowCharacter()

```
protected override void ShowCharacter()
```

Class PlayerMovementController

Namespace: [BlazerTech.CharacterManagement.Components](#)

Assembly: Assembly-CSharp.dll

```
public class PlayerMovementController : MonoBehaviour
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← PlayerMovementController

Fields

Instance

```
public static PlayerMovementController Instance
```

Field Value

[PlayerMovementController](#)

Properties

CanMove

```
public bool CanMove { get; set; }
```

Property Value

[bool](#)

EnableCrouch

```
public bool EnableCrouch { get; }
```

Property Value

bool ↗

EnableSprint

```
public bool EnableSprint { get; }
```

Property Value

bool ↗

IsCrouching

```
public bool IsCrouching { get; }
```

Property Value

bool ↗

IsMoving

```
public bool IsMoving { get; }
```

Property Value

bool ↗

IsSprinting

```
public bool IsSprinting { get; }
```

Property Value

[bool](#) ↴

MoveSpeed

```
public float MoveSpeed { get; set; }
```

Property Value

[float](#) ↴

Movement

```
public Vector2 Movement { get; }
```

Property Value

Vector2

Class UnifiedCharacterLoader

Namespace: [BlazerTech.CharacterManagement.Components](#)

Assembly: Assembly-CSharp.dll

```
public class UnifiedCharacterLoader : CharacterLoaderBase
```

Inheritance

[Object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← [CharacterLoaderBase](#) ← UnifiedCharacterLoader

Inherited Members

[CharacterLoaderBase.renderer](#) , [CharacterLoaderBase.setAnimatorController](#) ,
[CharacterLoaderBase.animator](#) , [CharacterLoaderBase.loadingMode](#) ,
[CharacterLoaderBase.loadCharacterOnStart](#) , [CharacterLoaderBase.ValidationCheck\(\)](#) ,
[CharacterLoaderBase.TrySetCharacterAnimator\(CharacterTypeBaseSO\)](#) ,
[CharacterLoaderBase.OnDestroy\(\)](#).

Methods

GetAndShowCharacter()

```
public override Task GetAndShowCharacter()
```

Returns

[Task](#)

ReleaseCharacter()

```
protected override void ReleaseCharacter()
```

ShowCharacter()

```
protected override void ShowCharacter()
```

Namespace BlazerTech.CharacterManagement. Editor.Inspectors

Classes

[CharacterTypeSOEditor](#)

Class CharacterTypeSOEditor

Namespace: [BlazerTech.CharacterManagement.Editor.Inspectors](#)

Assembly: Assembly-CSharp-Editor.dll

```
[CustomEditor(typeof(LayeredCharacterTypeSO), true)]  
public class CharacterTypeSOEditor : NaughtyInspector
```

Inheritance

[object](#) ← Object ← ScriptableObject ← Editor ← NaughtyInspector ← CharacterTypeSOEditor

Inherited Members

NaughtyInspector.OnEnable() , NaughtyInspector.OnDisable() ,
[NaughtyInspector.GetSerializedProperties\(ref List<SerializedProperty>\)](#) ,
NaughtyInspector.DrawSerializedProperties() , [NaughtyInspector.DrawNonSerializedFields\(bool\)](#) ,
[NaughtyInspector.DrawNativeProperties\(bool\)](#) , [NaughtyInspector.DrawButtons\(bool\)](#)

Methods

OnInspectorGUI()

Implement this function to make a custom inspector.

```
public override void OnInspectorGUI()
```

Namespace BlazerTech.CharacterManagement. Editor.Windows

Classes

[CharacterTypeGroupCollectionsViewer](#)

Class CharacterTypeGroupCollectionsViewer

Namespace: [BlazerTech.CharacterManagement.Editor.Windows](#)

Assembly: Assembly-CSharp-Editor.dll

```
public class CharacterTypeGroupCollectionsViewer : EditorWindow
```

Inheritance

[object](#) ← Object ← ScriptableObject ← EditorWindow ← CharacterTypeGroupCollectionsViewer

Methods

GetDisplayText(string)

```
public string GetDisplayText(string input)
```

Parameters

input [string](#)

Returns

[string](#)

ShowWindow()

```
[MenuItem("Tools/Character Group Collections Viewer")]
public static void ShowWindow()
```

Namespace BlazerTech.CharacterManagement.Essentials

Classes

[CCAnimationPreviewButtonHandler](#)

[CCReferenceHandler](#)

[CCSaveSystem](#)

[CMSInitializationHandler](#)

[EssentialsLoader](#)

[OwnedResourceTracker<TResource>](#)

[SerializableDictionary< TKey, TValue >](#)

[SerializableKeyValuePair< TKey, TValue >](#)

[SessionGUIDHandler](#)

Interfaces

[IValidatable](#)

Enums

[Direction](#)

Class CCMAnimationPreviewButtonHandler

Namespace: [BlazerTech.CharacterManagement.Essentials](#)

Assembly: Assembly-CSharp.dll

```
public class CCMAnimationPreviewButtonHandler : MonoBehaviour
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← CCMAnimationPreviewButtonHandler

Class CCReferenceHandler

Namespace: [BlazerTech.CharacterManagement.Essentials](#)

Assembly: Assembly-CSharp.dll

```
[DefaultExecutionOrder(-200)]  
[DisallowMultipleComponent]  
public class CCReferenceHandler : MonoBehaviour
```

Inheritance

[Object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← CCReferenceHandler

Properties

CharacterPiecesShaders

```
public SerializableDictionary<int, Shader> CharacterPiecesShaders { get; }
```

Property Value

[SerializableDictionary](#)<[int](#), Shader>

CharacterTypes

```
public LayeredCharacterTypeSO[] CharacterTypes { get; }
```

Property Value

[LayeredCharacterTypeSO](#)[]

Instance

```
public static CCReferenceHandler Instance { get; }
```

Property Value

[CCReferenceHandler](#)

UnifiedCharacterMaterial

```
public Material UnifiedCharacterMaterial { get; }
```

Property Value

Material

Methods

GetCharacterTypeFromIdentifier(string)

```
public LayeredCharacterTypeSO GetCharacterTypeFromIdentifier(string identifier)
```

Parameters

identifier [string](#)

Returns

[LayeredCharacterTypeSO](#)

GetCharacterTypesAsync()

```
public Task<List<LayeredCharacterTypeSO>> GetCharacterTypesAsync()
```

Returns

[Task](#) <[List](#) <[LayeredCharacterTypeSO](#)>>

GetLayeredCharacterTypes()

```
public List<LayeredCharacterTypeSO> GetLayeredCharacterTypes()
```

Returns

[List](#) <[LayeredCharacterTypeSO](#)>

SetCharacterTypes(LayeredCharacterTypeSO[])

```
public void SetCharacterTypes(LayeredCharacterTypeSO[] characterTypes)
```

Parameters

characterTypes [LayeredCharacterTypeSO](#)[]

Class CCSaveSystem

Namespace: [BlazerTech.CharacterManagement.Essentials](#)

Assembly: Assembly-CSharp.dll

```
public class CCSaveSystem : MonoBehaviour
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← CCSaveSystem

Methods

LoadFileWholePath<T>(string)

```
public static T LoadFileWholePath<T>(string filePath) where T : class
```

Parameters

filePath [string](#)

Returns

T

Type Parameters

T

LoadFile<T>(string)

```
public static T LoadFile<T>(string filePath) where T : class
```

Parameters

filePath [string](#)

Returns

T

Type Parameters

T

LoadFilesInFolder<T>(string)

```
public static List<T> LoadFilesInFolder<T>(string folderPath) where T : class
```

Parameters

FolderPath [string](#)

Returns

[List](#)<T>

Type Parameters

T

SaveFile<T>(string, string, T)

```
public static void SaveFile<T>(string filePath, string fileName, T objectToWrite)
```

Parameters

filePath [string](#)

fileName [string](#)

objectToWrite T

Type Parameters

Class CMSInitializationHandler

Namespace: [BlazerTech.CharacterManagement.Essentials](#)

Assembly: Assembly-CSharp.dll

```
[DefaultExecutionOrder(-100)]  
[DisallowMultipleComponent]  
public class CMSInitializationHandler : MonoBehaviour
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← CMSInitializationHandler

Properties

AllInitializationFinished

```
public static bool AllInitializationFinished { get; }
```

Property Value

[bool](#)

CoreInitializationFinished

```
public static bool CoreInitializationFinished { get; }
```

Property Value

[bool](#)

Instance

```
public static CMSInitializationHandler Instance { get; }
```

Property Value

[CMSInitializationHandler](#)

Enum Direction

Namespace: [BlazerTech.CharacterManagement.Essentials](#)

Assembly: Assembly-CSharp.dll

```
public enum Direction
```

Fields

Down = 0

Left = 2

Right = 3

Up = 1

Class EssentialsLoader

Namespace: [BlazerTech.CharacterManagement.Essentials](#)

Assembly: Assembly-CSharp.dll

```
public abstract class EssentialsLoader : MonoBehaviour
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← EssentialsLoader

Methods

Execute()

```
[RuntimeInitializeOnLoadMethod(RuntimeInitializeLoadType.BeforeSceneLoad)]  
public static void Execute()
```

Interface IValidatable

Namespace: [BlazerTech.CharacterManagement.Essentials](#)

Assembly: Assembly-CSharp.dll

```
public interface IValidatable
```

Methods

IsValid()

```
bool IsValid()
```

Returns

[bool](#)

Class OwnedResourceTracker<TResource>

Namespace: [BlazerTech.CharacterManagement.Essentials](#)

Assembly: Assembly-CSharp.dll

```
public abstract class OwnedResourceTracker<TResource>
```

Type Parameters

TResource

Inheritance

[object](#) ← OwnedResourceTracker<TResource>

Derived

[CharacterPieceInfo](#)

Properties

Owners

```
public HashSet<object> Owners { get; protected set; }
```

Property Value

[HashSet](#)<[object](#)>

Methods

AcquireResource(object)

Acquires the resource for an owner

```
public virtual TResource AcquireResource(object owner)
```

Parameters

owner [object](#)

Object claiming ownership

Returns

TResource

Managed resource

AcquireResourceAsync(object)

Acquires the resource for an owner asynchronously

```
public virtual Task<TResource> AcquireResourceAsync(object owner)
```

Parameters

owner [object](#)

Object claiming ownership

Returns

[Task](#) <TResource>

Managed resource

GetAndLoadResource()

```
protected abstract TResource GetAndLoadResource()
```

Returns

TResource

GetAndLoadResourceAsync()

```
protected abstract Task<TResource> GetAndLoadResourceAsync()
```

Returns

[Task](#) <TResource>

ReleaseResource(object)

```
public virtual void ReleaseResource(object owner)
```

Parameters

owner [object](#)

UnloadResource()

```
protected abstract void UnloadResource()
```

Class SerializableDictionary<TKey, TValue>

Namespace: [BlazerTech.CharacterManagement.Essentials](#)

Assembly: Assembly-CSharp.dll

```
[Serializable]
public class SerializableDictionary<TKey, TValue> : Dictionary<TKey, TValue>,
IDictionary<TKey, TValue>, ICollection<KeyValuePair<TKey, TValue>>,
IReadOnlyDictionary<TKey, TValue>, IReadOnlyCollection<KeyValuePair<TKey, TValue>>,
IEnumerable<KeyValuePair<TKey, TValue>>, IDictionary, ICollection, IEnumerable,
IDeserializationCallback, ISerializable, ISerializationCallbackReceiver
```

Type Parameters

TKey

TValue

Inheritance

[object](#) ← [Dictionary](#)<TKey, TValue> ← SerializableDictionary<TKey, TValue>

Implements

[IDictionary](#)<TKey, TValue>, [ICollection](#)<[KeyValuePair](#)<TKey, TValue>>,

[IReadOnlyDictionary](#)<TKey, TValue>, [IReadOnlyCollection](#)<[KeyValuePair](#)<TKey, TValue>>,

[IEnumerable](#)<[KeyValuePair](#)<TKey, TValue>>, [IDictionary](#), [ICollection](#), [IEnumerable](#),

[IDeserializationCallback](#), [ISerializable](#), ISerializationCallbackReceiver

Methods

OnAfterDeserialize()

Implement this callback to transform data back into runtime data types after an object is serialized.

```
public void OnAfterDeserialize()
```

OnBeforeSerialize()

Implement this callback to transform data into serializable data types immediately before an object is serialized.

```
public void OnBeforeSerialize()
```

Class SerializableKeyValuePair<TKey, TValue>

Namespace: [BlazerTech.CharacterManagement.Essentials](#)

Assembly: Assembly-CSharp.dll

```
[Serializable]
public class SerializableKeyValuePair<TKey, TValue>
```

Type Parameters

TKey

TValue

Inheritance

[object](#) ← SerializableKeyValuePair<TKey, TValue>

Constructors

SerializableKeyValuePair(TKey, TValue)

```
public SerializableKeyValuePair(TKey key, TValue value)
```

Parameters

key TKey

value TValue

Properties

key

```
public TKey key { get; set; }
```

Property Value

TKey

value

```
public TValue value { get; set; }
```

Property Value

TValue

Class SessionGUIDHandler

Namespace: [BlazerTech.CharacterManagement.Essentials](#)

Assembly: Assembly-CSharp.dll

```
[DefaultExecutionOrder(-1000)]  
public class SessionGUIDHandler : MonoBehaviour
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← SessionGUIDHandler

Fields

SessionGUID

```
public static Guid SessionGUID
```

Field Value

[Guid](#)

Namespace BlazerTech.CharacterManagement.Internal.Testing

Classes

[CCDebugChangeSceneOnEscape](#)

[CCDebugCreateFixedCharacterGroup](#)

[CCDebugCreateFlexibleCharacter](#)

[CCDebugCreateSingleCharacter](#)

[LoadingScreenObjectRotation](#)

Class CCDebugChangeSceneOnEscape

Namespace: [BlazerTech.CharacterManagement.Internal.Testing](#)

Assembly: Assembly-CSharp.dll

```
public class CCDebugChangeSceneOnEscape : MonoBehaviour
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← CCDebugChangeSceneOnEscape

Fields

SceneName

```
public string SceneName
```

Field Value

[string](#)

Class CCDebugCreateFixedCharacterGroup

Namespace: [BlazerTech.CharacterManagement.Internal.Testing](#)

Assembly: Assembly-CSharp.dll

```
public class CCDebugCreateFixedCharacterGroup : MonoBehaviour
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← CCDebugCreateFixedCharacterGroup

Methods

CreateFixedCharacterGroup()

```
[Button(null, EButtonEnableMode.Always)]  
public void CreateFixedCharacterGroup()
```

Class CCDebugCreateFlexibleCharacter

Namespace: [BlazerTech.CharacterManagement.Internal.Testing](#)

Assembly: Assembly-CSharp.dll

```
public class CCDebugCreateFlexibleCharacter : MonoBehaviour
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← CCDebugCreateFlexibleCharacter

Methods

CreateFlexibleCharacter()

```
[Button(null, EButtonEnableMode.Always)]  
public void CreateFlexibleCharacter()
```

Class CCDebugCreateSingleCharacter

Namespace: [BlazerTech.CharacterManagement.Internal.Testing](#)

Assembly: Assembly-CSharp.dll

```
public class CCDebugCreateSingleCharacter : MonoBehaviour
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← CCDebugCreateSingleCharacter

Class LoadingScreenObjectRotation

Namespace: [BlazerTech.CharacterManagement.Internal.Testing](#)

Assembly: Assembly-CSharp.dll

```
public class LoadingScreenObjectRotation : MonoBehaviour
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← LoadingScreenObjectRotation

Namespace BlazerTech.CharacterManagement.Samples

Classes

[ActiveMenuHandler](#)

[Menu](#)

[MenuBackRelay](#)

[SceneChangeRelay](#)

[ToggleMenuOnInput](#)

Class ActiveMenuHandler

Namespace: [BlazerTech.CharacterManagement.Samples](#)

Assembly: Assembly-CSharp.dll

```
[DefaultExecutionOrder(-10)]  
public class ActiveMenuHandler : MonoBehaviour
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← ActiveMenuHandler

Fields

CloseMenuKey

```
[ShowIf("CloseMenuWithInput")]  
public KeyCode CloseMenuKey
```

Field Value

KeyCode

CloseMenuWithInput

```
[Space]  
public bool CloseMenuWithInput
```

Field Value

[bool](#)

Instance

```
public static ActiveMenuHandler Instance
```

Field Value

[ActiveMenuHandler](#)

menuStack

```
public readonly Stack<GameObject> menuStack
```

Field Value

[Stack](#)<GameObject>

Methods

Back()

```
public void Back()
```

OpenMenu(GameObject)

```
public void OpenMenu(GameObject menu)
```

Parameters

menu GameObject

Events

OnAllMenusClosed

```
public event EventHandler OnAllMenusClosed
```

Event Type

Class Menu

Namespace: [BlazerTech.CharacterManagement.Samples](#)

Assembly: Assembly-CSharp.dll

```
public class Menu : MonoBehaviour
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← Menu

Methods

Back()

```
public void Back()
```

Class MenuBackRelay

Namespace: [BlazerTech.CharacterManagement.Samples](#)

Assembly: Assembly-CSharp.dll

```
public class MenuBackRelay : MonoBehaviour
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← MenuBackRelay

Methods

Back()

```
public void Back()
```

Class SceneChangeRelay

Namespace: [BlazerTech.CharacterManagement.Samples](#)

Assembly: Assembly-CSharp.dll

```
public class SceneChangeRelay : MonoBehaviour
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← SceneChangeRelay

Methods

ChangeScene(int)

```
public void ChangeScene(int sceneIndex)
```

Parameters

sceneIndex [int](#)

ChangeScene(string)

```
public void ChangeScene(string sceneName)
```

Parameters

sceneName [string](#)

Class ToggleMenuOnInput

Namespace: [BlazerTech.CharacterManagement.Samples](#)

Assembly: Assembly-CSharp.dll

```
public class ToggleMenuOnInput : MonoBehaviour
```

Inheritance

[Object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← ToggleMenuOnInput

Namespace BlazerTech.CharacterManagement.Utilities

Classes

[SerializableInterfaceDrawer](#)

[SerializableInterface<T>](#)

Class SerializableInterfaceDrawer

Namespace: [BlazerTech.CharacterManagement.Utilities](#)

Assembly: Assembly-CSharp.dll

```
[CustomPropertyDrawer(typeof(SerializableInterface<>), true)]  
public class SerializableInterfaceDrawer : PropertyDrawer
```

Inheritance

[object](#) ← GUIDrawer ← PropertyDrawer ← SerializableInterfaceDrawer

Methods

OnGUI(Rect, SerializedProperty, GUIContent)

Override this method to make your own IMGUI based GUI for the property.

```
public override void OnGUI(Rect position, SerializedProperty property, GUIContent label)
```

Parameters

position Rect

Rectangle on the screen to use for the property GUI.

property SerializedProperty

The SerializedProperty to make the custom GUI for.

label GUIContent

The label of this property.

Class SerializableInterface<T>

Namespace: [BlazerTech.CharacterManagement.Utilities](#)

Assembly: Assembly-CSharp.dll

```
[Serializable]
public class SerializableInterface<T> where T : class
```

Type Parameters

T

Inheritance

[object](#) ↗ ← SerializableInterface<T>

Properties

Interface

```
public T Interface { get; }
```

Property Value

T