

Namespace BlazerTech.CharacterManagement.CharacterCreator

▼ Filter by title

Classes

- BlazerTech.Character

Management.Character CCMBase (BlazerTech.CharacterManagement.CharacterCreator.CCMBase.html)

Creator
Base class for all classes a part of the Character Creator Window
(BlazerTech.CharacterManagement.CCMBase.html)

CCMBase

CCMCharacterPieceSelectionManager

(BlazerTech.CharacterManagement.CharacterCreator.CCMCharacterPieceSelectionManager.html)

(BlazerTech.CharacterManagement.

CCMCharacterPreviewHandler

(BlazerTech.CharacterManagement.CharacterCreator.CCMCharacterPreviewHandler.html)

Progress

(BlazerTech.CharacterManagement.

CCMLoadingScreen

CCMLoadingBufferSpriteFillProgress

(BlazerTech.CharacterManagement.CharacterCreator.CCMLoadingBufferSpriteFillProgress.html)

(BlazerTech.CharacterManagement.

CharacterCreationMenuEnabler

Delay

CCMLoadingScreen

(BlazerTech.CharacterManagement.CharacterCreator.CCMLoadingScreen.html)

(BlazerTech.CharacterManagement.

CharacterCreationMenuManager

(BlazerTech.CharacterManagement.

CCMRelay (BlazerTech.CharacterManagement.CharacterCreator.CCMRelay.html)

(BlazerTech.CharacterManagement.

CharacterPieceDropdown

CharacterCreationMenuEnablerRelay

(BlazerTech.CharacterManagement.CharacterCreator.CharacterCreationMenuEnablerRelay.html)

CharacterPieceSelector

(BlazerTech.CharacterManagement.

CharacterPresenceController

CharacterCreationMenuManager

(BlazerTech.CharacterManagement.CharacterCreator.CharacterCreationMenuManager.html)

CharacterSelectionLoading

Screen

(BlazerTech.CharacterManagement.

GameObjectStateNotifier

CharacterPieceDropdownSelector

(BlazerTech.CharacterManagement.CharacterCreator.CharacterPieceDropdownSelector.html)

(BlazerTech.CharacterManagement.

InitializationMode

(BlazerTech.CharacterManagement.

CharacterPieceSelector **(BlazerTech.CharacterManagement.CharacterCreator.CharacterPieceSelector.html)**

CharacterPresenceController **(BlazerTech.CharacterManagement.CharacterCreator.CharacterPresenceController.html)**

**BlazerTech.Character
CharacterSelectionLoadingScreen**
**(BlazerTech.CharacterManagement.CharacterCreator.CharacterSelectionLoadingScr
een.cshtml)**
(BlazerTech.CharacterManager

GameObjectStateNotifier
(BlazerTech.CharacterManagement.
CCMCharacterPieceSelection
) Manager

LayeredCharacterListEntry
(BlazerTech.CharacterManagement.CharacterCreator.LayeredCharacterListEntry.html)

LayeredCharacterListNewCharacterEntry
(BlazerTech.CharacterManagement.CharacterCreator.LayeredCharacterListNewCharacterEntry.html)

LayeredCharacterSelectionList
(BlazerTech.CharacterManagement.
CharacterCreationMenuEnabler
html)

CharacterCreationMenuManager
(BlazerTech.CharacterManagement.
CharacterListEntryDisplayType
(BlazerTech.CharacterManagement.
CharacterPieceDropdown

Selector
(PlazerTech.CharacterManagement.
LoadingScreenProgressText
(PlazerTech.CharacterManagement.CharacterCreator.LoadingScreenProgressText ht

(BlazerTech.CharacterManagement.CharacterCreator.LoadingScreenProgressText.html) CharacterPresenceController
(BlazerTech.CharacterManagement.CharacterCreator.LoadingScreenProgressText.html)

LoadingScreenRepeatingText

(BlazerTech.CharacterManagement.CharacterCreator.LoadingScreenRepeatingText.html)

```
GameObjectStateNotifier  
(BlazerTech.CharacterManagement.  
ILoadingScreen  
(BlazerTech.CharacterManagement.  
InitializationMode  
(BlazerTech.CharacterManagement.
```

Interfaces

ILoadingScreen

(BlazerTech.CharacterManagement.CharacterCreator.ILoadingScreen.html)



Enums

- BlazerTech.Character

CharacterListEntryDisplayType

(BlazerTech.CharacterManagement.CharacterCreator.CharacterListEntryDisplayType.html)

.h (BlazerTech.CharacterManagement)

CCMBase

(BlazerTech.CharacterManagement.

InitializationMode

(BlazerTech.CharacterManagement.CharacterCreator.InitializationMode.html)

Manager

(BlazerTech.CharacterManagement.

LayeredCharacterListType

(BlazerTech.CharacterManagement.CharacterCreator.LayeredCharacterListType.html)

I) CCMLoadingBufferSpriteFill

Progress

(BlazerTech.CharacterManagement.

TwoDirectional

(BlazerTech.CharacterManagement.CharacterCreator.TwoDirectional.html)

CCMRelay

(BlazerTech.CharacterManagement.

CharacterCreationMenuEnabler

Relay

(BlazerTech.CharacterManagement.

CharacterCreationMenuManager

(BlazerTech.CharacterManagement.

CharacterListEntryDisplayType

(BlazerTech.CharacterManagement.

CharacterPieceDropdown

Selector

(BlazerTech.CharacterManagement.

CharacterPieceSelector

(BlazerTech.CharacterManagement.

CharacterPresenceController

(BlazerTech.CharacterManagement.

CharacterSelectionLoading

Screen

(BlazerTech.CharacterManagement.

GameObjectStateNotifier

(BlazerTech.CharacterManagement.

ILoadingScreen

(BlazerTech.CharacterManagement.

InitializationMode

(BlazerTech.CharacterManagement.

Class CCMBase

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

Filter by title

Inheritance

Management Character

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

Character

(BlazerTech.CharacterManager)

↳ Behaviour

↳ MonoBehaviour

(BlazerTech.CharacterManagement.

↳ CCMBase

CCMCharacterPieceSelection

Manager ↳ CCMCharacterPieceSelectionManager

(BlazerTech.CharacterManagement.CharacterCreator.CCMCharacterPieceSelectionManager.html)

↳ CCMCharacterPreviewHandler

(BlazerTech.CharacterManagement.CharacterCreator.CCMCharacterPreviewHandler.html)

(BlazerTech.CharacterManagement.

↳ CCMLoadingScreen

(BlazerTech.CharacterManagement.CharacterCreator.CCMLoadingScreen.html)

CCMLoadingBufferSpriteFill

Namespaces BlazerTech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).CharacterCreator

(BlazerTech.CharacterManagement.CharacterCreator.html)

Assembly CCMLoadingScreen.dll

Syntax

```
BlazerTech.CharacterManagement.  
CCMRelay  
(BlazerTech.CharacterManagement.  
public abstract class CCMBase : MonoBehaviour  
CharacterCreationMenuEnabler  
Relay  
(BlazerTech.CharacterManagement.  
CharacterCreationMenuManager  
BlazerTech.CharacterManagement.  
CharacterListEntryDisplayType  
(BlazerTech.CharacterManagement.  
CharacterPresenceController
```

Fields

characterCreationMenuManager

Declaration
Selector
(BlazerTech.CharacterManagement.
CharacterPieceSelector
protected CharacterCreationMenuManager characterCreationMenuManager
(BlazerTech.CharacterManagement.
CharacterPresenceController
(BlazerTech.CharacterManagement.

Field Value

Type	Description
CharacterSelectionLoading Screen	
CharacterCreationMenuManager GameObjectStateNotifier	

```
protected bool coreReferencesSuccessfullySet
```

Field Value

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

Management.Character
Creator
referenceHandler
(BlazerTech.CharacterManager)

Declaration

```
(BlazerTech.CharacterManagement.  
CCMCharacterPieceSelection  
protected CCReferenceHandler referenceHandler  
Manager  
(BlazerTech.CharacterManagement.
```

Field Value

Type	Description
BlazerTech.CharacterManagement. CCMLoadingBufferSpriteFill CCReferenceHandler (BlazerTech.CharacterManagement.Essentials.CCReferenceHandler.html) Progress	

```
(BlazerTech.CharacterManagement.  
CCMLoadingScreen  
(BlazerTech.CharacterManagement.  
CCMPoly.
```

Methods

```
(BlazerTech.CharacterManagement.  
CharacterCreationMenuEnabler
```

Awake()

```
(BlazerTech.CharacterManagement.  
CharacterCreationMenuManager  
CharacterCreationMenuType  
protected virtual void Awake()  
(BlazerTech.CharacterManagement.  
CharacterPieceDropdown  
Selector
```

CharacterCreationMenuDisabled()

```
CharacterPieceSelector  
(BlazerTech.CharacterManagement.  
CharacterPresenceController  
protected virtual void CharacterCreationMenuDisabled()  
(BlazerTech.CharacterManagement.
```

```
CharacterSelectionLoading  
Screen
```

CharacterCreationMenuEnabled()

```
(BlazerTech.CharacterManagement.  
ILoadingScreen  
(BlazerTech.CharacterManagement.  
protected virtual void CharacterCreationMenuEnabled()  
InitializationMode  
(BlazerTech.CharacterManagement.  
LayeredCharacterListEntry
```

GetCCReferenceHandler()

Declaration

```
protected CCReferenceHandler GetCCReferenceHandler()
```

>Returns
BlazerTech.CharacterManagement.Character

Type	Description
CCReferenceHandler (BlazerTech.CharacterManagement.Essentials.CCReferenceHandler.html)	

(BlazerTech.CharacterManager)

CCMBase

GetCharacterCreationManagerReference()

(BlazerTech.CharacterManagement.

CCMCharacterPreviewHandlerMenuManager GetCharacterCreationManagerReference()

(BlazerTech.CharacterManagement.

CCMLoadingBufferSpriteFill

Returns
Progress

Type	Description
BlazerTech.CharacterManagement.	

CCMLoadingScreen

CharacterCreationMenuManager

(BlazerTech.CharacterManagement.

(BlazerTech.CharacterManagement.CharacterCreator.CharacterCreationMenuManager.html)

CCMRelay

(BlazerTech.CharacterManagement.

CharacterCreationMenuEnabler

Relay

(BlazerTech.CharacterManagement.

CharacterCreationMenuManager

(BlazerTech.CharacterManagement.

CharacterListEntryDisplayType

(BlazerTech.CharacterManagement.

CharacterPieceDropdown

Selector

(BlazerTech.CharacterManagement.

CharacterPieceSelector

(BlazerTech.CharacterManagement.

CharacterPresenceController

(BlazerTech.CharacterManagement.

CharacterSelectionLoading

Screen

(BlazerTech.CharacterManagement.

GameObjectStateNotifier

(BlazerTech.CharacterManagement.

ILoadingScreen

(BlazerTech.CharacterManagement.

InitializationMode

(BlazerTech.CharacterManagement.

LayeredCharacterListEntry


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

Overrides

CCMBase.Awake()

(BlazerTech.CharacterManagement.CharacterCreator.CCMBase.html#BlazerTech_CharacterManagement_CharacterCreator_CCMBase_Awake)

management.character

Creator

CharacterCreationMenuEnabled()

CCMBase

Declaration

(BlazerTech.CharacterManagement.

CCMCharacterPieceSelection

protected override void CharacterCreationMenuEnabled()

Manager

(BlazerTech.CharacterManagement.

Overrides

CCMCharacterPreviewHandler

(BlazerTech.CharacterManagement.

CCMBase.CharacterCreationMenuEnabled()

CCMLoadingBufferSpriteFill

(BlazerTech.CharacterManagement.CharacterCreator.CCMBase.html#BlazerTech_CharacterManagement_CharacterCreator_CCMBase_CharacterCreationMenuEnabled)

(BlazerTech.CharacterManagement.

CCMLoadingScreen

(BlazerTech.CharacterManagement.

CCMRelay

(BlazerTech.CharacterManagement.

CharacterCreationMenuEnabler

Relay

(BlazerTech.CharacterManagement.

CharacterCreationMenuManager

(BlazerTech.CharacterManagement.

CharacterListEntryDisplayType

(BlazerTech.CharacterManagement.

CharacterPieceDropdown

Selector

(BlazerTech.CharacterManagement.

CharacterPieceSelector

(BlazerTech.CharacterManagement.

CharacterPresenceController

(BlazerTech.CharacterManagement.

CharacterSelectionLoading

Screen

(BlazerTech.CharacterManagement.

GameObjectStateNotifier

(BlazerTech.CharacterManagement.

ILoadingScreen

(BlazerTech.CharacterManagement.

InitializationMode

(BlazerTech.CharacterManagement.

LayeredCharacterListEntry

(BlazerTech.CharacterManagement.

Class CCMCharacterPreviewHandler

Inheritance

↳ [object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ Object

↳ **(BlazerTech.CharacterManagement)**

↳ Component

↳ CCMBase

↳ Behaviour

↳ **(BlazerTech.CharacterManagement)**

↳ **CCMCharacterPieceSelection**

↳ **CCMBase** ([BlazerTech.CharacterManagement.CharacterCreator.CCMBase.html](#))

Manager

↳ **CCMCharacterPreviewHandler**

↳ **(BlazerTech.CharacterManagement)**

Inherited Members

CCMCharacterPreviewHandler

CCMCharacterManagement.

([BlazerTech.CharacterManagement.CCMBase.html](#)#BlazerTech_CharacterManagement_CharacterCreator.CCMBase_referenceHandler)

CCMCharacterManagementManager

([BlazerTech.CharacterManagement.CCMBase.html](#)#BlazerTech_CharacterManagement_CharacterCreator.CCMBase_characterManagementManager)

CCMRoleReferencesSuccessfullySet

([BlazerTech.CharacterManagement.CharacterCreator.CCMBase.html](#)#BlazerTech_CharacterManagement_CharacterCreator.CCMBase_referencesSuccessfullySet)

CCMRoleGetCharacterCreationManagerReference()

([BlazerTech.CharacterManagement.CharacterCreator.CCMBase.html](#)#BlazerTech_CharacterManagement_CharacterCreator.CCMBase_getCharacterCreationManagerReference)

CCMRoleCharacterManagement

([BlazerTech.CharacterManagement.CharacterCreator.CCMBase.html](#)#BlazerTech_CharacterManagement_CharacterCreator.CCMBase_characterManagementHandler)

CharacterPieceDropdown

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

([BlazerTech.CharacterManagement](#).

Assembly: Assembly-CSharp.dll

CharacterPieceSelector

Syntax

([BlazerTech.CharacterManagement](#).

CharacterPresenceController

public class CCMCharacterPreviewHandler : CCMBase

([BlazerTech.CharacterManagement](#).

CharacterSelectionLoading

Screen

([BlazerTech.CharacterManagement](#).

GameObjectStateNotifier

([BlazerTech.CharacterManagement](#).

ILoadingScreen

([BlazerTech.CharacterManagement](#).

InitializationMode

Declaration

([BlazerTech.CharacterManagement](#).

LayeredCharacterListEntry

public LayeredCharacterListEntry { get; }

LayeredCharacterListNew

CharacterEntry

Properties

CharacterAnimator

InitializationMode

Declaration

([BlazerTech.CharacterManagement](#).

LayeredCharacterListEntry

public LayeredCharacterListEntry { get; }

LayeredCharacterListNew

CharacterEntry

Property Value

Type	Description
Animator	

CharacterSprite

(BlazerTech.CharacterManager)

Declaration

CCMBase

```
(BlazerTech.CharacterManagement.  
public Image CharacterSprite { get; }  
CCMCharacterPieceSelection
```

Manager

BlazerTech.CharacterManagement.

CCMCharacterPreviewHandler

Type	Description
BlazerTech.CharacterManagement.	

Image CCMLoadingBufferSpriteFill

Progress

(BlazerTech.CharacterManagement.

CCMLoadingScreen

DefaultDirection

(BlazerTech.CharacterManagement.

Declaration

(BlazerTech.CharacterManagement.

CharacterCreationMenuEnabler

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

(BlazerTech.CharacterManagement.

Property Value

CharacterCreationMenuManager

Type	Description
CharacterListEntryDisplayType	

Direction (BlazerTech.CharacterManagement.Essentials.Direction.html)

CharacterPieceDropdown

Selector

(BlazerTech.CharacterManagement.

CharacterPieceSelector

(BlazerTech.CharacterManagement.

CharacterPresenceController

(BlazerTech.CharacterManagement.

CharacterSelectionLoading

Declaration

(BlazerTech.CharacterManagement.

GameObject StateNotified Awake()

(BlazerTech.CharacterManagement.

ILoadingScreen

Overrides

(BlazerTech.CharacterManagement.

CCMBase Awake()

(BlazerTech.CharacterManagement.CharacterCreator.CCMBase.html#BlazerTech_CharacterManagement_Character

Creator_CCMBase_Awake)

LayeredCharacterListEntry

(BlazerTech.CharacterManagement.

LayeredCharacterListNew

CharacterCreationMenuDisabled()

CharacterEntry

Declaration

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

Overrides

CCMBase.CharacterCreationMenuDisabled()
(BlazerTech.CharacterManagement.CharacterCreator.CCMBase.html#BlazerTech_CharacterManagement_CharacterCreator_CCMBase_CharacterCreationMenuDisabled)

CCMBase

(BlazerTech.CharacterManagement.

CharacterCreationMenuEnabled()

Declaration

```
(BlazerTech.CharacterManagement.  
    CCMCharacterPreviewHandler  
protected override void CharacterCreationMenuEnabled()  
(BlazerTech.CharacterManagement.  
    CCMLoadingBufferSpriteFill  
    Progress  
    CCMRelay  
    (BlazerTech.CharacterManagement.
```

Overrides

CCMBase.CharacterCreationMenuEnabled()
CCMLoadingScreen
(BlazerTech.CharacterManagement.CharacterCreator.CCMBase.html#BlazerTech_CharacterManagement_CharacterCreator_CCMBase_CharacterCreationMenuEnabled)
CCMRelay
(BlazerTech.CharacterManagement.

LoadUnloadedCharacterPiecesAsync()

Declaration

```
(BlazerTech.CharacterManagement.  
    CharacterCreationMenuManager  
public Task LoadUnloadedCharacterPiecesAsync()  
    CharacterListEntryDisplayType  
(BlazerTech.CharacterManagement.
```

Returns

CharacterPieceDropdown
Type Selector
(BlazerTech.CharacterManagement.
Task<<https://learn.microsoft.com/dotnet/api/system.threading.tasks.task>> CharacterPieceSelector
(BlazerTech.CharacterManagement.

CharacterPresenceController

RotateCharacterPreview(TwoDirectional)

Declaration

```
CharacterSelectionLoading  
Screen  
(BlazerTech.CharacterManagement.  
public void RotateCharacterPreview(TwoDirectional direction)  
    GameObjectStateNotifier  
(BlazerTech.CharacterManagement.
```

Parameters

InitializationMode
Type TwoDirectional
(BlazerTech.CharacterManagement.
LayeredCharacterListEntry
(BlazerTech.CharacterManagement.CharacterCreator.TwoDirectional.html)
(BlazerTech.CharacterManagement.
LayeredCharacterListNew
CharacterEntry

Type	Description
Task< https://learn.microsoft.com/dotnet/api/system.threading.tasks.task >	

Type	Name	Description
TwoDirectional	direction	

RotateCharacterPreview(bool)

Declaration

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



Parameters

Type	Name	Description
CCMBase bool (https://learn.microsoft.com/dotnet/api/system.boolean) (BlazerTech.CharacterManagement.)	rotateLeft	

CCMCharacterPieceSelection

Manager

SetCharacterAnimator(RuntimeAnimatorController)

Declaration

```
(BlazerTech.CharacterManagement.  
CCMLoadingBufferSpriteFill  
pDggressid SetCharacterAnimator(RuntimeAnimatorController controller)  
(BlazerTech.CharacterManagement.  
CCMLoadingScreen
```

Parameters

Type	Name	Description
CMRelay (BlazerTech.CharacterManagement. RuntimeAnimatorController CharacterCreationMenuEnabler	controller	

Relay

(BlazerTech.CharacterManagement.

SetCharacterPreviewDirection(Direction)

Declaration

```
(BlazerTech.CharacterManagement.  
CharacterListEntryDisplayType  
(BlazerTech.CharacterManagement.  
public void SetCharacterPreviewDirection(Direction direction)  
CharacterPieceDropdown  
Selector
```

Parameters

Type	Name	Description
BlazerTech.CharacterManagement. CharacterPresenceController (BlazerTech.CharacterManagement.Essentials.Direction.html) (BlazerTech.CharacterManagement.	direction	

CharacterSelectionLoading

Screen

UpdateCharacterMaterial()

Declaration

```
(BlazerTech.CharacterManagement.  
GameObjectStateNotifier  
(BlazerTech.CharacterManagement.  
ILoadingScreen  
public void UpdateCharacterMaterial()  
(BlazerTech.CharacterManagement.  
InitializationMode  
(BlazerTech.CharacterManagement.  
LayeredCharacterListEntry  
(BlazerTech.CharacterManagement.  
LayeredCharacterListNew  
CharacterEntry
```



(BlazerTech.CharacterManagement)

CCMBase
(BlazerTech.CharacterManagement.
CCMCharacterPieceSelection
Manager
(BlazerTech.CharacterManagement.
CCMCharacterPreviewHandler
(BlazerTech.CharacterManagement.
CCMLoadingBufferSpriteFill
Progress
(BlazerTech.CharacterManagement.
CCMLoadingScreen
(BlazerTech.CharacterManagement.
CCMRelay
(BlazerTech.CharacterManagement.
CharacterCreationMenuEnabler
Relay
(BlazerTech.CharacterManagement.
CharacterCreationMenuManager
(BlazerTech.CharacterManagement.
CharacterListEntryDisplayType
(BlazerTech.CharacterManagement.
CharacterPieceDropdown
Selector
(BlazerTech.CharacterManagement.
CharacterPieceSelector
(BlazerTech.CharacterManagement.
CharacterPresenceController
(BlazerTech.CharacterManagement.
CharacterSelectionLoading
Screen
(BlazerTech.CharacterManagement.
GameObjectStateNotifier
(BlazerTech.CharacterManagement.
ILoadingScreen
(BlazerTech.CharacterManagement.
InitializationMode
(BlazerTech.CharacterManagement.
LayeredCharacterListEntry
(BlazerTech.CharacterManagement.
LayeredCharacterListNew
CharacterEntry

Class CCMLoadingBufferSpriteFillProgress

Inheritance

↳ [object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ Object
 ↳ CCMBase
 ↳ Component
 ↳ Behaviour
 ↳ CCMCharacterPieceSelection
 ↳ MonoBehaviour
 ↳ Manager
 ↳ LoadingScreenProgress
 ↳ CharacterManagement
 ↳ CharacterCreator
 ↳ LoadingScreenProgress
 ↳ CharacterCreator.LoadingScreenProgress.html
 ↳ CCMCharacterPreviewHandler
 ↳ CCMLoadingBufferSpriteFillProgress
 ↳ CharacterManagement
Namespace: BlazerTech.(BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).CharacterCreator
(BlazerTech.CharacterManagement.CharacterCreator.html)
Progress

Assembly: Assembly-CSharp.dll
(BlazerTech.CharacterManagement)

Syntax

```
CCMLoadingScreen  
  (BlazerTech.CharacterManagement.  
  public class CCMLoadingBufferSpriteFillProgress : LoadingScreenProgress  
    (BlazerTech.CharacterManagement.  
      CharacterCreationMenuEnabler  
      Relay  
      (BlazerTech.CharacterManagement.  
       CharacterCreationMenuManager  
       (BlazerTech.CharacterManagement.  
          CharacterListEntryDisplayType  
          (BlazerTech.CharacterManagement.
```

Methods

OnLoadingProgressUpdated(object, float)

(BlazerTech.CharacterManagement.

Declaration

```
CharacterPieceDropdown  
  Selector  
  (BlazerTech.CharacterManagement.  
  protected override void OnLoadingProgressUpdated(object sender, float progress)  
    CharacterPieceSelector  
    (BlazerTech.CharacterManagement.  
      CharacterListEntryDisplayType  
      (BlazerTech.CharacterManagement.
```

Parameters

CharacterPresenceController

Type	Name	Description
BlazerTech.CharacterManagement. CharacterSelectionLoading object (https://learn.microsoft.com/dotnet/api/system.object)	sender	
BlazerTech.CharacterManagement. float (https://learn.microsoft.com/dotnet/api/system.single)	progress	

Overrides

ILoadingScreen
LoadingScreenProgress.OnLoadingProgressUpdated(object, float)
(BlazerTech.CharacterManagement.
(BlazerTech.CharacterManagement.CharacterCreator.LoadingScreenProgress.html#BlazerTech_CharacterManagement_InitializationMode
CharacterCreator.LoadingScreenProgress_OnLoadingProgressUpdated_System_Object_System_Single_)
(BlazerTech.CharacterManagement.

LayeredCharacterListEntry

OnLoadingStarting()

LayeredCharacterListNew

Declaration

CharacterEntry
(BlazerTech.CharacterManagement.

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

Overrides

LoadingScreenProgress.OnLoadingStarting()

(BlazerTech.CharacterManagement.CharacterCreator.LoadingScreenProgress.html#BlazerTech_CharacterManagement_CharacterCreator_LoadingScreenProgress_OnLoadingStarting)

CCMBase

(BlazerTech.CharacterManagement.

CCMCharacterPieceSelection

Manager

(BlazerTech.CharacterManagement.

CCMCharacterPreviewHandler

(BlazerTech.CharacterManagement.

CCMLoadingBufferSpriteFill

Progress

(BlazerTech.CharacterManagement.

CCMLoadingScreen

(BlazerTech.CharacterManagement.

CCMRelay

(BlazerTech.CharacterManagement.

CharacterCreationMenuEnabler

Relay

(BlazerTech.CharacterManagement.

CharacterCreationMenuManager

(BlazerTech.CharacterManagement.

CharacterListEntryDisplayType

(BlazerTech.CharacterManagement.

CharacterPieceDropdown

Selector

(BlazerTech.CharacterManagement.

CharacterPieceSelector

(BlazerTech.CharacterManagement.

CharacterPresenceController

(BlazerTech.CharacterManagement.

CharacterSelectionLoading

Screen

(BlazerTech.CharacterManagement.

GameObjectStateNotifier

(BlazerTech.CharacterManagement.

ILoadingScreen

(BlazerTech.CharacterManagement.

InitializationMode

(BlazerTech.CharacterManagement.

LayeredCharacterListEntry

(BlazerTech.CharacterManagement.

LayeredCharacterListNew

CharacterEntry

(BlazerTech.CharacterManagement.

Class CCMLoadingScreen

Inheritance

↳ [object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ Object
 ↳ CCMCharacterPieceSelection
 ↳ Component
 ↳ Manager
 ↳ Behaviour
 ↳ (BlazerTech.CharacterManagement.
 ↳ MonoBehaviour)
 ↳ CCMCharacterPreviewHandler
 ↳ CCMBase (BlazerTech.CharacterManagement.CharacterCreator.CCMBase.html)
 ↳ (BlazerTech.CharacterManagement.
 ↳ CCMLoadingScreen
 ↳ CCMLoadingBufferSpriteFill)

Implements

 ↳ Progress
 ILoadingScreen (BlazerTech.CharacterManagement.CharacterCreator.ILoadingScreen.html)

Inherited Members

 ↳ (BlazerTech.CharacterManagement.
CCMBase.referenceHandler
 ↳ CCMRelay
 ↳ (BlazerTech.CharacterManagement.CharacterCreator.CCMBase.html#BlazerTech_CharacterManagement_Character
Creator_CCMBase_referenceHandler)
 ↳ CharacterCreationMenuEnabled
 ↳ CCMBase.characterCreationMenuManager
 ↳ Relay
 ↳ (BlazerTech.CharacterManagement.CharacterCreator.CCMBase.html#BlazerTech_CharacterManagement_Character
Creator_CCMBase_characterCreationMenuManager)
 ↳ CCMBase.coreReferencesSuccessfullySet
 ↳ (BlazerTech.CharacterManagement.
CharacterListEntryDisplayType
Creator_CCMBase_coreReferencesSuccessfullySet)
 ↳ (BlazerTech.CharacterManagement.
CCMBase_Awakened)
 ↳ CharacterPieceDropdown
 ↳ (BlazerTech.CharacterManagement.CharacterCreator.CCMBase.html#BlazerTech_CharacterManagement_Character
Selector
Creator_CCMBase_Awakened)
 ↳ (BlazerTech.CharacterManagement.
CCMBase_CharacterCreationMenuEnabled)
 ↳ CharacterPieceSelector
 ↳ (BlazerTech.CharacterManagement.CharacterCreator.CCMBase.html#BlazerTech_CharacterManagement_Character
Creator_CCMBase_CharacterCreationMenuEnabled)
 ↳ CharacterPresenceController
 ↳ CCMBase.CharacterCreationMenuDisabled
 ↳ (BlazerTech.CharacterManagement.
CharacterSelectionLoading
Creator_CCMBase_CharacterCreationMenuDisabled)
 ↳ Screen
 ↳ CCMBase.GetCharacterCreationManagerReference
 ↳ (BlazerTech.CharacterManagement.
GameObjectStateNotifier
Creator_CCMBase_GetCharacterCreationManagerReference)
 ↳ (BlazerTech.CharacterManagement.
CCMBase_GetCCReferenceHandler)
 ↳ LoadingScreen
 ↳ (BlazerTech.CharacterManagement.CharacterCreator.CCMBase.html#BlazerTech_CharacterManagement_Character
Creator_CCMBase_GetCCReferenceHandler)
 ↳ InitializationMode
Names ([BlazerTech.CharacterManagement.html](https://BlazerTech.CharacterManagement.CharacterManagement.html)).CharacterCreator
 ↳ LayeredCharacterListEntry
Assembly: Assembly-CSharp.dll
 ↳ (BlazerTech.CharacterManagement.

Syntax

```
layeredCharacterListNew  
  CharacterEntry  
  ↳ (BlazerTech.CharacterManagement.  
  pClass CCMLoadingScreen : CCMBase, ILoadingScreen  
  LayeredCharacterListType  
  ↳ (BlazerTech.CharacterManagement.
```

Events

OnLoadingFinished

Declaration

```
public event EventHandler<OnLoadingFinished>  
    CCMCharacterPieceSelection
```

Manager

Event Type
(BlazerTech.CharacterManagement.

Type	Description
CCMCharacterPreviewHandler (BlazerTech.CharacterManagement. EventHandler (https://learn.microsoft.com/dotnet/api/system.eventhandler) CCMLoadingBufferSpinerProgress	

Progress
(BlazerTech.CharacterManagement.
CCMLoadingScreen

OnLoadingProgressUpdated
(BlazerTech.CharacterManagement.

Declaration

Delay
(BlazerTech.CharacterManagement.

CharacterCreationMenuEnableFloat > OnLoadingProgressUpdated

Relay
(BlazerTech.CharacterManagement.

Event Type
CharacterCreationMenuManager

Type	Description
BlazerTech.CharacterManagement. CharacterListEntryDisplayType EventHandler (https://learn.microsoft.com/dotnet/api/system.eventhandler-1)< (BlazerTech.CharacterManagement. float (https://learn.microsoft.com/dotnet/api/system.single)> CharacterPieceDropdown	

Selector
(BlazerTech.CharacterManagement.

Implements
CharacterCreator Selector

(BlazerTech.CharacterManagement.
ILoadingScreen (BlazerTech.CharacterManagement.CharacterCreator.ILoadingScreen.html)
CharacterPresenceController

(BlazerTech.CharacterManagement.

CharacterSelectionLoading

Screen

(BlazerTech.CharacterManagement.

GameObjectStateNotifier

(BlazerTech.CharacterManagement.

ILoadingScreen

(BlazerTech.CharacterManagement.

InitializationMode

(BlazerTech.CharacterManagement.

LayeredCharacterListEntry

(BlazerTech.CharacterManagement.

LayeredCharacterListNew

CharacterEntry

(BlazerTech.CharacterManagement.

LayeredCharacterListType

(BlazerTech.CharacterManagement.

Class CCMRelay

Inheritance

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ Object
↳ Manager
↳ Component
(BlazerTech.CharacterManagement.
↳ Behaviour
CCMCharacterPreviewHandler
↳ MonoBehaviour
(BlazerTech.CharacterManagement.
↳ CCMRelay
CCMLoadingBufferSpriteFill

Namespace: BlazerTech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).CharacterCreator
(BlazerTech.CharacterManagement.CharacterCreator.html)

Assembly: Assembly-CSharp.dll
CCMLoadingScreen

Syntax
(BlazerTech.CharacterManagement.

CCMRelay
[DisallowMultipleManagement.
public class CCMRelay : MonoBehaviour
Relay
(BlazerTech.CharacterManagement.
CharacterCreationMenuManager
(BlazerTech.CharacterManagement.
CharacterListEntryDisplayType
(BlazerTech.CharacterManagement.
CharacterPieceDropdown
Selector

Methods

CloseMenu()

Declaration
(BlazerTech.CharacterManagement.
CharacterPieceSelector
(BlazerTech.CharacterManagement.
public void CloseMenu()
CharacterPresenceController
(BlazerTech.CharacterManagement.
CharacterSelectionLoading

OpenCharacterCreationMenuWithSingleCharacter(LayeredCharacterTypeSO)

Declaration
GameObjectStateNotifier
(BlazerTech.CharacterManagement.
public void OpenCharacterCreationMenuWithSingleCharacter(LayeredCharacterTypeSO characterTyp
e)
(BlazerTech.CharacterManagement.
InitializationMode

Parameters
LayeredCharacterListEntry

Type	Name	Description
BlazerTech.CharacterManagement. LayeredCharacterListEntry LayeredCharacterListNew CharacterEntry (BlazerTech.CharacterManagement.Characters.LayeredCharacterTypeSO.html) (BlazerTech.CharacterManagement.	characterType	

LayeredCharacterListType
(BlazerTech.CharacterManagement.
LayeredCharacterSelectionList

SaveCharacter()

Declaration

```
public void SaveCharacter()  
  
▼  
  
Manager  
(BlazerTech.CharacterManagement.  
CCMCharacterPreviewHandler  
(BlazerTech.CharacterManagement.  
CCMLoadingBufferSpriteFill  
Progress  
(BlazerTech.CharacterManagement.  
CCMLoadingScreen  
(BlazerTech.CharacterManagement.  
CCMRelay  
(BlazerTech.CharacterManagement.  
CharacterCreationMenuEnabler  
Relay  
(BlazerTech.CharacterManagement.  
CharacterCreationMenuManager  
(BlazerTech.CharacterManagement.  
CharacterListEntryDisplayType  
(BlazerTech.CharacterManagement.  
CharacterPieceDropdown  
Selector  
(BlazerTech.CharacterManagement.  
CharacterPieceSelector  
(BlazerTech.CharacterManagement.  
CharacterPresenceController  
(BlazerTech.CharacterManagement.  
CharacterSelectionLoading  
Screen  
(BlazerTech.CharacterManagement.  
GameObjectStateNotifier  
(BlazerTech.CharacterManagement.  
ILoadingScreen  
(BlazerTech.CharacterManagement.  
InitializationMode  
(BlazerTech.CharacterManagement.  
LayeredCharacterListEntry  
(BlazerTech.CharacterManagement.  
LayeredCharacterListNew  
CharacterEntry  
(BlazerTech.CharacterManagement.  
LayeredCharacterListType  
(BlazerTech.CharacterManagement.  
LayeredCharacterSelectionList
```

Class CharacterCreationMenuEnablerRelay

Inheritance

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ Object
↳ BlazerTech.CharacterManagement.
↳ Component
↳ CCMCharacterPreviewHandler
↳ Behaviour
↳ BlazerTech.CharacterManagement.
↳ MonoBehaviour
↳ CCMLoadingBufferSpriteFill
↳ CharacterCreationMenuEnablerRelay
↳ Progress

Namespace: BlazerTech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).CharacterCreator
(BlazerTech.CharacterManagement.CharacterCreator.html)

CCMLoadingScreen

Assembly: Assembly-CSharp.dll
(BlazerTech.CharacterManagement.

Syntax

```
CCMRelay  
(BlazerTech.CharacterManagement.  
public class CharacterCreationMenuEnabler : MonoBehaviour  
{  
    Relay  
    (BlazerTech.CharacterManagement.  
    CharacterCreationManager  
    (BlazerTech.CharacterManagement.  
    CharacterListEntryDisplayType  
    (BlazerTech.CharacterManagement.  
    CharacterPieceDropdown  
    Selector  
    (BlazerTech.CharacterManagement.  
    CharacterPieceSelector  
    (BlazerTech.CharacterManagement.  
    public string CharacterGroupName { get; }  
    CharacterPresenceController  
    (BlazerTech.CharacterManagement.
```

Properties

CharacterGroupName

Declaration: (BlazerTech.CharacterManagement.
CharacterPieceSelector
(BlazerTech.CharacterManagement.
public string CharacterGroupName { get; }
CharacterPresenceController
(BlazerTech.CharacterManagement.

CharacterSelectionLoading

Type	Description
Screen (BlazerTech.CharacterManagement. string (https://learn.microsoft.com/dotnet/api/system.string)	

CharacterName

Declaration: (BlazerTech.CharacterManagement.
LayeredCharacterListEntry
(BlazerTech.CharacterManagement.
public LayeredCharacterListEntry { get; }
LayeredCharacterListNew
CharacterEntry

LayeredCharacterSelectionList

Type	Description
LayeredCharacterListType (BlazerTech.CharacterManagement. string (https://learn.microsoft.com/dotnet/api/system.string) LayeredCharacterSelectionList	

Methods

EnableCharacterCreationMenu()

Declaration

```
public void EnableCharacterCreationMenu()
    (BlazerTech.CharacterManagement.
     CCMCharacterPreviewHandler
     (BlazerTech.CharacterManagement.
      CCMLoadingBufferSpriteFill
      Progress
      (BlazerTech.CharacterManagement.
       CCMLoadingScreen
       (BlazerTech.CharacterManagement.
        CCMRelay
        (BlazerTech.CharacterManagement.
         CharacterCreationMenuEnabler
         Relay
         (BlazerTech.CharacterManagement.
          CharacterCreationMenuManager
          (BlazerTech.CharacterManagement.
           CharacterListEntryDisplayType
          (BlazerTech.CharacterManagement.
           CharacterPieceDropdown
           Selector
           (BlazerTech.CharacterManagement.
            CharacterPieceSelector
           (BlazerTech.CharacterManagement.
            CharacterPresenceController
           (BlazerTech.CharacterManagement.
            CharacterSelectionLoading
           Screen
           (BlazerTech.CharacterManagement.
            GameObjectStateNotifier
           (BlazerTech.CharacterManagement.
            ILoadingScreen
           (BlazerTech.CharacterManagement.
            InitializationMode
           (BlazerTech.CharacterManagement.
            LayeredCharacterListEntry
           (BlazerTech.CharacterManagement.
            LayeredCharacterListNew
           CharacterEntry
           (BlazerTech.CharacterManagement.
            LayeredCharacterListType
           (BlazerTech.CharacterManagement.
            LayeredCharacterSelectionList
           (BlazerTech.CharacterManagement.
```

Class CharacterCreationMenuManager

Inheritance

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ Object
↳ [BlazerTech.CharacterManagement.Component](#)
↳ [CCMLoadingBufferSpriteFill](#)
↳ [Behaviour](#)
↳ [Progress](#)
↳ [MonoBehaviour](#)
↳ [BlazerTech.CharacterManagement.CharacterCreationMenuManager](#)
↳ [CCMLoadingScreen](#)

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

Assembly: Assembly-CSharp.dll

([BlazerTech.CharacterManagement](#).

Syntax

CharacterCreationMenuEnabler

Relay

[[DefaultExecutionOrder\(50\)](#)]

[[DisallowMultipleComponent](#)]

CharacterCreationMenuManager

public class CharacterCreationMenuManager : MonoBehaviour

CharacterListEntryDisplayType

([BlazerTech.CharacterManagement](#).

CharacterPieceDropdown

Selector

([BlazerTech.CharacterManagement](#).

CharacterPieceSelector

([BlazerTech.CharacterManagement](#).

CharacterPressenceController

Fields

CharacterCreationMenuManager Instance

([BlazerTech.CharacterManagement](#).

GameObjectStateNotifier

Field Value

([BlazerTech.CharacterManagement](#).

Type

Description

loadingScreen

([BlazerTech.CharacterManagement](#).

CharacterCreationMenuManager

InitializationMode

([BlazerTech.CharacterManagement](#).CharacterCreator.CharacterCreationMenuManager.html)

([BlazerTech.CharacterManagement](#).

LayeredCharacterListEntry

([BlazerTech.CharacterManagement](#).

OnCharacterSaved

CharacterEntry

Declaration

([BlazerTech.CharacterManagement](#).

LayeredCharacterListType

[[BlazerTech.CharacterManagement](#).Event]

[[BlazerTech.CharacterManagement](#).Event OnCharacterSaved]

([BlazerTech.CharacterManagement](#).

LoadingScreenProgress

([BlazerTech.CharacterManagement](#).

Type	Description
UnityEvent	

Properties

(BlazerTech.CharacterManagement.

CCMLoadingBufferSpriteFill

ActiveCharacterDraft

Progress

Declaration

(BlazerTech.CharacterManagement.

CCMLoadingScreen

(BlazerTech.CharacterManagement.

public CharacterDraft ActiveCharacterDraft { get; }

CCMRelay

(BlazerTech.CharacterManagement.

Property Value

CharacterCreationMenuEnabler

Type	Description
BlazerTech.CharacterManagement.	

Type	Description
CharacterDraft (BlazerTech.CharacterManagement.Characters.CharacterDraft.html)	

(BlazerTech.CharacterManagement.

CharacterListEntryDisplayType

ActiveCharacterType

CharacterPieceDropdown

The SelectorType currently being used

(BlazerTech.CharacterManagement.

Declaration

CharacterPieceSelector

(BlazerTech.CharacterManagement.

public LayeredCharacterTypeSO ActiveCharacterType { get; }

(BlazerTech.CharacterManagement.

Property Value

CharacterSelectionLoading

Screen

Type	Description
BlazerTech.CharacterManagement.	

Type	Description
GameObjectStateNotifier	

Type	Description
LayeredCharacterTypeSO	

Type	Description
(BlazerTech.CharacterManagement.	

Type	Description
(BlazerTech.CharacterManagement.Characters.LayeredCharacterTypeSO.html)	

ILoadingScreen

(BlazerTech.CharacterManagement.

InitializationMode

DefaultCharacterType

LayeredCharacterListEntry

The CharacterType that is assigned if ActiveCharacterType is null

(BlazerTech.CharacterManagement.

Declaration

LayeredCharacterListNew

CharacterEntry

(BlazerTech.CharacterManagement.

public LayeredCharacterTypeSO DefaultCharacterType { get; }

LayeredCharacterListType

(BlazerTech.CharacterManagement.

Property Value

LayeredCharacterSelectionList

(BlazerTech.CharacterManagement.

LoadingScreenProgress

(BlazerTech.CharacterManagement.

Type	Description
LayeredCharacterTypeSO (BlazerTech.CharacterManagement.Characters.LayeredCharacterTypeSO.html)	

EnabledAndSetup

(BlazerTech.CharacterManagement.
True if the Character Creation Menu is currently enabled and finished loading
CCMLoadingBufferSpriteFill

Declaration

```
(BlazerTech.CharacterManagement.  
CCMLoadingScreen  
public bool EnabledAndSetup { get; }  
(BlazerTech.CharacterManagement.  
CCMRelay
```

Property Value
(BlazerTech.CharacterManagement.

Type	Description
CharacterCreationMenuEnabler Relay bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

MenuContents

(BlazerTech.CharacterManagement.

Declaration

```
CharacterPieceDropdown  
Selector  
(BlazerTech.CharacterManagement.{ get; }
```

Property Value
CharacterPresenceController

Type	Description
BlazerTech.CharacterManagement. CharacterSelectionLoading GameObject Screen	

(BlazerTech.CharacterManagement.
GameObjectStateNotifier
(BlazerTech.CharacterManagement.

Methods

(BlazerTech.CharacterManagement.

DisableMenu()
(BlazerTech.CharacterManagement.

LAYEREDCHARACTERLISTENTRY
(BlazerTech.CharacterManagement.

```
LayeredCharacterListNew  
CharacterEntry
```

(BlazerTech.CharacterManagement.
LayeredCharacterListType

(BlazerTech.CharacterManagement.
LayeredCharacterSelectionList

EnableMenuNewFlexibleCharacter(string, FlexibleCharacterGroup, bool)

(BlazerTech.CharacterManagement.
LoadingScreenProgress

(BlazerTech.CharacterManagement.

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

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string) (BlazerTech.CharacterManagement.CCMLoadingBufferSpriteFillFlexibleCharacterGroupProgress)(BlazerTech.CharacterManagement.Characters.FlexibleCharacterGroup.html)(BlazerTech.CharacterManagement.CharacterCreationMenuEnabler)	characterName	
FlexibleCharacterGroup bool (https://learn.microsoft.com/dotnet/api/system.boolean) (BlazerTech.CharacterManagement.CCMRelay)(BlazerTech.CharacterManagement.CharacterCreationMenuEnabler)	flexibleGroup	
bool (https://learn.microsoft.com/dotnet/api/system.boolean) (BlazerTech.CharacterManagement.CharacterCreationMenuEnabler)	enableMenuContents	

EnableMenuNewSingleGroup(LayeredCharacterTypeSO, bool)

Declaration

```
(BlazerTech.CharacterManagement.CharacterCreationMenuManager)
public void EnableMenuNewSingleGroup(LayeredCharacterTypeSO characterType = null, bool enableMenuContents = true)
{
    CharacterListEntryDisplayType
    (BlazerTech.CharacterManagement.CharacterPieceDropdown)
```

Parameters

Type	Name	Description
Selector (BlazerTech.CharacterManagement.LayeredCharacterTypeSO.CharacterPieceSelector)	characterType	
bool (https://learn.microsoft.com/dotnet/api/system.boolean) (BlazerTech.CharacterManagement.CharacterSelectionLoadingScreen)	enableMenuContents	

EnableMenuPreExistingCharacter(LayeredCharacter, bool)

This is a test summary
ILoadingScreen

Declaration

```
(BlazerTech.CharacterManagement.CharacterCreationMenuManager)
public void EnableMenuPreExistingCharacter(LayeredCharacter character, bool enableMenuContents = true)
{
    LayeredCharacterListEntry
    (BlazerTech.CharacterManagement.LayeredCharacterListNew)
```

Parameters

Type	Name	Description
LayeredCharacter (BlazerTech.CharacterManagement.LayeredCharacterListType)	character	
bool (https://learn.microsoft.com/dotnet/api/system.boolean) (BlazerTech.CharacterManagement.LayeredCharacterSelectionList)	enableMenuContents	
LoadingScreenProgress (BlazerTech.CharacterManagement.CharacterSelectionList)		

EnableMenuSingleGroup(LayeredCharacterTypeSO, bool)

Declaration

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



Parameters

(BlazerTech.CharacterManagement.

Type	Name	Description
CMLoadingBufferSpriteFill		
Progress LayeredCharacterTypeSO (BlazerTech.CharacterManagement. (BlazerTech.CharacterManagement.Characters.LayeredCharacterTypeSO.htm CCMLoadingScreen l) (BlazerTech.CharacterManagement. CMBRelay https://learn.microsoft.com/dotnet/api/system.boolean) (BlazerTech.CharacterManagement. CharacterCreationMenuEnabler Relay	characterType	
bool	enableMenuContents	

SaveCharacter()

(BlazerTech.CharacterManagement.

Declaration

(BlazerTech.CharacterManagement.

CharacterListEntryDisplayType
public void SaveCharacter()
(BlazerTech.CharacterManagement.

CharacterPieceDropdown

Selector

(BlazerTech.CharacterManagement.

CharacterPieceSelector

(BlazerTech.CharacterManagement.

CharacterPressenceController

OnMenuDisabled

(BlazerTech.CharacterManagement.

CharacterSelectionLoading

Declaration

Screen

(BlazerTech.CharacterManagement.

public event EventHandler OnMenuDisabled

(BlazerTech.CharacterManagement.

ILoadingScreen

(BlazerTech.CharacterManagement.

Type	Description
InitializationMode	

(BlazerTech.CharacterManagement.

EventHandler (<https://learn.microsoft.com/dotnet/api/system.eventhandler>)

LayeredCharacterListEntry

(BlazerTech.CharacterManagement.

LayeredCharacterListNew

OnMenuEnabledAndSetup

(BlazerTech.CharacterManagement.

Declaration

LayeredCharacterListType

(BlazerTech.CharacterManagement.

public event EventHandler OnMenuEnabledAndSetup

LayeredCharacterSelectionList

(BlazerTech.CharacterManagement.

ILoadingScreenProgress

(BlazerTech.CharacterManagement.

Type	Description
InitializationMode	

Type	Description
EventHandler (https://learn.microsoft.com/dotnet/api/system.eventhandler)	

OnMenuLoadingProgressUpdated

Declaration

```
(BlazerTech.CharacterManagement.
    CCMLoadingBufferSpriteFill
public event EventHandler<float> OnMenuLoadingProgressUpdated
    Progress
(BlazerTech.CharacterManagement.
```

Event Type

Type	Description
EventHandler<float> (https://learn.microsoft.com/dotnet/api/system.eventhandler-1)< float>	

Relay

```
(BlazerTech.CharacterManagement.
    CharacterCreationMenuManager
(BlazerTech.CharacterManagement.
    CharacterListEntryDisplayType
(BlazerTech.CharacterManagement.
    CharacterPieceDropdown
Selector
(BlazerTech.CharacterManagement.
    CharacterPieceSelector
(BlazerTech.CharacterManagement.
    CharacterPressenceController
(BlazerTech.CharacterManagement.
    CharacterSelectionLoading
Screen
(BlazerTech.CharacterManagement.
    GameObjectStateNotifier
(BlazerTech.CharacterManagement.
    ILoadingScreen
(BlazerTech.CharacterManagement.
    InitializationMode
(BlazerTech.CharacterManagement.
    LayeredCharacterListEntry
(BlazerTech.CharacterManagement.
    LayeredCharacterListNew
CharacterEntry
(BlazerTech.CharacterManagement.
    LayeredCharacterListType
(BlazerTech.CharacterManagement.
    LayeredCharacterSelectionList
(BlazerTech.CharacterManagement.
    LoadingScreenProgress
(BlazerTech.CharacterManagement.
```

Enum CharacterListEntryDisplayType

Namespace: BlazerTech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).CharacterCreator
(BlazerTech.CharacterManagement.CharacterCreator.html)

Filter by title

Assembly: Assembly-CSharp.dll

Syntax

```
CCMLoadingBufferSpriteFill  
Progress
```

```
public enum CharacterListEntryDisplayType
```

CCMLoadingScreen

(BlazerTech.CharacterManagement.

CCMRelay

(BlazerTech.CharacterManagement.

Fields

CharacterCreationMenuEnabler

Name	Description
Relay	(BlazerTech.CharacterManagement.
Sprite	CharacterCreationMenuManager (BlazerTech.CharacterManagement.
Text	CharacterListEntryDisplayType (BlazerTech.CharacterManagement.
CharacterPieceDropdown	CharacterPieceDropdown
Selector	CharacterPieceSelector (BlazerTech.CharacterManagement.
CharacterPieceSelector	CharacterPressenceController (BlazerTech.CharacterManagement.
CharacterPressenceController	CharacterSelectionLoading (BlazerTech.CharacterManagement.
CharacterSelectionLoading	CharacterSelectionLoading
Screen	Screen (BlazerTech.CharacterManagement.
GameObjectStateNotifier	GameObjectStateNotifier (BlazerTech.CharacterManagement.
ILoadingScreen	ILoadingScreen (BlazerTech.CharacterManagement.
InitializationMode	InitializationMode (BlazerTech.CharacterManagement.
LayeredCharacterListEntry	LayeredCharacterListEntry (BlazerTech.CharacterManagement.
LayeredCharacterListNew	LayeredCharacterListNew (BlazerTech.CharacterManagement.
CharacterEntry	CharacterEntry (BlazerTech.CharacterManagement.
LayeredCharacterListType	LayeredCharacterListType (BlazerTech.CharacterManagement.
LayeredCharacterSelectionList	LayeredCharacterSelectionList (BlazerTech.CharacterManagement.

Class CharacterPieceDropdownSelector

Inheritance

↳ [object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ Object
↳ Progress
↳ Component
↳ Behaviour
↳ CCLoadingScreen
↳ MonoBehaviour
↳ CharacterManagement.
↳ CharacterPieceSelector
↳ CCMRelay
↳ CharacterCreator.CharacterManagement.CharacterPieceSelector.html
↳ CharacterManagement.
↳ CharacterPieceDropdownSelector
↳ CharacterCreationMenuEnabler
↳ Relay

Inherited Members

CharacterPieceCollectionOverride
(BlazerTech.CharacterManagement.CharacterCreator.CharacterPieceSelector.html#BlazerTech_CharacterManagement_CharacterPieceCollectionOverride)
CharacterCreationMenuManager
(BlazerTech.CharacterManagement.CharacterCreator.CharacterPieceSelector.html#BlazerTech_CharacterManagement_CharacterPieceSelector_CharacterPieceCollectionOverride)
CharacterSelectionDisplayType
(BlazerTech.CharacterManagement.CharacterCreator.CharacterPieceSelector.html#BlazerTech_CharacterManagement_CharacterPieceSelector_CharacterSelectionDisplayType)
CharacterPieceDropdown
(BlazerTech.CharacterManagement.CharacterCreator.CharacterPieceSelector.html#BlazerTech_CharacterManagement_CharacterPieceDropdown_CharacterPieceSelector_characterCreationMenuManager)
CharacterPieceSelector
(BlazerTech.CharacterManagement.CharacterCreator.CharacterPieceSelector.html#BlazerTech_CharacterManagement_CharacterPieceSelector_CharacterPieceSelectionManager)
CharacterPieceAssignment
(BlazerTech.CharacterManagement.CharacterCreator.CharacterPieceSelector.html#BlazerTech_CharacterManagement_CharacterPieceAssignment)
CharacterPieceAssignedCharacterPiece
(BlazerTech.CharacterManagement.CharacterCreator.CharacterPieceSelector.html#BlazerTech_CharacterManagement_CharacterPieceAssignedCharacterPiece)
CharacterSelectionLoading
(BlazerTech.CharacterManagement.CharacterCreator.CharacterPieceSelector.html#BlazerTech_CharacterManagement_CharacterPieceSelector_CharacterCreationMenuOpened)
CharacterSelectionLoading
(BlazerTech.CharacterManagement.CharacterCreator.CharacterPieceSelector.html#BlazerTech_CharacterManagement_CharacterPieceSelector_CharacterCreationMenuOpened_BlazerTech_CharacterManagement_CharacterPieceSelectionManager)
CharacterStateNotify
(BlazerTech.CharacterManagement.CharacterCreator.CCMCharacterPieceSelectionManager)
CharacterSelection
(BlazerTech.CharacterManagement.CharacterCreator.CharacterPieceSelector.html#BlazerTech_CharacterManagement_CharacterPieceSelection)
Hide
(BlazerTech.CharacterManagement.CharacterCreator.CharacterPieceSelector.html#BlazerTech_CharacterManagement_CharacterPieceSelection_Hide)
CharacterManagement
(BlazerTech.CharacterManagement.CharacterCreator.CharacterPieceSelector.html#BlazerTech_CharacterManagement_CharacterPieceSelection)
LayeredCharacterList
(BlazerTech.CharacterManagement.CharacterCreator.CharacterPieceSelector.html#BlazerTech_CharacterManagement_CharacterPieceSelection_LayeredCharacterList)
Unhide
(BlazerTech.CharacterManagement.CharacterCreator.CharacterPieceSelector.html#BlazerTech_CharacterManagement_CharacterPieceSelection_Unhide)
LayeredCharacterListNew
(BlazerTech.CharacterManagement.CharacterCreator.CharacterPieceSelector.html#BlazerTech_CharacterManagement_CharacterPieceSelection_LayeredCharacterListNew)
ChangeAlpha
(BlazerTech.CharacterManagement.CharacterCreator.CharacterPieceSelector.html#BlazerTech_CharacterManagement_CharacterPieceSelection_ChangeAlpha)
System_Single_
(BlazerTech.CharacterManagement.CharacterCreator.CharacterPieceSelector.html#BlazerTech_CharacterManagement_CharacterPieceSelection_System_Single_)
LayeredCharacterListType
Namespace: BlazerTech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).CharacterCreator (BlazerTech.CharacterManagement.CharacterCreator.html)
Assembly: Assembly-CSharp.dll
(BlazerTech.CharacterManagement.
Syntax
LoadingScreenProgress
(BlazerTech.CharacterManagement.
public class CharacterPieceDropdownSelector : CharacterPieceSelector
LoadingScreenProgressText
(BlazerTech.CharacterManagement.

Properties

Dropdown

Declaration

```
public TMP_Dropdown Dropdown { get; }  
Progress  
(BlazerTech.CharacterManagement.
```

Property Value

Type	Value
(BlazerTech.CharacterManagement.	CCMLoadingScreen
TMP_Dropdown	(BlazerTech.CharacterManagement.

Description

Methods

CharacterPieceUpdated()

Called whenever the Character Piece assigned to this selector is updated
Selector

```
(BlazerTech.CharacterManagement.  
CharacterPieceSelector  
(BlazerTech.CharacterManagement.  
protected override void CharacterPieceUpdated()  
CharacterPresenceController  
(BlazerTech.CharacterManagement.
```

Overrides

CharacterSelectionLoading
CharacterPieceSelector.CharacterPieceUpdated()
(BlazerTech.CharacterManagement.CharacterCreator.CharacterPieceSelector.html#BlazerTech_CharacterManagement_CharacterCreator_CharacterPieceSelector_CharacterPieceUpdated)

CharacterPieceUpdated
ILoadingScreen
(BlazerTech.CharacterManagement.

DisableInteractivity()

InitializationMode
CharacterPieceSelector.DisableInteractivity()
(BlazerTech.CharacterManagement.

LayeredCharacterListNew
CharacterEntry
CharacterPieceSelector.DisableInteractivity()
LayeredCharacterListType
(BlazerTech.CharacterManagement.CharacterCreator.CharacterPieceSelector.html#BlazerTech_CharacterManagement_CharacterCreator_CharacterPieceSelector_DisableInteractivity)

LayeredCharacterSelectionList
(BlazerTech.CharacterManagement.

Disabled()

BuildingScreenProgress
(BlazerTech.CharacterManagement.

Called whenever the Character Creation Menu is disabled
LoadingScreenProgressText

(BlazerTech.CharacterManagement.

Declaration

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

Overrides

CharacterPieceSelector.Disabled()

(BlazerTech.CharacterManagement.CharacterCreator.CharacterPieceSelector.html#BlazerTech_CharacterManagement_CharacterCreator_CharacterPieceSelector_Disabled)

(BlazerTech.CharacterManagement.

CCMLoadingScreen

EnableInteractivity()

(BlazerTech.CharacterManagement.

CCMRelay

Declaration

(BlazerTech.CharacterManagement.

CharacterCreationMenuEnabler

public override void EnableInteractivity()

(BlazerTech.CharacterManagement.

Overrides

CharacterPieceSelector.EnableInteractivity()

(BlazerTech.CharacterManagement.CharacterListEntryDisplayType

(BlazerTech.CharacterManagement.CharacterCreator.CharacterPieceSelector.html#BlazerTech_CharacterManagement_CharacterCreator_CharacterPieceSelector_EnableInteractivity)

CharacterPieceDropdown

Selector

OnDestroy()

(BlazerTech.CharacterManagement.

CharacterPieceSelector

(BlazerTech.CharacterManagement.

CharacterPresenceController

protected override void OnDestroy()

CharacterSelectionLoading

Screen

Overrides

(BlazerTech.CharacterManagement.

CharacterPieceSelector.OnDestroy()

GameObjectStateNotifier

(BlazerTech.CharacterManagement.CharacterCreator.CharacterPieceSelector.html#BlazerTech_CharacterManagement_CharacterCreator_CharacterPieceSelector_OnDestroy)

ILoadingScreen

(BlazerTech.CharacterManagement.

Setup()

(BlazerTech.CharacterManagement.

Setup() called whenever the Character Creation Menu is opened

(BlazerTech.CharacterManagement.

Declaration

LayeredCharacterListNew

CharacterEntry

protected override void Setup()

(BlazerTech.CharacterManagement.

LayeredCharacterListType

(BlazerTech.CharacterManagement.

Overrides

LayeredCharacterSelectionList

CharacterPieceSelector.Setup()

(BlazerTech.CharacterManagement.

CharacterCreator.CharacterPieceSelector.html#BlazerTech_CharacterManagement

_CharacterCreator_CharacterPieceSelector_Setup

(BlazerTech.CharacterManagement.

LoadingScreenProgressText

(BlazerTech.CharacterManagement.



Progress
(BlazerTech.CharacterManagement.
CCMLoadingScreen
(BlazerTech.CharacterManagement.
CCMRelay
(BlazerTech.CharacterManagement.
CharacterCreationMenuEnabler
Relay
(BlazerTech.CharacterManagement.
CharacterCreationMenuManager
(BlazerTech.CharacterManagement.
CharacterListEntryDisplayType
(BlazerTech.CharacterManagement.
CharacterPieceDropdown
Selector
(BlazerTech.CharacterManagement.
CharacterPieceSelector
(BlazerTech.CharacterManagement.
CharacterPressenceController
(BlazerTech.CharacterManagement.
CharacterSelectionLoading
Screen
(BlazerTech.CharacterManagement.
GameObjectStateNotifier
(BlazerTech.CharacterManagement.
ILoadingScreen
(BlazerTech.CharacterManagement.
InitializationMode
(BlazerTech.CharacterManagement.
LayeredCharacterListEntry
(BlazerTech.CharacterManagement.
LayeredCharacterListNew
CharacterEntry
(BlazerTech.CharacterManagement.
LayeredCharacterListType
(BlazerTech.CharacterManagement.
LayeredCharacterSelectionList
(BlazerTech.CharacterManagement.
LoadingScreenProgress
(BlazerTech.CharacterManagement.
LoadingScreenProgressText
(BlazerTech.CharacterManagement.

Type	Description
CCMCharacterPieceSelectionManager (BlazerTech.CharacterManagement.CharacterCreator.CCMCharacterPieceSelectionManager.html)	

▼

Properties

CCMLoadingScreen (BlazerTech.CharacterManagement.CCMRelay)
AssignedCharacterPiece (BlazerTech.CharacterManagement.CharacterCreationMenuManager)

Declaration

```
CharacterCreationMenuEnabler
    Relay
    public CharacterPiece AssignedCharacterPiece { get; }
    CharacterCreationMenuManager
        (BlazerTech.CharacterManagement.CharacterListEntryDisplayType)
```

Property Value

Type	Description
CharacterPieceDropdown CharacterPiece Selector (BlazerTech.CharacterManagement.CharacterPresenceController)	(BlazerTech.CharacterManagement.CharacterPieceSelector)

CharacterPieceCollectionOverride

Declaration

```
CharacterSelectionLoading
public CharacterPieceCollectionSO CharacterPieceCollectionOverride { get; }
    (BlazerTech.CharacterManagement.GameObjectStateNotifier)
```

Property Value

Type	Description
LayeredLoadingScreen CharacterPieceCollectionSO InitializationMode (BlazerTech.CharacterManagement.Characters.CharacterPieceCollectionSO)	(BlazerTech.CharacterManagement.LayeredCharacterListEntry)

LayeredCharacterListEntry
(BlazerTech.CharacterManagement.LayeredCharacterListType)
LayeredCharacterListNew

Methods

ChangeAlpha(float)

LayeredCharacterSelectionList (BlazerTech.CharacterManagement)
LoadingScreenProgress public virtual void ChangeAlpha(float alpha)

LoadingScreenProgressText
(BlazerTech.CharacterManagement>LoadingScreenRepeatingText
(BlazerTech.CharacterManagement)

Parameters

Type	Name	Description
float (https://learn.microsoft.com/dotnet/api/system.single)	<i>alpha</i>	

CharacterCreationMenuOpened(CharacterPiece, CCMCharacterPieceSelectionManager)

CCMLoadingScreen Declaration

(BlazerTech.CharacterManagement.

```
CCMRelay
public bool CharacterCreationMenuOpened(CharacterPiece newCharacterPiece, CCMCharacterPieces
(BlazerTech.CharacterManagement.
electionManager characterPieceSelectionManager)
CharacterCreationMenuEnabler
```

Relay

Parameters

(BlazerTech.CharacterManagement.

Type	Name	Description
CharacterCreationMenuManager (BlazerTech.CharacterManagement.		

CharacterPieceListEntryDisplayType

(BlazerTech.CharacterManagement.Characters.CharacterPiece.html) CharacterPieceDropdown

Selector

CCMCharacterPieceSelectionManager
(BlazerTech.CharacterManagement.
(BlazerTech.CharacterManagement.CharacterCreator.CCMCharacterPieceSelectionManager.html)
(BlazerTech.CharacterManagement.

CharacterPresenceController

Returns

(BlazerTech.CharacterManagement.

Type	Description
CharacterSelectionLoading	

Screen

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

GameObjectStateNotifier

(BlazerTech.CharacterManagement.

ILoadingScreen

CharacterPieceUpdated()

(BlazerTech.CharacterManagement.

Called in **InitializeMode** when a Character Piece assigned to this selector is updated

(BlazerTech.CharacterManagement.

Declaration

LayeredCharacterListEntry

(BlazerTech.CharacterManagement.

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

LayeredCharacterListNew

CharacterEntry

(BlazerTech.CharacterManagement.

LayeredCharacterListType

DisableInteractivity()

(BlazerTech.CharacterManagement.

LayeredCharacterSelectionList

(BlazerTech.CharacterManagement.

LoadingScreenProgress

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

(BlazerTech.CharacterManagement.

LoadingScreenProgressText

(BlazerTech.CharacterManagement.

LoadingScreenRepeatingText

(BlazerTech.CharacterManagement.

Disabled()

Called whenever the Character Creation Menu is disabled

Declaration

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



EnableInteractivity()

(BlazerTech.CharacterManagement.

Declaration

CCMRelay

(BlazerTech.CharacterManagement.

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

Relay

(BlazerTech.CharacterManagement.

CharacterCreationMenuManager

Hide()

(BlazerTech.CharacterManagement.

Declaration

CharacterListEntryDisplayType

(BlazerTech.CharacterManagement.

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

Selector

(BlazerTech.CharacterManagement.

CharacterPieceSelector

OnDestroy()

(BlazerTech.CharacterManagement.

CharacterPresenceController

Declaration

BlazerTech.CharacterManagement.

CharacterSelectionLoading

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

(BlazerTech.CharacterManagement.

GameObjectStateNotifier

(BlazerTech.CharacterManagement.

Setup()

(BlazerTech.CharacterManagement.

Setup is called every time the Character Creation Menu is opened

InitializationMode

Declaration

LayeredCharacterListEntry

(BlazerTech.CharacterManagement.

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

LayeredCharacterListNew

CharacterEntry

(BlazerTech.CharacterManagement.

LayeredCharacterListType

Unhide()

(BlazerTech.CharacterManagement.

Declaration

LayeredCharacterSelectionList

(BlazerTech.CharacterManagement.

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

(BlazerTech.CharacterManagement.

LoadingScreenProgress

(BlazerTech.CharacterManagement.

LoadingScreenRepeatingText

(BlazerTech.CharacterManagement.



CCMLoadingScreen
(BlazerTech.CharacterManagement.
CCMRelay
(BlazerTech.CharacterManagement.
CharacterCreationMenuEnabler
Relay
(BlazerTech.CharacterManagement.
CharacterCreationMenuManager
(BlazerTech.CharacterManagement.
CharacterListEntryDisplayType
(BlazerTech.CharacterManagement.
CharacterPieceDropdown
Selector
(BlazerTech.CharacterManagement.
CharacterPieceSelector
(BlazerTech.CharacterManagement.
CharacterPressenceController
(BlazerTech.CharacterManagement.
CharacterSelectionLoading
Screen
(BlazerTech.CharacterManagement.
GameObjectStateNotifier
(BlazerTech.CharacterManagement.
ILoadingScreen
(BlazerTech.CharacterManagement.
InitializationMode
(BlazerTech.CharacterManagement.
LayeredCharacterListEntry
(BlazerTech.CharacterManagement.
LayeredCharacterListNew
CharacterEntry
(BlazerTech.CharacterManagement.
LayeredCharacterListType
(BlazerTech.CharacterManagement.
LayeredCharacterSelectionList
(BlazerTech.CharacterManagement.
LoadingScreenProgress
(BlazerTech.CharacterManagement.
LoadingScreenProgressText
(BlazerTech.CharacterManagement.
LoadingScreenRepeatingText
(BlazerTech.CharacterManagement.

Class CharacterPressenceController

Inheritance

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ Object -
↳ Component
↳ CCMRelay
↳ Behaviour
↳ MonoBehaviour
CharacterCreationMenuEnabler
↳ CharacterPressenceController
Relay

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

Assembly: Assembly-CSharp.dll
([BlazerTech.CharacterManagement](#))

Syntax

```
CharacterListEntryDisplayType  
(BlazerTech.CharacterManagement.  
public class CharacterPressenceController : MonoBehaviour  
    Selector  
    (BlazerTech.CharacterManagement.  
    CharacterPieceSelector  
    (BlazerTech.CharacterManagement.  
    CharacterPressenceController  
    (BlazerTech.CharacterManagement.  
    CharacterSelectionLoading  
    Screen  
    (BlazerTech.CharacterManagement.  
    GameObjectStateNotifier  
    (BlazerTech.CharacterManagement.  
    ILoadingScreen  
    (BlazerTech.CharacterManagement.  
    InitializationMode  
    (BlazerTech.CharacterManagement.  
    LayeredCharacterListEntry  
    (BlazerTech.CharacterManagement.  
    LayeredCharacterListNew  
    CharacterEntry  
    (BlazerTech.CharacterManagement.  
    LayeredCharacterListType  
    (BlazerTech.CharacterManagement.  
    LayeredCharacterSelectionList  
    (BlazerTech.CharacterManagement.  
    LoadingScreenProgress  
    (BlazerTech.CharacterManagement.  
    LoadingScreenProgressText  
    /BlazerTech.CharacterManagement
```

Class CharacterSelectionLoadingScreen

Inheritance

↳ [object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ Object
↳ CCRelay
↳ Component
(BlazerTech.CharacterManagement.
↳ Behaviour
CharacterCreationMenuEnabler
↳ MonoBehaviour
Relay ↳ CharacterSelectionLoadingScreen
(BlazerTech.CharacterManagement.

Implements

CharacterCreationMenuManager
ILoadingScreen (BlazerTech.CharacterManagement.CharacterCreator.ILoadingScreen.html)

Namespace: [\(BlazerTech.CharacterManagement\)](https://BlazerTech.CharacterManagement.CharacterManagement) (BlazerTech.CharacterManagement.CharacterCreator.html)

Assembly

BlazerTech.CharacterManagement

Syntax

(BlazerTech.CharacterManagement.

CharacterPieceSelector
public class CharacterSelectionLoadingScreen : MonoBehaviour, ILoadingScreen

(BlazerTech.CharacterManagement.

CharacterPresenceController

(BlazerTech.CharacterManagement.

CharacterSelectionLoading

Events

(BlazerTech.CharacterManagement.

GameObjectStateNotifier

OnLoadingFinished

(BlazerTech.CharacterManagement.

ILoadingScreen

Declaration

(BlazerTech.CharacterManagement.

InitializationMode

public event EventHandler<EventArgs> OnLoadingFinished

LayeredCharacterListEntry

(BlazerTech.CharacterManagement.

Event Type

LayeredCharacterListNew

Description

Type	CharacterEntry	Description
(BlazerTech.CharacterManagement.	EventHandler (https://learn.microsoft.com/dotnet/api/system.eventhandler)	

LayeredCharacterListType

(BlazerTech.CharacterManagement.

LayeredCharacterSelectionList

OnLoadingProgressUpdated

(BlazerTech.CharacterManagement.

LoadingScreenProgress

Declaration

(BlazerTech.CharacterManagement.

LoadingScreenProgressText

public event EventHandler<float> OnLoadingProgressUpdated

(BlazerTech.CharacterManagement.

LoadingScreenRepeatingText

Event Type

TwoDirectional

(BlazerTech.CharacterManagement.

Type	Description
EventHandler (https://learn.microsoft.com/dotnet/api/system.eventhandler-1)< float (https://learn.microsoft.com/dotnet/api/system.single)>	

Implements

ICoreRelay (BlazerTech.CharacterManagement.CharacterCreator.ILoadingScreen.html)
 (BlazerTech.CharacterManagement.
 CharacterCreationMenuEnabler
 Relay
 (BlazerTech.CharacterManagement.
 CharacterCreationMenuManager
 (BlazerTech.CharacterManagement.
 CharacterListEntryDisplayType
 (BlazerTech.CharacterManagement.
 CharacterPieceDropdown
 Selector
 (BlazerTech.CharacterManagement.
 CharacterPieceSelector
 (BlazerTech.CharacterManagement.
 CharacterPresenceController
 (BlazerTech.CharacterManagement.
 CharacterSelectionLoading
 Screen
 (BlazerTech.CharacterManagement.
 GameObjectStateNotifier
 (BlazerTech.CharacterManagement.
 ILoadingScreen
 (BlazerTech.CharacterManagement.
 InitializationMode
 (BlazerTech.CharacterManagement.
 LayeredCharacterListEntry
 (BlazerTech.CharacterManagement.
 LayeredCharacterListNew
 CharacterEntry
 (BlazerTech.CharacterManagement.
 LayeredCharacterListType
 (BlazerTech.CharacterManagement.
 LayeredCharacterSelectionList
 (BlazerTech.CharacterManagement.
 LoadingScreenProgress
 (BlazerTech.CharacterManagement.
 LoadingScreenProgressText
 (BlazerTech.CharacterManagement.
 LoadingScreenRepeatingText
 (BlazerTech.CharacterManagement.
 TwoDirectional
 (BlazerTech.CharacterManagement.

Class GameObjectStateNotifier

Inheritance

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ Object
↳ CharacterCreationMenuEnabler
↳ Component
↳ Relay
↳ Behaviour
(BlazerTech.CharacterManagement.
↳ MonoBehaviour
CharacterCreationMenuManager
↳ GameObjectStateNotifier
(BlazerTech.CharacterManagement.

Namespace: BlazerTech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).CharacterCreator
(BlazerTech.CharacterManagement.CharacterCreator.html)

Assembly: Assembly-CSharp.dll
CharacterPieceDropdown

Syntax

```
public class GameObjectStateNotifier : MonoBehaviour  
{  
    public CharacterPieceSelector  
    {  
        get;  
        set;  
    }  
  
    private CharacterPresenceController  
    {  
        get;  
        set;  
    }  
  
    private CharacterSelectionLoading  
    {  
        get;  
        set;  
    }  
  
    private Screen  
    {  
        get;  
        set;  
    }  
  
    private LayeredCharacterListEntry  
    {  
        get;  
        set;  
    }  
  
    private LayeredCharacterListType  
    {  
        get;  
        set;  
    }  
  
    private LayeredCharacterSelectionList  
    {  
        get;  
        set;  
    }  
  
    private LoadingScreenProgress  
    {  
        get;  
        set;  
    }  
  
    private LoadingScreenProgressText  
    {  
        get;  
        set;  
    }  
  
    private LoadingScreenRepeatingText  
    {  
        get;  
        set;  
    }  
}
```

Events

OnGameObjectDisabled
(BlazerTech.CharacterManagement.

Declaration
public event EventHandler OnGameObjectDisabled
(BlazerTech.CharacterManagement.
LayeredCharacterListEntry
LayeredCharacterListType
LayeredCharacterSelectionList
LoadingScreenProgress
LoadingScreenProgressText
LoadingScreenRepeatingText
Event Handler

Type BlazerTech.CharacterManagement.

Type	Description
EventHandler (https://learn.microsoft.com/dotnet/api/system.eventhandler)	

OnGameObjectEnabled
(BlazerTech.CharacterManagement.

Declaration
public event EventHandler OnGameObjectEnabled
(BlazerTech.CharacterManagement.
LayeredCharacterListEntry
LayeredCharacterListType
LayeredCharacterSelectionList
LoadingScreenProgress
LoadingScreenProgressText
LoadingScreenRepeatingText
Event Handler

Type BlazerTech.CharacterManagement.

Type	Description
EventHandler (https://learn.microsoft.com/dotnet/api/system.eventhandler)	

+ BlazerTech.Character

OnGameObjectStateChanged

Declaration

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

Event Type

Type	Description
characterCreationMenuEnabler Relay EventHandler<(BlazerTech.CharacterManagement. bool)> CharacterCreationMenuManager (BlazerTech.CharacterManagement. CharacterListEntryDisplayType (BlazerTech.CharacterManagement. CharacterPieceDropdown Selector (BlazerTech.CharacterManagement. CharacterPieceSelector (BlazerTech.CharacterManagement. CharacterPresenceController (BlazerTech.CharacterManagement. CharacterSelectionLoading Screen (BlazerTech.CharacterManagement. GameObjectStateNotifier (BlazerTech.CharacterManagement. ILoadingScreen (BlazerTech.CharacterManagement. InitializationMode (BlazerTech.CharacterManagement. LayeredCharacterListEntry (BlazerTech.CharacterManagement. LayeredCharacterListNew CharacterEntry (BlazerTech.CharacterManagement. LayeredCharacterListType (BlazerTech.CharacterManagement. LayeredCharacterSelectionList (BlazerTech.CharacterManagement. LoadingScreenProgress (BlazerTech.CharacterManagement. LoadingScreenProgressText (BlazerTech.CharacterManagement. LoadingScreenRepeatingText (BlazerTech.CharacterManagement. TwoDirectional (BlazerTech.CharacterManagement.	

+ BlazerTech.Character

Interface ILoadingScreen

Namespace: BlazerTech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).CharacterCreator
(BlazerTech.CharacterManagement.CharacterCreator.html)

Filter by title

Assembly: Assembly-CSharp.dll

Syntax

```
(BlazerTech.CharacterManagement.  
CharacterCreationLoadingScreen  
(BlazerTech.CharacterManagement.  
CharacterListEntryDisplayType  
(BlazerTech.CharacterManagement.  
CharacterPieceDropdown
```

Events

OnLoadingFinished
(BlazerTech.CharacterManagement.
CharacterPieceSelector

Declaration
CharacterPresenceController

```
(BlazerTech.CharacterManagement.  
CharacterSelectionLoading  
event EventHandler<OnLoadingFinished  
Screen>  
(BlazerTech.CharacterManagement.
```

Event Type ObjectStateNotifier

Type	Description
(BlazerTech.CharacterManagement. ILoadingScreen	

Event Handler (<https://learn.microsoft.com/dotnet/api/system.eventhandler>)

InitializationMode
(BlazerTech.CharacterManagement.

OnLoadingProgressUpdated
(BlazerTech.CharacterManagement.

Declaration

```
LayeredCharacterListNew  
CharacterEntry  
(BlazerTech.CharacterManagement.  
event EventHandler<float> OnLoadingProgressUpdated  
LayeredCharacterListType  
(BlazerTech.CharacterManagement.
```

Event Type LayeredCharacterSelectionList

Type	Description
(BlazerTech.CharacterManagement. LoadingScreenProgress	

Event Handler (<https://learn.microsoft.com/dotnet/api/system.eventhandler-1>)<
float (<https://learn.microsoft.com/dotnet/api/system.single>)>

(BlazerTech.CharacterManagement.
LoadingScreenRepeatingText
(BlazerTech.CharacterManagement.
TwoDirectional
(BlazerTech.CharacterManagement.

+ BlazerTech.Character Management.Characters

Enum InitializationMode

Namespace: BlazerTech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).CharacterCreator (BlazerTech.CharacterManagement.CharacterCreator.html)

Filter by title

```
Syntax BlazerTech.CharacterManagement.  
        CharacterCreationMenuManager  
p(BlazerTech.CharacterManagement.  
  CharacterListEntryDisplayType  
  (BlazerTech.CharacterManagement.  
    CharacterPieceDropdown
```

Select **Fields**

Name	Description
CharacterPieceSelector (BlazerTech.CharacterManagement.	
Create CharacterPresenceController (BlazerTech.CharacterManagement.	
InitializeExisting CharacterSelectionLoading	

```
Screen
(BlazerTech.CharacterManagement.
GameObjectStateNotifier
(BlazerTech.CharacterManagement.
ILoadingScreen
(BlazerTech.CharacterManagement.
InitializationMode
(BlazerTech.CharacterManagement.
LayeredCharacterListEntry
(BlazerTech.CharacterManagement.
LayeredCharacterListNew
CharacterEntry
(BlazerTech.CharacterManagement.
LayeredCharacterListType
(BlazerTech.CharacterManagement.
LayeredCharacterSelectionList
(BlazerTech.CharacterManagement.
LoadingScreenProgress
(BlazerTech.CharacterManagement.
LoadingScreenProgressText
(BlazerTech.CharacterManagement.
LoadingScreenRepeatingText
(BlazerTech.CharacterManagement.
TwoDirectional
(BlazerTech.CharacterManagement.
```

Class LayeredCharacterListEntry

Inheritance

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ Object
↳ Component
↳ BlazerTech.CharacterManagement.
↳ Behaviour
↳ CharacterListEntryDisplayType
↳ MonoBehaviour
↳ BlazerTech.CharacterManagement.
↳ LayeredCharacterListEntry
↳ CharacterPieceDropdown

Namespace: BlazerTech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).CharacterCreator
(BlazerTech.CharacterManagement.CharacterCreator.html)

Assembly: Assembly-CSharp.dll
CharacterPieceSelector

Syntax
(BlazerTech.CharacterManagement.

CharacterPresenceController

public class LayeredCharacterListEntry : MonoBehaviour

CharacterSelectionLoading

Screen

(BlazerTech.CharacterManagement.

GameObjectStateNotifier

(BlazerTech.CharacterManagement.

ILoadingScreen

(BlazerTech.CharacterManagement.

RemoveCharacter()

InitializationMode

Declaration
(BlazerTech.CharacterManagement.

LayeredCharacterListEntry

(BlazerTech.CharacterManagement.

public void RemoveCharacter()

LayeredCharacterListEntry

CharacterEntry

(BlazerTech.CharacterManagement.

SelectCharacter()

LayeredCharacterListType

(BlazerTech.CharacterManagement.

Declaration
LayeredCharacterSelectionList

(BlazerTech.CharacterManagement.

public void SelectCharacter()

(BlazerTech.CharacterManagement.

LoadingScreenProgress

(BlazerTech.CharacterManagement.

LoadingScreenProgressText

(BlazerTech.CharacterManagement.

Setup(LayeredCharacter, LayeredCharacterSelectionList)

(BlazerTech.CharacterManagement.

Declaration
TwoDirectional

(BlazerTech.CharacterManagement.

public Task Setup(LayeredCharacter character, LayeredCharacterSelectionList list)

+ **BlazerTech.Character**

Management.Characters

Parameters
(BlazerTech.CharacterManageren

Type	Name	Description
LayeredCharacter (BlazerTech.CharacterManagement.Characters.LayeredCharacter.html)	character	
LayeredCharacterSelectionList (BlazerTech.CharacterManagement.CharacterCreator.LayeredCharacterSelectionList.htm l)▼	list	

Type	Description
CharacterCreationMenuManager	
CharacterListEntryDisplayType	
Task (BlazerTech.CharacterManagement)	
CharacterPieceDropdown	
Selector	
(BlazerTech.CharacterManagement.	
CharacterPieceSelector	
(BlazerTech.CharacterManagement.	
CharacterPresenceController	
(BlazerTech.CharacterManagement.	
CharacterSelectionLoading	
Screen	
(BlazerTech.CharacterManagement.	
GameObjectStateNotifier	
(BlazerTech.CharacterManagement.	
ILoadingScreen	
(BlazerTech.CharacterManagement.	
InitializationMode	
(BlazerTech.CharacterManagement.	
LayeredCharacterListEntry	
(BlazerTech.CharacterManagement.	
LayeredCharacterListNew	
CharacterEntry	
(BlazerTech.CharacterManagement.	
LayeredCharacterListType	
(BlazerTech.CharacterManagement.	
LayeredCharacterSelectionList	
(BlazerTech.CharacterManagement.	
LoadingScreenProgress	
(BlazerTech.CharacterManagement.	
LoadingScreenProgressText	
(BlazerTech.CharacterManagement.	
LoadingScreenRepeatingText	
(BlazerTech.CharacterManagement.	
TwoDirectional	
(BlazerTech.CharacterManagement.	

+ **BlazerTech.Character**
Management.Characters
(BlazerTech.CharacterManager

Class LayeredCharacterListNewCharacterEntry

▼ Filter by title

Inheritance

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ Object

↳ Component

↳ CharacterPieceDropdown

↳ Behaviour

Selector

↳ MonoBehaviour

↳ LayeredCharacterListNewCharacterEntry

CharacterPieceSelector

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

([BlazerTech.CharacterManagement.CharacterCreator.html](#))

CharacterPresenceController

Assembly: Assembly-CSharp.dll

([BlazerTech.CharacterManagement](#))

Syntax

CharacterSelectionLoading

Screen

public class LayeredCharacterListNewCharacterEntry : MonoBehaviour

GameObjectStateNotifier

([BlazerTech.CharacterManagement](#).

ILoadingScreen

([BlazerTech.CharacterManagement](#).

InitializationMode

([BlazerTech.CharacterManagement](#).

LayeredCharacterListEntry

([BlazerTech.CharacterManagement](#).

Methods

CreateNewCharacter()

([BlazerTech.CharacterManagement](#).

Declaration

CharacterListNew

CharacterEntry

public void CreateNewCharacter()

LayeredCharacterListType

([BlazerTech.CharacterManagement](#).

LayeredCharacterSelectionList

Initialize(LayeredCharacterSelectionList)

LayeredCharacterSelectionList

LoadingScreenProgress

Declaration

([BlazerTech.CharacterManagement](#).

LoadingScreenProgressText

public void Initialize(LayeredCharacterSelectionList list)

LoadingScreenRepeatingText

([BlazerTech.CharacterManagement](#).

Parameters

TwoDirectional

Type	Name	Description
BlazerTech.CharacterManagement .LayeredCharacterSelectionList	list	

+ BlazerTech.CharacterManagement.Characters

([BlazerTech.CharacterManagement](#)

+ BlazerTech.Character

--



(BlazerTech.CharacterManagement.
CharacterListEntryDisplayType
(BlazerTech.CharacterManagement.
CharacterPieceDropdown
Selector
(BlazerTech.CharacterManagement.
CharacterPieceSelector
(BlazerTech.CharacterManagement.
CharacterPresenceController
(BlazerTech.CharacterManagement.
CharacterSelectionLoading
Screen
(BlazerTech.CharacterManagement.
GameObjectStateNotifier
(BlazerTech.CharacterManagement.
ILoadingScreen
(BlazerTech.CharacterManagement.
InitializationMode
(BlazerTech.CharacterManagement.
LayeredCharacterListEntry
(BlazerTech.CharacterManagement.
LayeredCharacterListNew
CharacterEntry
(BlazerTech.CharacterManagement.
LayeredCharacterListType
(BlazerTech.CharacterManagement.
LayeredCharacterSelectionList
(BlazerTech.CharacterManagement.
LoadingScreenProgress
(BlazerTech.CharacterManagement.
LoadingScreenProgressText
(BlazerTech.CharacterManagement.
LoadingScreenRepeatingText
(BlazerTech.CharacterManagement.
TwoDirectional
(BlazerTech.CharacterManagement.

+ **BlazerTech.Character**
Management.Characters
(BlazerTech.CharacterManageren

+ **BlazerTech.Character**

--

Enum LayeredCharacterListType

Namespace: BlazerTech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).CharacterCreator
(BlazerTech.CharacterManagement.CharacterCreator.html)

Filter by title

Assembly: Assembly-CSharp.dll

Syntax

```
BlazerTech.CharacterManagement.  
    CharacterPieceDropdown  
    pSelectoenum LayeredCharacterListType  
        (BlazerTech.CharacterManagement.  
            CharacterPieceSelector  
            (BlazerTech.CharacterManagement.  
                CharacterPressenceController  
                (BlazerTech.CharacterManagement.
```

Fields

Name	Description
Screen	CharacterSelectionLoading
Fixed	BlazerTech.CharacterManagement. Fixed GameObjectStateNotifier
Flexible	BlazerTech.CharacterManagement. Flexible ILoadingScreen (BlazerTech.CharacterManagement. InitializationMode (BlazerTech.CharacterManagement. LayeredCharacterListEntry (BlazerTech.CharacterManagement. LayeredCharacterListNew CharacterEntry (BlazerTech.CharacterManagement. LayeredCharacterListType (BlazerTech.CharacterManagement. LayeredCharacterSelectionList (BlazerTech.CharacterManagement. LoadingScreenProgress (BlazerTech.CharacterManagement. LoadingScreenProgressText (BlazerTech.CharacterManagement. LoadingScreenRepeatingText (BlazerTech.CharacterManagement. TwoDirectional (BlazerTech.CharacterManagement.

+ **BlazerTech.Character**
Management.Characters
(BlazerTech.CharacterManageren

Class LayeredCharacterSelectionList

Inheritance

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ Object
↳ CharacterPieceDropdown
↳ Component
↳ Selector
↳ Behaviour
(BlazerTech.CharacterManagement.
↳ MonoBehaviour
CharacterPieceSelector
↳ LayeredCharacterSelectionList
(BlazerTech.CharacterManagement.

Namespace: BlazerTech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).CharacterCreator
(BlazerTech.CharacterManagement.CharacterCreator.html)

Assembly: Assembly-CSharp.dll
CharacterSelectionLoading

Syntax

```
Screen  
(BlazerTech.CharacterManagement.  
public class LayeredCharacterSelectionList : MonoBehaviour  
GameObjectStateNone  
(BlazerTech.CharacterManagement.  
ILoadingScreen  
(BlazerTech.CharacterManagement.  
InitializationMode  
(BlazerTech.CharacterManagement.  
LayeredCharacterListEntry  
(BlazerTech.CharacterManagement.  
LayeredCharacterListNew
```

Properties

CreateNewCharactersPrivilege
LayeredCharacterListNew

Declaration

```
CharacterEntry  
(BlazerTech.CharacterManagement.  
LayeredCharacterListType  
public bool CreateNewCharactersPrivilege { get; }  
(BlazerTech.CharacterManagement.  
LayeredCharacterSelectionList
```

Property Value
BlazerTech.CharacterManagement.

Type	Description
LoadingScreenProgress (BlazerTech.CharacterManagement. bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

EditCharactersPrivilege
TwoDirectional

Declaration
BlazerTech.CharacterManagement.

+ **BlazerTech.CharacterManagement.Characters**
public bool EditCharactersPrivilege { get; }

Property Value
BlazerTech.CharacterManagement.

Type	Description
Management.Components bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

+ **BlazerTech.CharacterManager**

EnabledAndSetup

Declaration

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



Property Value

Type	Description
CharacterPieceDropdown Selector bool (https://learn.microsoft.com/dotnet/api/system.boolean) (BlazerTech.CharacterManagement.)	

FixedGroupSize

Declaration
`CharacterSelectionLoading`

Screen

```
p(BlazerTech.CharacterManagement; )
```

GameObjectStateNotifier

(BlazerTech.CharacterManagement.
ILoadingScreen)

Property Value

Type	Description
BlazerTech.CharacterManagement. InitializationMode int (https://learn.microsoft.com/dotnet/api/system.int32) (BlazerTech.CharacterManagement.)	

LayeredCharacterListEntry

(BlazerTech.CharacterManagement.

GroupName

Declaration
`CharacterListNew`

CharacterEntry

(BlazerTech.CharacterManagement.
LayeredCharacterListType

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

LayeredCharacterSelectionList

Property Value
`LoadingScreenProgress`

Type
(BlazerTech.CharacterManagement.

>LoadingScreenProgressText
string (<https://learn.microsoft.com/dotnet/api/system.string>)
(BlazerTech.CharacterManagement.)

>LoadingScreenRepeatingText

(BlazerTech.CharacterManagement.

LayeredCharacterType

Declaration
`CharacterList`

+ BlazerTech.Character

`Management.Characters` LayeredCharacterTypeSO LayeredCharacterType { get; set; }

(BlazerTech.CharacterManager)

+ BlazerTech.Character

`Management.Components`

(BlazerTech.CharacterManager)

+ BlazerTech.Character

Type	Description
LayeredCharacterTypeSO (BlazerTech.CharacterManagement.Characters.LayeredCharacterTypeSO.html)	

▼ ListType

Declaration
 CharacterPieceDropdown
 Selector
 (BlazerTech.CharacterManagement.
 public LayeredCharacterListType ListType { get; }
 CharacterPieceSelector
 (BlazerTech.CharacterManagement.

Properties **Value**

Type
 CharacterSelectionLoading

Search
 LayeredCharacterListType

(BlazerTech.CharacterManagement.CharacterCreator.LayeredCharacterListType.html)

GameObjectStateNotifier
 (BlazerTech.CharacterManagement.

ILoadingScreen

RemoveCharactersPrivilege

Declaration
 InitializationMode
 (BlazerTech.CharacterManagement.
 LayeredCharacterListEntry
 public bool RemoveCharactersPrivilege { get; }
 (BlazerTech.CharacterManagement.

LayeredCharacterListNew

Properties **Value**

Type
 LayeredCharacterListType

bool
 (BlazerTech.CharacterManagement.

LayeredCharacterSelectionList

(BlazerTech.CharacterManagement.

LoadingScreenProgress

(BlazerTech.CharacterManagement.

LoadingScreenProgressText

(BlazerTech.CharacterManagement.

LoadingScreenRepeatingText

(BlazerTech.CharacterManagement.

CreatNewCharacterInList()

Declaration
 void
 (BlazerTech.CharacterManagement.

public void CreatNewCharacterInList()

+ BlazerTech.Character

Management.Characters

(BlazerTech.CharacterManager

EditCharacter(LayeredCharacter)

+ BlazerTech.Character

Declaration
 void
 (BlazerTech.CharacterManagement.

Components

(BlazerTech.CharacterManager

+ BlazerTech.Character

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

Parameters

Type	Name	Description
LayeredCharacter (BlazerTech.CharacterManagement.Characters.LayeredCharacter.html)	character	

CharacterPieceDropdown

Returns

Type	Description
bool (BlazerTech.CharacterManagement.html)	

CharacterPresenceController

(BlazerTech.CharacterManagement.

CharacterSelectionLoading

RemoveCharacterFromList(LayeredCharacter)

(BlazerTech.CharacterManagement.

GameObjectStateNotifier

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

(BlazerTech.CharacterManagement.

Parameterized

Type	Name	Description
LayeredCharacterListEntry (BlazerTech.CharacterManagement.Characters.LayeredCharacter.html)	character	

LayeredCharacterListNew

Returns

Type	Description
LayeredCharacterListType (BlazerTech.CharacterManagement.html)	

bool (BlazerTech.CharacterManagement.html)

LayeredCharacterSelectionList

(BlazerTech.CharacterManagement.

LoadingScreenProgress

(BlazerTech.CharacterManagement.

LoadingScreenProgressText

(BlazerTech.CharacterManagement.

LoadingScreenRepeatingText

OnMenuEnabledAndSetup

(BlazerTech.CharacterManagement.

Declaration

(BlazerTech.CharacterManagement.

```
public event EventHandler OnMenuEnabledAndSetup
```

+ BlazerTech.Character

Management.Characters

Events

+ BlazerTech.CharacterManager

Type	Description
ManagementComponents (soft.com.dotnet/api/system.eventhandler)	

+ BlazerTech.CharacterManager

+ BlazerTech.Character

OnMenuLoadingProgressUpdated

Declaration

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



Event Type

Type	characterPieceDropdown	Description
Selector EventHandler<(https://learn.microsoft.com/dotnet/api/system.eventhandler-1)<BlazerTech.CharacterManagement.float>(https://learn.microsoft.com/dotnet/api/system.single)> CharacterPieceSelector		

(BlazerTech.CharacterManagement.
CharacterPresscenceController
(BlazerTech.CharacterManagement.
CharacterSelectionLoading
Screen
(BlazerTech.CharacterManagement.
GameObjectStateNotifier
(BlazerTech.CharacterManagement.
ILoadingScreen
(BlazerTech.CharacterManagement.
InitializationMode
(BlazerTech.CharacterManagement.
LayeredCharacterListEntry
(BlazerTech.CharacterManagement.
LayeredCharacterListNew
CharacterEntry
(BlazerTech.CharacterManagement.
LayeredCharacterListType
(BlazerTech.CharacterManagement.
LayeredCharacterSelectionList
(BlazerTech.CharacterManagement.
LoadingScreenProgress
(BlazerTech.CharacterManagement.
LoadingScreenProgressText
(BlazerTech.CharacterManagement.
LoadingScreenRepeatingText
(BlazerTech.CharacterManagement.
TwoDirectional
(BlazerTech.CharacterManagement.

+ BlazerTech.Character
Management.Characters
(BlazerTech.CharacterManager)

+ BlazerTech.Character
Management.Components
(BlazerTech.CharacterManage

± Razertech Character

Class LoadingScreenProgress

Inheritance

↳ [object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ Object
↳ Selector
↳ Component
↳ Behaviour
↳ CharacterPieceSelector
↳ MonoBehaviour
↳ BlazerTech.CharacterManagement.
↳ LoadingScreenProgress
CharacterPresenceController
↳ CCMLoadingBufferSpriteFillProgress
↳ BlazerTech.CharacterManagement
↳ BlazerTech.CharacterManagement.CharacterCreator.CCMLoadingBufferSpriteFillProgress.html
CharacterSelectionLoading
↳ LoadingScreenProgressText
Screen
↳ BlazerTech.CharacterManagement.CharacterCreator.LoadingScreenProgressText.html
↳ BlazerTech.CharacterManagement.
Namespace: BlazerTech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).CharacterCreator
GameObjectStateNotifier
(BlazerTech.CharacterManagement.CharacterCreator.html)
Assembly: Assembly-CSharp.dll
ILoadingScreen

Syntax

```
(BlazerTech.CharacterManagement.  
InitializationMode  
public abstract class LoadingScreenProgress : MonoBehaviour  
(BlazerTech.CharacterManagement.  
LayeredCharacterListEntry  
(BlazerTech.CharacterManagement.  
LayeredCharacterListNew  
CharacterEntry  
(BlazerTech.CharacterManagement.  
LayeredCharacterListType  
(BlazerTech.CharacterManagement.  
LayeredCharacterSelectionList  
OnLoadingProgressUpdated(object, float)
```

Methods

```
(BlazerTech.CharacterManagement.  
LoadingScreenProgress  
protected abstract void OnLoadingProgressUpdated(object sender, float progress)  
LoadingScreenProgressText  
(BlazerTech.CharacterManagement.  
Parameters  
LoadingScreenRepeatingText  
Type  
(BlazerTech.CharacterManagement.  
TwoDirectional  
object (https://learn.microsoft.com/dotnet/api/system.object)  
float (https://learn.microsoft.com/dotnet/api/system.single)
```

+ BlazerTech.Character

Management.Characters

(BlazerTech.CharacterManager)

OnLoadingStarting()

+ BlazerTech.Character

Declaration

Management.Components

(BlazerTech.CharacterManager)

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

+ BlazerTech.Character

...

Type	Name	Description
object (https://learn.microsoft.com/dotnet/api/system.object)	sender	
float (https://learn.microsoft.com/dotnet/api/system.single)	progress	



Selector
(BlazerTech.CharacterManagement.
CharacterPieceSelector
(BlazerTech.CharacterManagement.
CharacterPressenceController
(BlazerTech.CharacterManagement.
CharacterSelectionLoading
Screen
(BlazerTech.CharacterManagement.
GameObjectStateNotifier
(BlazerTech.CharacterManagement.
ILoadingScreen
(BlazerTech.CharacterManagement.
InitializationMode
(BlazerTech.CharacterManagement.
LayeredCharacterListEntry
(BlazerTech.CharacterManagement.
LayeredCharacterListNew
CharacterEntry
(BlazerTech.CharacterManagement.
LayeredCharacterListType
(BlazerTech.CharacterManagement.
LayeredCharacterSelectionList
(BlazerTech.CharacterManagement.
LoadingScreenProgress
(BlazerTech.CharacterManagement.
LoadingScreenProgressText
(BlazerTech.CharacterManagement.
LoadingScreenRepeatingText
(BlazerTech.CharacterManagement.
TwoDirectional
(BlazerTech.CharacterManagement.

+ **BlazerTech.Character**
Management.Characters
(BlazerTech.CharacterManager)

+ **BlazerTech.Character**
Management.Components
(BlazerTech.CharacterManager)

+ **BlazerTech.Character**



Class LoadingScreenProgressText

Inheritance

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ Object
↳ [BlazerTech.CharacterManagement.Component](#)
↳ [CharacterPieceSelector](#)
↳ Behaviour
↳ [BlazerTech.CharacterManagement MonoBehaviour](#)
↳ [CharacterPresenceController](#)
↳ [LoadingScreenProgress](#)
↳ [BlazerTech.CharacterManagement.CharacterCreator.LoadingScreenProgress.html](#)
↳ [CharacterSelectionLoading](#)
↳ [LoadingScreenProgressText](#)
↳ Screen

Namespace: BlazerTech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).CharacterCreator (BlazerTech.CharacterManagement.CharacterCreator.html)

Assembly: Assembly-CSharp.dll

(BlazerTech.CharacterManagement.

Syntax

```
↳ LoadingScreen  
↳ (BlazerTech.CharacterManagement.  
public class LoadingScreenProgressText : LoadingScreenProgress  
↳ InitializationMode  
↳ (BlazerTech.CharacterManagement.  
↳ LayeredCharacterListEntry  
↳ (BlazerTech.CharacterManagement.  
↳ LayeredCharacterListNew  
↳ CharacterEntry  
↳ (BlazerTech.CharacterManagement.  
↳ LayeredCharacterListType  
↳ (BlazerTech.CharacterManagement.
```

Methods

OnLoadingProgressUpdated(object, float)

Declaration:

```
↳ LayeredCharacterSelectionList  
↳ (BlazerTech.CharacterManagement.  
↳ LoadingScreenProgress  
protected override void OnLoadingProgressUpdated(object sender, float progress)  
↳ (BlazerTech.CharacterManagement.  
↳ LoadingScreenProgressText  
↳ )
```

Parameters:

Type	Name	Description
>LoadingScreenRepeatingText (BlazerTech.CharacterManagement. object (https://learn.microsoft.com/dotnet/api/system.object) TwoDirectional	sender	
float (https://learn.microsoft.com/dotnet/api/system.single)	progress	

+ BlazerTech.Character

Overrides

Management.Characters

↳ LoadingScreenProgress.OnLoadingProgressUpdated(object, float)

(BlazerTech.CharacterManagement.CharacterCreator.LoadingScreenProgress.html#BlazerTech_CharacterManagement_+BlazerTech_CharacterManagement_LoadingScreenProgress_OnLoadingProgressUpdated_System_Object_System_Single_)

Management.Components

OnLoadingStarting()

+ BlazerTech.Character

Declaration

Management.Editor.

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

Overrides

>LoadingScreenProgress.OnLoadingStarting()

(BlazerTech.CharacterManagement.CharacterCreator.LoadingScreenProgress.html#BlazerTech_CharacterManagement_CharacterCreator_LoadingScreenProgress_OnLoadingStarting)

(BlazerTech.CharacterManagement.

CharacterPieceSelector

(BlazerTech.CharacterManagement.

CharacterPresenceController

(BlazerTech.CharacterManagement.

CharacterSelectionLoading

Screen

(BlazerTech.CharacterManagement.

GameObjectStateNotifier

(BlazerTech.CharacterManagement.

ILoadingScreen

(BlazerTech.CharacterManagement.

InitializationMode

(BlazerTech.CharacterManagement.

LayeredCharacterListEntry

(BlazerTech.CharacterManagement.

LayeredCharacterListNew

CharacterEntry

(BlazerTech.CharacterManagement.

LayeredCharacterListType

(BlazerTech.CharacterManagement.

LayeredCharacterSelectionList

(BlazerTech.CharacterManagement.

LoadingScreenProgress

(BlazerTech.CharacterManagement.

LoadingScreenProgressText

(BlazerTech.CharacterManagement.

LoadingScreenRepeatingText

(BlazerTech.CharacterManagement.

TwoDirectional

(BlazerTech.CharacterManagement.

+ BlazerTech.Character

Management.Characters

(BlazerTech.CharacterManageren

+ BlazerTech.Character

Management.Components

(BlazerTech.CharacterManageren

+ BlazerTech.Character

Management.Editor.

Class LoadingScreenRepeatingText

Inheritance

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ Object
↳ CharacterPieceSelector
↳ Component
↳ BlazerTech.CharacterManagement.
↳ Behaviour
CharacterPresenceController
↳ MonoBehaviour
↳ BlazerTech.CharacterManagement.
↳ LoadingScreenRepeatingText
CharacterSelectionLoading

Namespace: BlazerTech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).CharacterCreator
(BlazerTech.CharacterManagement.CharacterCreator.html)

Assembly: Assembly-CSharp.dll
GameObjectStateNotifier

Syntax
(BlazerTech.CharacterManagement.

ILoadingScreen
public class LoadingScreenRepeatingText : MonoBehaviour
InitializationMode
(BlazerTech.CharacterManagement.
LayeredCharacterListEntry
(BlazerTech.CharacterManagement.
LayeredCharacterListNew
CharacterEntry
(BlazerTech.CharacterManagement.
LayeredCharacterListType
(BlazerTech.CharacterManagement.
LayeredCharacterSelectionList
(BlazerTech.CharacterManagement.
LoadingScreenProgress
(BlazerTech.CharacterManagement.
LoadingScreenProgressText
(BlazerTech.CharacterManagement.
LoadingScreenRepeatingText
(BlazerTech.CharacterManagement.
TwoDirectional
(BlazerTech.CharacterManagement.

+ BlazerTech.Character

Management.Characters
(BlazerTech.CharacterManager

+ BlazerTech.Character

Management.Components
(BlazerTech.CharacterManager

Enum TwoDirectional

Namespace: BlazerTech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).CharacterCreator (BlazerTech.CharacterManagement.CharacterCreator.html)

Filter by title

Assembly: Assembly-CSharp.dll

Syntax

```
(BlazerTech.CharacterManagement.  
    CharacterPresenceController  
    p(BlazerTech.CharacterManagement.  
        CharacterSelectionLoading  
        Screen  
        (BlazerTech.CharacterManagement.  
            GameObjectStateNotifier  
            BlazerTech.CharacterManagement.
```

Fields

Name	Description
ILoadingScreen	
LeftInitializationMode	
RightLayeredCharacterListEntry	

```
(BlazerTech.CharacterManagement.  
    LayeredCharacterListNew  
    CharacterEntry  
    (BlazerTech.CharacterManagement.  
        LayeredCharacterListType  
        (BlazerTech.CharacterManagement.  
            LayeredCharacterSelectionList  
            (BlazerTech.CharacterManagement.  
                LoadingScreenProgress  
                (BlazerTech.CharacterManagement.  
                    LoadingScreenProgressText  
                    (BlazerTech.CharacterManagement.  
                        LoadingScreenRepeatingText  
                        (BlazerTech.CharacterManagement.  
                            TwoDirectional  
                            (BlazerTech.CharacterManagement.
```

+ BlazerTech.Character

Management.Characters

(BlazerTech.CharacterManageren

+ BlazerTech.Character

Management.Components

(BlazerTech.CharacterManageren

+ BlazerTech.Character

Namespace BlazerTech.CharacterManagement.Characters

▼ Filter by title

Classes

Management.Character

Creator

CharacterBase<TCharacterType, TCharacterHandler>

(BlazerTech.CharacterManagement.Characters.CharacterBase-2.html)

- BlazerTech.Character

Management.Characters

CharacterDraft (BlazerTech.CharacterManagement.Characters.CharacterDraft.html)

(BlazerTech.CharacterManagement.

CharacterBase<TCharacterType,

CharacterDraft_NewCharacter

(BlazerTech.CharacterManagement.Characters.CharacterDraft_NewCharacter.html)

2.html)

CharacterDraft

CharacterDraft_PreExistingCharacter

(BlazerTech.CharacterManagement.Characters.CharacterDraft_PreExistingCharacter.html)

(BlazerTech.CharacterManagement.

CharacterDraft_NewCharacter

(BlazerTech.CharacterManagement.

CharacterGroupBase

(BlazerTech.CharacterManagement.Characters.CharacterGroupBase.html)

Character

(BlazerTech.CharacterManagement.

CharacterGroupBase

CharacterPiece (BlazerTech.CharacterManagement.Characters.CharacterPiece.html)

(BlazerTech.CharacterManagement.

CharacterGroupType

CharacterPieceCollectionSO

(BlazerTech.CharacterManagement.Characters.CharacterPieceCollectionSO.html)

(BlazerTech.CharacterManagement.

CharacterPieceCollectionSO

CharacterPieceInfo

(BlazerTech.CharacterManagement.Characters.CharacterPieceInfo.html)

(BlazerTech.CharacterManagement.

CharacterPieceInfo

CharacterPieceInfo.CharacterPieceInfo_DTO

(BlazerTech.CharacterManagement.Characters.CharacterPieceInfo.CharacterPieceInfo_DTO.html)

(BlazerTech.CharacterManagement.

CharacterPieceInfo.LoadedSprite

DataContainer

(BlazerTech.CharacterManagement.

CharacterPieceInfo.LoadedSpriteDataContainer

(BlazerTech.CharacterManagement.Characters.CharacterPieceInfo.LoadedSpriteDataContainer.html)

(BlazerTech.CharacterManagement.

CharacterSaveMode

(BlazerTech.CharacterManagement.

CharacterTemplate

CharacterPieceMapping

(BlazerTech.CharacterManagement.Characters.CharacterPieceMapping.html)

CharacterTemplateSO<TCharacterType, TCharacter>

(BlazerTech.CharacterManagement.Characters.CharacterTemplateSO-2.html)

▼

CharacterTypeBaseSO

Management.Character
Creator

(BlazerTech.CharacterManagement.Characters.CharacterTypeBaseSO.html)

CharacterTypeGroupCollection

BlazerTech.Character
Management.Characters

(BlazerTech.CharacterManagement.

CharacterTypeGroupCollection.CharacterTypeGroupCollection_DTO

BlazerTech.CharacterManagement.Characters.CharacterTypeGroupCollection.CharacterTypeGroupCollection.DTO.html

(BlazerTech.CharacterManagement.

2.html)

CharacterDraft

BlazerTech.CharacterManagement.
CharacterDraftType

(BlazerTech.CharacterManagement.

FixedCharacterGroup_FixedCharacterGroup_DTO

BlazerTech.CharacterManagement.Characters.FixedCharacterGroup.FixedCharacterGroup.DTO.html

Character

(BlazerTech.CharacterManagement.

FixedCharacterGroupCollection

BlazerTech.CharacterManagement.Characters

) CharacterGroupType

(BlazerTech.CharacterManagement.

CharacterPiece

BlazerTech.CharacterManagement.

CharacterPieceCollection

(BlazerTech.CharacterManagement.Characters.FlexibleCharacterGroup.html)

(BlazerTech.CharacterManagement.

CharacterPieceInfo

BlazerTech.CharacterManagement.

CharacterPieceInfo.Character

PieceInfo.DTO

(BlazerTech.CharacterManagement.

CharacterPieceInfo.LoadedSprite

DataContainer

BlazerTech.CharacterManagement.

CharacterPieceMapping

(BlazerTech.CharacterManagement.

CharacterSaveMode

BlazerTech.CharacterManagement.

CharacterTemplate

BlazerTech.CharacterManagement.

LayeredCharacter

(BlazerTech.CharacterManagement.Characters.LayeredCharacter.html)

LayeredCharacter.Character_DTO
(BlazerTech.CharacterManagement.Characters.LayeredCharacter.Character.DTO.html)

LayeredCharacter.LoadedLayeredCharacterHandler
(BlazerTech.CharacterManagement.Characters.LayeredCharacter.LoadedLayeredCharacterHandler.html)

Management.Character

Creator
LayeredCharacterManager
(BlazerTech.CharacterManagement.Characters.LayeredCharacterManager.html)

- BlazerTech.Character

Management.Characters

LayeredCharacterTemplateSO
(BlazerTech.CharacterManagement.Characters.LayeredCharacterTemplateSO.html)

CharacterBase<TCharacterType,

TCharacterHandler>

LayeredCharacterTypeSO
(BlazerTech.CharacterManagement.Characters.LayeredCharacterTypeSO.html)

CharacterDraft

LayeredCharacterTypeSO.CharacterCreatorConfig
(BlazerTech.CharacterManagement.Characters.LayeredCharacterTypeSO.CharacterCreatorConfig.html)

CharacterDraft_Type
CharacterDraft_NewCharacter

(BlazerTech.CharacterManagement.

CharacterDraft_PreExisting

LayeredCharacterTypeSO.CharacterPreviewsSettings

(BlazerTech.CharacterManagement.Characters.LayeredCharacterTypeSO.CharacterPreviewsSettings.html)

Character

CharacterGroupBase

(BlazerTech.CharacterManagement.

LoadedCharacterHandlerBase

(BlazerTech.CharacterManagement.Characters.LoadedCharacterHandlerBase.html)

CharacterPiece

(BlazerTech.CharacterManagement.

SingleCharacterGroup

(BlazerTech.CharacterManagement.Characters.SingleCharacterGroup.html)

CharacterPieceInfo

(BlazerTech.CharacterManagement.

SingleCharacterGroup.SingleCharacterGroup_DTO

(BlazerTech.CharacterManagement.Characters.SingleCharacterGroup.SingleCharacterGroup.DTO.html)

CharacterPieceInfo_DTO

(BlazerTech.CharacterManagement.

CharacterPieceInfo_LoadedSprite

DataContainer

UnifiedCharacter

(BlazerTech.CharacterManagement.Characters.UnifiedCharacter.html)

CharacterPieceMapping

(BlazerTech.CharacterManagement.

UnifiedCharacter.LoadedUnifiedCharacterHandler

(BlazerTech.CharacterManagement.Characters.UnifiedCharacter.LoadedUnifiedCharacterHandler.html)

UnifiedCharacterTemplateSO (BlazerTech.CharacterManagement.Characters.UnifiedCharacterTemplateSO.html)

UnifiedCharacterTypeSO (BlazerTech.CharacterManagement.Characters.UnifiedCharacterTypeSO.html) ▼

Enums

Management.Character

Creator

CharacterDraftTypeManager

(BlazerTech.CharacterManagement.Characters.CharacterDraftType.html)
- BlazerTech.Character

Management.Characters

CharacterGroupType

(BlazerTech.CharacterManagement.Characters.CharacterGroupType.html)
CharacterBase<ICharacterType,
TCharacterHandler>

(BlazerTech.CharacterManagement.

CharacterSaveMode

(BlazerTech.CharacterManagement.Characters.CharacterSaveMode.html)
CharacterDraft

(BlazerTech.CharacterManagement.

MultiCharacterGroupType

(BlazerTech.CharacterManagement.Characters.MultiCharacterGroupType.html)

CharacterDraft_NewCharacter

(BlazerTech.CharacterManagement.

CharacterDraft_PreExisting

Character

(BlazerTech.CharacterManagement.

CharacterGroupBase

(BlazerTech.CharacterManagement.

CharacterGroupType

(BlazerTech.CharacterManagement.

CharacterPiece

(BlazerTech.CharacterManagement.

CharacterPieceCollectionSO

(BlazerTech.CharacterManagement.

CharacterPieceInfo

(BlazerTech.CharacterManagement.

CharacterPieceInfo.Character

PieceInfo.DTO

(BlazerTech.CharacterManagement.

CharacterPieceInfo.LoadedSprite

DataContainer

(BlazerTech.CharacterManagement.

CharacterPieceMapping

(BlazerTech.CharacterManagement.

CharacterSaveMode

(BlazerTech.CharacterManagement.

CharacterTemplate

Class CharacterBase<TCharacterType, TCharacterHandler>

▼ Filter by title

Inheritance

(BlazerTech.CharacterManager)

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)

- BlazerTech.Character

↳ LayeredCharacter (BlazerTech.CharacterManagement.Characters.LayeredCharacter.html)

↳ UnifiedCharacter (BlazerTech.CharacterManagement.Characters.UnifiedCharacter.html)

(BlazerTech.CharacterManager)

Namespace: BlazerTech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).Characters
(BlazerTech.CharacterManagement.Characters.html)

TCharacterHandler

Assembly: Assembly-CSharp.dll

(BlazerTech.CharacterManagement.

Syntax

2.html)

CharacterDraft

public abstract class CharacterBase<TCharacterType, TCharacterHandler> where TCharacterType

: CharacterTypeBases<SO> where TCharacterHandler : LoadedCharacterHandlerBase

CharacterDraftType

(BlazerTech.CharacterManagement.

CharacterDraft_NewCharacter

(BlazerTech.CharacterManagement.

Name

CharacterDraft_PreExisting

Description

TCharacterType

(BlazerTech.CharacterManagement.

TCharacterHandler

CharacterGroupBase

(BlazerTech.CharacterManagement.

CharacterGroupType

Constructors

CharacterBase(string, TCharacterType)

(CharacterBaseCollection)

(BlazerTech.CharacterManagement.

CharacterPieceInfo

(BlazerTech.CharacterManagement.

public CharacterBase(string characterName, TCharacterType characterType)

CharacterPieceInfo.Character

PieceInfo_DTO

(BlazerTech.CharacterManagement.

Parameters

CharacterPieceInfo

Type

CharacterPieceInfo.LoadedSprite

Name

Description

DataContainer

string (<https://learn.microsoft.com/dotnet/api/system.string>)

characterName

CharacterPieceMapping

characterType

(BlazerTech.CharacterManagement.

CharacterSaveMode

(BlazerTech.CharacterManagement.

CharacterTemplate

SO<TCharacterType, TCharacter>

(BlazerTech.CharacterManagement.

2.html)

Fields

CharacterDisplayName

Declaration

```
public string CharacterDisplayName  
(BlazerTech.CharacterManager)
```

Field Value

Type	Description
Management.Characters (BlazerTech.CharacterManager)	

string (<https://learn.microsoft.com/dotnet/api/system.string>)

CharacterBase<TCharacterType,

TCharacterHandler>

(BlazerTech.CharacterManagement.

2.html)

CharacterGUID

CharacterDraft

Declaration

(BlazerTech.CharacterManagement.

CharacterDraftType

(BlazerTech.CharacterManagement)

CharacterDraft_NewCharacter

(BlazerTech.CharacterManagement.

Field Value

CharacterDraft_PreExisting

Type	Description
character	

(BlazerTech.CharacterManagement.

Guid (<https://learn.microsoft.com/dotnet/api/system.guid>)

CharacterGroupBase

(BlazerTech.CharacterManagement.

CharacterGroupType

CharacterName

CharacterPiece

Declaration

(BlazerTech.CharacterManagement.

CharacterPieceCollectionSO

(BlazerTech.CharacterManagement)

CharacterPieceInfo

Field Value

CharacterPieceInfo.Character

Type	Description
PieceInfo_DTO	

(BlazerTech.CharacterManagement.

string (<https://learn.microsoft.com/dotnet/api/system.string>)

CharacterPieceInfo.LoadedSprite

DataContainer

(BlazerTech.CharacterManagement.

CharacterType

Mapping

Declaration

(BlazerTech.CharacterManagement.

CharacterSaveMode

CharacterTemplate

Declaration

(BlazerTech.CharacterManagement.

public readonly TCharacterType CharacterType

SO<TCharacterType, TCharacter>

Field Value

2.html)

Type	Description
TCharacterType	

LoadedCharacterHandler

Declaration
(BlazerTech.CharacterManager)

- **BlazerTech.CharacterHandler** LoadedCharacterHandler

Management.Characters

(BlazerTech.CharacterManager)

Field Value

Type	Description
CharacterBase<TCharacterType, TCharacterHandler>	

TCharacterHandler
(BlazerTech.CharacterManagement.

2.html)

CharacterDraft

(BlazerTech.CharacterManagement.

CharacterDraftType

(BlazerTech.CharacterManagement.

CharacterDraft_NewCharacter

(BlazerTech.CharacterManagement.

CharacterDraft_PreExisting

Properties

IsValidCharacter

Character

(BlazerTech.CharacterManagement.

CharacterGroupBasicCharacter { get; protected set; }

(BlazerTech.CharacterManagement.

CharacterGroupType

Property Value

(BlazerTech.CharacterManagement.

Type	Description
characterPiece	

(BlazerTech.CharacterManagement.

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

CharacterPieceCollectionSO

(BlazerTech.CharacterManagement.

CharacterPieceInfo

(BlazerTech.CharacterManagement.

Methods

AcquireCharacterHandler(object)

Declaration

(BlazerTech.CharacterManagement.

CharacterPieceMapping

public TCharacterHandler AcquireCharacterHandler(object owner)

(BlazerTech.CharacterManagement.

CharacterSaveMode

Parameters

CharacterTemplate

SO<TCharacterType, TCharacter>

object (<https://learn.microsoft.com/dotnet/api/system.object>)

(BlazerTech.CharacterManagement.

2.html)

Type	Name	Description
SO<TCharacterType, TCharacter>	owner	

Returns

Type	Description
TCharacterHandler	



AcquireCharacterHandlerAsync(object)

(BlazerTech.CharacterManagement)

Declaration

- BlazerTech.Character

Management.Characters

(BlazerTech.CharacterManagement)

Parameters

TCharacterBase<TCharacterType,

TCharacterHandler>

Type (BlazerTech.CharacterManagement.

object (https://learn.microsoft.com/dotnet/api/system.object)

Name

Description

CharacterDraft

Returns

CharacterDraftType

Type (BlazerTech.CharacterManagement.

Task<CharacterDraft> (https://learn.microsoft.com/dotnet/api/system.threading.tasks.task-1)<TCharacterHandler>

(BlazerTech.CharacterManagement.

CharacterDraft_PreExisting

Character

LoadCharacterHandler()

(BlazerTech.CharacterManagement.

CharacterGroupBase

(BlazerTech.CharacterManagement.

CharacterGroupType

protected abstract void LoadCharacterHandler() (BlazerTech.CharacterManagement.

CharacterPiece

(BlazerTech.CharacterManagement.

CharacterPieceCollectionSO

(BlazerTech.CharacterManagement.

Declaration

CharacterPieceInfo

(BlazerTech.CharacterManagement.

CharacterPieceInfo CharacterLoadCharacterHandlerAsync()

PieceInfo_DTO

(BlazerTech.CharacterManagement.

Returns

CharacterPieceInfo.LoadedSprite

Type DataContainer

(BlazerTech.CharacterManagement.

Task<https://learn.microsoft.com/dotnet/api/system.threading.tasks.task> CharacterPieceMapping

(BlazerTech.CharacterManagement.

CharacterSaveMode

(BlazerTech.CharacterManagement.

ReleaseCharacterHandler(object)

CharacterTemplate

Declaration

<TCharacterType, TCharacter>

(BlazerTech.CharacterManagement.

2.html)

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

Parameters

Type	Name	Description
object (https://learn.microsoft.com/dotnet/api/system.object)	<i>owner</i>	

(BlazerTech.CharacterManager)

- BlazerTech.Character

SetCharacterInvalid()

(BlazerTech.CharacterManager)

Declaration
CharacterBase<TCharacterType,
TCharacterHandler>
public virtual void SetCharacterInvalid()
(BlazerTech.CharacterManagement.
2.html)
CharacterDraft

UploadCharacterHandler()

CharacterDraftType
Declaration
(BlazerTech.CharacterManagement.
CharacterDraft_NewCharacter
protected virtual void UploadCharacterHandler()
(BlazerTech.CharacterManagement.

CharacterDraft_PreExisting
Character
(BlazerTech.CharacterManagement.
ValidationCheck())

CharacterGroupBase

(BlazerTech.CharacterManagement.
CharacterGroupType
(BlazerTech.CharacterManagement.
public virtual bool ValidationCheck()
CharacterPiece
(BlazerTech.CharacterManagement.

Return CharacterPieceCollectionSO

Type	Description
CharacterPieceCollectionSO (BlazerTech.CharacterManagement. CharacterPieceInfo bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

CharacterPieceInfo.Character
PieceInfo.DTO
(BlazerTech.CharacterManagement.
CharacterPieceInfo.LoadedSprite
DataContainer
(BlazerTech.CharacterManagement.
CharacterPieceMapping
(BlazerTech.CharacterManagement.
CharacterSaveMode
(BlazerTech.CharacterManagement.
CharacterTemplate
SO<TCharacterType, TCharacter>
(BlazerTech.CharacterManagement.
2.html)

Class CharacterDraft

Inheritance

↳ [object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

- ↳ **BlazerTech.Character**

 ↳ CharacterDraft_NewCharacter

Management.Characters

([BlazerTech.CharacterManagement.Characters.CharacterDraft_NewCharacter.html](#))

(BlazerTech.CharacterManager)

 ↳ CharacterDraft_PreExistingCharacter

 ↳ CharacterDraft_CharacterType

([BlazerTech.CharacterManagement.Client.Characters.CharacterDraft_PreExistingCharacter.html](#))

 ↳ TCharacterHandler>

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

([BlazerTech.CharacterManagement.Characters.html](#))

 ↳ 2.html)

Assembly: Assembly-CSharp.dll

 ↳ CharacterDraft

Syntax

([BlazerTech.CharacterManagement.](#)

 CharacterDraftType

 public abstract class CharacterDraft

([BlazerTech.CharacterManagement.](#)

 CharacterDraft_NewCharacter

([BlazerTech.CharacterManagement.](#)

 CharacterDraft_PreExisting

 Character

([BlazerTech.CharacterManagement.](#)

 CharacterGroupBase

([BlazerTech.CharacterManagement.](#)

 CharacterGroupType

Character

([BlazerTech.CharacterManagement.](#)

 CharacterPiece

([BlazerTech.CharacterManagement.](#)

 CharacterPieceCollectionSO

([BlazerTech.CharacterManagement.](#)

Field Value

CharacterPieceInfo

Type: [BlazerTech.CharacterManagement.](#)

 CharacterPieceInfo.Character

 LayeredCharacter ([BlazerTech.CharacterManagement.Characters.LayeredCharacter.html](#))

Description

Type	Description
BlazerTech.CharacterManagement. CharacterPieceInfo.Character LayeredCharacter (BlazerTech.CharacterManagement.Characters.LayeredCharacter.html)	

 CharacterPieceInfo.Character

 CharacterPieceInfo.LoadedSprite

 DataContainer

Methods

([BlazerTech.CharacterManagement.](#)

 CharacterPieceMapping

([BlazerTech.CharacterManagement.](#)

SaveCharacter()

([BlazerTech.CharacterManagement.](#)

 CharacterTemplate

 SO<TCharacterType, TCharacter>

 public abstract void SaveCharacter()

([BlazerTech.CharacterManagement.](#)

 2.html)

 CharacterTypeBaseSO

([BlazerTech.CharacterManagement.](#)



- **BlazerTech.CharacterManagement.Characters**
(BlazerTech.CharacterManageren

CharacterBase<TCharacterType,
TCharacterHandler>
(BlazerTech.CharacterManagement.
2.html)
CharacterDraft
(BlazerTech.CharacterManagement.
CharacterDraftType
(BlazerTech.CharacterManagement.
CharacterDraft_NewCharacter
(BlazerTech.CharacterManagement.
CharacterDraft_PreExisting
Character
(BlazerTech.CharacterManagement.
CharacterGroupBase
(BlazerTech.CharacterManagement.
CharacterGroupType
(BlazerTech.CharacterManagement.
CharacterPiece
(BlazerTech.CharacterManagement.
CharacterPieceCollectionSO
(BlazerTech.CharacterManagement.
CharacterPieceInfo
(BlazerTech.CharacterManagement.
CharacterPieceInfo.Character
PieceInfo.DTO
(BlazerTech.CharacterManagement.
CharacterPieceInfo.LoadedSprite
DataContainer
(BlazerTech.CharacterManagement.
CharacterPieceMapping
(BlazerTech.CharacterManagement.
CharacterSaveMode
(BlazerTech.CharacterManagement.
CharacterTemplate
SO<TCharacterType, TCharacter>
(BlazerTech.CharacterManagement.
2.html)
CharacterTypeBaseSO
(BlazerTech.CharacterManagement.

Enum CharacterDraftType

Namespace: BlazerTech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).Characters
(BlazerTech.CharacterManagement.Characters.html)

Filter by title

Assembly: Assembly-CSharp.dll

Management.Characters

Syntax

(BlazerTech.CharacterManagement)

```
public enum CharacterDraftType :  
    CharacterBase<CharacterDraftType,  
    TCharacterHandler>  
(BlazerTech.CharacterManagement.  
2.html)
```

Fields

(BlazerTech.CharacterManagement.

Name	Description
NewCharacterDraft_NewCharacter	
PreExistingCharacterDraft_PreExisting	

Character

(BlazerTech.CharacterManagement.

CharacterGroupBase

(BlazerTech.CharacterManagement.

CharacterGroupType

(BlazerTech.CharacterManagement.

CharacterPiece

(BlazerTech.CharacterManagement.

CharacterPieceCollectionSO

(BlazerTech.CharacterManagement.

CharacterPieceInfo

(BlazerTech.CharacterManagement.

CharacterPieceInfo.Character

PieceInfo.DTO

(BlazerTech.CharacterManagement.

CharacterPieceInfo.LoadedSprite

DataContainer

(BlazerTech.CharacterManagement.

CharacterPieceMapping

(BlazerTech.CharacterManagement.

CharacterSaveMode

(BlazerTech.CharacterManagement.

CharacterTemplate

SO<TCharacterType, TCharacter>

(BlazerTech.CharacterManagement.

CharacterDraftType

Class CharacterDraft_NewCharacter

Inheritance

↳ [object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ [CharacterDraft](#) ([BlazerTech.CharacterManagement.Characters.CharacterDraft.html](#))
(BlazerTech.CharacterManager)
↳ [CharacterDraft_NewCharacter](#)
↳ [CharacterBase<TCharacterType, TCharacter>](#)
↳ [ICharacterHandler](#)

CharacterDraft_CharacterManagement.

([BlazerTech](#)) [CharacterManagement.Characters.CharacterDraft.html#BlazerTech_CharacterManagement_Characters_CharacterDraft_Character](#)

([BlazerTech.CharacterManagement](#).

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

Assembly: [Assembly](#).[CharacterManagement](#).

Syntax

```
(BlazerTech.CharacterManagement.  
CharacterDraft_NewCharacter  
CharacterDraft_PreExisting  
public class CharacterDraft_NewCharacter : CharacterDraft  
Character  
(BlazerTech.CharacterManagement.  
CharacterGroupBase  
(BlazerTech.CharacterManagement.  
CharacterGroupType  
(BlazerTech.CharacterManagement.  
CharacterPieceCollectionSO  
(BlazerTech.CharacterManagement.  
CharacterPieceInfo  
public CharacterDraft_NewCharacter(LayeredCharacter character, CharacterGroupBase group)  
(BlazerTech.CharacterManagement.  
CharacterPieceInfo.Character  
PiecInfo.DTO  
Type  
(BlazerTech.CharacterManagement.  
CharacterPieceInfo.LoadedSprite  
LayeredCharacter(BlazerTech.CharacterManagement.Characters.LayeredCharacter.html)  
DataContainer  
CharacterGroupBase  
(BlazerTech.CharacterManagement.  
CharacterPieceMapping  
(BlazerTech.CharacterManagement.  
CharacterSaveMode  
(BlazerTech.CharacterManagement.  
CharacterTemplate  
SO<TCharacterType, TCharacter>  
(BlazerTech.CharacterManagement.  
CharacterTemplate2.html)
```

Fields

SO<TCharacterType, TCharacter>
(BlazerTech.CharacterManagement.
CharacterTemplate2.html)

Group

CharacterTypeBaseSO
Declaration
(BlazerTech.CharacterManagement.
CharacterTypeGroupCollection
(BlazerTech.CharacterManagement.
CharacterTypeGroupCollection2.html)


```
public LayeredCharacter OriginalCharacter
```

Field Value

Type	Description
LayeredCharacter (BlazerTech.CharacterManagement.Characters.LayeredCharacter.html)	

CharacterBase<TCharacterType,
TCharacterHandler>
(BlazerTech.CharacterManagement.
2.html)

Methods

CharacterDraft
(BlazerTech.CharacterManagement.
CharacterDraft.html)

SaveCharacter()

(BlazerTech.CharacterManagement.
Declaration
CharacterDraft_NewCharacter
(BlazerTech.CharacterManagement.
public override void SaveCharacter()
Character
(BlazerTech.CharacterManagement.
Overrides
CharacterGroupBase
CharacterDraft_SaveCharacter()
(BlazerTech.CharacterManagement.
(BlazerTech.CharacterManagement.Characters.CharacterDraft.html#BlazerTech_CharacterManagement_Characters_
CharacterGroupType
CharacterDraft_SaveCharacter
(BlazerTech.CharacterManagement.
CharacterPiece
(BlazerTech.CharacterManagement.
CharacterPieceCollectionSO
(BlazerTech.CharacterManagement.
CharacterPieceInfo
(BlazerTech.CharacterManagement.
CharacterPieceInfo.Character
PieceInfo.DTO
(BlazerTech.CharacterManagement.
CharacterPieceInfo.LoadedSprite
DataContainer
(BlazerTech.CharacterManagement.
CharacterPieceMapping
(BlazerTech.CharacterManagement.
CharacterSaveMode
(BlazerTech.CharacterManagement.
CharacterTemplate
SO<TCharacterType, TCharacter>
(BlazerTech.CharacterManagement.
2.html)

CharacterTypeBaseSO
(BlazerTech.CharacterManagement.
CharacterTypeGroupCollection
(BlazerTech.CharacterManagement.
CharacterTypeGroupCollection.

Class CharacterGroupBase

Inheritance

- ↳ [Filter by title](#)
- ↳ [object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)
 - ↳ [CharacterGroupBase](#)
 - ↳ [BlazerTech.CharacterManagement.CharacterManagement.Characters.FixedCharacterGroup.html](#)
 - ↳ [FlexibleCharacterGroup](#) ([BlazerTech.CharacterManagement.Characters.FlexibleCharacterGroup.html](#))
 - ↳ [CharacterDraft](#)
 - ↳ [SingleCharacterGroup](#) ([BlazerTech.CharacterManagement.Characters.SingleCharacterGroup.html](#))

Namespace: BlazerTech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).Characters (BlazerTech.CharacterManagement.Characters.html)

(BlazerTech Character Management)

Assembly.Assembly-CSharp.dll CharacterDraft NewChara

Syntax CharacterDraft_NewCharacter
PlayerTech_CharacterManager

```
    (BlazerTech.CharacterManagement.  
     CharacterDraft_PreExisting  
     [Serializable]  
     Character  
     public abstract class CharacterGroupBase  
     (BlazerTech.CharacterManagement.
```

CharacterGroupBase
(BlazerTech.CharacterManagement.
CharacterGroupType
E: (BlazerTech.CharacterManagement.

Fields<sup>(Blaze
Sbara)</sup>

CharacterPiece

(BlazerTech.CharacterManagement.

Group Name

(BlazerTech.CharacterManagement.

Declaration

(BlazerTech CharacterManagement

[Glossary](#) [Abstracts](#) [Discourse](#) [Character](#)

Bi- und triflügelige Schmetterlinge

PiecelInfo_DTO
(BlazerTech.CharacterManagement)

CharacterPiece

Type DataContainer
(BlazerTech.CharacterManagement.
string (<https://learn.microsoft.com/dotnet/api/system.string>)
CharacterPieceMapping

Type	Description
CharacterPieceInfo_LOADEDsprite	(BlazerTech.CharacterManagement. string (https://learn.microsoft.com/dotnet/api/system.string) (CharacterPieceMapping)

Properties

SO<TCharacterType, TCharacter>
(BlazerTech.CharacterManagement.

AttachedGroupsCollection

Declaration CharacterTypeBaseSO
/BlazerTech CharacterManagement

```
(BlazerTech.CharacterManagement.  
CharacterTypeGroupCollection  
public CharacterTypeGroupCollection AttachedGroupsCollection { get; protected set; }
```

• (Blazer Tech. Character Management)

CharacterTypeGroup

Property Value Type

Type	Description
CharacterTypeGroupCollection (BlazerTech.CharacterManagement.Characters.CharacterTypeGroupCollection.html)	

▼

Methods

(BlazerTech.CharacterManagement.

2.html)

CharacterDraft

AddCharacter(LayeredCharacter)

(BlazerTech.CharacterManagement.

Declaration

CharacterDraftType

(BlazerTech.CharacterManagement.

CharacterDraft_NewCharacter(LayeredCharacter character)

(BlazerTech.CharacterManagement.

CharacterDraft_PreExisting

Parameters

Character

Type	Name	Description
BlazerTech.CharacterManagement. CharacterGroupBase LayeredCharacter (BlazerTech.CharacterManagement.Characters.LayeredCharacter.html)	character	

CharacterGroupType

Returns

BlazerTech.CharacterManagement.

Type	Description
CharacterPiece (BlazerTech.CharacterManagement. CharacterPieceCollectionSO)	

(BlazerTech.CharacterManagement.

CharacterPieceInfo

(BlazerTech.CharacterManagement.

CharacterPieceInfo.Character

ContainsCharacter(LayeredCharacter)

(BlazerTech.CharacterManagement.

CharacterPieceInfo_LoadedSprite

DataContainer

(BlazerTech.CharacterManagement.

Parameters

CharacterPieceMapping

Type	Name	Description
BlazerTech.CharacterManagement. CharacterSaveMode LayeredCharacter (BlazerTech.CharacterManagement.Characters.LayeredCharacter.html)	character	

CharacterTemplate

Returns

BlazerTech.CharacterManagement.

2.html)

bool (https://learn.microsoft.com/dotnet/api/system.boolean)

(BlazerTech.CharacterManagement.

CharacterTypeGroupCollection

(BlazerTech.CharacterManagement.

CharacterTypeGroupCollection.

ContainsCharacterWithGUID(Guid)

(BlazerTech.CharacterManagement.

CharacterTypeGroupCollection.

Declaration

CharacterTypeGroup

Collection DTO

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

Parameters

Type	Name	Description
Guid (https://learn.microsoft.com/dotnet/api/system.guid)	guid	

(BlazerTech.CharacterManagement.

Returns

Type	Description
CharacterDraft (BlazerTech.CharacterManagement. https://learn.microsoft.com/dotnet/api/system.boolean)	

(BlazerTech.CharacterManagement.

CharacterDraft_NewCharacter

(BlazerTech.CharacterManagement.

CharacterDraft_PreExisting

ContainsCharacterWithName(string)

Declaration

(BlazerTech.CharacterManagement.

```
public abstract bool ContainsCharacterWithName(string characterName)  
(BlazerTech.CharacterManagement.
```

CharacterGroupType

Parameters

(BlazerTech.CharacterManagement.

Type	Name	Description
CharacterPiece (BlazerTech.CharacterManagement. https://learn.microsoft.com/dotnet/api/system.string)	characterName	

(BlazerTech.CharacterManagement.

Returns

Type	Description
CharacterPieceInfo (BlazerTech.CharacterManagement. CharacterPieceInfo.Character https://learn.microsoft.com/dotnet/api/system.boolean)	

(BlazerTech.CharacterManagement.

CharacterPieceInfo.LoadedSprite

DataContainer

RaiseOnCharacterChanged(LayeredCharacter)

(BlazerTech.CharacterManagement.

Declaration

(BlazerTech.CharacterManagement.

```
protected void RaiseOnCharacterChanged(LayeredCharacter character)  
(BlazerTech.CharacterManagement.
```

CharacterTemplate

Parameters

CharacterType, TCharacter>

Type	Name	Description
(BlazerTech.CharacterManagement. 2.html)		

LayeredCharacter (BlazerTech.CharacterManagement.Characters.LayeredCharacter.html)

character

(BlazerTech.CharacterManagement.

CharacterTypeGroupCollection

(BlazerTech.CharacterManagement.

CharacterTypeGroupCollection.

CharacterTypeGroup

Collection DTO

Events

OnCharacterChanged

Declaration

```
public event EventHandler<LayeredCharacter> OnCharacterChanged  
(BlazerTech.CharacterManagement.
```

2.html)

Event Type

CharacterDraft

Type	Description
BlazerTech.CharacterManagement. CharacterDraftType EventHandler (https://learn.microsoft.com/dotnet/api/system.eventhandler-1)< (BlazerTech.CharacterManagement. LayeredCharacter (BlazerTech.CharacterManagement.Characters.LayeredCharacter.html)> CharacterDraft_NewCharacter	

(BlazerTech.CharacterManagement.
CharacterDraft_PreExisting
Character
(BlazerTech.CharacterManagement.
CharacterGroupBase
(BlazerTech.CharacterManagement.
CharacterGroupType
(BlazerTech.CharacterManagement.
CharacterPiece
(BlazerTech.CharacterManagement.
CharacterPieceCollectionSO
(BlazerTech.CharacterManagement.
CharacterPieceInfo
(BlazerTech.CharacterManagement.
CharacterPieceInfo.Character
PieceInfo.DTO
(BlazerTech.CharacterManagement.
CharacterPieceInfo.LoadedSprite
DataContainer
(BlazerTech.CharacterManagement.
CharacterPieceMapping
(BlazerTech.CharacterManagement.
CharacterSaveMode
(BlazerTech.CharacterManagement.
CharacterTemplate
SO<TCharacterType, TCharacter>
(BlazerTech.CharacterManagement.
2.html)
CharacterTypeBaseSO
(BlazerTech.CharacterManagement.
CharacterTypeGroupCollection
(BlazerTech.CharacterManagement.
CharacterTypeGroupCollection.
CharacterTypeGroup
Collection DTO

Enum CharacterGroupType

Namespace: BlazerTech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).Characters
(BlazerTech.CharacterManagement.Characters.html)

Filter by title

Assembly: Assembly-CSharp.dll

Syntax

```
CharacterDraft  
CharacterDraftType  
CharacterDraft_NewCharacter  
CharacterDraft_PreExisting
```

Fields

Name	Description
Character	(BlazerTech.CharacterManagement.
CharacterGroupBase	(BlazerTech.CharacterManagement.
FlexibleGroup	(BlazerTech.CharacterManagement.
CharacterGroupType	(BlazerTech.CharacterManagement.
SingleGroup	(BlazerTech.CharacterManagement.
CharacterPiece	(BlazerTech.CharacterManagement.
CharacterPieceCollectionSO	(BlazerTech.CharacterManagement.
CharacterPieceInfo	(BlazerTech.CharacterManagement.
CharacterPieceInfo.Character	(BlazerTech.CharacterManagement.
PieceInfo.DTO	(BlazerTech.CharacterManagement.
CharacterPieceInfo.LoadedSprite	(BlazerTech.CharacterManagement.
DataContainer	(BlazerTech.CharacterManagement.
CharacterPieceMapping	(BlazerTech.CharacterManagement.
CharacterSaveMode	(BlazerTech.CharacterManagement.
CharacterTemplate	(BlazerTech.CharacterManagement.
SO<TCharacterType, TCharacter>	(BlazerTech.CharacterManagement.
CharacterTypeBaseSO	(BlazerTech.CharacterManagement.
CharacterTypeGroupCollection	(BlazerTech.CharacterManagement.

Property Value

Type	Description
CharacterPieceInfo (BlazerTech.CharacterManagement.Characters.CharacterPieceInfo.html)	



Events

CharacterDraft (BlazerTech.CharacterManagement. CharacterDraft.Type)	
OnCharacterPieceUpdated (BlazerTech.CharacterManagement. CharacterDraft_EventManager<CharacterPieceInfo> OnCharacterPieceUpdated)	
CharacterDraft_NewCharacter (BlazerTech.CharacterManagement. CharacterDraft_Previewing)	
Character (BlazerTech.CharacterManagement. Event_Type)	
CharacterGroupBase (BlazerTech.CharacterManagement. CharacterGroupType)	
EventHandler<https://learn.microsoft.com/dotnet/api/system.eventhandler-1> (BlazerTech.CharacterManagement. CharacterPieceInfo (BlazerTech.CharacterManagement.Characters.CharacterPieceInfo.html))> CharacterPiece (BlazerTech.CharacterManagement. CharacterPieceCollectionSO) (BlazerTech.CharacterManagement. CharacterPieceInfo) (BlazerTech.CharacterManagement. CharacterPieceInfo.Character) CharacterPieceInfo_DTO (BlazerTech.CharacterManagement. CharacterPieceInfo.LoadedSprite) DataContainer (BlazerTech.CharacterManagement. CharacterPieceMapping) (BlazerTech.CharacterManagement. CharacterSaveMode) (BlazerTech.CharacterManagement. CharacterTemplate) SO<TCharacterType, TCharacter> (BlazerTech.CharacterManagement. 2.html) CharacterTypeBaseSO (BlazerTech.CharacterManagement. CharacterTypeGroupCollection) (BlazerTech.CharacterManagement. CharacterTypeGroupCollection. CharacterTypeGroup) Collection_DTO (BlazerTech.CharacterManagement. FixedCharacterGroup)	

Class CharacterPieceCollectionSO

Inheritance

↳ [object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ Object
↳ [ScriptableObject](#)
↳ [CharacterDraftType](#)
↳ [CharacterPieceCollectionSO](#)
↳ [BlazerTech.CharacterManagement.](#)

Implements

[CharacterDraft_NewCharacter](#)
[IValidatable](#) ([BlazerTech.CharacterManagement.Essentials.IValidatable.html](#))
↳ [BlazerTech.CharacterManagement.](#)

Name [SpaceBlazerTech.CharacterPieceCollectionSO](#) ([BlazerTech.CharacterManagement.html](#)).CharacterManagement ([BlazerTech.CharacterManagement.html](#)).Characters
Character

Assembly [Assembly-CSharp.dll](#) ([BlazerTech.CharacterManagement.](#))

Syntax

```
CharacterGroupBase
    (BlazerTech.CharacterManagement.

CharacterGroupType
    [CreateAssetMenu(menuName = "BlazerTech Character Management System/Character Piece Collection")]
    public class CharacterPieceCollectionSO : ScriptableObject, IValidatable
        (BlazerTech.CharacterManagement.

CharacterPieceCollectionSO
    (BlazerTech.CharacterManagement.

CharacterPieceInfo
    (BlazerTech.CharacterManagement.

CharacterPieceInfo.Character
    PieceInfo DTO
    (BlazerTech.CharacterManagement.

AttachedCharacterType
    (BlazerTech.CharacterManagement.

CharacterPieceInfo.LoadedSprite
    DataContainer
    (BlazerTech.CharacterManagement.
    public LayeredCharacterTypeSO AttachedCharacterType { get; }
    CharacterPieceMapping
    (BlazerTech.CharacterManagement.

Properties
```

Properties
CharacterTemplate
CharacterTemplate
CharacterTemplate

AttachedCharacterType
AttachedCharacterType
AttachedCharacterType
AttachedCharacterType

Declaration
CharacterPieceInfo.LoadedSprite
DataContainer
CharacterPieceMapping
CharacterPieceMapping
CharacterPieceMapping

Properties
SaveMode

Type	Value	Description
LayeredCharacterTypeSO<Character>	(BlazerTech.CharacterManagement.Characters.LayeredCharacterTypeSO.html)	

CharacterPieces
CharacterTypeGroupCollection
CharacterTypeGroupCollection

Declaration
CharacterTypeGroupCollection.
CharacterTypeGroup
public List<CharacterPieceInfo> CharacterPieces { get; }
Collection_DTO
CharacterPieceInfo
CharacterPieceInfo

Properties
FixedCharacterGroup
FixedCharacterGroup
FixedCharacterGroup

Type	Description
List (https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1)<CharacterPiecelInfo (BlazerTech.CharacterManagement.Characters.CharacterPiecelInfo.html)>	

▼ CollectionName

Declaration
 (BlazerTech.CharacterManagement.
 CharacterDraftType
 (BlazerTech.CharacterManagement.
 public string CollectionName { get; }
 CharacterDraft_NewCharacter
 (BlazerTech.CharacterManagement.

Property Value
 CharacterDraft_PreExisting

Type	Description
Character	(BlazerTech.CharacterManagement. string (https://learn.microsoft.com/dotnet/api/system.string)

IncludeNAOption

Declaration
 (BlazerTech.CharacterManagement.
 CharacterPieceCollectionSO
 (BlazerTech.CharacterManagement.
 public bool IncludeNAOption { get; }
 CharacterPiecelInfo
 (BlazerTech.CharacterManagement.

Property Value
 CharacterPiecelInfo.Character

Type	Description
PiecelInfo.DTO	(BlazerTech.CharacterManagement. bool (https://learn.microsoft.com/dotnet/api/system.boolean) CharacterPiecelInfo.LoadedSprite

Methods

AcquireAllCharacterPiecesAsync(Action<float>)

Declaration
 (BlazerTech.CharacterManagement.
 2.html)
 public Task AcquireAllCharacterPiecesAsync(Action<float> onProgress = null)

Parameters
 CharacterTypeBaseSO
 (BlazerTech.CharacterManagement.
 CharacterTypeGroupCollection
 (BlazerTech.CharacterManagement.

Type	Name	Description
CharacterTypeGroupCollection.	onProgress	

FixedCharacterGroup
 Returns
 (BlazerTech.CharacterManagement.

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	spritesheetName	

Returns

Type	Description
CharacterPieceInfo (BlazerTech.CharacterManagement.Characters.CharacterPieceInfo.html) (BlazerTech.CharacterManagement. CharacterDraftType (BlazerTech.CharacterManagement. CharacterDraft_NEVCharacter (BlazerTech.CharacterManagement. CharacterDraft_PreExisting Character [Button("Get Character Pieces", EButtonEnableMode.Always)] [EnableIf("IsEditmode")] CharacterGroupBase public void GetCharacterPieces_EditMode() (BlazerTech.CharacterManagement. CharacterGroupType (BlazerTech.CharacterManagement. CharacterPiece	

GetCharacterPieces_EditMode()

Declaration

```
CharacterPieceInfo  
CharacterDraftType  
CharacterGroupBase  
CharacterGroupType  
CharacterPiece
```

InitializeLayeredCharacterTypeSO()

Declaration

```
CharacterPieceCollectionSO  
CharacterPieceInfo  
CharacterPieceInfo.Initialize(LayeredCharacterTypeSO characterType)  
CharacterPieceMapping
```

Parameters

Type	Name	Description
BlazerTech.CharacterManagement. CharacterPieceInfo.LoadedSprite LayeredCharacterTypeSO DataContainer	characterType	

Returns

BlazerTech.CharacterManagement.

Type	Description
CharacterSaveMode bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

IsInitialized()

CharacterTypeBaseSO

Declaration

```
CharacterTypeGroupCollection  
CharacterTypeGroupCollection.  
CharacterTypeGroup
```

Returns

Collection_DTO
BlazerTech.CharacterManagement. FixedCharacterGroup (BlazerTech.CharacterManagement.

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

IsValid()

Declaration

```
(BlazerTech.CharacterManagement.
CharacterDraftType
public bool IsValid()
(BlazerTech.CharacterManagement.
CharacterDraft_NewCharacter
```

Return

```
(BlazerTech.CharacterManagement.
CharacterDraft_PreExisting
Character
bool (https://learn.microsoft.com/dotnet/api/system.boolean)
```

CharacterGroupBase
(BlazerTech.CharacterManagement.

CharacterGroupType

ReleaseAllCharacterPieces()

Declaration

```
(BlazerTech.CharacterManagement.
CharacterPieceCollectionSO
public void ReleaseAllCharacterPieces()
(BlazerTech.CharacterManagement.
```

CharacterPieceInfo

(BlazerTech.CharacterManagement.

Implements

IValidatable (BlazerTech.CharacterManagement.Essentials.IValidatable.html)
(BlazerTech.CharacterManagement.

CharacterPieceInfo.LoadedSprite

DataContainer

(BlazerTech.CharacterManagement.

CharacterPieceMapping

(BlazerTech.CharacterManagement.

CharacterSaveMode

(BlazerTech.CharacterManagement.

CharacterTemplate

SO<TCharacterType, TCharacter>

(BlazerTech.CharacterManagement.

2.html)

CharacterTypeBaseSO

(BlazerTech.CharacterManagement.

CharacterTypeGroupCollection

(BlazerTech.CharacterManagement.

CharacterTypeGroupCollection.

CharacterTypeGroup

Collection_DTO

(BlazerTech.CharacterManagement.

FixedCharacterGroup

(BlazerTech.CharacterManagement.

Class CharacterPieceInfo

Inheritance

Filter by title

object (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ OwnedResourceTracker (BlazerTech.CharacterManagement.Essentials.OwnedResourceTracker-1.html)

<CharacterDraft> (BlazerTech.CharacterManagement.Characters.CharacterPieceInfo.html).LoadedSpriteData
Container (BlazerTech.CharacterManagement.Characters.CharacterPieceInfo.LoadedSpriteDataContainer.html) >

CharacterDraft_NewCharacter
(BlazerTech.CharacterManagement.

Inherited Members

CharacterDraft_PreExisting

OwnedResourceTracker<CharacterPieceInfo.LoadedSpriteDataContainer>.Owners
(BlazerTech.CharacterManagement.Essentials.OwnedResourceTracker-
1.html) (BlazerTech.CharacterManagement_Essentials_OwnedResourceTracker_1_Owners)

OwnedResourceTracker<CharacterPieceInfo.LoadedSpriteDataContainer>.ReleaseResource(object)
(BlazerTech.CharacterManagement.Essentials.OwnedResourceTracker-
1.html) (BlazerTech.CharacterManagement_Essentials_OwnedResourceTracker_1_ReleaseResource_System_Object_)

CharacterManagement (BlazerTech.CharacterManagement.html)

Character Piece Collection SO

```
(BlazerTech.CharacterManagement.  
CharacterPieceInfo  
  
(BlazerTech.CharacterManagement.  
[Serializable]  
CharacterPieceInfo.Character  
public class CharacterPieceInfo : OwnedResourceTracker<CharacterPieceInfo.LoadedSpriteDataCo  
ntainer>  
(BlazerTech.CharacterManagement.  
CharacterPieceInfo.LoadedSprite  
DataContainer
```

DataContainer Constructors

CharacterPieceMapping
(BlazerTech.CharacterManagement.

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

Blazer

```
Declaration  
CharacterTemplate  
SO<TCharacterType, TCharacter>  
public CharacterPieceInfo(string spritesheetName, string key, int index, CharacterPieceCollection<BlazerTech.CharacterManagement.CharacterPiece> collection, bool ignoreSpriteCheck = false)  
2019-03-20 10:45:30
```

E.html)

Blazertech CharacterManagement

Parameters		
Type	Name	Description
CharacterTypeGroupCollection (BlazerTech.CharacterManagement. CharacterTypeGroupCollection)		
string (https://learn.microsoft.com/dotnet/api/system.string)	spritesheetName	
CharacterTypeGroup string (https://learn.microsoft.com/dotnet/api/system.string) Collection_DTO	key	
int (https://learn.microsoft.com/dotnet/api/system.int32)	index	
FixedCharacterGroup (BlazerTech.CharacterManagement. FixedCharacterGroup)		
FixedCharacterGroup Fixed		

Type	Name	Description
CharacterPieceCollectionSO (BlazerTech.CharacterManagement.Characters.CharacterPieceCollectionSO.htm l)	<i>collection</i>	
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	<i>ignoreSpriteCheck</i>	

Fields
CharacterDraftType
 (BlazerTech.CharacterManagement.
CharacterDraft_NewCharacter
 (BlazerTech.CharacterManagement.
CharacterDraft_PreExisting
CharacterPieceCollection

Declaration
 CharacterGroupBase
 (BlazerTech.CharacterManagement.

[Space]
CharacterGroupType
 public CharacterPieceCollectionSO CharacterPieceCollection
 (BlazerTech.CharacterManagement.

CharacterPiece
 (BlazerTech.CharacterManagement.

Field Value
Type CharacterPieceCollectionSO
 (BlazerTech.CharacterManagement.

CharacterPieceInfo
 CharacterPieceCollectionSO
 (BlazerTech.CharacterManagement.

(BlazerTech.CharacterManagement.Characters.CharacterPieceCollectionSO.html)
 CharacterPieceInfo.Character

PieceInfo.DTO
 (BlazerTech.CharacterManagement.

DisplayNameOverride
 CharacterPieceInfo.LoadedSprite

Declaration
 DataContainer
 (BlazerTech.CharacterManagement.

CharacterPieceMapping
 public string DisplayNameOverride
 (BlazerTech.CharacterManagement.

CharacterSaveMode
 (BlazerTech.CharacterManagement.

Field Value
Type CharacterTemplate
 SO<TCharacterType, TCharacter>

string (<https://learn.microsoft.com/dotnet/api/system.string>)
 2.html)

CharacterTypeBaseSO
 (BlazerTech.CharacterManagement.

Index
 CharacterTypeGroupCollection
 (BlazerTech.CharacterManagement.

CharacterTypeGroupCollection
 CharacterTypeGroup
 public int Index
 Collection.DTO

(BlazerTech.CharacterManagement.
 FixedCharacterGroup

Field Value
Type FixedCharacterGroup
 (BlazerTech.CharacterManagement.
 FixedCharacterGroup.Fixed

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32)	

Key

Declaration

```
CharacterDraftType  
[BlazerTech.CharacterManagement.  
Space]  
CharacterDraft_NewCharacter  
public string Key  
(BlazerTech.CharacterManagement.  
CharacterDraft_PreExisting
```

Field Value

Type: BlazerTech.CharacterManagement.CharacterGroupBase
string: https://learn.microsoft.com/dotnet

CharacterPiece **LoadedSpriteData**

(BlazerTech.CharacterManagement.

DeclarationCharacterPieceCollectionSO

(BlazerTech CharacterManagement

CharacterPicSelInfo::

```
public class CharacterPieceInfo : Loader<  
    BlazerTech.CharacterManagement.  
    CharacterPieceInfo>
```

Pieceinfo_DTO

```
Type (BlazerTech.CharacterManagement.  
CharacterPieceInfo.LoadedSprite  
CharacterPieceInfo (BlazerTech.Character  
DataContainer  
LoadedSpriteDataContainer  
(BlazerTech.CharacterManagement.  
(BlazerTech.CharacterManagement.Character  
PieceMapping  
) (BlazerTech.CharacterManagement.
```

CharacterSaveMode
(BlazerTech.CharacterManagement.

SpritesheetName CharacterTemplate

SpritesheetName SO<TCharacterType, TCharacter>

DeclarationTech CharacterManagement

[DeepBlazeTech:CharacterManagement.3.html](#)

2.html)

CharacterTypeBaseSheetName
(BlazerTech.CharacterManagement.
CharacterTypeGroupCollection.

CharacterTypeGroupCollection
Field Value = true

Type characterTypeGroupCollection.

```
(BlazerTech.CharacterManagement.  
FixedCharacterGroup  
(BlazerTech.CharacterManagement.  
FixedCharacterGroup Fixed
```

Methods

AcquireResource(object)

Acquires the resource for an owner

Declaration

```
CharacterDraftType  
public override CharacterPieceInfo.LoadedSpriteDataContainer AcquireResource(object owner)  
    CharacterDraft_NewCharacter  
        (BlazerTech.CharacterManagement.  
Parameters  
    CharacterDraft_PreExisting  
Type Character  
object (https://learn.microsoft.com/dotnet/api/system.object)  
CharacterGroupBase  
    (BlazerTech.CharacterManagement.  
Returns  
    CharacterGroupType  
Type BlazerTech.CharacterManagement.  
CharacterPiece  
CharacterPieceInfo (BlazerTech.CharacterManagement.Characters.CharacterPieceInfo.html).  
CharacterPieceCollectionSO  
(BlazerTech.CharacterManagement.Characters.CharacterPieceInfo.LoadedSpriteDataContainer.h  
tml)  
CharacterPieceInfo  
    (BlazerTech.CharacterManagement.  
Overrides  
CharacterPieceInfo.Character  
OwnedResourceTracker<CharacterPieceInfo.LoadedSpriteDataContainer>.AcquireResource(object)  
    (BlazerTech.CharacterManagement.Essentials.OwnedResourceTracker-  
    (BlazerTech.CharacterManagement.  
1.html#BlazerTech_CharacterManagement_Essentials_OwnedResourceTracker_1_AcquireResource_System_Object_)  
    DataContainer  
    (BlazerTech.CharacterManagement.  
CharacterPieceMapping  
    (BlazerTech.CharacterManagement.  
    Acquires the resource for an owner asynchronously  
    CharacterSaveMode  
Declaration  
    (BlazerTech.CharacterManagement.  
    CharacterTemplate  
    (BlazerTech.CharacterManagement.<CharacterPieceInfo.LoadedSpriteDataContainer> AcquireResourceAsync(obje  
ct(BlazerTech.CharacterManagement.  
    2.html)  
    CharacterTypeBaseSO  
Parameters  
    (BlazerTech.CharacterManagement.  
Type characterTypeGroupCollection  
    (BlazerTech.CharacterManagement.  
object (https://learn.microsoft.com/dotnet/api/system.object)  
CharacterTypeGroupCollection.  
CharacterTypeGroup  
Returns  
Collection.DTO  
    (BlazerTech.CharacterManagement.  
FixedCharacterGroup  
    (BlazerTech.CharacterManagement.  
FixedCharacterGroup.Fixed
```

Parameters

Type	Name	Description
Character	owner	Object claiming ownership

Returns

Type	Description
CharacterPieceInfo (BlazerTech.CharacterManagement.Characters.CharacterPieceInfo.html). CharacterPieceCollectionSO (BlazerTech.CharacterManagement.Characters.CharacterPieceInfo.LoadedSpriteDataContainer.h tml) CharacterPieceInfo (BlazerTech.CharacterManagement. CharacterPiece CharacterPieceInfo.Character OwnedResourceTracker<CharacterPieceInfo.LoadedSpriteDataContainer>.AcquireResource(object) (BlazerTech.CharacterManagement.Essentials.OwnedResourceTracker- (BlazerTech.CharacterManagement. 1.html#BlazerTech_CharacterManagement_Essentials_OwnedResourceTracker_1_AcquireResource_System_Object_) DataContainer (BlazerTech.CharacterManagement. CharacterPieceMapping (BlazerTech.CharacterManagement. Acquires the resource for an owner asynchronously CharacterSaveMode Declaration (BlazerTech.CharacterManagement. CharacterTemplate (BlazerTech.CharacterManagement.<CharacterPieceInfo.LoadedSpriteDataContainer> AcquireResourceAsync(obje ct(BlazerTech.CharacterManagement. 2.html) CharacterTypeBaseSO Parameters (BlazerTech.CharacterManagement. Type characterTypeGroupCollection (BlazerTech.CharacterManagement. object (https://learn.microsoft.com/dotnet/api/system.object) CharacterTypeGroupCollection. CharacterTypeGroup Returns Collection.DTO (BlazerTech.CharacterManagement. FixedCharacterGroup (BlazerTech.CharacterManagement. FixedCharacterGroup.Fixed	Managed resource

AcquireResourceAsync(object)

Acquires the resource for an owner asynchronously

Declaration

```
CharacterTypeBaseSO  
    (BlazerTech.CharacterManagement.  
Type characterTypeGroupCollection  
    (BlazerTech.CharacterManagement.<CharacterPieceInfo.LoadedSpriteDataContainer> AcquireResourceAsync(obje  
ct(BlazerTech.CharacterManagement.  
    2.html)  
    CharacterTypeBaseSO  
Parameters  
    (BlazerTech.CharacterManagement.  
Type characterTypeGroupCollection  
    (BlazerTech.CharacterManagement.  
object (https://learn.microsoft.com/dotnet/api/system.object)  
CharacterTypeGroupCollection.  
CharacterTypeGroup  
Returns  
Collection.DTO  
    (BlazerTech.CharacterManagement.  
FixedCharacterGroup  
    (BlazerTech.CharacterManagement.  
FixedCharacterGroup.Fixed
```

Parameters

Type	Name	Description
CharacterTypeGroupCollection	owner	Object claiming ownership

Returns

Collection.DTO
(BlazerTech.CharacterManagement. FixedCharacterGroup (BlazerTech.CharacterManagement. FixedCharacterGroup.Fixed
(BlazerTech.CharacterManagement. FixedCharacterGroup (BlazerTech.CharacterManagement. FixedCharacterGroup.Fixed

Type	Description
Task (https://learn.microsoft.com/dotnet/api/system.threading.tasks.task-1) <CharacterPiecelInfo (BlazerTech.CharacterManagement.Characters.CharacterPiecelInfo.html).LoadedSpriteDataContainer (BlazerTech.CharacterManagement.Characters.CharacterPiecelInfo.LoadedSpriteDataContainer.htm) > CharacterDraftType (BlazerTech.CharacterManagement. CharacterDraft_NewCharacter OwnedResourceTracker<CharacterPiecelInfo.LoadedSpriteDataContainer>.AcquireResourceAsync(object) (BlazerTech.CharacterManagement (BlazerTech.CharacterManagement.Essentials.OwnedResourceTracker- CharacterDraft_PreExisting 1.html#BlazerTech_CharacterManagement_Essentials_OwnedResourceTracker_1_AcquireResourceAsync_System_Object_) (BlazerTech.CharacterManagement. CharacterGroupBase (BlazerTech.CharacterManagement. CharacterGroupType Declaration (BlazerTech.CharacterManagement. CharacterPiece p(BlazerTech.CharacterManagement.CharacterPiecelInfo.LoadedSpriteDataContainer GetAndLoadResource() CharacterPieceCollectionSO (BlazerTech.CharacterManagement. Returns CharacterPiecelInfo	Managed resource

Type	Description
Type BlazerTech.CharacterManagement. CharacterPiecelInfo.Character CharacterPiecelInfo (BlazerTech.CharacterManagement.Characters.CharacterPiecelInfo.html). PiecelInfo_DTO LoadedSpriteDataContainer (BlazerTech.CharacterManagement (BlazerTech.CharacterManagement.Characters.CharacterPiecelInfo.LoadedSpriteDataContainer.html CharacterPiecelInfo.LoadedSprite) DataContainer (BlazerTech.CharacterManagement. Overrides CharacterPieceMapping OwnedResourceTracker<CharacterPiecelInfo.LoadedSpriteDataContainer>.GetAndLoadResource() (BlazerTech.CharacterManagement.Essentials.OwnedResourceTracker- CharacterSaveMode 1.html#BlazerTech_CharacterManagement_Essentials_OwnedResourceTracker_1_GetAndLoadResource) (BlazerTech.CharacterManagement. CharacterTemplate SO<TCharacterType, TCharacter> GetAndLoadResourceAsync() (BlazerTech.CharacterManagement.	

Type	Description
Type BlazerTech.CharacterManagement. CharacterTypeBaseSO (BlazerTech.CharacterManagement. protected override Task<CharacterPiecelInfo.LoadedSpriteDataContainer> GetAndLoadResourceAsyn c<CharacterTypeGroupCollection (BlazerTech.CharacterManagement. CharacterTypeGroupCollection. Returns CharacterTypeGroup Collection_DTO (BlazerTech.CharacterManagement. FixedCharacterGroup (BlazerTech.CharacterManagement. FixedCharacterGroup.Fixed	

Type	Description
<p>Task (https://learn.microsoft.com/dotnet/api/system.threading.tasks.task-1)< CharacterPieceInfo (BlazerTech.CharacterManagement.Characters.CharacterPieceInfo.html). LoadedSpriteDataContainer (BlazerTech.CharacterManagement.Characters.CharacterPieceInfo.LoadedSpriteDataContainer.html) > CharacterDraftType (BlazerTech.CharacterManagement. CharacterDraft_NewCharacter OwnedResourceTracker<CharacterPieceInfo.LoadedSpriteDataContainer>.GetAndLoadResourceAsync() (BlazerTech.CharacterManagement (BlazerTech.CharacterManagement.Essentials.OwnedResourceTracker- CharacterDraft_PreExisting 1.html#BlazerTech_CharacterManagement_Essentials_OwnedResourceTracker_1_GetAndLoadResourceAsync) Character (BlazerTech.CharacterManagement. CharacterGroupBase CharacterGroupType (BlazerTech.CharacterManagement. CharacterPieceOverride void UnloadResource() (BlazerTech.CharacterManagement. CharacterPieceCollectionSO Overrides (BlazerTech.CharacterManagement. OwnedResourceTracker<CharacterPieceInfo.LoadedSpriteDataContainer>.UnloadResource() CharacterPieceInfo (BlazerTech.CharacterManagement.Essentials.OwnedResourceTracker- (BlazerTech.CharacterManagement. 1.html#BlazerTech_CharacterManagement_Essentials_OwnedResourceTracker_1_UnloadResource) CharacterPieceInfo.Character PieceInfo.DTO (BlazerTech.CharacterManagement. CharacterPieceInfo.LoadedSprite DataContainer (BlazerTech.CharacterManagement. CharacterPieceMapping (BlazerTech.CharacterManagement. CharacterSaveMode (BlazerTech.CharacterManagement. CharacterTemplate SO<TCharacterType, TCharacter> (BlazerTech.CharacterManagement. 2.html) CharacterTypeBaseSO (BlazerTech.CharacterManagement. CharacterTypeGroupCollection (BlazerTech.CharacterManagement. CharacterTypeGroupCollection. CharacterTypeGroup Collection.DTO (BlazerTech.CharacterManagement. FixedCharacterGroup (BlazerTech.CharacterManagement. FixedCharacterGroup.Fixed</p>	
Overrides	
Declaration	
UnloadResource()	

Class CharacterPieceInfo.CharacterPieceInfo_DTO

▼ Filter by title

Inheritance

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ CharacterDraft.NewCharacter
(BlazerTech.CharacterManagement.
Namespace: BlazerTech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).Characters
(BlazerTech.CharacterManagement.Characters.html)

Assembly: Assembly-CSharp.dll
(BlazerTech.CharacterManagement.

Syntax

```
CharacterGroupBase  
(BlazerTech.CharacterManagement.  
[Serializable]  
CharacterGroupType  
public class CharacterPieceInfo.CharacterPieceInfo_DTO  
(BlazerTech.CharacterManagement.
```

CharacterPiece

```
(BlazerTech.CharacterManagement.  
CharacterPieceCollectionSO  
(BlazerTech.CharacterManagement.
```

Constructors

CharacterPieceInfo_DTO(CharacterPieceInfo)
CharacterPieceInfo.Character
Declaration

```
CharacterPieceInfo_DTO  
(BlazerTech.CharacterManagement.  
public CharacterPieceInfo_DTO(CharacterPieceInfo characterPieceInfo)  
DataContainer  
(BlazerTech.CharacterManagement.
```

Parameters
CharacterPieceMapping
Type

```
BlazerTech.CharacterManagement.  
CharacterPieceInfo  
(BlazerTech.CharacterManagement.  
(BlazerTech.CharacterManagement.Characters.CharacterPieceInfo.html)  
CharacterTemplate
```

SO<TCharacterType, TCharacter>

```
(BlazerTech.CharacterManagement.
```

CharacterPieceInfo_DTO(string, string)

CharacterTypeBaseSO
Declaration

```
(BlazerTech.CharacterManagement.  
CharacterTypeGroupCollection  
public CharacterPieceInfo_DTO(string characterPieceCollectionName, string characterPieceKey)  
CharacterTypeGroupCollection.
```

CharacterTypeGroup

```
Collection.DTO  
Type  
(BlazerTech.CharacterManagement.
```

FixedCharacterGroup
string (<https://learn.microsoft.com/dotnet/api/system.string>)
(BlazerTech.CharacterManagement.

string (<https://learn.microsoft.com/dotnet/api/system.string>)
FixedCharacterGroup.Fixe

CharacterGroup DTO

Fields

CharacterPieceCollectionName

Declaration	
<pre>public string CharacterPieceCollectionName (BlazerTech.CharacterManagement. CharacterDraft_NewCharacter (BlazerTech.CharacterManagement.</pre>	
Field Value	
Type	CharacterDraft_PreExisting
Description	Character string (https://learn.microsoft.com/dotnet/api/system.string) (BlazerTech.CharacterManagement.

Character Group Type

(BlazerTech.CharacterManagement.

Declaration	CharacterPiece (BlazerTech.CharacterManagement. CharacterPieceCollection) DTO
Field Value	CharacterPieceInfo (BlazerTech.CharacterManagement. CharacterPieceInfo) Character PieceInfo DTO
Type	characterPieceInfo.Character string (https://learn.microsoft.com/dotnet/api/system.string)

Class CharacterPieceInfo.LoadedSpriteDataContainer

▼ Filter by title

Inheritance

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ CharacterDraft.PreExistingSpriteDataContainer
Character
Namespace: BlazerTech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).Characters (BlazerTech.CharacterManagement.Characters.html)
Assembly: Assembly-CSharp.dll (BlazerTech.CharacterManagement.
CharacterGroupBase
CharacterPiece

Syntax

```
CharacterGroupType  
(BlazerTech.CharacterManagement.  
public class CharacterPieceInfo.LoadedSpriteDataContainer  
CharacterPiece  
(BlazerTech.CharacterManagement.  
CharacterPieceCollectionSO  
(BlazerTech.CharacterManagement.  
CharacterPieceInfo  
(BlazerTech.CharacterManagement.  
CharacterPieceInfo_DTO  
PiecelInfo.DTO
```

Constructors

LoadedSpriteDataContainer(LayeredCharacterTypeSO, Sprite, string)

Declaration:
(BlazerTech.CharacterManagement.
CharacterPieceInfo.LoadedSprite
DataContainer (LayeredCharacterTypeSO characterTypeSO, Sprite spritesheet,
string displayName)
(BlazerTech.CharacterManagement.
CharacterPieceMapping
(BlazerTech.CharacterManagement.

Parameters

Type	Name	Description
LayeredCharacterTypeSO (BlazerTech.CharacterManagement.Characters.LayeredCharacterTypeSO.html)	characterTypeSO	
Sprite (BlazerTech.CharacterManagement.Sprite.html)	spritesheet	
string (https://learn.microsoft.com/dotnet/api/system.string) (BlazerTech.CharacterManagement.	displayName	

Fields

CharacterTypeGroup
Collection.DTO
(BlazerTech.CharacterManagement.
FixedCharacterGroup
(BlazerTech.CharacterManagement.
FixedCharacterGroup.Fix
CharacterGroup.DTO
public readonly string DisplayName
(BlazerTech.CharacterManagement.
FixedCharacterGroupCollection

Field Value

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	



Spritesheet

(BlazerTech.CharacterManagement.
CharacterDraft_PreExisting
Character
public readonly Sprite Spritesheet
(BlazerTech.CharacterManagement.
CharacterGroupBase

Field Value (BlazerTech.CharacterManagement.

Type	Description
CharacterGroupType (BlazerTech.CharacterManagement. SpriteCharacterPiece	

CharacterPiece
(BlazerTech.CharacterManagement.
CharacterPieceCollectionSO
(BlazerTech.CharacterManagement.
Character PieceInfo

Methods (BlazerTech.CharacterManagement.
CharacterPieceInfo.Character
PieceInfo_DTO

GetAndCreateCharacterPreview()

(BlazerTech.CharacterManagement.
CharacterPieceInfo.LoadedSprite

DataContainer
(BlazerTech.CharacterManagement.
CharacterPreview()

CharacterPieceMapping
(BlazerTech.CharacterManagement.
CharacterSaveMode

Returns (BlazerTech.CharacterManagement. **Description**

CharacterTemplate
Sprite SO< TCharacterType, TCharacter >
(BlazerTech.CharacterManagement.
2.html)

CharacterTypeBaseSO
(BlazerTech.CharacterManagement.
CharacterTypeGroupCollection

(BlazerTech.CharacterManagement.
CharacterTypeGroupCollection.
CharacterTypeGroup

Collection_DTO
(BlazerTech.CharacterManagement.
FixedCharacterGroup

(BlazerTech.CharacterManagement.
FixedCharacterGroup.Fix

CharacterGroup_DTO
(BlazerTech.CharacterManagement.
FixedCharacterGroupCollection

Class CharacterPieceMapping

Inheritance

↳ [object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ [CharacterPieceMapping](#) ↳ [Character](#)

Namespace: BlazerTech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).Characters (BlazerTech.CharacterManagement.Characters.html)

Assembly: Assembly-CSharp.dll

(BlazerTech.CharacterManagement.

Syntax

```
CharacterGroupType  
    (BlazerTech.CharacterManagement.  
     [Serializable]  
     CharacterPiece  
     public class CharacterPieceMapping  
         (BlazerTech.CharacterManagement.  
          CharacterPieceCollectionSO  
          (BlazerTech.CharacterManagement.  
           CharacterPieceInfo  
           (BlazerTech.CharacterManagement.  
            CharacterPieceInfo.Character  
            DTO
```

Constructors

CharacterPieceMapping(CharacterPieceCollectionSO)

(BlazerTech.CharacterManagement.

Declaration

```
CharacterPieceInfo.LoadedSprite  
DataContainer  
public CharacterPieceMapping(CharacterPieceCollectionSO collectionSO)  
CharacterPieceMapping
```

Parameters

CharacterSaveMode

Type	Name	Description
BlazerTech.CharacterManagement. CharacterTemplate CharacterPieceCollectionSO SO< TCharacterType, TCharacter > (BlazerTech.CharacterManagement.Characters.CharacterPieceCollectionSO.html) (BlazerTech.CharacterManagement. 2.html)	collectionSO	

Fields

CharacterTypeGroupCollection

(BlazerTech.CharacterManagement.

CharacterTypeGroupCollection.

SelectedCharacterPieceName

CharacterTypeGroup

Collection_DTO

(BlazerTech.CharacterManagement.

FixedCharacterGroup

```
public string SelectedCharacterPieceName  
(BlazerTech.CharacterManagement.
```

FixedCharacterGroup.Fixed

Field Value

CharacterGroup_DTO

(BlazerTech.CharacterManagement.

FixedCharacterGroupCollection

```
string  
(BlazerTech.CharacterManagement.https://learn.microsoft.com/dotnet/api/system.string)
```

FlexibleCharacterGroup

Description

Type	Description
FlexibleCharacterGroup	

characterPieceCollection

Declaration

```
public CharacterPieceCollectionSO characterPieceCollection
```



Field Value

Type	Description
CharacterPieceCollectionSO (BlazerTech.CharacterManagement. CharacterPieceCollectionSO) CharacterGroupBase (BlazerTech.CharacterManagement.Characters.CharacterPieceCollectionSO.html) (BlazerTech.CharacterManagement. CharacterGroupType (BlazerTech.CharacterManagement. CharacterPiece (BlazerTech.CharacterManagement. CharacterPieceCollectionSO (BlazerTech.CharacterManagement. CharacterPieceInfo (BlazerTech.CharacterManagement. CharacterPieceInfo.Character PieceInfo.DTO (BlazerTech.CharacterManagement. CharacterPieceInfo.LoadedSprite DataContainer (BlazerTech.CharacterManagement. CharacterPieceMapping (BlazerTech.CharacterManagement. CharacterSaveMode (BlazerTech.CharacterManagement. CharacterTemplate SO<TCharacterType, TCharacter> (BlazerTech.CharacterManagement. 2.html) CharacterTypeBaseSO (BlazerTech.CharacterManagement. CharacterTypeGroupCollection (BlazerTech.CharacterManagement. CharacterTypeGroupCollection. CharacterTypeGroup Collection.DTO (BlazerTech.CharacterManagement. FixedCharacterGroup (BlazerTech.CharacterManagement. FixedCharacterGroup.Fixed CharacterGroup.DTO (BlazerTech.CharacterManagement. FixedCharacterGroupCollection (BlazerTech.CharacterManagement. FlexibleCharacterGroup	

Enum CharacterSaveMode

Namespace: BlazerTech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).Characters
(BlazerTech.CharacterManagement.Characters.html)

Filter by title

Assembly: Assembly-CSharp.dll

Syntax

```
(BlazerTech.CharacterManagement.  
CharacterGroupBase  
public enum CharacterSaveMode  
CharacterGroupType  
(BlazerTech.CharacterManagement.  
CharacterPiece  
(BlazerTech.CharacterManagement.  
CharacterPieceCollectionSO
```

Fields

Name	Description
CharacterPieceInfo	
Both	
OnCharacterCollectionUpdated	
CharacterPieceInfo_Character_PieceInfo_DTO	
OnExit	
CharacterPieceInfo.LoadedSprite	
DataContainer	
CharacterPieceMapping	
CharacterSaveMode	
CharacterTemplate	
SO<TCharacterType, TCharacter>	
(BlazerTech.CharacterManagement. 2.html)	
CharacterTypeBaseSO	
CharacterTypeGroupCollection	
CharacterTypeGroupCollection.	
CharacterTypeGroup	
Collection.DTO	
FixedCharacterGroup	
FixedCharacterGroup.Fixed	
CharacterGroup.DTO	
(BlazerTech.CharacterManagement.	

Class CharacterTemplateSO<TCharacterType, TCharacter>

▼ Filter by title

Inheritance

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ BlazerTech.CharacterManagement.
 CharacterGroupBase
 CharacterGroupType
 ScriptableObject
 CharacterTemplateSO<TCharacterType, TCharacter>
 CharacterLayeredCharacterTemplateSO
 (BlazerTech.CharacterManagement.Characters.LayeredCharacterTemplateSO.html)
 CharacterPieceCollectionSO
 CharacterUnifiedCharacterTemplateSO
 (BlazerTech.CharacterManagement.Characters.UnifiedCharacterTemplateSO.html)
 CharacterPieceInfo

Namespace: BlazerTech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).Characters
(BlazerTech.CharacterManagement.Characters.html)

Assembly: Assembly-CSharp.dll
 PiecInfo.DTO

Syntax
(BlazerTech.CharacterManagement.
 CharacterPieceInfo_Character
 PiecInfo.DTO

```
public abstract class CharacterTemplateSO<TCharacterType, TCharacter> : ScriptableObject where  
    DataContainer  
    re TCharacterType : CharacterTypeBaseSO  
(BlazerTech.CharacterManagement.
```

CharacterPieceMapping

Type Parameters

Name	Description
CharacterSaveMode	(BlazerTech.CharacterManagement.
TCharacterTemplate	
TCharacter	(BlazerTech.CharacterManagement.

2.html)
CharacterTypeBaseSO
(BlazerTech.CharacterManagement.
CharacterTypeGroupCollection
(BlazerTech.CharacterManagement.

CharacterTypeGroupCollection
CharacterName
Collection.DTO
Declaration
(BlazerTech.CharacterManagement.

```
    FixedCharacterGroup  
    public string CharacterName { get; }  
(BlazerTech.CharacterManagement.  
    FixedCharacterGroup.Fixed
```

CharacterGroup.DTO
Property Value
(BlazerTech.CharacterManagement.

Type	Description
FixedCharacterGroupCollection	
string (https://learn.microsoft.com/dotnet/api/system.string) FlexibleCharacterGroup (BlazerTech.CharacterManagement. FlexibleCharacterGroup.Flexible	

CharacterType

Declaration

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



Property Value

Type	Description
CharacterGroupBase (BlazerTech.CharacterManagement.TCharacterType.CharacterGroupType)	

Methods

CreateNewCharacter()

```
protected abstract TCharacter CreateNewCharacter()  
    CharacterPieceInfo.LoadedSprite  
    DataContainer
```

Return BlazerTech.CharacterManagement.

Type	Description
CharacterPieceMapping (BlazerTech.CharacterManagement.TCharacterSaveMode)	

CharacterSaveMode

```
(BlazerTech.CharacterManagement.CharacterTemplate  
SO<TCharacterType, TCharacter>)
```

GetOrCreateCharacter()

```
public TCharacter GetOrCreateCharacter()  
    CharacterTypeGroupCollection
```

Return CharacterTypeGroupCollection.

Type	Description
CharacterTypeGroupCollection_DTO (BlazerTech.CharacterManagement.TCharacter)	

CharacterTypeGroup

```
(BlazerTech.CharacterManagement.FixedCharacterGroup.Fix  
CharacterGroup_DTO  
(BlazerTech.CharacterManagement.FixedCharacterGroupCollection)  
(BlazerTech.CharacterManagement.FlexibleCharacterGroup.Flex  
FlexibleCharacterGroup_Flexible)
```

Class CharacterTypeBaseSO

Inheritance

↳ [object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ [Object](#) ([Object](#))
↳ [CharacterGroupType](#)
↳ [ScriptableObject](#)
↳ [BlazerTech.CharacterManagement.](#)
↳ [CharacterPiece](#)
↳ [LayeredCharacterTypeSO](#) ([BlazerTech.CharacterManagement.Characters.LayeredCharacterTypeSO.html](#))
↳ [BlazerTech.CharacterManagement.](#)
↳ [UnifiedCharacterTypeSO](#) ([BlazerTech.CharacterManagement.Characters.UnifiedCharacterTypeSO.html](#))
↳ [CharacterPieceCollectionSO](#)

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

Assembly: Assembly-CSharp.dll

([BlazerTech.CharacterManagement.](#)

Syntax
CharacterPieceInfo.Character

```
PieceInfo.DTO  
public class CharacterTypeBaseSO : ScriptableObject
```

([BlazerTech.CharacterManagement.](#)

CharacterPieceInfo.LoadedSprite

DataContainer

([BlazerTech.CharacterManagement.](#)

CharacterPieceMapping

([BlazerTech.CharacterManagement.](#)

CharacterSaveMode

([BlazerTech.CharacterManagement.](#)

Properties

BaseSpritesheet

CharacterTemplate

Declaration `CharacterType, TCharacter>`

([BlazerTech.CharacterManagement.](#)

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

CharacterTypeBaseSO

([BlazerTech.CharacterManagement.](#)

Property Value

CharacterTypeGroupCollection

Type	Description
(BlazerTech.CharacterManagement.	

CharacterTypeGroupCollection.

Sprite

CharacterTypeGroup

Collection.DTO

([BlazerTech.CharacterManagement.](#)

FixedCharacterGroup

([BlazerTech.CharacterManagement.](#)

CharacterController

([BlazerTech.CharacterManagement.](#)

Declaration `FixedCharacterGroup.Fix`

CharacterGroup.DTO

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

FixedCharacterGroupCollection

([BlazerTech.CharacterManagement.](#)

Property Value

FlexibleCharacterGroup

Type	Description
(BlazerTech.CharacterManagement.	

FlexibleCharacterGroup.Flexible

RuntimeAnimatorController

CharacterGroup.DTO

([BlazerTech.CharacterManagement.](#)

CharacterTypeID

Declaration

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



Property Value

Type	Description
characterGroupType (BlazerTech.CharacterManagement. string (https://learn.microsoft.com/dotnet/api/system.string) CharacterPiece	

Methods

GetCharacterTypeInfo

```
(BlazerTech.CharacterManagement.
```

```
CharacterPieceInfo.Character
```

IsValidCharacterSpriteSheet(Sprite)

```
(BlazerTech.CharacterManagement.
```

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

```
CharacterPieceInfo.LoadedSprite
```

Declaration

```
CharacterContainer
```

```
(BlazerTech.CharacterManagement.
```

```
CharacterPieceMapping
```

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

```
(BlazerTech.CharacterManagement.
```

```
CharacterSaveMode
```

Parameters

```
(BlazerTech.CharacterManagement.
```

Type	Name	Description
CharacterTemplate SO<TCharacterType, TCharacter>		

Type	Name	Description
Sprite (BlazerTech.CharacterManagement.	sprite	

```
2.html)
```

Return CharacterTypeBaseSO

Type	Description
CharacterTypeBaseSO (BlazerTech.CharacterManagement.	

```
CharacterTypeGroupCollection
```

Type	Description
bool (BlazerTech.CharacterManagement.	

```
CharacterTypeGroupCollection.
```

```
CharacterTypeGroup
```

```
Collection_DTO
```

```
(BlazerTech.CharacterManagement.
```

```
FixedCharacterGroup
```

```
(BlazerTech.CharacterManagement.
```

```
FixedCharacterGroup.Fix
```

```
CharacterGroup_DTO
```

```
(BlazerTech.CharacterManagement.
```

```
FixedCharacterGroupCollection
```

```
(BlazerTech.CharacterManagement.
```

```
FlexibleCharacterGroup
```

```
(BlazerTech.CharacterManagement.
```

```
FlexibleCharacterGroup.Flexible
```

```
CharacterGroup_DTO
```

```
(BlazerTech.CharacterManagement.
```

Class CharacterTypeGroupCollection

Inheritance

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ [CharacterTypeGroupCollection](#)
([BlazerTech.CharacterManagement](#).

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

Assembly: Assembly-CSharp.dll

CharacterPieceCollectionSO

Syntax
([BlazerTech.CharacterManagement](#).

CharacterTypeInfo

[Serializable]

[BlazerTech.CharacterManagement](#).

public class CharacterTypeGroupCollection

CharacterTypeInfo.Character

PieceInfo.DTO

([BlazerTech.CharacterManagement](#).

CharacterTypeInfo.LoadedSprite

DataContainer

([BlazerTech.CharacterManagement](#).

Constructors

CharacterTypeGroupCollection(CharacterTypeGroupCollection_DTO)

([BlazerTech.CharacterManagement](#).

CharacterSaveMode

([BlazerTech.CharacterManagement](#).

public CharacterTypeGroupCollection(CharacterTypeGroupCollection.CharacterTypeGroupCollection_DTO DTO)

CharacterType, TCharacter>

([BlazerTech.CharacterManagement](#).

Parameters

CharacterTypeBaseSO

Type
([BlazerTech.CharacterManagement](#).

Name	Description
CharacterTypeGroupCollection	CharacterTypeGroupCollection
CharacterTypeGroupCollection_DTO	CharacterTypeGroupCollection_CharacterTypeGroupCollection_DTO
FixedCharacterGroup	FixedCharacterGroup
FlexibleCharacterGroup	FlexibleCharacterGroup

CharacterTypeGroupCollection

CharacterTypeGroupCollection

([BlazerTech.CharacterManagement](#).

CharacterTypeGroupCollection.html

CharacterTypeGroupCollection.

CharacterTypeGroupCollection_DTO

([BlazerTech.CharacterManagement](#).

CharacterTypeGroupCollection_CharacterTypeGroupCollection_CharacterTypeGroupCollection_DTO.html

FixedCharacterGroup

([BlazerTech.CharacterManagement](#).

FixedCharacterGroup.Fix

CharacterTypeGroupCollection

([BlazerTech.CharacterManagement](#).

CharacterTypeGroupCollection_LayeredCharacterTypeSO

([BlazerTech.CharacterManagement](#).

FlexibleCharacterGroup

([BlazerTech.CharacterManagement](#).

FlexibleCharacterGroup.Flexible

CharacterGroup.DTO

([BlazerTech.CharacterManagement](#).

FlexibleCharacterGroup

CharacterTypeGroupCollection(LayeredCharacterTypeSO)

([BlazerTech.CharacterManagement](#).

FlexibleCharacterGroup

([BlazerTech.CharacterManagement](#).

CharacterTypeGroupCollection_LayeredCharacterTypeSO

([BlazerTech.CharacterManagement](#).

FlexibleCharacterGroup

([BlazerTech.CharacterManagement](#).

FlexibleCharacterGroup_Flexible

CharacterGroup.DTO

([BlazerTech.CharacterManagement](#).

FlexibleCharacterGroup

Type	Name	Description
LayeredCharacterTypeSO (BlazerTech.CharacterManagement.Characters.LayeredCharacterTypeSO.html)	characterTypeData	

▼

Fields

(BlazerTech.CharacterManagement.

CharacterPiece

(BlazerTech.CharacterManagement.

CharacterPieceCollectionSO

Declaration

(BlazerTech.CharacterManagement.

CharacterPieceInfo

(BlazerTech.CharacterManagement.

CharacterType

CharacterPieceInfo.Character

PieceInfo.DTO

Field Value

(BlazerTech.CharacterManagement.

Type CharacterPieceInfo.LoadedSprite

Description

DataContainer

LayeredCharacterTypeSO

(BlazerTech.CharacterManagement.

(BlazerTech.CharacterManagement.Characters.LayeredCharacterTypeSO.html)

CharacterPieceMapping

Field Value

(BlazerTech.CharacterManagement.

CharacterSaveMode

Declaration

(SGT) CharacterType, TCharacter >

(BlazerTech.CharacterManagement.

public readonly FixedCharacterGroupCollection FixedCharacterGroupCollection

CharacterTypeBaseSO

Field Value

(BlazerTech.CharacterManagement.

CharacterTypeGroupCollection

Description

Type

CharacterTypeGroupCollection.

FixedCharacterGroupCollection

CharacterTypeGroup

(BlazerTech.CharacterManagement.Characters.FixedCharacterGroupCollection.html)

Collection.DTO

Field Value

(BlazerTech.CharacterManagement.

FixedCharacterGroup

Declaration

CharacterGroup.DTO

(BlazerTech.CharacterManagement.

public readonly FlexibleCharacterGroupCollection FlexibleCharacterGroupCollection

FlexibleCharacterGroup

Field Value

(BlazerTech.CharacterManagement.

Type FlexibleCharacterGroup.Flexible

Description

Type

CharacterGroup.DTO

FlexibleCharacterGroupCollection

(BlazerTech.CharacterManagement.

(BlazerTech.CharacterManagement.Characters.FlexibleCharacterGroupCollection.html)

FlexibleCharacterGroup

IsEmpty()

Declaration

```
public bool IsEmpty()
```

Returns

Type	Description
BlazerTech.CharacterManagement. CharacterPiece bool (https://learn.microsoft.com/dotnet/api/system.boolean) (BlazerTech.CharacterManagement. CharacterPieceCollectionSO)	

NotifyOnCharacterInCollectionChanged(LayeredCharacter)

Declaration

```
CharacterPiecelnfo.Character  
Piecelnfo.DTO  
public void NotifyOnCharacterInCollectionChanged(LayeredCharacter character)
```

Parameters

Type	Name	Description
CharacterPieceMapping (BlazerTech.CharacterManagement. LayeredCharacter (BlazerTech.CharacterManagement.Characters.LayeredCharacter.html))	character	

Events

OnCharacterInCollectionChanged

Declaration

```
CharacterTypeGroupCollection  
CharacterTypeBaseSO  
public event EventHandler<LayeredCharacter> OnCharacterInCollectionChanged  
CharacterTypeGroup  
Collection.DTO
```

Event Type

Type	Description
FixedCharacterGroup (BlazerTech.CharacterManagement. Event Handler (https://learn.microsoft.com/dotnet/api/system.eventhandler-1)< LayeredCharacter (BlazerTech.CharacterManagement.Characters.LayeredCharacter.html)>	

(BlazerTech.CharacterManagement.
FixedCharacterGroupCollection
(BlazerTech.CharacterManagement.
FlexibleCharacterGroup
(BlazerTech.CharacterManagement.
FlexibleCharacterGroup.Flexible
CharacterGroup.DTO
(BlazerTech.CharacterManagement.
FlexibleCharacterGroup

Class CharacterTypeGroupCollection. CharacterTypeGroupCollection_DTO

▼ Filter by title

Inheritance

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ BlazerTech.CharacterManagement.CharacterTypeGroupCollection_DTO
CharacterPieceCollectionSO
Namespace: BlazerTech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).Characters (BlazerTech.Characters.html)

Assembly: Assembly-CSharp.dll

(BlazerTech.CharacterManagement.

Syntax

```
CharacterPieceInfo.Character  
PieceInfo.DTO  
[Serializable]  
(BlazerTech.CharacterManagement.  
public class CharacterTypeGroupCollection.CharacterTypeGroupCollection_DTO  
CharacterPieceInfo.LoadedSprite
```

DataContainer

(BlazerTech.CharacterManagement.

CharacterPieceMapping

(BlazerTech.CharacterManagement.

CharacterSaveMode

(BlazerTech.CharacterManagement.

CharacterTypeGroupCollection_DTO(CharacterTypeGroupCollection)

CharacterTemplate

Declaration

```
SO<CharacterType, TCharacter>  
(BlazerTech.CharacterManagement.  
public CharacterTypeGroupCollection_DTO(CharacterTypeGroupCollection characterTypeGroupColle  
ction)  
CharacterTypeBaseSO  
(BlazerTech.CharacterManagement.
```

Parameters

CharacterTypeGroupCollection

(BlazerTech.CharacterManagement.

Type CharacterTypeGroupCollection.

CharacterTypeGroup
Collection_DTO
(BlazerTech.CharacterManagement.Characters.CharacterTypeGroup
Collection.html)

FixedCharacterGroup

(BlazerTech.CharacterManagement.

FixedCharacterGroup.Fixd

CharacterGroup.DTO

(BlazerTech.CharacterManagement.

FixedCharacterGroupCollection

(BlazerTech.CharacterManagement.

CharacterTypeIdentifier

FlexibleCharacterGroup

(BlazerTech.CharacterManagement.

FlexibleCharacterGroup.Flexible

CharacterGroup.DTO

```
public string CharacterTypeIdentifier  
(BlazerTech.CharacterManagement.
```

FlexibleCharacterGroup

Field Value

CharacterTypeIdentifier

(BlazerTech.CharacterManagement.

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	

FixedCharacterGroups

Declaration

```
CharacterPiece
(BlazerTech.CharacterManagement.
public List<FixedCharacterGroup.FixedCharacterGroup.DTO> FixedCharacterGroups
CharacterPieceCollectionSO
(BlazerTech.CharacterManagement.
```

Field Value

Type	Description
(BlazerTech.CharacterManagement. CharacterPieceInfo.Character List https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1 < FixedCharacterGroup>(BlazerTech.CharacterManagement.Characters.FixedCharacterGroup.html). FixedCharacterGroup DTO CharacterPieceInfoDTO LoadedSprite (BlazerTech.CharacterManagement.Characters.FixedCharacterGroup.FixedCharacterGroup.DTO.h ml) (BlazerTech.CharacterManagement. > CharacterPieceMapping (BlazerTech.CharacterManagement. CharacterSaveMode (BlazerTech.CharacterManagement. CharacterTemplate	

FlexibleCharacterGroups

Declaration

```
SO<TCharacterType, TCharacter>
(BlazerTech.CharacterManagement.
2.html) List<FlexibleCharacterGroup.FlexibleCharacterGroup.DTO> FlexibleCharacterGroups
CharacterTypeBaseSO
(BlazerTech.CharacterManagement.
```

Field Value

Type	Description
(BlazerTech.CharacterManagement. CharacterTypeGroupCollection List < https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1 < CharacterTypeGroup FlexibleCharacterGroup Collection.DTO (BlazerTech.CharacterManagement.Characters.FlexibleCharacterGroup.html) · FixedCharacterGroup FlexibleCharacterGroup.DTO (BlazerTech.CharacterManagement. (BlazerTech.CharacterManagement.Characters.FlexibleCharacterGroup.FlexibleCharacterGroup.DT O.html) CharacterGroup.DTO > (BlazerTech.CharacterManagement. FixedCharacterGroupCollection (BlazerTech.CharacterManagement. FlexibleCharacterGroup (BlazerTech.CharacterManagement.	

SingleCharacterGroup

Declaration

```
FlexibleCharacterGroup.Flexible
CharacterGroup.DTO
(BlazerTech.CharacterManagement.
SingleCharacterGroup.DTO SingleCharacterGroup
FlexibleCharacterGroup
Collection
```

Field Value

Type	Description
SingleCharacterGroup (BlazerTech.CharacterManagement.Characters.SingleCharacterGroup.html). SingleCharacterGroup.DTO (BlazerTech.CharacterManagement.Characters.SingleCharacterGroup.SingleCharacterGroup.DTO.h tml)	

Methods

IsValid()
CharacterPieceCollectionSO
(BlazerTech.CharacterManagement.CharacterPieceCollectionSO.h
tml)
CharacterPieceInfo
(BlazerTech.CharacterManagement.CharacterPieceInfo.h
tml)
CharacterPieceInfo.Character
DeclarationInfo.DTO
(BlazerTech.CharacterManagement.CharacterDeclarationInfo.h
tml)
CharacterPieceInfo.LoadedSprite
DataContainer
(BlazerTech.CharacterManagement.DataContainer.h
tml)

Returns CharacterPieceMapping

Type	Description
BlazerTech.CharacterManagement.CharacterSaveMode bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

CharacterTemplate
SO<TCharacterType, TCharacter>
(BlazerTech.CharacterManagement.CharacterTemplate.h
tml)
CharacterTypeBaseSO
(BlazerTech.CharacterManagement.CharacterTypeBaseSO.h
tml)
CharacterTypeGroupCollection
(BlazerTech.CharacterManagement.CharacterTypeGroupCollection.h
tml)
CharacterTypeGroupCollection.CharacterTypeGroup
CharacterTypeGroup
Collection.DTO
(BlazerTech.CharacterManagement.CharacterTypeGroupCollection.Collection.h
tml)
FixedCharacterGroup
(BlazerTech.CharacterManagement.CharacterTypeGroupCollection.Fix
edCharacterGroup.h
tml)
FixedCharacterGroup.Fix
edCharacterGroup
CharacterGroup.DTO
(BlazerTech.CharacterManagement.CharacterTypeGroupCollection.CharacterGroup.h
tml)
FixedCharacterGroupCollection
(BlazerTech.CharacterManagement.CharacterTypeGroupCollection.Fix
edCharacterGroupCollection.h
tml)
FlexibleCharacterGroup
(BlazerTech.CharacterManagement.CharacterTypeGroupCollection.Flex
ibleCharacterGroup.h
tml)
FlexibleCharacterGroup.FlexibleCharacterGroup
CharacterGroup.DTO
(BlazerTech.CharacterManagement.CharacterTypeGroupCollection.CharacterGroup.h
tml)
FlexibleCharacterGroup
FlexibleCharacterGroup.FlexibleCharacterGroup
Collection

Type	Name	Description
FixedCharacterGroup (BlazerTech.CharacterManagement.Characters.FixedCharacterGroup.html) .	DTO	
FixedCharacterGroup_DTO (BlazerTech.CharacterManagement.Characters.FixedCharacterGroup.Fix edCharacterGroup.html)		
CharacterPieceInfo CharacterTypeGroupCollection (BlazerTech.CharacterManagement. (BlazerTech.CharacterManagement.Characters.CharacterTypeGroupColl ection.html).Character PieceInfo_Character PieceInfo_DTO (BlazerTech.CharacterManagement. CharacterPieceInfo.LoadedSprite DCharacterPieceInfo)	attachedGroupsCollection	

FixedCharacterGroup(string, int, CharacterTypeGroupCollection)

(BlazerTech.CharacterManagement.

Declaration

```
CharacterPieceMapping
(BlazerTech.CharacterManagement.
CharacterFixedModel
CharacterPieceMapping(string groupName, int size, CharacterTypeGroupCollection attached
GroupsCollection)
(BlazerTech.CharacterManagement.
CharacterTemplate
SO<TCharacterType, TCharacter>
(BlazerTech.CharacterManagement.
```

Parameters

(BlazerTech.CharacterManagement.

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string) (BlazerTech.CharacterManagement.	groupName	
int (https://learn.microsoft.com/dotnet/api/system.int32)	size	
(BlazerTech.CharacterManagement. CharacterTypeGroupCollection CharacterTypeGroupCollection (BlazerTech.CharacterManagement.Characters.CharacterTypeGroupColl ection.html).CharacterTypeGroup Collection.DTO	attachedGroupsCollection	

(BlazerTech.CharacterManagement.
FixedCharacterGroup
(BlazerTech.CharacterManagement.

Fields

CharacterGroup_Fixed

CharacterGroup_DTO
(BlazerTech.CharacterManagement.

FlexibleCharacterGroupCollection
(BlazerTech.CharacterManagement.

FlexibleCharacterGroup
(BlazerTech.CharacterManagement.

public readonly LayeredCharacter[] Characters
FlexibleCharacterGroup.Flexible

CharacterGroup_DTO
(BlazerTech.CharacterManagement.

FieldValue
(BlazerTech.CharacterManagement.

Type	Description
FlexibleCharacterGroup Collection LayeredCharacter (BlazerTech.CharacterManagement.	Management.Characters.LayeredCharacter.html)[]

LayeredCharacter
(BlazerTech.CharacterManagement.

Methods

AddCharacter(LayeredCharacter)

Declaration

```
public override bool AddCharacter(LayeredCharacter character)  
(BlazerTech.CharacterManagement.
```

CharacterPieceInfo

Parameters

(BlazerTech.CharacterManagement.

Type	Name	Description
CharacterPieceInfo.Character		
PieceInfo_DTO		
LayeredCharacter (BlazerTech.CharacterManagement.Characters.LayeredCharacter.html)	character	
(BlazerTech.CharacterManagement.		

CharacterPieceInfo.LoadedSprite

Returns

DataContainer

Type	Description
(BlazerTech.CharacterManagement.	

CharacterPieceMapping

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

CharacterSaveMode

Overrides

(BlazerTech.CharacterManagement.

CharacterGroupBase.AddCharacter(LayeredCharacter)

(BlazerTech.CharacterManagement.Characters.CharacterGroupBase.html#BlazerTech_CharacterManagement_Characters_Characters_CharacterGroupBase_AddCharacter_2)

(BlazerTech.CharacterManagement.Characters.CharacterGroupBase_ManagementBlazerTech_CharacterManagement_Characters_LayeredCharacter_2.html)

CharacterTypeBaseSO

(BlazerTech.CharacterManagement.

ContainsCharacter(LayeredCharacter)

Declaration

(BlazerTech.CharacterManagement.

CharacterTypeGroupCollection

public override bool ContainsCharacter(LayeredCharacter character)

CharacterTypeGroup

Collection.DTO

Parameters

(BlazerTech.CharacterManagement.

Type	Name	Description
FixedCharacterGroup		
(BlazerTech.CharacterManagement.		

LayeredCharacter (BlazerTech.CharacterManagement.Characters.LayeredCharacter.html)

CharacterGroup.DTO

Returns

(BlazerTech.CharacterManagement.

Type	Description
FixedCharacterGroupCollection	
(BlazerTech.CharacterManagement.	

FlexibleCharacterGroup

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(BlazerTech.CharacterManagement.

FlexibleCharacterGroup.Flexible

CharacterGroup.DTO

CharacterGroupBase.ContainsCharacter(LayeredCharacter)

(BlazerTech.CharacterManagement.Characters.CharacterGroupBase.html#BlazerTech_CharacterManagement_Characters_Characters_CharacterGroupBase_ContainsCharacter_2)

(BlazerTech.CharacterManagement.Characters.CharacterGroupBase_ManagementBlazerTech_CharacterManagement_Characters_LayeredCharacter_2.html)

Collection

(BlazerTech.CharacterManagement.

LayeredCharacter

ContainsCharacterWithGUID(Guid)

(BlazerTech.CharacterManagement.

Class FixedCharacterGroup.FixedCharacterGroup_DTO

▼ Filter by title

Inheritance

```
↳ object (https://learn.microsoft.com/dotnet/api/system.object)
↳ BlazerTech.CharacterManagement
    ↳ CharacterPieceInfo.Character
Namespace: BlazerTech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).Characters
    (BlazerTech.CharacterManagement.Characters.html)
Assembly: Assembly-CSharp.dll
```

Syntax

```
CharacterPieceInfo.LoadedSprite
DataContainer
(BlazerTech.CharacterManagement.
[Serializable]
CharacterPieceMapping
public class FixedCharacterGroup.FixedCharacterGroup_DTO
(BlazerTech.CharacterManagement.
```

```
CharacterSaveMode
```

```
(BlazerTech.CharacterManagement.
```

```
CharacterTemplate
```

```
SO<TCharacterType, TCharacter>
```

```
(BlazerTech.CharacterManagement.
```

Constructors

FixedCharacterGroup_DTO(FixedCharacterGroup)

```
CharacterTypeBaseSO
```

Declaration

```
(BlazerTech.CharacterManagement.
CharacterTypeGroupCollection
public FixedCharacterGroup_DTO(FixedCharacterGroup fixedCharacterGroup)
```

```
CharacterTypeGroupCollection.
```

```
CharacterTypeGroup
```

```
Collection.DTO
```

Parameters

Type	Description
BlazerTech.CharacterManagement.	

```
FixedCharacterGroup
```

```
(BlazerTech.CharacterManagement.
```

```
(BlazerTech.CharacterManagement.Characters.FixedCharacterGroup.html)
```

```
FixedCharacterGroup.Fixed
```

```
CharacterGroup.DTO
```

```
(BlazerTech.CharacterManagement.
```

FixedCharacterGroup_DTO(string, LayeredCharacter[])

```
(BlazerTech.CharacterManagement.
```

Declaration

```
FlexibleCharacterGroup
(BlazerTech.CharacterManagement.
public FixedCharacterGroup_DTO(string groupName, LayeredCharacter[] characters)
```

```
FlexibleCharacterGroup.Flexible
```

```
CharacterGroup.DTO
```

Parameters

Type	Description
BlazerTech.CharacterManagement.	

```
FlexibleCharacterGroup
```

```
Collection
```

```
(BlazerTech.CharacterManagement.
```

```
(https://learn.microsoft.com/dotnet/api/system.string)
```

```
LayeredCharacter
```

```
(BlazerTech.CharacterManagement.
```

```
LayeredCharacter.Character DTO
```

Type		Name	Description
LayeredCharacter (BlazerTech.CharacterManagement.Characters.LayeredCharacter.html) []		<i>characters</i>	

▼

BlazerTech.CharacterManagement.Characters.LayeredCharacter

CharacterPieceInfo

(BlazerTech.CharacterManagement.

CharacterPieceInfo.Character

PieceInfo.DTO

(BlazerTech.CharacterManagement.

Declaration

CharacterPieceInfo.LoadedSprite

DataContainer

public LayeredCharacterDTO[] Characters

CharacterPieceMapping

(BlazerTech.CharacterManagement.

Field Value

CharacterSaveMode

(BlazerTech.CharacterManagement.

CharacterTemplate

Character.DTO

SO<TCharacterType, TCharacter>

(BlazerTech.CharacterManagement.Characters.LayeredCharacter.Character.DTO.html)

[] 2.html)

CharacterTypeBaseSO

(BlazerTech.CharacterManagement.

Group Name

CharacterTypeGroupCollection

(BlazerTech.CharacterManagement.

Declaration

CharacterTypeGroupCollection.

CharacterTypeGroup

Collection.DTO

(BlazerTech.CharacterManagement.

Field Value

FixedCharacterGroup

(BlazerTech.CharacterManagement.

Type FixedCharacterGroup.Fixed

CharacterGroup.DTO

string (<https://learn.microsoft.com/dotnet/api/system.string>)

(BlazerTech.CharacterManagement.

FixedCharacterGroupCollection

(BlazerTech.CharacterManagement.

FlexibleCharacterGroup

(BlazerTech.CharacterManagement.

FlexibleCharacterGroup.Flexible

CharacterGroup.DTO

(BlazerTech.CharacterManagement.

FlexibleCharacterGroup

Collection

(BlazerTech.CharacterManagement.

LayeredCharacter

(BlazerTech.CharacterManagement.

LayeredCharacter.Character DTO

Description

Class FixedCharacterGroupCollection

Inheritance

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ [FixedCharacterGroupCollection](#) (BlazerTech.CharacterManagement.html)

CharacterPieceInfo.Character

Namespace: BlazerTech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).Characters (BlazerTech.CharacterManagement.Characters.html)

Assembly: Assembly-CSharp.dll

CharacterPieceInfo.LoadedSprite

Syntax

DataContainer

(BlazerTech.CharacterManagement.

[Serializable]

CharacterPieceMapping

public class FixedCharacterGroupCollection

(BlazerTech.CharacterManagement.

CharacterSaveMode

(BlazerTech.CharacterManagement.

CharacterTemplate

SO<TCharacterType, TCharacter>

(BlazerTech.CharacterManagement.

Constructors

CharacterTypeBaseSO

Declaration

(BlazerTech.CharacterManagement.

CharacterTypeGroupCollection

public FixedCharacterGroupCollection(CharacterTypeGroupCollection attachedGroupsCollection)

CharacterTypeGroupCollection.

Parameters

Collection.DTO

Type: BlazerTech.CharacterManagement.

Name

Description

FixedCharacterGroup

attachedGroupsCollection

(BlazerTech.CharacterManagement.

(BlazerTech.CharacterManagement.Characters.CharacterTypeGroupColl

ection.html)

CharacterGroup.DTO

(BlazerTech.CharacterManagement.

FixedCharacterGroupCollection

FixedCharacterGroupCollection(List<FixedCharacterGroup.DTO>, CharacterTypeGroupCollection)

(BlazerTech.CharacterManagement.

Declaration

FlexibleCharacterGroup.Flexible

CharacterGroup.DTO

public FixedCharacterGroupCollection(List<FixedCharacterGroup.FixedCharacterGroup.DTO> DTOS,

(BlazerTech.CharacterManagement.

CharacterTypeGroupCollection attachedGroupsCollection)

FlexibleCharacterGroup

Collection

(BlazerTech.CharacterManagement.

LayeredCharacter

(BlazerTech.CharacterManagement.

LayeredCharacter.Character.DTO

(BlazerTech.CharacterManagement.

LayeredCharacter.LoadedLayered

Type	Name	Description
<p>List (https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1) < FixedCharacterGroup (BlazerTech.CharacterManagement.Characters.FixedCharacterGroup.html) CharacterPieceInfo.Character . PieceInfo.DTO FixedCharacterGroup.DTO (BlazerTech.CharacterManagement.Characters.CharacterTypeGroupCollection.html) > (BlazerTech.CharacterManagement. CharacterPieceMapping CharacterTypeGroupCollection (BlazerTech.CharacterManagement.Characters.CharacterTypeGroupCollection.html) CharacterSaveMode (BlazerTech.CharacterManagement. CharacterTemplate SO<TCharacterType, TCharacter> (BlazerTech.CharacterManagement.</p>	DTOs	

Properties

CharacterTypeBaseSO	
(BlazerTech.CharacterManagement.	
FixedCharacterGroups	
CharacterTypeGroupCollection	
(BlazerTech.CharacterManagement.	
CharacterTypeGroup	
public IReadOnlyCollection<FixedCharacterGroup> FixedCharacterGroups { get; }	
CharacterTypeGroupCollection	
(BlazerTech.CharacterManagement.	

Property Value

Type	Description
FixedCharacterGroup.Fixed	

Methods

CreateGroup(string, int)	
Declaration	
(BlazerTech.CharacterManagement.	

Parameters

LayeredCharacter	
(BlazerTech.CharacterManagement.	
public LayeredCharacter CreateGroup(string groupName, int size)	

LayeredCharacter.Character.DTO

(BlazerTech.CharacterManagement.

LayeredCharacter.Character

IsEmpty()

Declaration

```
public bool IsEmpty()
```

Returns

Type	Description
CharacterPieceInfo.Character CharacterPieceInfo.DTO bool (https://learn.microsoft.com/dotnet/api/system.boolean) (BlazerTech.CharacterManagement.	

CharacterPieceInfo.LoadedSprite
DataContainer
(BlazerTech.CharacterManagement.
CharacterPieceMapping
(BlazerTech.CharacterManagement.
CharacterSaveMode
(BlazerTech.CharacterManagement.
CharacterTemplate
SO<TCharacterType, TCharacter>
(BlazerTech.CharacterManagement.
2.html)
CharacterTypeBaseSO
(BlazerTech.CharacterManagement.
CharacterTypeGroupCollection
(BlazerTech.CharacterManagement.
CharacterTypeGroupCollection.
CharacterTypeGroup
Collection.DTO
(BlazerTech.CharacterManagement.
FixedCharacterGroup
(BlazerTech.CharacterManagement.
FixedCharacterGroup.Fixed
CharacterGroup.DTO
(BlazerTech.CharacterManagement.
FixedCharacterGroupCollection
(BlazerTech.CharacterManagement.
FlexibleCharacterGroup
(BlazerTech.CharacterManagement.
FlexibleCharacterGroup.Flexible
CharacterGroup.DTO
(BlazerTech.CharacterManagement.
FlexibleCharacterGroup
Collection
(BlazerTech.CharacterManagement.
LayeredCharacter
(BlazerTech.CharacterManagement.
LayeredCharacter.Character.DTO
(BlazerTech.CharacterManagement.
LayeredCharacter.LoadedLayered

Type	Name	Description
FlexibleCharacterGroup (BlazerTech.CharacterManagement.Characters.FlexibleCharacterGroup.h tml) FlexibleCharacterGroup_DTO (BlazerTech.CharacterManagement.Characters.FlexibleCharacterGroup.F lexibleCharacterGroup_DTO.html)	DTO	
CharacterTypeGroupCollection CharacterPieceInfo_LoadedSprite (BlazerTech.CharacterManagement.Characters.CharacterTypeGroupColl ection.html)	attachedGroupsCollection	
CharacterTypeGroupCollection CharacterPieceInfo_LoadedSprite (BlazerTech.CharacterManagement.Characters.CharacterTypeGroupColl ection.html)	attachedGroupsCollection	

FlexibleCharacterGroup(string, CharacterTypeGroupCollection)

(BlazerTech.CharacterManagement.

Declaration

Character template

SO< TCharacterType, TCharacter >

```
p(BlazerTechCharacterManagement string groupName, CharacterTypeGroupCollection attachedGroupsCollection)
```

CharacterTypeBaseSO

(BlazerTech.CharacterManagement.Parameters CharacterTypeGroupCollection)

Blazer Parameters

CharacterTypeGroupCollection

Type	Description	Name	
BlazerTech.CharacterManagement.CharacterTypeGroupCollection	string (https://learn.microsoft.com/dotnet/api/system.string)	groupName	
CharacterTypeGroupCollection (BlazerTech.CharacterManagement.CharacterTypeGroupCollection)	CharacterTypeGroupCollection (BlazerTech.CharacterManagement.CharacterTypeGroupCollection)	attachedGroupsCollection	

Properties

(BlazerTech Ch)

FixedCharacterGroupCollection

(BlazerTech.CharacterManagement)

FlexibleCharacterGroup

Characters

(BlazerTech.CharacterManagement.

Declaration

FlexibleCharacterGroup:flexibleCharacterGroup DTO

Character

(Blazer Tech) charakterisiert

FlexibleCharacterGroup

Collection

Property Value (BlazerTech)

Type-based Character

Type	Description
BlazerTech.CharacterManagement.IReadOnlyList<LayeredCharacter.Character.DTO>	(BlazerTech.CharacterManagement.Characters.LayeredCharacter.html)
BlazerTech.CharacterManagement.LayeredCharacter	LayeredCharacter.LoadedLayered

Methods

AddCharacter(LayeredCharacter)

Declaration

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

PiecelInfo_DTO

(BlazerTech.CharacterManagement.

Parameters
CharacterPiecelInfo.LoadedSprite

Type	Name	Description
DataContainer (BlazerTech.CharacterManagement. LayeredCharacter (BlazerTech.CharacterManagement.Characters.LayeredCharacter.html) CharacterPieceMapping	character	

(BlazerTech.CharacterManagement.

Returns
CharacterSaveMode

Type	Description
BlazerTech.CharacterManagement. CharacterTemplate bool (https://learn.microsoft.com/dotnet/api/system.boolean) SOT<CharacterType>Character>	

(BlazerTech.CharacterManagement.

Overrides

CharacterTypeGroupBase.ContainsCharacter(LayeredCharacter)

(BlazerTech.CharacterManagement.Characters.CharacterGroupBase.html#BlazerTech_CharacterManagement_Characters_CharacterTypeGroupBase_ContainsCharacter_Bla

ters_CharacterTypeGroupBase_AlternateCharacter_Bla

(BlazerTech.CharacterManagement.

CharacterTypeGroupCollection.

ContainsCharacter(LayeredCharacter)

Declaration

(BlazerTech.CharacterManagement.

FixedCharacterGroup

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

FixedCharacterGroup.Fixed

Parameters

(BlazerTech.CharacterManagement.

Type	Name	Description
FixedCharacterGroupCollection	character	

(BlazerTech.CharacterManagement.

Returns
FlexibleCharacterGroup.Flexible

Type	Description
CharacterGroup.DTO	

(BlazerTech.CharacterManagement.

bool (https://learn.microsoft.com/dotnet/api/system.boolean)	
--	--

FlexibleCharacterGroup

Collection

Overrides

(BlazerTech.CharacterManagement.

CharacterGroupBase.ContainsCharacter(LayeredCharacter)

(BlazerTech.CharacterManagement.Characters.CharacterGroupBase.html#BlazerTech_CharacterManagement_Chara

ters_CharacterGroupBase_ContainsCharacter_Bla

yeredCharacter.Character_DTO

(BlazerTech.CharacterManagement.

LayeredCharacter.LoadedLayered

CharacterHandler

ContainsCharacterWithGUID(Guid)

Declaration

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

Parameters

Type		Name	Description
Guid(https://learn.microsoft.com/dotnet/api/system.guid)	Helemito_Dan	guid	

(BlazerTech.CharacterManagement.
CharacterPieceInfo.LoadedSprite

Type	Description
DataContainer (BlazerTech.CharacterManagement. bool CharacterNameMapping.com/dotnet/api/system.boolean) (BlazerTech.CharacterManagement. string CharacterNameMapping.com/dotnet/api/system.string)	

```
(BlazerTech.CharacterManagement.  
CharacterSaveMode  
Override  
(BlazerTech.CharacterManagement.  
CharacterGroupBase.ContainsCharacter  
(BlazerTech.CharacterManagement.Char-  
acterTemplate  
acters_CharacterGroupBase_ContainsChar-  
(BlazerTech.CharacterManagement.  
2.html)
```

ContainsCharacterWithName(string)

(BlazerTech.CharacterManagement.
Declaration.CharacterTypeGroupCollection)

```
CharacterTypeGroupCollection  
(BlazerTech.CharacterManagement.  
public override bool ContainsCharacterWithName(string characterName)  
CharacterTypeGroup  
Collection.DTO  
Parameters  
(BlazerTech.CharacterManagement.  
Type FixedCharacterGroup  
string (https://learn.microsoft.com/dotnet/api/system.string)  
Name  
characterName  
Description
```

Returns FixedCharacterGroup.Fixed
CharacterGroup.DTO

Type	Description
BlazerTech.CharacterManagement.FlexibleCharacterGroupCollection	(BlazerTech.CharacterManagement. bool) (https://learn.microsoft.com/dotnet/api/system.boolean)

Overrides BlazerTech.CharacterManagement.FlexibleCharacterGroup

(BlazerTech.CharacterManagement.
RemoveCharacter(LayeredCharacter))

LayeredCharacterDeclaration (BlazerTech.CharacterManagement)

```
LayeredCharacter.Character_DTO  
public bool RemoveCharacter(LayeredCharacter character)  
    LayeredCharacter.LoadedLayered  
CharacterHandler
```

Parameters

Type	Name	Description
LayeredCharacter (BlazerTech.CharacterManagement.Characters.LayeredCharacter.html)	character	

Returns

Type	Description
PieceInfo_DTO bool (https://learn.microsoft.com/dotnet/api/system.boolean) (BlazerTech.CharacterManagement. CharacterPieceInfo.LoadedSprite DataContainer (BlazerTech.CharacterManagement. CharacterPieceMapping (BlazerTech.CharacterManagement. CharacterSaveMode (BlazerTech.CharacterManagement. CharacterTemplate SO<TCharacterType, TCharacter> (BlazerTech.CharacterManagement. 2.html) CharacterTypeBaseSO (BlazerTech.CharacterManagement. CharacterTypeGroupCollection (BlazerTech.CharacterManagement. CharacterTypeGroupCollection. CharacterTypeGroup Collection.DTO (BlazerTech.CharacterManagement. FixedCharacterGroup (BlazerTech.CharacterManagement. FixedCharacterGroup.Fixed CharacterGroup.DTO (BlazerTech.CharacterManagement. FixedCharacterGroupCollection (BlazerTech.CharacterManagement. FlexibleCharacterGroup (BlazerTech.CharacterManagement. FlexibleCharacterGroup.Flexible CharacterGroup.DTO (BlazerTech.CharacterManagement. FlexibleCharacterGroup Collection (BlazerTech.CharacterManagement. LayeredCharacter (BlazerTech.CharacterManagement. LayeredCharacter.Character.DTO (BlazerTech.CharacterManagement. LayeredCharacter.LoadedLayered CharacterHandler	

Type	Name	Description
List (https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1) < LayeredCharacter (BlazerTech.CharacterManagement.Characters.LayeredCharacter.html) > ▼ ... (BlazerTech.CharacterManagement.CharacterPieceInfo.LoadedSprite DataContainer (BlazerTech.CharacterManagement.CharacterPieceMapping (BlazerTech.CharacterManagement.CharacterSaveMode (BlazerTech.CharacterManagement.CharacterTemplate public List<LayeredCharacter.Character.DTO> Characters SO<TCharacterType, TCharacter> (BlazerTech.CharacterManagement.CharacterDTO.html) Field Value 2.html)	characters	

Fields

Characters

Declaration

(BlazerTech.CharacterManagement.CharacterSaveMode

(BlazerTech.CharacterManagement.CharacterTemplate

 public List<LayeredCharacter.Character.DTO> Characters

 SO<TCharacterType, TCharacter>

 (BlazerTech.CharacterManagement.CharacterDTO.html)

Field Value

2.html)

Type	Description
CharacterTypeBaseSO (BlazerTech.CharacterManagement.CharacterTypeGroupCollection List (https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1) < LayeredCharacter (BlazerTech.CharacterManagement.Characters.LayeredCharacter.html).Character DTO CharacterTypeGroupCollection (BlazerTech.CharacterManagement.Characters.LayeredCharacter.Character.DTO.html)	

Group Name

Declaration

CharacterGroup_DTO

(BlazerTech.CharacterManagement.CharacterGroupCollection

 public CharacterGroupCollection

 (BlazerTech.CharacterManagement.CharacterGroupCollection

 FlexibleCharacterGroup

Field Value

 (BlazerTech.CharacterManagement.CharacterGroup_DTO

Type	Description
FlexibleCharacterGroup.Flexible CharacterGroup_DTO string (https://learn.microsoft.com/dotnet/api/system.string)	

 FlexibleCharacterGroup

 Collection

 (BlazerTech.CharacterManagement.CharacterGroupCollection

 LayeredCharacter

 (BlazerTech.CharacterManagement.CharacterGroupCollection

 LayeredCharacter.Character.DTO

 (BlazerTech.CharacterManagement.CharacterGroupCollection

 LayeredCharacter.LoadedLayered

 CharacterHandler

 (BlazerTech.CharacterManagement.CharacterGroupCollection

Type	Name	Description
<p>List (<https: api="" dotnet="" learn.microsoft.com="" system.collections.generic.list-1="">)</https:></p> <pre>< FlexibleCharacterGroup (BlazerTech.CharacterManagement.Characters.FlexibleCharacterGroup.html) DataContainer . (BlazerTech.CharacterManagement. FlexibleCharacterGroup_DTO (BlazerTech.CharacterManagement.Characters.FlexibleCharacterGroup.FlexibleCharacterGroup_DTO.html) > (BlazerTech.CharacterManagement.</pre>	DTOs	
<p>CharacterTemplate CharacterTypeGroupCollection SO< TCharacterType, TCharacter > (BlazerTech.CharacterManagement.Characters.CharacterTypeGroupCollection.html)</p>	attachedGroupsCollection	

Properties

FlexibleCharacterGroups

Declaration
FixedCharacterGroup
(BlazerTech.CharacterManagement.
public IReadOnlyCollection<FlexibleCharacterGroup> FlexibleCharacterGroups { get; }

FixedCharacterGroup
CharacterGroup_DTO

Property Value
FixedCharacterGroupCollection

Type
BlazerTech.CharacterManagement.

IReadOnlyCollection
(BlazerTech.CharacterManagement.
[\(\)](https://learn.microsoft.com/dotnet/api/system.collections.generic.ireadonlycollection-1)
< FlexibleCharacterGroup.FlexibleCharacterGroup_DTO
(BlazerTech.CharacterManagement.Characters.FlexibleCharacterGroup.html)
> FlexibleCharacterGroup

Collection
(BlazerTech.CharacterManagement.

LayeredCharacter

(BlazerTech.CharacterManagement.

LayeredCharacter.Character_DTO

(BlazerTech.CharacterManagement.

LayeredCharacter.LoadedLayeredCharacterHandler

CreateGroup(string)
Declaration
LayeredCharacterManager

(BlazerTech.CharacterManagement.

LayeredCharacterManager

(BlazerTech.CharacterManagement.

Description

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

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	groupName	

DataContainer

ReturnBlazerTech.CharacterManagement.

Type	Description
CharacterPieceMapping (BlazerTech.CharacterManagement. FlexibleCharacterGroup (BlazerTech.CharacterManagement.Characters.FlexibleCharacterGroup.html))	

CharacterTemplate

SO<TCharacterType, TCharacter>

(BlazerTech.CharacterManagement.
2.html)

GetGroup(string)

Declaration

CharacterTypeBaseSO
(BlazerTech.CharacterManagement.

CharacterTypeGroupCollection

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

(BlazerTech.CharacterManagement.

CharacterTypeGroupCollection.

Parameters

CharacterTypeGroup

Type	Name	Description
Collection.DTO (BlazerTech.CharacterManagement. string (https://learn.microsoft.com/dotnet/api/system.string) (BlazerTech.CharacterManagement.	groupName	

FlexibleCharacterGroup

(BlazerTech.CharacterManagement.

ReturnFlexibleCharacterGroup.Fixd

Type	Description
CharacterGroup.DTO (BlazerTech.CharacterManagement. FlexibleCharacterGroupCollection (BlazerTech.CharacterManagement.Characters.FlexibleCharacterGroup.html))	

FlexibleCharacterGroup

(BlazerTech.CharacterManagement.

FlexibleCharacterGroup.Flexible

CharacterGroup.DTO

(BlazerTech.CharacterManagement.

Declaration

FlexibleCharacterGroup

Collection

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

(BlazerTech.CharacterManagement.

LayeredCharacter

Parameters

(BlazerTech.CharacterManagement.

Type LayeredCharacter.Character.DTO

(BlazerTech.CharacterManagement.

string (<https://learn.microsoft.com/dotnet/api/system.string>)

LayeredCharacter.LoadedLayered

CharacterHandler

ReturnBlazerTech.CharacterManagement.

LayeredCharacterManager

(BlazerTech.CharacterManagement.

Type	Name	Description
LayeredCharacter.Character.DTO (BlazerTech.CharacterManagement. string (https://learn.microsoft.com/dotnet/api/system.string) (BlazerTech.CharacterManagement.	groupName	

Type	Description
FlexibleCharacterGroup (BlazerTech.CharacterManagement.Characters.FlexibleCharacterGroup.html)	

IsEmpty()

Declaration

```
(BlazerTech.CharacterManagement.
CharacterPieceMapping
public bool IsEmpty()
(BlazerTech.CharacterManagement.
CharacterSaveMode
```

Return

```
(BlazerTech.CharacterManagement.
CharacterTemplate
SO<TCharacterType, TCharacter>
bool (https://blazertechcharactermanagement.net/api/system.boolean)
2.html)
```

```
CharacterTypeBaseSO
(BlazerTech.CharacterManagement.
CharacterTypeGroupCollection
(BlazerTech.CharacterManagement.
CharacterTypeGroupCollection.
CharacterTypeGroup
Collection.DTO
(BlazerTech.CharacterManagement.
FixedCharacterGroup
(BlazerTech.CharacterManagement.
FixedCharacterGroup.Fixed
CharacterGroup.DTO
(BlazerTech.CharacterManagement.
FixedCharacterGroupCollection
(BlazerTech.CharacterManagement.
FlexibleCharacterGroup
(BlazerTech.CharacterManagement.
FlexibleCharacterGroup.Flexible
CharacterGroup.DTO
(BlazerTech.CharacterManagement.
FlexibleCharacterGroup
Collection
(BlazerTech.CharacterManagement.
LayeredCharacter
(BlazerTech.CharacterManagement.
LayeredCharacter.Character.DTO
(BlazerTech.CharacterManagement.
LayeredCharacter.LoadedLayered
CharacterHandler
(BlazerTech.CharacterManagement.
LayeredCharacterManager
(BlazerTech.CharacterManagement.
```

Type	Description

Class LayeredCharacter

Inheritance

↳ [Filter by title](#)

↳ [object \(https://learn.microsoft.com/dotnet/api/system.object\)](#)

↳ [CharacterBase \(BlazerTech.CharacterManagement.Characters.CharacterBase-2.html\) <LayeredCharacterTypeSO \(BlazerTech.CharacterManagement.Characters.LayeredCharacterTypeSO.html\), LayeredCharacter \(BlazerTech.CharacterManagement.Characters.LayeredCharacter.html\).LoadedLayeredCharacterHandler \(BlazerTech.CharacterManagement.Characters.LayeredCharacter.LoadedLayeredCharacterHandler.html\) > \(BlazerTech.CharacterManagement.](#)

↳ [CharacterTemplate](#)

Inherited Members

↳ [SO<TCharacterType, TCharacter>](#)

CharacterBase<LayeredCharacterTypeSO, LayeredCharacter.LoadedLayeredCharacterHandler>.CharacterType
(BlazerTech.CharacterManagement.Characters.CharacterBase-

2.htm#[BlazerTech.CharacterManagement_Characters_CharacterBase_2_CharacterType](#)

CharacterBase<LayeredCharacterTypeSO, LayeredCharacter.LoadedLayeredCharacterHandler>.LoadedCharacter
Handler(BlazerTech.CharacterManagement.Characters.CharacterBase-

2.htm#[BlazerTech.CharacterManagement_Characters_CharacterBase_2_LoadedCharacterHandler](#)

CharacterBase<LayeredCharacterTypeSO, LayeredCharacter.LoadedLayeredCharacterHandler>.CharacterGUID
(BlazerTech.CharacterManagement.Characters.CharacterBase-

2.htm#[BlazerTech.CharacterManagement_Characters_CharacterBase_2_CharacterGUID](#)

CharacterBase<LayeredCharacterTypeSO, LayeredCharacter.LoadedLayeredCharacterHandler>.CharacterName
(BlazerTech.CharacterManagement.Characters.CharacterBase-

2.htm#[BlazerTech.CharacterManagement_Characters_CharacterBase_2_CharacterName](#)

CharacterBase<LayeredCharacterTypeSO, LayeredCharacter.LoadedLayeredCharacterHandler>.CharacterDisplay
Name(BlazerTech.CharacterManagement.Characters.CharacterBase-

2.htm#[BlazerTech.CharacterManagement_Characters_CharacterBase_2_CharacterDisplayName](#)

CharacterBase<LayeredCharacterTypeSO, LayeredCharacter.LoadedLayeredCharacterHandler>.IsValidCharacter
(BlazerTech.CharacterManagement.Characters.CharacterBase-

2.htm#[BlazerTech.CharacterManagement_Characters_CharacterBase_2_IsValidCharacter](#)

CharacterBase<LayeredCharacterTypeSO, LayeredCharacter.LoadedLayeredCharacterHandler>.ValidationCheck()
(BlazerTech.CharacterManagement.Characters.CharacterBase-

2.htm#[BlazerTech.CharacterManagement_Characters_CharacterBase_2_ValidationCheck](#)

CharacterBase<LayeredCharacterTypeSO, LayeredCharacter.LoadedLayeredCharacterHandler>.SetCharacter
Invalid(BlazerTech.CharacterManagement.Characters.CharacterBase-

2.htm#[BlazerTech.CharacterManagement_Characters_CharacterBase_2_SetCharacterInvalid](#)

CharacterBase<LayeredCharacterTypeSO, LayeredCharacter.LoadedLayeredCharacterHandler>.AcquireCharacter
Handler(BlazerTech.CharacterManagement.Characters.CharacterBase-

2.htm#[BlazerTech.CharacterManagement_Characters_CharacterBase_2_AcquireCharacterHandler_System_Object_](#)

CharacterBase<LayeredCharacterTypeSO, LayeredCharacter.LoadedLayeredCharacterHandler>.AcquireCharacter
Handler(BlazerTech.CharacterManagement.Characters.CharacterBase-

2.htm#[BlazerTech.CharacterManagement_Characters_CharacterBase_2_AcquireCharacterHandlerAsync_System_O
bjectCharacterHandler](#)

CharacterBase<LayeredCharacterTypeSO, LayeredCharacter.LoadedLayeredCharacterHandler>.ReleaseCharacter
Handler(BlazerTech.CharacterManagement.Characters.CharacterBase-

2.htm#[BlazerTech.CharacterManagement_Characters_CharacterBase_2_ReleaseCharacterHandler_System_Object_](#)

↳ [LayeredCharacterTemplateSO](#)

(BlazerTech.CharacterManagement.

```

CharacterBase<LayeredCharacterTypeSO, LayeredCharacter.LoadedLayeredCharacterHandler>.LoadCharacter
Handler() (BlazerTech.CharacterManagement.Characters.CharacterBase-
2.html#BlazerTech_CharacterManagement_Characters_CharacterBase_2_LoadCharacterHandler)
CharacterBase<LayeredCharacterTypeSO, LayeredCharacter.LoadedLayeredCharacterHandler>.LoadCharacter
HandlerAsync() (BlazerTech.CharacterManagement.Characters.CharacterBase-
2.html#BlazerTech_CharacterManagement_Characters_CharacterBase_2_LoadCharacterHandlerAsync)
CharacterBase<LayeredCharacterTypeSO, LayeredCharacter.LoadedLayeredCharacterHandler>.UnloadCharacter
Handler() (BlazerTech.CharacterManagement.Characters.CharacterBase-
2.html#BlazerTech_CharacterManagement_Characters_CharacterBase_2_UnloadCharacterHandler)
(BlazerTech.CharacterManagement.
Namespace: BlazerTech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).Characters
(BlazerTech.CharacterManagement.Characters.html)
(BlazerTech.CharacterManagement.
Assembly: Assembly-CSharp.dll
CharacterTemplate
```

Syntax

```

SO<TCharacterType, TCharacter>
(BlazerTech.CharacterManagement.
[Serializable]
public class LayeredCharacter : CharacterBase<LayeredCharacterTypeSO, LayeredCharacter.Loade
dLayeredCharacterHandler>
(BlazerTech.CharacterManagement.
CharacterTypeGroupCollection
(BlazerTech.CharacterManagement.
CharacterTypeGroupCollection.
```

Constructors

```

CharacterTypeGroup
Collection.DTO
(BlazerTech.CharacterManagement.
CharacterTemplate
```

LayeredCharacter(LayeredCharacter, CharacterGroupBase)

```

FixedCharacterGroup
DuplicateCharacter
(BlazerTech.CharacterManagement.
FixedCharacterGroup.Fixed
CharacterGroup.DTO
(BlazerTech.CharacterManagement.
public LayeredCharacter(LayeredCharacter character, CharacterGroupBase characterGroup = nul
1)
(BlazerTech.CharacterManagement.
FlexibleCharacterGroup
```

Parameters

Type	Name	Description
FlexibleCharacterGroup.Flexible CharacterGroup.DTO	character	
LayeredCharacter (BlazerTech.CharacterManagement.Characters.LayeredCharacter.html)	characterGroup	

(BlazerTech.CharacterManagement.
LayeredCharacter.Character.DTO

(BlazerTech.CharacterManagement.
LayeredCharacter.LoadedLayered
CharacterHandler

(BlazerTech.CharacterManagement.

```

public LayeredCharacter(LayeredCharacter.Character.DTO character.DTO, CharacterGroupBase cha
racterGroup)
(BlazerTech.CharacterManagement.
LayeredCharacterTemplateSO
(BlazerTech.CharacterManagement.
```

LayeredCharacter(CharacterDTO, CharacterGroupBase)

Parameters

Type	Name	Description
LayeredCharacter (BlazerTech.CharacterManagement.Characters.LayeredCharacter.html)	character.DTO	
Character.DTO (BlazerTech.CharacterManagement.Characters.LayeredCharacter.Character.DTO.html)		
CharacterGroupBase CharacterSaveMode (BlazerTech.CharacterManagement.Characters.CharacterGroupBase.html)	characterGroup	
CharacterTemplate SO<TCharacterType, TCharacter> (BlazerTech.CharacterManagement.T2.html)		

LayeredCharacter(LayeredCharacterTemplateSO, CharacterGroupBase)

Declaration

```
CharacterTypeBaseSO
(BlazerTech.CharacterManagement.
CharacterTypeGroupCollection layeredCharacterTemplateSO template, CharacterGroupBase characterGro
u(BlazerTech.CharacterManagement.
CharacterTypeGroupCollection.
CharacterTypeGroup
```

Parameters

Type	Name	Description
BlazerTech.CharacterManagement. FixedCharacterGroup LayeredCharacterTemplateSO (BlazerTech.CharacterManagement. (BlazerTech.CharacterManagement.Characters.LayeredCharacterTemplateSO.html) FixedCharacterGroup.Fixed	template	
CharacterGroupBase.DTO (BlazerTech.CharacterManagement.Characters.CharacterGroupBase.html)	characterGroup	

LayeredCharacter(string, LayeredCharacterTypeSO, CharacterGroupBase)

Declaration

```
FlexibleCharacterGroup.Flexible
CharacterGroup.DTO
(BlazerTech.CharacterManagement.
public LayeredCharacter(string characterName, LayeredCharacterTypeSO characterType, Characte
FlexibleCharacterGroup)
rGroupBase characterGroup = null)
Collection
(BlazerTech.CharacterManagement.
```

Parameters

Type	Name	Description
BlazerTech.CharacterManagement. LayeredCharacter.Character.DTO string (https://learn.microsoft.com/dotnet/api/system.string)	characterName	
LayeredCharacterTypeSO CharacterHandler (BlazerTech.CharacterManagement.Characters.LayeredCharacterTypeSO.html) (BlazerTech.CharacterManagement.	characterType	
CharacterGroupBase LayeredCharacterManager (BlazerTech.CharacterManagement.Characters.CharacterGroupBase.html)	characterGroup	
LayeredCharacterTemplateSO (BlazerTech.CharacterManagement.		

Fields

CharacterGroup

Declaration

```
public CharacterGroupBase<CharacterGroup>
    CharacterPieceMapping
        (BlazerTech.CharacterManagement.
```

Field Value

CharacterSaveMode

Type	Description
BlazerTech.CharacterManagement.	

CharacterTemplate

CharacterGroupBase<(BlazerTech.CharacterManagement.Characters.CharacterGroupBase.html)

SO<TCharacterType, TCharacter>

(BlazerTech.CharacterManagement.

2.html)

CharacterTypeBaseSO

(BlazerTech.CharacterManagement.

Declaration

CharacterTypeGroupCollection

(BlazerTech.CharacterManagement.

CharacterListGroupCollection.CharacterPieces

CharacterTypeGroup

Collection_DTO

Field Value

(BlazerTech.CharacterManagement.

Type	Description
FixedCharacterGroup	

(BlazerTech.CharacterManagement.

List<(https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1)<FixedCharacterGroup> FixedCharacterGroup>>

CharacterPiece<(BlazerTech.CharacterManagement.Characters.CharacterPiece.html)>

CharacterGroup_DTO

(BlazerTech.CharacterManagement.

FixedCharacterGroupCollection

(BlazerTech.CharacterManagement.

Methods

CharacterGroup

(BlazerTech.CharacterManagement.

FlexibleCharacterGroup.Flexible

LoadCharacterHandler()

Declaration

FlexibleCharacterGroup

Collection

protected override void LoadCharacterHandler()

(BlazerTech.CharacterManagement.

LayeredCharacter

Overrides

(BlazerTech.CharacterManagement.

LayeredCharacter.Character_DTO

CharacterBase<LayeredCharacterTypeSO, LayeredCharacter.LoadedLayeredCharacterHandler>.LoadCharacter

Handler

(BlazerTech.CharacterManagement.Characters.CharacterBase-

2.html) BlazerTech.CharacterManagement_Characters_CharacterBase_2_LoadCharacterHandler)

CharacterHandler

(BlazerTech.CharacterManagement.

LoadCharacterHandlerAsync()

Declaration

LayeredCharacterTemplateSO

(BlazerTech.CharacterManagement.

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

Returns

Type	Description
Task (https://learn.microsoft.com/dotnet/api/system.threading.tasks.task)	

CharacterPieceMapping

Overrides

[BlazerTech.CharacterManagement.CharacterBase_2_LoadCharacterHandlerAsync\(\)](#) (BlazerTech.CharacterManagement.CharacterBase_2.html#BlazerTech.CharacterManagement_Characters_CharacterBase_2_LoadCharacterHandlerAsync)

SO<TCharacterType, TCharacter>

(BlazerTech.CharacterManagement.

OverrideCharacterPieces(LayeredCharacter)

Declaration

(BlazerTech.CharacterManagement.

CharacterTypeGroupCollection

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

(BlazerTech.CharacterManagement.

Parameters

Type	Name	Description
Collection.DTO (BlazerTech.CharacterManagement.		

FixedCharacterGroup

character

(BlazerTech.CharacterManagement.

FixedCharacterGroup.Fix

CharacterGroup.DTO

TryRemoveFromGroup()

Declaration

(BlazerTech.CharacterManagement.

FixedCharacterGroupCollection

(BlazerTech.CharacterManagement.

FlexibleCharacterGroup

```
public bool TryRemoveFromGroup()
```

(BlazerTech.CharacterManagement.

FlexibleCharacterGroup.Flexible

Returns

Type	Description
FlexibleCharacterGroup	

bool

<https://learn.microsoft.com/dotnet/api/system.boolean>

(BlazerTech.CharacterManagement.

UnloadCharacterHandler()

Declaration

LayeredCharacter.LoadedLayered

CharacterHandler

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

(BlazerTech.CharacterManagement.

LayeredCharacterManager

Overrides

(BlazerTech.CharacterManagement.

LayeredCharacterTemplateSO

(BlazerTech.CharacterManagement.

CharacterBase<LayeredCharacterTypeSO, LayeredCharacter.LoadedLayeredCharacterHandler>.UnloadCharacterHandler() (BlazerTech.CharacterManagement.Characters.CharacterBase-2.html#BlazerTech_CharacterManagement_Characters_CharacterBase_2_UnloadCharacterHandler)

ValidationCheck()

Declaration

```
CharacterPieceMapping
public override bool ValidationCheck()
    (BlazerTech.CharacterManagement.
```

CharacterSaveMode

Returns CharacterTemplate

Type SO<TCharacterType, TCharacter>

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)
2.html

CharacterTypeBaseSO

Overrides

(BlazerTech.CharacterManagement.CharacterBase<LayeredCharacterTypeSO, LayeredCharacter.LoadedLayeredCharacterHandler>.ValidationCheck())
CharacterTypeGroupCollection
(BlazerTech.CharacterManagement.Characters.CharacterBase-2.html#BlazerTech_CharacterManagement_Characters_CharacterBase_2_ValidationCheck)
CharacterTypeGroupCollection.

CharacterTypeGroup

Collection_DTO

Events FixedCharacterGroup

CharacterManagement.

OnCharacterPiecesOverriden

CharacterGroup_DTO

Declaration FixedCharacterGroupCollection

```
(BlazerTech.CharacterManagement.
FixedCharacterGroupCollection
(BlazerTech.CharacterManagement.OnCharacterPiecesOverriden
FlexibleCharacterGroup
```

Event Type FlexibleCharacterGroup.Flexible

Type CharacterGroup.DTO

(BlazerTech.CharacterManagement.EventHandler (<https://learn.microsoft.com/dotnet/api/system.eventhandler>)

FlexibleCharacterGroup

Collection

(BlazerTech.CharacterManagement.

LayeredCharacter

(BlazerTech.CharacterManagement.

LayeredCharacter.Character_DTO

(BlazerTech.CharacterManagement.

LayeredCharacter.LoadedLayered

CharacterHandler

(BlazerTech.CharacterManagement.

LayeredCharacterManager

(BlazerTech.CharacterManagement.

LayeredCharacterTemplateSO

(BlazerTech.CharacterManagement.

Description

Class LayeredCharacter.Character_DTO

Inheritance

↳ [object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ [LayeredCharacter.Character_DTO](#)
([BlazerTech.CharacterManagement](#))

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

Assembly: [Assembly-CSharp.dll](#)

CharacterTemplate

Syntax

```
SO<TCharacterType, TCharacter>
  (BlazerTech.CharacterManagement.
  [Serializable]
  [2.html])
public class LayeredCharacter.Character_DTO
  CharacterTypeBaseSO
```

(BlazerTech.CharacterManagement.

CharacterTypeGroupCollection

(BlazerTech.CharacterManagement.

CharacterTypeGroupCollection.

CharacterTypeGroup

Constructors

Character_DTO(LayeredCharacter)

(BlazerTech.CharacterManagement.

Declaration

```
public CharacterGroup_Fixed
  (LayeredCharacter character)
  CharacterGroup.DTO
```

Parameters

FixedCharacterGroupCollection

Type [BlazerTech.CharacterManagement.](#)

Type	Name	Description
FlexibleCharacterGroup LayeredCharacter (BlazerTech.CharacterManagement.Characters.LayeredCharacter.html)	character	

FlexibleCharacterGroup.Flexible

CharacterGroup.DTO

(BlazerTech.CharacterManagement.

Fields

CharacterGroup

Collection

(BlazerTech.CharacterManagement.

CharacterDisplayName

LayeredCharacter

(BlazerTech.CharacterManagement.

LayeredCharacter.Character_DTO

(BlazerTech.CharacterManagement.

```
public string CharacterDisplayName
  LayeredCharacter.LoadedLayered
```

CharacterHandler

Field [BlazerTech.CharacterManagement.](#)

Type [LayeredCharacterManager](#)

(BlazerTech.CharacterManagement.

```
string LayCharacterTemplate
  https://learn.microsoft.com/dotnet/api/system.string
```

(BlazerTech.CharacterManagement.

LayeredCharacterTypeSO

Name

Description

Description

CharacterName

Declaration

```
public string CharacterName
```



Field Value

Type	Description
BlazerTech.CharacterManagement. CharacterSaveMode string (https://learn.microsoft.com/dotnet/api/system.string) (BlazerTech.CharacterManagement.	

CharacterPieces

Declaration

```
CharacterTypeBaseSO  
(BlazerTech.CharacterManagement.  
public List<CharacterTypeInfo> CharacterPieces  
(BlazerTech.CharacterManagement.
```

Field Value

Type	Description
Collection_DTO (BlazerTech.CharacterManagement. List (https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1) < FixedCharacterGroup CharacterPieceInfo (BlazerTech.CharacterManagement.Characters.CharacterPieceInfo.html). CharacterPieceInfo_DTO (BlazerTech.CharacterManagement. FixedCharacterGroup_Fixed (BlazerTech.CharacterManagement.Characters.CharacterPieceInfo.CharacterPieceInfo.DTO.html) > CharacterGroup_DTO (BlazerTech.CharacterManagement. FixedCharacterGroupCollection (BlazerTech.CharacterManagement.	

CharacterTypeIdentifier

Declaration

```
FlexibleCharacterGroup.Flexible  
CharacterGroup.DTO  
public string CharacterTypeIdentifier  
(BlazerTech.CharacterManagement.
```

Field Value

Type	Description
LayeredCharacter string (https://learn.microsoft.com/dotnet/api/system.string) (BlazerTech.CharacterManagement.	

Class LayeredCharacter.LoadedLayeredCharacterHandler

▼ Filter by title

Inheritance

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ BlazerTech.CharacterManagement.
(BlazerTech.CharacterManagement.Characters.LoadedCharacterHandlerBase.html)
↳ LayeredCharacterType.LayeredCharacter
(BlazerTech.CharacterManagement.Characters.LoadedCharacterHandlerBase.html)

Inherited Members

2.html

LoadCharacterHandlerBase

(BlazerTech.CharacterManagement.Characters.LoadedCharacterHandlerBase.html#BlazerTech_CharacterManagement_CharacterHandlerBase_LoadCharacterHandlerBase)

CharacterType

(BlazerTech.CharacterManagement.Characters.LoadedCharacterHandlerBase.html#BlazerTech_CharacterManagement_CharactersType_GroupCollection)

CharacterTypeGroup

Collection_DTO

(BlazerTech.CharacterManagement.

FixedCharacterGroup

public class LayeredCharacter.LoadedLayeredCharacterHandler : LoadedCharacterHandlerBase
(BlazerTech.CharacterManagement.

FixedCharacterGroup.Fixed

CharacterGroup_DTO

(BlazerTech.CharacterManagement.

FlexibleCharacterGroupCollection

(BlazerTech.CharacterManagement.

LoadedLayeredCharacterHandler(LayeredCharacter)

(BlazerTech.CharacterManagement.

Declaration

FlexibleCharacterGroup.Flexible

CharacterGroup_DTO

public LoadedLayeredCharacterHandler(LayeredCharacter character)
(BlazerTech.CharacterManagement.

FlexibleCharacterGroup

Collection

(BlazerTech.CharacterManagement.

Type LayeredCharacter

Type	Name	Description
LayeredCharacter	character	

(BlazerTech.CharacterManagement.

LayeredCharacter (BlazerTech.CharacterManagement.Characters.LayeredCharacter.html)

LayeredCharacter.Character_DTO

(BlazerTech.CharacterManagement.

LayeredCharacter.LoadedLayered

CharacterHandler

(BlazerTech.CharacterManagement.

LayeredCharacterManager

(BlazerTech.CharacterManagement.

CreateNewCharacterMaterial()

(BlazerTech.CharacterManagement.

LayeredCharacterTypeSO

(BlazerTech.CharacterManagement.

LayeredCharacterTemplateSO

(BlazerTech.CharacterManagement.

```
public Material CreateNewCharacterMaterial()
```

Returns

Type	Description
Material BlazerTech.CharacterManagement.Material	

CharacterSaveMode
(BlazerTech.CharacterManagement.

CharacterTemplate
SO<TCharacterType, TCharacter>

CreateNewCharacterMaterialAsync()

Declaration
BlazerTech.CharacterManagement.

2.html)

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

(BlazerTech.CharacterManagement.
CharacterTypeGroupCollection

Returns
(BlazerTech.CharacterManagement.

Type
CharacterTypeGroupCollection.

Description

CharacterTypeGroup

Task<<https://learn.microsoft.com/dotnet/api/system.threading.tasks.task-1>><Material>

(BlazerTech.CharacterManagement.

FixedCharacterGroup

(BlazerTech.CharacterManagement.

FixedCharacterGroup.Fixed

Declaration

CharacterGroup_DTO

(BlazerTech.CharacterManagement.

```
public Task<CharacterGroup_DTO> LoadUnloadedCharacterPiecesAsync()
```

(BlazerTech.CharacterManagement.

FlexibleCharacterGroup

Returns
(BlazerTech.CharacterManagement.

Type
FlexibleCharacterGroup.Flexible

Description

CharacterGroup_DTO

Task<<https://learn.microsoft.com/dotnet/api/system.threading.tasks.task>>

(BlazerTech.CharacterManagement.

FlexibleCharacterGroup

Collection

Declaration
BlazerTech.CharacterManagement.

LayeredCharacter

Declaration
(BlazerTech.CharacterManagement.

LayeredCharacter.Character_DTO

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

(BlazerTech.CharacterManagement.

LayeredCharacter.LoadedLayered

CharacterHandler

(BlazerTech.CharacterManagement.

LoadedCharacterHandlerBase.Release()

LayeredCharacterManager

(BlazerTech.CharacterManagement.Characters.LoadedCharacterHandlerBase.html#BlazerTech_CharacterManagement_

ent_Characters_LoadedCharacterHandlerBase_Release)

LayeredCharacterTemplateSO

(BlazerTech.CharacterManagement.

LayeredCharacterTypeSO

UpdateCharacterMaterialAsync()

(BlazerTech.CharacterManagement.

Declaration

```
public void UpdateCharacterMaterialAsync()
```



Events

CharacterSaveMode

(BlazerTech.CharacterManagement.

OnCharacterUpdated

SO<TCharacterType, TCharacter>

Declaration

(BlazerTech.CharacterManagement.

2.html)

```
public event EventHandler OnCharacterUpdated
```

CharacterTypeBaseSO

(BlazerTech.CharacterManagement.

CharacterTypeGroupCollection

(BlazerTech.CharacterManagement.

Type CharacterTypeGroupCollection.

Description

CharacterTypeGroup

<https://learn.microsoft.com/dotnet/api/system.eventhandler>

Collection.DTO

(BlazerTech.CharacterManagement.

FixedCharacterGroup

(BlazerTech.CharacterManagement.

FixedCharacterGroup.Fixed

CharacterGroup.DTO

(BlazerTech.CharacterManagement.

FixedCharacterGroupCollection

(BlazerTech.CharacterManagement.

FlexibleCharacterGroup

(BlazerTech.CharacterManagement.

FlexibleCharacterGroup.Flexible

CharacterGroup.DTO

(BlazerTech.CharacterManagement.

FlexibleCharacterGroup

Collection

(BlazerTech.CharacterManagement.

LayeredCharacter

(BlazerTech.CharacterManagement.

LayeredCharacter.Character.DTO

(BlazerTech.CharacterManagement.

LayeredCharacter.LoadedLayered

CharacterHandler

(BlazerTech.CharacterManagement.

LayeredCharacterManager

(BlazerTech.CharacterManagement.

LayeredCharacterTemplateSO

(BlazerTech.CharacterManagement.

LayeredCharacterTypeSO

(BlazerTech.CharacterManagement.

LayeredCharacterTypeSO

(BlazerTech.CharacterManagement.

Class LayeredCharacterManager

Inheritance

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ [Object](#) ([CharacterTemplate](#))

↳ [SO<TCharacterType, TCharacter>](#)

↳ [BlazerTech.CharacterManagement.](#)

↳ [2.html](#) ↳ [LayeredCharacterManager](#)

↳ [CharacterTypeBaseSO](#)

Namespace: Blazer Tech ([BlazerTech.html](#)).CharacterManagement ([BlazerTech.CharacterManagement.html](#)).Characters
([BlazerTech.CharacterManagement.Characters.html](#))

Assembly: Assembly-CSharp.dll

↳ [BlazerTech.CharacterManagement.](#)

Syntax

CharacterTypeGroupCollection.

CharacterTypeGroup

```
public class LayeredCharacterManager : MonoBehaviour
```

Collection_DTO

↳ [BlazerTech.CharacterManagement.](#)

FixedCharacterGroup

↳ [BlazerTech.CharacterManagement.](#)

FixedCharacterGroup.Fixed

CharacterGroup_DTO

↳ [BlazerTech.CharacterManagement.](#)

FixedCharacterGroupCollection

↳ [BlazerTech.CharacterManagement.](#)

Fields

CharacterSaveMode

CharacterGroup_Flexible

flexible CharacterGroup_Flexible CharacterSaveMode

CharacterGroup_DTO

↳ [BlazerTech.CharacterManagement.](#)

Field Value

FlexibleCharacterGroup

Type	Description
Collection	(BlazerTech.CharacterManagement. .CharacterSaveMode (BlazerTech.CharacterManagement.Characters.CharacterSaveMode.html) LayeredCharacter

↳ [BlazerTech.CharacterManagement.](#)

LayeredCharacter.Character_DTO

↳ [BlazerTech.CharacterManagement.](#)

SavedCharactersDirectory

LayeredCharacter.LoadedLayered

Declaration

CharacterHandler

↳ [BlazerTech.CharacterManagement.](#)

```
layeredCharacterManager.SavedCharactersDirectory = "BlazerTech Character Creator"
```

↳ [BlazerTech.CharacterManagement.](#)

Field Value

LayeredCharacterTemplateSO

↳ [BlazerTech.CharacterManagement.](#)

Type	Description
LayeredCharacterTypeSO	(BlazerTech.CharacterManagement. .string (https://learn.microsoft.com/dotnet/api/system.string) LayeredCharacterTypeSO.

CharacterCreatorConfig

SavedCharactersFilename

Declaration

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



Field Value

Type	Description
characterTemplate SO< TCharacterType, TCharacter > string (https://learn.microsoft.com/dotnet/api/system.string) (BlazerTech.CharacterManagement. 2.html) CharacterTypeBaseSO (BlazerTech.CharacterManagement. CharacterTypeGroupCollection (BlazerTech.CharacterManagement. CharacterTypeGroupCollection. CharacterTypeGroup Collection_DTO (BlazerTech.CharacterManagement. FixedCharacterGroup public static IList<CharacterTypeGroupCollection> CharacterTypeGroupCollections { get; } (BlazerTech.CharacterManagement. FixedCharacterGroup.Fixed CharacterGroup_DTO (BlazerTech.CharacterManagement. FixedCharacterGroupCollection IList<BlazerTech.CharacterManagement. CharacterTypeGroupCollection> (https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1)< CharacterTypeGroupCollection (BlazerTech.CharacterManagement. characters.CharacterTypeGroupCollection.html) > FlexibleCharacterGroup.Flexible CharacterGroup_DTO (BlazerTech.CharacterManagement. FlexibleCharacterGroup Collection (BlazerTech.CharacterManagement. LayeredCharacter (BlazerTech.CharacterManagement. LayeredCharacter.Character_DTO Declaration BlazerTech.CharacterManagement. LayeredCharacter.LoadedLayered CharacterHandler public static CharacterTypeGroupCollection GetCollectionUsingIndex(int collectionIndex) (BlazerTech.CharacterManagement. LayeredCharacterManager Parameters (BlazerTech.CharacterManagement. Type layeredCharacterTemplateSO (BlazerTech.CharacterManagement. int (https://learn.microsoft.com/dotnet/api/system.int32) LayeredCharacterTypeSO (BlazerTech.CharacterManagement. Returns LayeredCharacterTypeSO. CharacterCreatorConfig	

Properties

CharacterTypeGroupCollections

CharacterTypeGroup

```
CharacterTypeGroup  
Collection_DTO  
(BlazerTech.CharacterManagement.  
FixedCharacterGroup  
public static IList<CharacterTypeGroupCollection> CharacterTypeGroupCollections { get; }  
(BlazerTech.CharacterManagement.  
FixedCharacterGroup.Fixed  
CharacterGroup_DTO  
(BlazerTech.CharacterManagement.  
FixedCharacterGroupCollection  
IList<BlazerTech.CharacterManagement.  
CharacterTypeGroupCollection> (https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1)<  
CharacterTypeGroupCollection  
(BlazerTech.CharacterManagement.  
characters.CharacterTypeGroupCollection.html)  
> FlexibleCharacterGroup.Flexible  
CharacterGroup_DTO  
(BlazerTech.CharacterManagement.  
FlexibleCharacterGroup  
Collection  
(BlazerTech.CharacterManagement.  
LayeredCharacter  
(BlazerTech.CharacterManagement.  
LayeredCharacter.Character_DTO  
Declaration  
BlazerTech.CharacterManagement.  
LayeredCharacter.LoadedLayered  
CharacterHandler  
public static CharacterTypeGroupCollection GetCollectionUsingIndex(int collectionIndex)  
(BlazerTech.CharacterManagement.  
LayeredCharacterManager  
Parameters  
(BlazerTech.CharacterManagement.  
Type layeredCharacterTemplateSO  
(BlazerTech.CharacterManagement.  
int (https://learn.microsoft.com/dotnet/api/system.int32)  
LayeredCharacterTypeSO  
(BlazerTech.CharacterManagement.  
Returns LayeredCharacterTypeSO.  
CharacterCreatorConfig
```

Methods

GetCollectionUsingIndex(int)

GetCollectionUsingIndex

```
GetCollectionUsingIndex  
Declaration  
BlazerTech.CharacterManagement.  
LayeredCharacter.LoadedLayered  
CharacterHandler  
public static CharacterTypeGroupCollection GetCollectionUsingIndex(int collectionIndex)  
(BlazerTech.CharacterManagement.  
LayeredCharacterManager  
Parameters  
(BlazerTech.CharacterManagement.  
Type layeredCharacterTemplateSO  
(BlazerTech.CharacterManagement.  
int (https://learn.microsoft.com/dotnet/api/system.int32)  
LayeredCharacterTypeSO  
(BlazerTech.CharacterManagement.  
Returns LayeredCharacterTypeSO.  
CharacterCreatorConfig
```

Type	Description
CharacterTypeGroupCollection (BlazerTech.CharacterManagement.Characters.CharacterTypeGroupCollection.html)	

▼ GetOrCreateCollection(LayeredCharacterTypeSO)

Declaration

```
CharacterTemplate
SO<TCharacterType, TCharacter>
(BlazerTech.CharacterManagement.
public static CharacterTypeGroupCollection GetOrCreateCollection(LayeredCharacterTypeSO char
2.html)
acterTypeData)
CharacterTypeBaseSO
(BlazerTech.CharacterManagement.
```

Parameters

CharacterTypeGroupCollection

Type	Name	Description
CharacterTypeGroupCollection.		

LayeredCharacterTypeSO

(BlazerTech.CharacterManagement.Characters.LayeredCharacterTypeSO.html)

(BlazerTech.CharacterManagement.

Returns

FixedCharacterGroup

Type	Description
FixedCharacterGroup.Fixed	

CharacterTypeGroupCollection

(BlazerTech.CharacterManagement.Characters.CharacterTypeGroupCollection.html)

FixedCharacterGroupCollection

(BlazerTech.CharacterManagement.

FlexibleCharacterGroup

(BlazerTech.CharacterManagement.

Initialize()

FlexibleCharacterGroup.Flexible

CharacterGroup_DTO

(BlazerTech.CharacterManagement.

public static void Initialize()

FlexibleCharacterGroup

Collection

(BlazerTech.CharacterManagement.

LayeredCharacter

(BlazerTech.CharacterManagement.

LoadCharacterGroups()

(BlazerTech.CharacterManagement.

Declaration

LayeredCharacter.Character_DTO

(BlazerTech.CharacterManagement.

LayeredCharacter loadedLayeredCharacterGroups()

CharacterHandler

(BlazerTech.CharacterManagement.

LayeredCharacterManager

NotifyNewCharacterCreated(LayeredCharacter)

LayeredCharacterTemplateSO

(BlazerTech.CharacterManagement.

LayeredCharacterTypeSO

(BlazerTech.CharacterManagement.
public static void NotifyNewCharacterCreated(LayeredCharacter character)

LayeredCharacterTypeSO.

CharacterCreatorConfig

Parameters

Type	Name	Description
LayeredCharacter (BlazerTech.CharacterManagement.Characters.LayeredCharacter.html)	character	

SaveCharacterGroupsImmediate()

Declaration

```
CharacterTemplate  
SO<TCharacterType, TCharacter>  
(BlazerTech.CharacterManagement.  
public static void SaveCharacterGroupsImmediate()  
2.html)
```

CharacterTypeBaseSO
(BlazerTech.CharacterManagement.

ScheduleSaveCharacterGroups()

(BlazerTech.CharacterManagement.

Declaration

```
CharacterTypeGroupCollection  
Collection<CharacterGroup> ScheduleSaveCharacterGroups()  
(BlazerTech.CharacterManagement.
```

FixedCharacterGroup

Returns

(BlazerTech.CharacterManagement.

Type

FixedCharacterGroup.Fixed

Description

CharacterGroup_DTO
Task (<https://learn.microsoft.com/dotnet/api/system.threading.tasks.task>)

Events

OnCollectionUpdated

Declaration

```
Collection  
(BlazerTech.CharacterManagement.  
public static event EventHandler<LayeredCharacter> OnCollectionUpdated  
LayeredCharacter  
(BlazerTech.CharacterManagement.
```

Event Type

LayeredCharacter.Character_DTO
(BlazerTech.CharacterManagement.

Description

Type

LayeredCharacter.LoadedLayered

Description

CharacterHandler
<https://learn.microsoft.com/dotnet/api/system.eventhandler-1><

LayeredCharacter (BlazerTech.CharacterManagement.Characters.LayeredCharacter.html)>

OnNewCharacterCreated

Declaration

```
LayeredCharacterTemplateSO  
(BlazerTech.CharacterManagement.  
LayeredCharacterTypeSO  
(BlazerTech.CharacterManagement.
```

LayeredCharacterTypeSO.

CharacterCreatorConfig

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

Event Type

Type	Description
EventHandler (https://learn.microsoft.com/dotnet/api/system.eventhandler-1)< LayeredCharacter>(BlazerTech.CharacterManagement.Characters.LayeredCharacter.html)>	

Class LayeredCharacterTemplateSO

Inheritance

↳ [Object](#) (https://learn.microsoft.com/dotnet/api/system.object)
↳ [Object](#) (BlazerTech.CharacterManagement.Characters.LayeredCharacterTypeSO.html)
↳ [TCharacterType, TCharacter](#) (BlazerTech.CharacterManagement.Characters.LayeredCharacterTypeSO.html)
↳ [CharacterTemplateSO<LayeredCharacterTypeSO>](#) (BlazerTech.CharacterManagement.Characters.LayeredCharacterTypeSO.html)
↳ [CharacterTemplateSO<LayeredCharacterTypeSO>](#) (BlazerTech.CharacterManagement.Characters.LayeredCharacterTypeSO.html)
↳ [CharacterTemplateSO<LayeredCharacterTypeSO>](#) (BlazerTech.CharacterManagement.Characters.LayeredCharacterTypeSO.html)
↳ [CharacterTypeGroupCollection](#) (BlazerTech.CharacterManagement.Characters.LayeredCharacterTypeSO.html)

Inherited Members

CharacterTemplateSO<LayeredCharacterTypeSO, LayeredCharacter>.CharacterType
(BlazerTech.CharacterManagement.Characters.CharacterTemplateSO-
2.html) [BlazerTech.CharacterManagement_Characters_CharacterTemplateSO_2_CharacterType](#)
CharacterTemplateSO<LayeredCharacterTypeSO, LayeredCharacter>.CharacterName
(BlazerTech.CharacterManagement.Characters.CharacterTemplateSO-
2.html) [BlazerTech.CharacterManagement_Characters_CharacterTemplateSO_2_CharacterName](#)
CharacterTemplateSO<LayeredCharacterTypeSO, LayeredCharacter>.GetOrCreateCharacter()
(BlazerTech.CharacterManagement.Characters.CharacterTemplateSO-
2.html) [BlazerTech.CharacterManagement_Characters_CharacterTemplateSO_2_GetOrCreateCharacter](#)
CharacterTemplateSO<LayeredCharacterTypeSO, LayeredCharacter>.CreateNewCharacter()
(BlazerTech.CharacterManagement.Characters.CharacterTemplateSO-
2.html) [BlazerTech.CharacterManagement_Characters_CharacterTemplateSO_2_CreateNewCharacter](#)
Namespace: BlazerTech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).Characters
(BlazerTech.CharacterManagement.Characters.html)

Assembly: Assembly-CSharp.dll

Syntax
FlexibleCharacterGroup

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

Properties
LayeredCharacterManager
(BlazerTech.CharacterManagement.

CharacterPieceMappings

Declaration
LayeredCharacterTemplateSO
(BlazerTech.CharacterManagement.

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

LayeredCharacterTemplateSO
CharacterCreatorConfig
(BlazerTech.CharacterManagement.

Property Value

Type	Description
List (https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1) < CharacterPieceMapping (BlazerTech.CharacterManagement.Characters.CharacterPieceMapping.html) ➤	

Methods

CreateNewCharacter()
Declaration
CharacterTypeGroupCollection.
CharacterTypeGroup
Collection_DTO
override LayeredCharacter CreateNewCharacter()
(BlazerTech.CharacterManagement.
FixedCharacterGroup
Returns
(BlazerTech.CharacterManagement.

Type	Description
FixedCharacterGroup.Fix	
CharacterGroup.DTO LayeredCharacter (BlazerTech.CharacterManagement.Characters.LayeredCharacter.html)	

Overrides
(BlazerTech.CharacterManagement.
CharacterTemplateSO_GlayeredCharacter CreateNewCharacter()
(BlazerTech.CharacterManagement.Characters.CharacterTemplateSO-
2.html#BlazerTech.CharacterManagement_Characters_CharacterTemplateSO_2_CreateNewCharacter)
CharacterGroup.DTO
(BlazerTech.CharacterManagement.
FlexibleCharacterGroup

PerformValidationCheck()

Declaration
Collection
(BlazerTech.CharacterManagement.
LayeredCharacter
public bool PerformValidationCheck()
(BlazerTech.CharacterManagement.

LayeredCharacter.Character.DTO
Returns
(BlazerTech.CharacterManagement.

Type	Description
LayeredCharacter.LoadedLayered CharacterHandler	

bool (BlazerTech.CharacterManagement.net/api/system.boolean)

LayeredCharacterManager
(BlazerTech.CharacterManagement.
LayeredCharacterTemplateSO
(BlazerTech.CharacterManagement.
LayeredCharacterTypeSO
(BlazerTech.CharacterManagement.
LayeredCharacterTypeSO.
CharacterCreatorConfig
(BlazerTech.CharacterManagement.

Class LayeredCharacterTypeSO

Inheritance

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ [Object](#) ([BlazerTech.CharacterManagement](#).[LayeredCharacterTypeSO](#))
↳ [CharacterTypeBaseSO](#) ([BlazerTech.CharacterManagement.Characters.CharacterTypeBaseSO.html](#))
↳ [LayeredCharacterTypeSO](#)
↳ [CharacterTypeBaseSO](#) ([BlazerTech.CharacterManagement](#).[CharacterTypeGroupCollection](#))
↳ [IValidatable](#) ([BlazerTech.CharacterManagement.Essentials.IValidatable.html](#))

Implements

[CharacterTypeGroupCollection](#)
[IValidatable](#) ([BlazerTech.CharacterManagement](#))

Inherited Members

[CharacterTypeGroup](#)
[CharacterTypeBaseSO.CharacterTypeID](#)
↳ [Collection](#) ([DTO](#))
([BlazerTech.CharacterManagement.Characters.CharacterTypeBaseSO.html](#)#[BlazerTech_CharacterManagement_Characters_CharacterTypeBaseSO_CharacterTypeID](#))
[FixedCharacterGroup](#)
[CharacterTypeBaseSO.BaseSpritesheet](#)
↳ [CharacterManagement](#)
([BlazerTech.CharacterManagement.Characters.CharacterTypeBaseSO.html](#)#[BlazerTech_CharacterManagement_Characters_CharacterTypeBaseSO_BaseSpritesheet](#))
[CharacterGroup](#) ([DTO](#))
[CharacterTypeBaseSO.CharacterController](#)
↳ [CharacterManagement](#)
([BlazerTech.CharacterManagement.Characters.CharacterTypeBaseSO.html](#)#[BlazerTech_CharacterManagement_Characters_CharacterTypeBaseSO_CharacterController](#))
[FlexibleCharacterGroup](#)
[CharacterTypeBaseSO.IsValidCharacterSpriteSheet](#) ([Sprite](#))
↳ [FlexibleCharacterGroup](#)
([BlazerTech.CharacterManagement.Characters.CharacterTypeBaseSO.html](#)#[BlazerTech_CharacterManagement_Characters_CharacterTypeBaseSO_IsValidCharacterSpriteSheet_UnityEngine_Sprite](#))
[FlexibleCharacterGroup.Flexible](#)

Namespace: [BlazerTech](#) ([BlazerTech.html](#)).[CharacterManagement](#) ([BlazerTech.CharacterManagement.html](#)).[Characters](#)
↳ [CharacterGroup](#) ([BlazerTech.Characters.html](#))
↳ [CharacterManagement](#)

Assembly: [Assembly-CSharp.dll](#)
↳ [FlexibleCharacterGroup](#)

Syntax

```
public class LayeredCharacterTypeSO : CharacterTypeBaseSO, IValidatable
{
    [LayeredCharacterTypeSO(menuName = "BlazerTech Character Management System/Layered Character Type",
    fileName = "BlazerTech.CharacterManagement.Layered Character Type")]
    public class LayeredCharacterTypeSO : CharacterTypeBaseSO, IValidatable
    {
        [LayeredCharacterTemplateSO]
        LayeredCharacterManager
        LayeredCharacterHandler
        LayeredCharacterTemplateSO
    }
}
```

Properties

CharacterCreatorSettings
↳ [CharacterCreatorConfig](#)

Declaration
↳ [LayeredCharacterTypeSO](#)
↳ [CharacterCreatorConfig](#)
↳ [CharacterCreatorConfig](#)
↳ [LayeredCharacterTypeSO](#)
↳ [CharacterCreatorConfig](#)
↳ [CharacterCreatorConfig](#)

Property Value [CharacterTypeSO](#).

Type	Description
LayeredCharacterTypeSO (BlazerTech.CharacterManagement.Characters.LayeredCharacterTypeSO.html)	

CharacterCreatorConfig

(BlazerTech.CharacterManagement.Characters.LayeredCharacterTypeSO.CharacterCreatorConfig.html) <-- LayeredCharacterTypeSO.Characters

(BlazerTech.CharacterManagement.
2.html)

CharacterTypeBaseSO

(BlazerTech.CharacterManagement.

CharacterMaterial

(BlazerTech.CharacterManagement.

Declaration

(BlazerTech.CharacterManagement.

CharacterTypeGroupCollection

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

CharacterTypeGroup

Collection.DTO

Property Value

BlazerTech.CharacterManagement.

FixedCharacterGroup

(BlazerTech.CharacterManagement.

FlexibleCharacterGroup

(BlazerTech.CharacterManagement.

Declaration

(BlazerTech.CharacterManagement.

CharacterPieceCollections

(BlazerTech.CharacterManagement.

Declaration

(BlazerTech.CharacterManagement.

FlexibleCharacterGroup

(BlazerTech.CharacterManagement.

CharacterPieceCollections

(BlazerTech.CharacterManagement.

(BlazerTech.CharacterManagement.

Property Value

FlexibleCharacterGroup

Collection

(BlazerTech.CharacterManagement.

Declaration

(https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1)<

LayeredCharacter

CharacterPieceCollectionSO

(BlazerTech.CharacterManagement.

(BlazerTech.CharacterManagement.

(BlazerTech.CharacterManagement.

Declaration

(BlazerTech.CharacterManagement.

LayeredCharacterManager

(BlazerTech.CharacterManagement.

LayeredCharacterTemplateSO

(BlazerTech.CharacterManagement.

AcquireAllCharacterPiecesAsync(Action<float>)

LayeredCharacterTypeSO

Declaration

(BlazerTech.CharacterManagement.

LayeredCharacterTypeSO.

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

(BlazerTech.CharacterManagement.

LayeredCharacterTypeSO.

Returns

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

▀ **IsValid()**

Declaration

```
(BlazerTech.CharacterManagement.  
2.html)  
CharacterTypeBaseSO  
public bool IsValid()  
(BlazerTech.CharacterManagement.  
CharacterTypeGroupCollection
```

Returns

```
(BlazerTech.CharacterManagement.  
CharacterTypeGroupCollection.  
CharacterTypeGroup  
bool (https://learn.microsoft.com/dotnet/api/system.boolean)
```

ReleaseAllCharacterPieces()

Declaration

```
(BlazerTech.CharacterManagement.  
FixedCharacterGroupCollection  
public void ReleaseAllCharacterPieces()  
(BlazerTech.CharacterManagement.  
FlexibleCharacterGroup
```

Implements

```
(BlazerTech.CharacterManagement.  
CharacterGroup_DTO  
IValidatable (https://learn.microsoft.com/dotnet/api/blazertech.charactermanagement.esentials.ivalidatable.html)  
(BlazerTech.CharacterManagement.
```

```
FlexibleCharacterGroup  
Collection  
(BlazerTech.CharacterManagement.  
LayeredCharacter  
(BlazerTech.CharacterManagement.  
LayeredCharacter.Character_DTO  
(BlazerTech.CharacterManagement.  
LayeredCharacter.LoadedLayered  
CharacterHandler  
(BlazerTech.CharacterManagement.  
LayeredCharacterManager  
(BlazerTech.CharacterManagement.  
LayeredCharacterTemplateSO  
(BlazerTech.CharacterManagement.  
LayeredCharacterTypeSO  
(BlazerTech.CharacterManagement.  
LayeredCharacterTypeSO.  
CharacterCreatorConfig  
(BlazerTech.CharacterManagement.  
LayeredCharacterTypeSO.
```

Description

Class LayeredCharacterTypeSO.CharacterCreatorConfig

▼ Filter by title

Inheritance

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ LayeredCharacterTypeSO.CharacterCreatorConfig
(BlazerTech.CharacterManagement.
Namespace: BlazerTech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).Characters
(BlazerTech.CharacterManagement.Characters.html)
(BlazerTech.CharacterManagement)

Assembly: Assembly-CSharp.dll
CharacterTypeGroupCollection.

Syntax

```
CharacterTypeGroup
Collection.DTO
[Serializable]
(BlazerTech.CharacterManagement.
public class LayeredCharacterTypeSO.CharacterCreatorConfig
FixedCharacterGroup
(BlazerTech.CharacterManagement.
FixedCharacterGroup.Fixed
CharacterGroup.DTO
(BlazerTech.CharacterManagement.
FixedCharacterGroupCollection
(BlazerTech.CharacterManagement.
FlexibleCharacterGroup
(BlazerTech.CharacterManagement.
```

Fields

CharacterPlaceholderSprite

(BlazerTech.CharacterManagement.

Declaration: CharacterGroup.Flexible

CharacterGroup.DTO

(BlazerTech.CharacterManagement.CharacterPlaceholderSprite

FlexibleCharacterGroup

Collection

Field Value: (BlazerTech.CharacterManagement.

Type	Description
LayeredCharacter	(BlazerTech.CharacterManagement.

Sprite (BlazerTech.CharacterManagement.LayeredCharacter.Character.DTO

(BlazerTech.CharacterManagement.

LayeredCharacter.LoadedLayered

CharacterPreviewController

(BlazerTech.CharacterManagement.

Declaration: LayeredCharacterManager

(BlazerTech.CharacterManagement.

[Space]

LayeredCharacterTemplateSO

public RuntimeAnimatorController CharacterPreviewController

LayeredCharacterTypeSO

(BlazerTech.CharacterManagement.

Type	Description
CharacterCreatorConfig	(BlazerTech.CharacterManagement.

RuntimeAnimatorController

LayeredCharacterTypeSO

CharacterPreviewsSettings

CharacterPreviewFrameIndex

Declaration

```
public int CharacterPreviewFrameIndex
```



Field Value

Type	Description
int (https://learn.microsoft.com/dotnet/api/system.int32) (BlazerTech.CharacterManagement.	

CharacterTypeGroupCollection
(BlazerTech.CharacterManagement.

PreviewFrameHeight

CharacterTypeGroup

Declaration

```
Collection.DTO
```

```
(BlazerTech.CharacterManagement.
```

```
public int PreviewFrameHeight
```

```
(BlazerTech.CharacterManagement.
```

```
FixedCharacterGroup.Fixed
```

```
CharacterGroup.DTO
```

Type (BlazerTech.CharacterManagement.

FixedCharacterGroupCollection
int (https://learn.microsoft.com/dotnet/api/system.int32)
(BlazerTech.CharacterManagement.

FlexibleCharacterGroup

```
(BlazerTech.CharacterManagement.
```

PreviewFrameWidth

CharacterGroup.DTO

Declaration (BlazerTech.CharacterManagement.

FlexibleCharacterGroup

```
[Header("Character Piece Preview Settings")]
```

```
Collection
```

```
public int PreviewFrameWidth
```

```
(BlazerTech.CharacterManagement.
```

LayeredCharacter

Field Value (BlazerTech.CharacterManagement.

LayeredCharacter.Character.DTO

Type (BlazerTech.CharacterManagement.

int (https://learn.microsoft.com/dotnet/api/system.int32)

CharacterHandler

```
(BlazerTech.CharacterManagement.
```

LayeredCharacterManager

```
(BlazerTech.CharacterManagement.
```

UseCleanCharacterPieceNames

LayeredCharacterTemplateSO

```
(BlazerTech.CharacterManagement.
```

LayeredCharacterTypeSO

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

```
LayeredCharacterTypeSO
```

```
public bool UseCleanCharacterPieceNames
```

```
CharacterCreatorConfig
```

```
(BlazerTech.CharacterManagement.
```

Field Value LayeredCharacterTypeSO.

CharacterPreviewsSettings

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

Properties

2.html)

CharacterTypeBaseSO
BaseCharacterPieceCollection
 (BlazerTech.CharacterManagement.

Declaration: CharacterTypeGroupCollection

(BlazerTech.CharacterManagement.

CharacterTypeGroupCollectionSO BaseCharacterPieceCollection { get; }

CharacterTypeGroup

Collection_DTO

Property Value: CharacterTypeGroupCollectionSO
 (BlazerTech.CharacterManagement.

Type	Description
FixedCharacterGroup (BlazerTech.CharacterManagement. CharacterPieceCollectionSO FixedCharacterGroup.Fixed (BlazerTech.CharacterManagement.Characters.CharacterPieceCollectionSO.html) CharacterGroup_DTO (BlazerTech.CharacterManagement.	

FixedCharacterGroupCollection

(BlazerTech.CharacterManagement.

BaseCharacterPieceLoadedSpriteIndex

FlexibleCharacterGroup

Declaration: CharacterGroup_DTO CharacterPieceLoadedSpriteIndex { get; }

(BlazerTech.CharacterManagement.

FlexibleCharacterGroup.Flexible

CharacterGroup_DTO CharacterPieceLoadedSpriteIndex { get; }

(BlazerTech.CharacterManagement.

FlexibleCharacterGroup

Property Value: CharacterGroup_DTO

Type	Description
BlazerTech.CharacterManagement. LayeredCharacter int (https://learn.microsoft.com/dotnet/api/system.int32) (BlazerTech.CharacterManagement.	

LayeredCharacter.Character_DTO

(BlazerTech.CharacterManagement.

LayeredCharacter.LoadedLayered

CharacterHandler

(BlazerTech.CharacterManagement.

LayeredCharacterManager

(BlazerTech.CharacterManagement.

LayeredCharacterTemplateSO

(BlazerTech.CharacterManagement.

LayeredCharacterTypeSO

(BlazerTech.CharacterManagement.

LayeredCharacterTypeSO.

CharacterCreatorConfig

(BlazerTech.CharacterManagement.

LayeredCharacterTypeSO.

CharacterPreviewsSettings

Class LayeredCharacterTypeSO.CharacterPreviewsSettings

▼ Filter by title

Inheritance

```
↳ object (https://learn.microsoft.com/dotnet/api/system.object)
   ↳ CharacterTypeGroupCollection
      ↳ LayeredCharacterTypeSO.CharacterPreviewsSettings
         (BlazerTech.CharacterManagement.
Namespace: BlazerTech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).Characters
(BlazerTech.CharacterManagement.Characters.html)
```

Assembly: Assembly-CSharp.dll

Collection.DTO

Syntax

```
(BlazerTech.CharacterManagement.
   FixedCharacterGroup
[Serializable]
(BlazerTech.CharacterManagement.
public class LayeredCharacterTypeSO.CharacterPreviewsSettings
   FixedCharacterGroup.Fixed
   CharacterGroup.DTO
(BlazerTech.CharacterManagement.
   FixedCharacterGroupCollection
(BlazerTech.CharacterManagement.
   FlexibleCharacterGroup
(BlazerTech.CharacterManagement.
   FlexibleCharacterGroup.Flexible
   CharacterGroup.DTO
(BlazerTech.CharacterManagement.
   FixedCharacterGroupCollection
```

Fields

CharacterPlaceholderSprite

```
Declaration: CharacterPlaceholderSprite
(BlazerTech.CharacterManagement.
   FlexibleCharacterGroup
Collection CharacterPlaceholderSprite
(BlazerTech.CharacterManagement.
   LayeredCharacter
```

Field Value

Type	Description
LayeredCharacter.Character.DTO	
(BlazerTech.CharacterManagement. Sprite	
LayeredCharacter.LoadedLayered CharacterHandler	
(BlazerTech.CharacterManagement.	

CharacterPreviewController

```
Declaration: LayeredCharacterTemplateSO
(BlazerTech.CharacterManagement.
   LayeredCharacterTemplateSO
(BlazerTech.CharacterManagement.
   LayeredCharacterTypeSO
(BlazerTech.CharacterManagement.
   LayeredCharacterTypeSO.
```

Field Value

Type	Description
CharacterCreatorConfig	
(BlazerTech.CharacterManagement. LayeredCharacterTypeSO. RuntimeAnimatorController	
CharacterPreviewsSettings	
(BlazerTech.CharacterManagement. LoadedCharacterHandlerBase	

CharacterPreviewFrameIndex

Declaration

```
public int CharacterPreviewFrameIndex
```

Field Value

Type	Description
BlazerTech.CharacterManagement. CharacterTypeGroupCollection int (https://learn.microsoft.com/dotnet/api/system.int32) (BlazerTech.CharacterManagement.	

CharacterTypeGroupCollection.

CharacterTypeGroup

PreviewFrameHeight

(BlazerTech.CharacterManagement.
Declaration

FixedCharacterGroup

(BlazerTech.CharacterManagement.

```
public int PreviewFrameHeight
```

CharacterGroup_DTO

(BlazerTech.CharacterManagement.

Field Value

FixedCharacterGroupCollection

Type (BlazerTech.CharacterManagement.

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

(BlazerTech.CharacterManagement.

FlexibleCharacterGroup.Flexible

CharacterGroup_DTO

PreviewFrameWidth

(BlazerTech.CharacterManagement.

FlexibleCharacterGroup

Declaration

Collection

(BlazerTech.CharacterManagement.

```
[Header("Character Piece Preview Settings")]
```

```
LayeredCharacter
```

```
public int PreviewFrameWidth
```

```
(BlazerTech.CharacterManagement.
```

LayeredCharacter.Character_DTO

Field Value

LayeredCharacter.LoadedLayered

Type CharacterHandler

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

LayeredCharacterManager

(BlazerTech.CharacterManagement.

LayeredCharacterTemplateSO

(BlazerTech.CharacterManagement.

LayeredCharacterTypeSO

(BlazerTech.CharacterManagement.

LayeredCharacterTypeSO

Properties

BaseCharacterPieceCollection

Declaration

BlazerTech.CharacterManagement.

LayeredCharacterTypeSO.

```
public CharacterPreviewSettings
```

```
CharacterPreviewSettings BaseCharacterPieceCollection { get; }
```

(BlazerTech.CharacterManagement.

LoadedCharacterHandlerBase

Property Value

Type	Description
CharacterPieceCollectionSO (BlazerTech.CharacterManagement.Characters.CharacterPieceCollectionSO.html)	

▼

BaseCharacterPieceLoadedSpriteIndex

(BlazerTech.CharacterManagement.

Declaration
CharacterTypeGroupCollection
(BlazerTech.CharacterManagement.

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

CharacterTypeGroup

Collection.DTO

Properties
CharacterManagement.

Type	Description
FixedCharacterGroup (BlazerTech.CharacterManagement. int FixedCharacterGroupFixed /dotnet/api/system.int32)	

CharacterGroup.DTO

(BlazerTech.CharacterManagement.

FixedCharacterGroupCollection
(BlazerTech.CharacterManagement.

FlexibleCharacterGroup
(BlazerTech.CharacterManagement.

FlexibleCharacterGroup.Flexible
CharacterGroup.DTO

(BlazerTech.CharacterManagement.

FlexibleCharacterGroup
Collection

(BlazerTech.CharacterManagement.

LayeredCharacter
(BlazerTech.CharacterManagement.

LayeredCharacter.Character.DTO
(BlazerTech.CharacterManagement.

LayeredCharacter.LoadedLayered
CharacterHandler

(BlazerTech.CharacterManagement.

LayeredCharacterManager
(BlazerTech.CharacterManagement.

LayeredCharacterTemplateSO
(BlazerTech.CharacterManagement.

LayeredCharacterTypeSO
(BlazerTech.CharacterManagement.

LayeredCharacterTypeSO
CharacterCreatorConfig

(BlazerTech.CharacterManagement.

LayeredCharacterTypeSO
CharacterPreviewsSettings

(BlazerTech.CharacterManagement.

LoadedCharacterHandlerBase

Class LoadedCharacterHandlerBase

Inheritance

↳ [object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ [LoadedCharacterHandlerBase](#)..
↳ [BlazerTech.CharacterManagement](#)
↳ [CharacterTypeGroupCollection](#)
↳ [CharacterTypeGroup](#).[LoadedUnifiedCharacterHandler](#)
↳ [Collection_DTO](#)
↳ [BlazerTech.CharacterManagement.Characters.UnifiedCharacter](#).[LoadedUnifiedCharacterHandler.html](#)
↳ [BlazerTech.CharacterManagement](#).

Namespace: BlazerTech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).Characters
(BlazerTech.CharacterManagement.Characters.html)

Assembly: Assembly-CSharp.dll

FixedCharacterGroup.Fix

Syntax

```
CharacterGroup_DTO  
(BlazerTech.CharacterManagement.  
public abstract class LoadedCharacterHandlerBase  
FixedCharacterGroupCollection
```

```
(BlazerTech.CharacterManagement.  
FlexibleCharacterGroup
```

```
(BlazerTech.CharacterManagement.  
FlexibleCharacterGroup.Flexible
```

```
CharacterGroup_DTO
```

Constructors

LoadedCharacterHandlerBase()

Declaration:

```
Collection  
(BlazerTech.CharacterManagement.  
public LayeredCharacterHandlerBase()
```

```
(BlazerTech.CharacterManagement.  
LayeredCharacter.Character.DTO
```

```
(BlazerTech.CharacterManagement.  
LayeredCharacter.LoadedLayered
```

```
CharacterHandler
```

```
(BlazerTech.CharacterManagement.  
LayeredCharacterManager
```

Properties

CharacterMPB

Declaration:

```
LayeredCharacterTemplateSO  
(BlazerTech.CharacterManagement.  
public MaterialPropertyBlock CharacterMPB { get; }  
(BlazerTech.CharacterManagement.  
LayeredCharacterTypeSO.
```

Property Value: CreatorConfig

Type	Description
(BlazerTech.CharacterManagement. LayeredCharacterTypeSO. MaterialPropertyBlock) MultiCharacterGroupSettings	(BlazerTech.CharacterManagement. LoadedCharacterHandlerBase (BlazerTech.CharacterManagement. MultiCharacterGroupType

Methods

Release()

Declaration

```
public abstract void Release()  
    (BlazerTech.CharacterManagement.  
     CharacterTypeGroupCollection.  
     CharacterTypeGroup  
     Collection.DTO  
     (BlazerTech.CharacterManagement.  
      FixedCharacterGroup  
     (BlazerTech.CharacterManagement.  
      FixedCharacterGroup.Fixed  
     CharacterGroup.DTO  
     (BlazerTech.CharacterManagement.  
      FixedCharacterGroupCollection  
     (BlazerTech.CharacterManagement.  
      FlexibleCharacterGroup  
     (BlazerTech.CharacterManagement.  
      FlexibleCharacterGroup.Flexible  
     CharacterGroup.DTO  
     (BlazerTech.CharacterManagement.  
      FlexibleCharacterGroup  
     Collection  
     (BlazerTech.CharacterManagement.  
      LayeredCharacter  
     (BlazerTech.CharacterManagement.  
      LayeredCharacter.Character.DTO  
     (BlazerTech.CharacterManagement.  
      LayeredCharacter.LoadedLayered  
     CharacterHandler  
     (BlazerTech.CharacterManagement.  
      LayeredCharacterManager  
     (BlazerTech.CharacterManagement.  
      LayeredCharacterTemplateSO  
     (BlazerTech.CharacterManagement.  
      LayeredCharacterTypeSO  
     (BlazerTech.CharacterManagement.  
      LayeredCharacterTypeSO.  
     CharacterCreatorConfig  
     (BlazerTech.CharacterManagement.  
      LayeredCharacterTypeSO.  
     CharacterPreviewsSettings  
     (BlazerTech.CharacterManagement.  
      LoadedCharacterHandlerBase  
     (BlazerTech.CharacterManagement.  
      MultiCharacterGroupType
```

Enum MultiCharacterGroupType

Namespace: BlazerTech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).Characters
(BlazerTech.CharacterManagement.Characters.html)

Filter by title

Assembly: Assembly-CSharp.dll

Syntax

```
CharacterTypeGroupCollection.  
CharacterTypeGroup
```

```
public enum MultiCharacterGroupType
```

```
(BlazerTech.CharacterManagement.
```

```
FixedCharacterGroup
```

```
(BlazerTech.CharacterManagement.
```

```
FixedCharacterGroup.Fixed
```

```
CharacterGroup.DTO
```

Fields

Name	Description
FixedCharacterGroupCollection	
FlexibleCharacterGroup	
FlexibleGroup	
FlexibleCharacterGroup.Flexible	
CharacterGroup.DTO	
FlexibleCharacterGroup	
Collection	
LayeredCharacter	
LayeredCharacter.Character.DTO	
LayeredCharacter.LoadedLayered	
CharacterHandler	
LayeredCharacterManager	
LayeredCharacterTemplateSO	
LayeredCharacterTypeSO	
LayeredCharacterTypeSO.	
CharacterCreatorConfig	
LayeredCharacterTypeSO.	
CharacterPreviewsSettings	
LayeredCharacterTypeSO.	

Class SingleCharacterGroup

Inheritance

↳ [object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ [CharacterGroupBase](#) ([BlazerTech.CharacterManagement.Characters.CharacterGroupBase.html](#))
↳ [CharacterTypeGroup](#)
↳ [SingleCharacterGroup](#)
↳ [Collection_DTO](#)
Inherited Members
([BlazerTech.CharacterManagement.Characters.CharacterGroupBase](#))
CharacterGroupBase_GroupName
([BlazerTech.CharacterManagement.Characters.CharacterGroupBase.html](#)#[BlazerTech_CharacterManagement_Characters_CharacterGroupBase_GroupName](#))
CharacterGroupBase_GroupName
([BlazerTech.CharacterManagement.Characters.CharacterGroupBase.html](#)#[BlazerTech_CharacterManagement_Characters_CharacterGroupBase_GroupName](#))
CharacterGroupBase_CharacterChanged
([BlazerTech.CharacterManagement.Characters.CharacterGroupBase.html](#)#[BlazerTech_CharacterManagement_Characters_CharacterGroupBase_CharacterChanged](#))
CharacterGroupBase_CharacterChanged
([BlazerTech.CharacterManagement.Characters.CharacterGroupBase.html](#)#[BlazerTech_CharacterManagement_Characters_CharacterGroupBase_CharacterChanged](#))
CharacterGroupBase_AttachedGroupsCollection
([BlazerTech.CharacterManagement.Characters.CharacterGroupBase.html](#)#[BlazerTech_CharacterManagement_Characters_CharacterGroupBase_AttachedGroupsCollection](#))
CharacterGroupBase_RaiseOnCharacterChanged(LayeredCharacter)
([BlazerTech.CharacterManagement.Characters.CharacterGroupBase.html](#)#[BlazerTech_CharacterManagement_Characters_CharacterGroupBase_RaiseOnCharacterChanged](#))
CharacterGroupBase_RaiseOnCharacterChanged_BlayeredCharacterGroup
([BlazerTech.CharacterManagement.Characters.CharacterGroupBase.html](#)#[BlazerTech_CharacterManagement_Characters_CharacterGroupBase_RaiseOnCharacterChanged_BlayeredCharacterGroup](#))
Collection
Namespace: BlazerTech ([BlazerTech.html](#)).CharacterManagement ([BlazerTech.CharacterManagement.html](#)).Characters
([BlazerTech.CharacterManagement.Characters.html](#))

Assembly: AssemblySharp.dll

Syntax

```
LayeredCharacter.Character_DTO
(BlazerTech.CharacterManagement.
[Serializable]
public class SingleCharacterGroup : CharacterGroupBase
    CharacterHandler
```

Constructors

LayeredCharacterManager
LayeredCharacterTemplateSO
(BlazerTech.CharacterManagement.

SingleCharacterGroup(SingleCharacterGroup_DTO, CharacterTypeGroupCollection)

(BlazerTech.CharacterManagement.
Declaration
LayeredCharacterTypeSO.
CharacterCreatorConfig
public SingleCharacterGroup(SingleCharacterGroup.SingleCharacterGroup_DTO DTO, CharacterTypeGroupCollection attachedGroupsCollection)
LayeredCharacterTypeSO.

Parameters

LoadedCharacterHandlerBase
(BlazerTech.CharacterManagement.
MultiCharacterGroupType
(BlazerTech.CharacterManagement.
SingleCharacterGroup

Type	Name	Description
SingleCharacterGroup (BlazerTech.CharacterManagement.Characters.SingleCharacterGroup.html)	DTO	
SingleCharacterGroup_DTO (BlazerTech.CharacterManagement.Characters.SingleCharacterGroup.SingleCharacterGroup_DTO.html)		
Collection_DTO CharacterTypeGroupCollection (BlazerTech.CharacterManagement.Characters.CharacterTypeGroupCollection.FixedCharacterGroupCollection.html)	attachedGroupsCollection	
FixedCharacterGroup.Fix CharacterGroup_DTO (BlazerTech.CharacterManagement.FixedCharacterGroup.CharacterGroup_DTO.html)		

SingleCharacterGroup(string, CharacterTypeGroupCollection)

Declaration

```
(BlazerTech.CharacterManagement.CharacterTypeGroupCollection)
    FixedCharacterGroupCollection
        FlexibleCharacterGroup
            BlazerTech.CharacterManagement.CharacterTypeGroupCollection groupName, CharacterTypeGroupCollection attachedGroupsCollection)
    LayeredCharacterGroup.Flexible
        CharacterGroup_DTO
            (BlazerTech.CharacterManagement.CharacterGroup_DTO)
```

Parameters

FlexibleCharacterGroup

Type	Name	Description
collection (BlazerTech.CharacterManagement.CharacterTypeGroupCollection)	groupName	
string (https://learn.microsoft.com/dotnet/api/system.string)	attachedGroupsCollection	
LayeredCharacter		

Properties

Character

Declaration

```
(BlazerTech.CharacterManagement.Character)
    CharacterHandler
        BlazerTech.CharacterManagement.LayeredCharacterManager
            BlazerTech.CharacterManagement.LayeredCharacterTemplateSO
                BlazerTech.CharacterManagement.LayeredCharacterTypeSO
                    BlazerTech.CharacterManagement.LayeredCharacterTypeSO
                        BlazerTech.CharacterManagement.LayeredCharacterTypeSO
```

Property Value

CharacterPreviewsSettings

Type	Description
BlazerTech.CharacterManagement.Character	

Methods

AddCharacter(LayeredCharacter)

Declaration

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

CharacterTypeGroup

Collection_DTO

Parameters
(BlazerTech.CharacterManagement.

Type FixedCharacterGroup

(BlazerTech.CharacterManagement.

LayeredCharacter (BlazerTech.CharacterManagement.Characters.LayeredCharacter.html)
FixedCharacterGroup.Fixe

CharacterGroup_DTO

Returns
(BlazerTech.CharacterManagement.

Type FixedCharacterGroupCollection

(BlazerTech.CharacterManagement.

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(BlazerTech.CharacterManagement.

Overrides FlexibleCharacterGroup.Flexible

CharacterGroupBase.AddCharacter(LayeredCharacter)

(BlazerTech.CharacterManagement.Characters.CharacterGroupBase.html#BlazerTech_CharacterManagement_Characters_FlexibleCharacterGroupBase_AddCharacter_Bla

ters_LayeredCharacter_)

Collection

(BlazerTech.CharacterManagement.

ContainsCharacter(LayeredCharacter)

Declaration

LayeredCharacter.Character_DTO

(BlazerTech.CharacterManagement.

public override bool ContainsCharacter(LayeredCharacter character)

LayeredCharacter.LoadedLayered

CharacterHandler

Parameters
(BlazerTech.CharacterManagement.

Type LayeredCharacterManager

(BlazerTech.CharacterManagement.

LayeredCharacter.Character_DTO

(BlazerTech.CharacterManagement.Characters.LayeredCharacter.html)

Name

Description

character

Returns
(BlazerTech.CharacterManagement.

Type LayeredCharacterTypeSO

(BlazerTech.CharacterManagement.

Description

CharacterCreatorConfig

(BlazerTech.CharacterManagement.

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(BlazerTech.CharacterManagement.

LayeredCharacterTypeSO.

Overrides CharacterPreviewSettings

CharacterGroupBase.ContainsCharacter(LayeredCharacter)

(BlazerTech.CharacterManagement.

LoadedCharacterHandlerBase

(BlazerTech.CharacterManagement.Characters.CharacterGroupBase.ContainsCharacter_Bla

zertech.CharacterManagement_Characters_LayeredCharacter_)

MultiCharacterGroupType

(BlazerTech.CharacterManagement.

SingleCharacterGroup

ContainsCharacterWithGUID(Guid)

Declaration

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

Parameters

Type		Name	Description
Guid (https://learn.microsoft.com/dotnet/api/system.guid)	CharacterTypeGroup	guid	

Collection_DTO
Returns **BlazerTech.CharacterManagement.**

Type	Description
FixedCharacterGroup (BlazerTech.CharacterManagement. bool FixedCharacterGroup<T>)	https://blazertech.com/dotnet/api/system.boolean

CharacterGroup_DTO (BlazerTech.CharacterManagement.Overrides)

`FixedCharacterGroupCollection`
CharacterGroupBase.ContainsCharacterWithGUID(Guid)
(BlazerTech.CharacterManagement
(BlazerTech.CharacterManagement.Characters.CharacterGroupBase.html#BlazerTech_CharacterManagement_Characters_CharacterGroupBase_ContainsCharacterWithGUID_System_Guid_)

(BlazerTech.CharacterManagement.
FlexibleCharacterGroup.Flexible

ContainsCharacterWithName(string)

(BlazerTech.CharacterManagement. Declaration) FlexibleCharacterGroup

Collection

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LayeredCharacter

Parameters

Type	Name	Description
BlazerTech.CharacterManagement.LayeredCharacterHandler	characterName	string https://team.microsoft.com/dotnet/api/system.string)

Returns `ICharacterManager`

Type	Description
BlazerTech.CharacterManagement.LayeredCharacterTemplateSO bool (https://learn.microsoft.com/dotnet/api/system.boolean) (BlazerTech.CharacterManagement)	

**LayeredCharacterTypeSO
Overrides** /Blazertech.CharacterManagement

```
CharacterGroupBase.ContainsCharacterWithName(string)
(BlazerTech.CharacterManagement.Characters.CharacterGroupBase.html#BlazerTech_CharacterManagement_Characters_CharacterGroupBase_ContainsCharacterWithName_System_String_)
```

```
LayeredCharacterTypeSO.  
CharacterPreviewsSettings  
(BlazerTech.CharacterManagement.  
LoadedCharacterHandlerBase  
(BlazerTech.CharacterManagement.  
MultiCharacterGroupType  
(BlazerTech.CharacterManagement.  
SingleCharacterGroup
```

Class SingleCharacterGroup.SingleCharacterGroup.DTO

▼ Filter by title

Inheritance

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ **SingleCharacterGroup.SingleCharacterGroup.DTO**
 FixedCharacterGroup
Namespace: BlazerTech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).Characters (BlazerTech.CharacterManagement.Characters.html)

Assembly: Assembly-CSharp.dll

Syntax

```
(BlazerTech.CharacterManagement.  
    FixedCharacterGroupCollection  
    [Serializable]  
    (BlazerTech.CharacterManagement.  
        public class SingleCharacterGroup.SingleCharacterGroup.DTO  
            FlexibleCharacterGroup  
                (BlazerTech.CharacterManagement.  
                    FlexibleCharacterGroup.Flexible  
                    CharacterGroup.DTO  
                        (BlazerTech.CharacterManagement.  
                            FlexibleCharacterGroup  
                            CharacterGroup  
                                (BlazerTech.CharacterManagement.
```

Constructors

SingleCharacterGroup.DTO(LayeredCharacter, string)
(BlazerTech.CharacterManagement.

Declaration

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

Parameters

Type	Name	Description
LayeredCharacter (BlazerTech.CharacterManagement.	<i>character</i>	
string (https://learn.microsoft.com/dotnet/api/system.string)	<i>groupName</i>	

SingleCharacterGroup.DTO(SingleCharacterGroup)

Declaration

```
LayeredCharacterTypeSO  
    (BlazerTech.CharacterManagement.  
        CharacterPreviewSettings  
            public SingleCharacterGroup.DTO(SingleCharacterGroup singleCharacterGroup)  
                (BlazerTech.CharacterManagement.
```

Parameters

```
    LoadedCharacterHandlerBase  
    (BlazerTech.CharacterManagement.  
        MultiCharacterGroupType  
            (BlazerTech.CharacterManagement.  
                SingleCharacterGroup  
                    (BlazerTech.CharacterManagement.
```

Type	Name	Description
SingleCharacterGroup (BlazerTech.CharacterManagement.Characters.SingleCharacterGroup.html)	singleCharacterGroup	

▼

Fields

Type	Value	Description
Collection _{DTO} (BlazerTech.CharacterManagement.		
CharacterGroup (BlazerTech.CharacterManagement.		
Declaration FixedCharacterGroup.Fixed		
CharacterGroup _{DTO} (BlazerTech.CharacterManagement.		
LayeredCharacter CharacterGroup _{DTO} (BlazerTech.CharacterManagement.		
FlexibleCharacterGroup (BlazerTech.CharacterManagement.		

Group Name

Type	Value	Description
BlazerTech.CharacterManagement.		
FlexibleCharacterGroup.Flexible LayeredCharacter CharacterGroup _{DTO} (BlazerTech.CharacterManagement.		
Character _{DTO} (BlazerTech.CharacterManagement.		
LayeredCharacter.Character _{DTO} (BlazerTech.CharacterManagement.		
BlazerTech.CharacterManagement.		
LayeredCharacterTemplateSO string (https://learn.microsoft.com/dotnet/api/system.string) (BlazerTech.CharacterManagement.		
LayeredCharacterTypeSO (BlazerTech.CharacterManagement.		
LayeredCharacterTypeSO. CharacterCreatorConfig (BlazerTech.CharacterManagement.		
LayeredCharacterTypeSO. CharacterPreviewsSettings (BlazerTech.CharacterManagement.		
LoadedCharacterHandlerBase (BlazerTech.CharacterManagement.		
MultiCharacterGroupType (BlazerTech.CharacterManagement.		
SingleCharacterGroup (BlazerTech.CharacterManagement.		

Class UnifiedCharacter

Inheritance

↳ [object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ [CharacterBase](#) ([BlazerTech.CharacterManagement.Characters.CharacterBase-2.html](#)) <UnifiedCharacterTypeSO
↳ [FixedCharacterGroup](#) ([BlazerTech.CharacterManagement.Characters.UnifiedCharacterTypeSO.html](#)), [UnifiedCharacter](#)
↳ [BlazerTech.CharacterManagement.Characters.UnifiedCharacter.html](#).[LoadedUnifiedCharacterHandler](#)
↳ [BlazerTech.CharacterManagement.Characters.UnifiedCharacter](#).[LoadedUnifiedCharacterHandler.html](#) >
 CharacterGroup DTO
 [BlazerTech.CharacterManagement.](#)
Inherited Members
 [FixedCharacterGroupCollection](#)
CharacterBase UnifiedCharacterTypeSO, [UnifiedCharacter](#).[LoadedUnifiedCharacterHandler](#) >.CharacterType
 [BlazerTech.CharacterManagement.Characters.CharacterBase-2.html](#)
 2.htm ([BlazerTech.CharacterManagement_Characters_CharacterBase_2_CharacterType](#))
CharacterBase UnifiedCharacterTypeSO, [UnifiedCharacter](#).[LoadedUnifiedCharacterHandler](#) >.LoadedCharacter
Handler ([BlazerTech.CharacterManagement.Characters.CharacterBase-2.html](#))
 2.htm ([BlazerTech.CharacterManagement_Characters_CharacterBase_2_LoadedCharacterHandler](#))
CharacterBase UnifiedCharacterTypeSO, [UnifiedCharacter](#).[LoadedUnifiedCharacterHandler](#) >.CharacterGUID
 [BlazerTech.CharacterManagement.Characters.CharacterBase-2.html](#)
 2.htm ([BlazerTech.CharacterManagement_Characters_CharacterBase_2_CharacterGUID](#))
CharacterBase UnifiedCharacterTypeSO, [UnifiedCharacter](#).[LoadedUnifiedCharacterHandler](#) >.CharacterName
 [BlazerTech.CharacterManagement.Characters.CharacterBase-2.html](#)
 2.htm ([BlazerTech.CharacterManagement_Characters_CharacterBase_2_CharacterName](#))
CharacterBase UnifiedCharacterTypeSO, [UnifiedCharacter](#).[LoadedUnifiedCharacterHandler](#) >.CharacterDisplay
Name ([BlazerTech.CharacterManagement.Characters.CharacterBase-2.html](#))
 2.htm ([BlazerTech.CharacterManagement_Characters_CharacterBase_2_CharacterDisplayName](#))
CharacterBase UnifiedCharacterTypeSO, [UnifiedCharacter](#).[LoadedUnifiedCharacterHandler](#) >.IsValidCharacter
 [BlazerTech.CharacterManagement.Characters.CharacterBase-2.html](#)
 2.htm ([BlazerTech.CharacterManagement_Characters_CharacterBase_2_IsValidCharacter](#))
CharacterBase UnifiedCharacterTypeSO, [UnifiedCharacter](#).[LoadedUnifiedCharacterHandler](#) >.ValidationCheck()
 [BlazerTech.CharacterManagement.Characters.CharacterBase-2.html](#)
 2.htm ([BlazerTech.CharacterManagement_Characters_CharacterBase_2_ValidationCheck](#))
CharacterBase UnifiedCharacterTypeSO, [UnifiedCharacter](#).[LoadedUnifiedCharacterHandler](#) >.SetCharacterInvalid()
 [BlazerTech.CharacterManagement.Characters.CharacterBase-2.html](#)
 2.htm ([BlazerTech.CharacterManagement_Characters_CharacterBase_2_SetCharacterInvalid](#))
CharacterBase UnifiedCharacterTypeSO, [UnifiedCharacter](#).[LoadedUnifiedCharacterHandler](#) >.AcquireCharacter
Handler ([BlazerTech.CharacterManagement.Characters.CharacterBase-2.html](#))
 2.htm ([BlazerTech.CharacterManagement_Characters_CharacterBase_2_AcquireCharacterHandler_System_Object](#))
CharacterBase UnifiedCharacterTypeSO, [UnifiedCharacter](#).[LoadedUnifiedCharacterHandler](#) >.AcquireCharacter
Handler ([BlazerTech.CharacterManagement.Characters.CharacterBase-2.html](#))
 2.htm ([BlazerTech.CharacterManagement_Characters_CharacterBase_2_AcquireCharacterHandlerAsync_System_Object](#))
MultiCharacterGroupType
CharacterBase UnifiedCharacterTypeSO, [UnifiedCharacter](#).[LoadedUnifiedCharacterHandler](#) >.ReleaseCharacter
Handler ([BlazerTech.CharacterManagement.Characters.CharacterBase-2.html](#))
 2.htm ([BlazerTech.CharacterManagement_Characters_CharacterBase_2_ReleaseCharacterHandler_System_Object](#))
 SingleCharacterGroup.Single
 CharacterGroup DTO

```

CharacterBase<UnifiedCharacterTypeSO, UnifiedCharacter.LoadedUnifiedCharacterHandler>.LoadCharacter
Handler() (BlazerTech.CharacterManagement.Characters.CharacterBase-
2.html#BlazerTech_CharacterManagement_Characters_CharacterBase_2_LoadCharacterHandler)
CharacterBase<UnifiedCharacterTypeSO, UnifiedCharacter.LoadedUnifiedCharacterHandler>.LoadCharacter
HandlerAsync() (BlazerTech.CharacterManagement.Characters.CharacterBase-
2.html#BlazerTech_CharacterManagement_Characters_CharacterBase_2_LoadCharacterHandlerAsync)
CharacterBase<UnifiedCharacterTypeSO, UnifiedCharacter.LoadedUnifiedCharacterHandler>.UnloadCharacter
Handler() (BlazerTech.CharacterManagement.Characters.CharacterBase-
2.html#BlazerTech_CharacterManagement_Characters_CharacterBase_2_UnloadCharacterHandler)
(BlazerTech.CharacterManagement.
Namespace: BlazerTech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).Characters
(BlazerTech.CharacterManagement.Characters.html)

CharacterGroup_DTO
Assembly: Assembly-CSharp.dll
(BlazerTech.CharacterManagement.

Syntax
FixedCharacterGroupCollection
(BlazerTech.CharacterManagement.

Public Class UnifiedCharacter : CharacterBase<UnifiedCharacterTypeSO, UnifiedCharacter.Loaded
UnifiedCharacterHandler>
(BlazerTech.CharacterManagement.

FlexibleCharacterGroup.Flexible
CharacterGroup_DTO
(BlazerTech.CharacterManagement.

FlexibleCharacterGroup
Collection
(BlazerTech.CharacterManagement.

LayeredCharacter
LayeredCharacter.Character_DTO
(BlazerTech.CharacterManagement.UnifiedCharacterTemplateSO unifiedCharacterTemplate)
LayeredCharacter.LoadedLayered
CharacterHandler
CharacterHandler
(BlazerTech.CharacterManagement.

Parameters
Type layeredCharacterManager
(BlazerTech.CharacterManagement.
UnifiedCharacterTemplateSO
(BlazerTech.CharacterManagement.UnifiedCharacterTemplateSO
LayeredCharacterTemplateSO
(BlazerTech.CharacterManagement.Characters.UnifiedCharacterTemplateSO
(BlazerTech.CharacterManagement.
eSO.html)
LayeredCharacterTypeSO
(BlazerTech.CharacterManagement.

LayeredCharacterTypeSO.
CharacterPreviewSettings
CharacterCreatorConfig

```

Methods

```

LayeredCharacterTypeSO.
CharacterPreviewSettings
CharacterCreatorConfig
LoadCharacterHandler()
(BlazerTech.CharacterManagement.
LoadedCharacterHandlerBase
(BlazerTech.CharacterManagement.

MultiCharacterGroupType
protected override void LoadCharacterHandler()
(BlazerTech.CharacterManagement.

SingleCharacterGroup
SingleCharacterGroup.Single
CharacterGroup DTO

```

Overloads

```

(BlazerTech.CharacterManagement.
SingleCharacterGroup.Single
CharacterGroup DTO

```

Type	Name	Description
layeredCharacterManager (BlazerTech.CharacterManagement. UnifiedCharacterTemplateSO LayeredCharacterTemplateSO (BlazerTech.CharacterManagement.Characters.UnifiedCharacterTemplateSO (BlazerTech.CharacterManagement. eSO.html) LayeredCharacterTypeSO (BlazerTech.CharacterManagement. LayeredCharacterTypeSO. CharacterPreviewSettings CharacterCreatorConfig	unifiedCharacterTemplate	

CharacterBase<UnifiedCharacterTypeSO, UnifiedCharacter.LoadedUnifiedCharacterHandler>.LoadCharacterHandler() (BlazerTech.CharacterManagement.Characters.CharacterBase-2.html#BlazerTech_CharacterManagement_Characters_CharacterBase_2_LoadCharacterHandler)

LoadCharacterHandlerAsync()

Declaration

```
FixedCharacterGroup  
protected override Task LoadCharacterHandlerAsync()  
    BlazerTech.CharacterManagement.  
        FixedCharacterGroup.Fixed
```

Returns

```
(BlazerTech.CharacterManagement.  
    FixedCharacterGroupCollection  
    Task<https://learn.microsoft.com/dotnet/api/system.threading.tasks.task>  
        FlexibleCharacterGroup  
        (BlazerTech.CharacterManagement.  
            FlexibleCharacterGroup.Flexible  
            CharacterBase<UnifiedCharacterTypeSO, UnifiedCharacter.LoadedUnifiedCharacterHandler>.LoadCharacterHandlerAsync()  
            BlazerTech.CharacterManagement.Characters.CharacterBase-2.html#BlazerTech_CharacterManagement_Characters_CharacterBase_2_LoadCharacterHandlerAsync)  
        FlexibleCharacterGroup  
        Collection  
        (BlazerTech.CharacterManagement.  
            LayeredCharacter  
            (BlazerTech.CharacterManagement.  
                LayeredCharacter.Character_DTO  
                (BlazerTech.CharacterManagement.  
                    LayeredCharacter.LoadedLayered  
                    CharacterHandler  
                    (BlazerTech.CharacterManagement.  
                        LayeredCharacterManager  
                        (BlazerTech.CharacterManagement.  
                            LayeredCharacterTemplateSO  
                            (BlazerTech.CharacterManagement.  
                                LayeredCharacterTypeSO  
                                (BlazerTech.CharacterManagement.  
                                    LayeredCharacterTypeSO.  
                                    CharacterCreatorConfig  
                                    (BlazerTech.CharacterManagement.  
                                        LayeredCharacterTypeSO.  
                                        CharacterPreviewsSettings  
                                        (BlazerTech.CharacterManagement.  
                                            LoadedCharacterHandlerBase  
                                            (BlazerTech.CharacterManagement.  
                                                MultiCharacterGroupType  
                                                (BlazerTech.CharacterManagement.  
                                                    SingleCharacterGroup  
                                                    (BlazerTech.CharacterManagement.  
                                                        SingleCharacterGroup.Single  
                                                        CharacterGroup DTO
```

Type

Description

Task< https://learn.microsoft.com/dotnet/api/system.threading.tasks.task >	
---	--

Overrides

```
FlexibleCharacterGroup.Flexible  
CharacterBase<UnifiedCharacterTypeSO, UnifiedCharacter.LoadedUnifiedCharacterHandler>.LoadCharacterHandlerAsync() (BlazerTech.CharacterManagement.Characters.CharacterBase-2.html#BlazerTech_CharacterManagement_Characters_CharacterBase_2_LoadCharacterHandlerAsync)
```

```
FlexibleCharacterGroup  
Collection  
LayeredCharacter  
(BlazerTech.CharacterManagement.  
    LayeredCharacter.Character_DTO  
(BlazerTech.CharacterManagement.  
    LayeredCharacter.LoadedLayered  
    CharacterHandler  
(BlazerTech.CharacterManagement.  
    LayeredCharacterManager  
(BlazerTech.CharacterManagement.  
    LayeredCharacterTemplateSO  
(BlazerTech.CharacterManagement.  
    LayeredCharacterTypeSO  
(BlazerTech.CharacterManagement.  
    LayeredCharacterTypeSO.  
    CharacterCreatorConfig  
(BlazerTech.CharacterManagement.  
    LayeredCharacterTypeSO.  
    CharacterPreviewsSettings  
(BlazerTech.CharacterManagement.  
    LoadedCharacterHandlerBase  
(BlazerTech.CharacterManagement.  
    MultiCharacterGroupType  
(BlazerTech.CharacterManagement.  
    SingleCharacterGroup  
(BlazerTech.CharacterManagement.  
    SingleCharacterGroup.Single  
    CharacterGroup DTO
```

Class UnifiedCharacter.LoadedUnifiedCharacterHandler

▼ Filter by title

Inheritance

↳ object (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ FixedCharacterGroupUnifiedBase
(BlazerTech.CharacterManagement.Characters.LoadedCharacterHandlerBase.html)
↳ LayeredCharacterHandlerBase
↳ FixedCharacterGroupCollection
Inherited Members
(BlazerTech.CharacterManagement.
LoadedCharacterHandlerBase.CharacterMPB
(BlazerTech.CharacterManagement.Characters.LoadedCharacterHandlerBase.html#BlazerTech_CharacterManagement_Characters_LoadedCharacterHandlerBase_CharacterMPB)
CharacterGroup DTO
Namespace: BlazerTech-(BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).Characters
(BlazerTech.CharacterManagement.Characters.html)

Assembly: AssembliesSharp.dp

Syntax

```
(BlazerTech.CharacterManagement.  
LayeredCharacter  
public class UnifiedCharacter.LoadedUnifiedCharacterHandler : LoadedCharacterHandlerBase  
(BlazerTech.CharacterManagement.  
LayeredCharacter.Character.DTO  
(BlazerTech.CharacterManagement.
```

Constructors

```
CharacterHandler  
(BlazerTech.CharacterManagement.
```

LoadedUnifiedCharacterHandler(UnifiedCharacter)

```
(BlazerTech.CharacterManagement.  
Declaration  
LayeredCharacterTemplateSO  
(BlazerTech.CharacterManagement.  
public LoadedUnifiedCharacterHandler(UnifiedCharacter character)  
(BlazerTech.CharacterManagement.  
LayeredCharacterTypeSO  
Parameters  
CharacterCreatorConfig  
Type  
(BlazerTech.CharacterManagement.  
LayeredCharacterTypeSO  
UnifiedCharacter (BlazerTech.CharacterManagement.Characters.UnifiedCharacter.html) character  
CharacterPreviewsSettings  
(BlazerTech.CharacterManagement.  
LoadedCharacterHandlerBase  
(BlazerTech.CharacterManagement.  
MultiCharacterGroupType  
(BlazerTech.CharacterManagement.  
SingleCharacterGroup  
(BlazerTech.CharacterManagement.
```

Methods

LoadCharacter()

```
Declaration  
SingleCharacterGroup.Single  
CharacterGroup.DTO  
(BlazerTech.CharacterManagement.
```

```
public void LoadCharacter()
```

LoadCharacterAsync()

Declaration

```
(BlazerTech.CharacterManagement.  
public Task<LoadCharacterAsync>)
```

CharacterGroup_DTO

Returns
(BlazerTech.CharacterManagement.
FixedCharacterGroupCollection)

Type	Description
BlazerTech.CharacterManagement. FlexibleCharacterGroup Task (https://learn.microsoft.com/dotnet/api/system.threading.tasks.task) (BlazerTech.CharacterManagement.	

FlexibleCharacterGroup.Flexible

CharacterGroup_DTO

Release()
(BlazerTech.CharacterManagement.

FlexibleCharacterGroup
Declaration
Collection

```
(BlazerTech.CharacterManagement.  
public override void Release())
```

(BlazerTech.CharacterManagement.

LayeredCharacter.Character_DTO

(BlazerTech.CharacterManagement.
LoadedCharacterHandlerBase.Release())

(BlazerTech.CharacterManagement.Characters.LoadedCharacterHandlerBase.html#BlazerTech_CharacterManagement_Characters_LoadedCharacterHandlerBase_Release)
(BlazerTech.CharacterManagement.

LayeredCharacterManager

(BlazerTech.CharacterManagement.

LayeredCharacterTemplateSO

(BlazerTech.CharacterManagement.

LayeredCharacterTypeSO

(BlazerTech.CharacterManagement.

LayeredCharacterTypeSO.

CharacterCreatorConfig

(BlazerTech.CharacterManagement.

LayeredCharacterTypeSO.

CharacterPreviewsSettings

(BlazerTech.CharacterManagement.

LoadedCharacterHandlerBase

(BlazerTech.CharacterManagement.

MultiCharacterGroupType

(BlazerTech.CharacterManagement.

SingleCharacterGroup

(BlazerTech.CharacterManagement.

SingleCharacterGroup.Single

CharacterGroup_DTO

(BlazerTech.CharacterManagement.

Class UnifiedCharacterTemplateSO

Inheritance

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ Object
 ↳ FixedCharacterGroup.Fixed
 ↳ ScriptableObject
 ↳ CharacterGroup_DTO
 ↳ CharacterTemplateSO ([BlazerTech.CharacterManagement.Characters.CharacterTemplateSO-2.html](#))
 ([BlazerTech.CharacterManagement](#)).
 <UnifiedCharacterTypeSO ([BlazerTech.CharacterManagement.Characters.UnifiedCharacterTypeSO.html](#)),
 FixedCharacterGroupCollection
 UnifiedCharacter ([BlazerTech.CharacterManagement.Characters.UnifiedCharacter.html](#))>
 ([BlazerTech.CharacterManagement](#)).
 ↳ UnifiedCharacterTemplateSO
 ↳ FlexibleCharacterGroup

Inherited Members

CharacterTemplateSO<UnifiedCharacterTypeSO, UnifiedCharacter>.CharacterType
CharacterGroup_DTO
([BlazerTech.CharacterManagement.Characters.CharacterTemplateSO-2.html](#))#
CharacterTemplateSO<UnifiedCharacterTypeSO, UnifiedCharacter>.CharacterName
Collection
([BlazerTech.CharacterManagement.Characters.CharacterTemplateSO-2.html](#))#
CharacterTemplateSO<UnifiedCharacterTypeSO, UnifiedCharacter>.GetOrCreateCharacter()
LayeredCharacter
CharacterTemplateSO<UnifiedCharacterTypeSO, UnifiedCharacter>.CreateNewCharacter()
LayeredCharacter_Character_DTO
CharacterTemplateSO<UnifiedCharacterTypeSO, UnifiedCharacter>.CreateNewCharacter()
LayeredCharacter_LoadedLayered
([BlazerTech.CharacterManagement.Characters.CharacterTemplateSO-2.html](#))#
Assembly: [Assembly-CSharp.dll](#)

Namespace: BlazerTech ([BlazerTech.html](#)).CharacterManagement ([BlazerTech.CharacterManagement.html](#)).Characters
Assembly: Assembly-CSharp.dll
Syntax: `BlazerTech.CharacterManagement.`

```
LayeredCharacterTypeSO
[BlazerTech.CharacterManagement]
public class LayeredCharacterTypeSO : CharacterTemplateSO<UnifiedCharacterTypeSO, UnifiedCharacter>
{
    public LayeredCharacterHandlerBase Handler { get; set; }
}
```

LayeredCharacterTypeSO.
CharacterPreviewsSettings
([BlazerTech.CharacterManagement](#).
LoadedCharacterHandlerBase
([BlazerTech.CharacterManagement](#).

MultiCharacterGroupType
([BlazerTech.CharacterManagement](#).
SingleCharacterGroup
([BlazerTech.CharacterManagement](#).

Declaration: `BlazerTech.CharacterManagement.`
SingleCharacterGroup.Single
CharacterGroup_DTO
([BlazerTech.CharacterManagement](#).
UnifiedCharacter
([BlazerTech.CharacterManagement](#).

Fields

CharacterSpritesheet

SingleCharacterGroup

Declaration: `BlazerTech.CharacterManagement.`
SingleCharacterGroup.Single
CharacterGroup_DTO
([BlazerTech.CharacterManagement](#).
UnifiedCharacter
([BlazerTech.CharacterManagement](#).

```

[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	FixedCharacterGroup.Fixed
Value	CharacterGroup.DTO

Type	Description
(BlazerTech.CharacterManagement. FixedCharacterGroupCollection AssetReferenceT<Texture2D> (BlazerTech.CharacterManagement.	

Method	FlexibleCharacterGroup
	(BlazerTech.CharacterManagement.
	FlexibleCharacterGroup.Flexible
	CharacterGroup.DTO
	(BlazerTech.CharacterManagement.
	FlexibleCharacterGroup
	Collection

Method	CreateNewCharacter()
	(BlazerTech.CharacterManagement.
Declaration	LayeredCharacter

```

(BlazerTech.CharacterManagement.
protected CharacterDTO CreateNewCharacter()
(BlazerTech.CharacterManagement.

```

Returns	LayeredCharacter.LoadedLayered
	CharacterHandler

Type	Description
(BlazerTech.CharacterManagement.	
LayeredCharacterManager	
UnifiedCharacter	(BlazerTech.CharacterManagement.Characters.UnifiedCharacter.html)
(BlazerTech.CharacterManagement.	

Overrides	LayeredCharacterTemplateSO
	(BlazerTech.CharacterManagement.
	CharacterTemplateSO<UnifiedCharacterTypeSO, UnifiedCharacter>.CreateNewCharacter()
	(BlazerTech.CharacterManagement.Characters.CharacterTemplateSO-

2.html#BlazerTech.CharacterManagement_Characters_CharacterTemplateSO_2_CreateNewCharacter)	LayeredCharacterTemplateSO
--	----------------------------

```

CharacterCreatorConfig
(BlazerTech.CharacterManagement.
LayeredCharacterTypeSO.

```

CharacterPreviewsSettings
(BlazerTech.CharacterManagement.
LoadedCharacterHandlerBase

```

(BlazerTech.CharacterManagement.
MultiCharacterGroupType
(BlazerTech.CharacterManagement.
SingleCharacterGroup
(BlazerTech.CharacterManagement.

```

SingleCharacterGroup.Single
CharacterGroup.DTO

```

(BlazerTech.CharacterManagement.
UnifiedCharacter

```

Class UnifiedCharacterTypeSO

Inheritance

↳ [object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ [Object](#)
 ↳ [FixedCharacterGroup.Fixed](#)
 ↳ [ScriptableObject](#)
 ↳ [CharacterGroup.DTO](#)
 ↳ [CharacterTypeBaseSO](#) ([BlazerTech.CharacterManagement.Characters.CharacterTypeBaseSO.html](#))
 ↳ [BlazerTech.CharacterManagement](#)
 ↳ [UnifiedCharacterTypeSO](#)
 ↳ [FixedCharacterGroupCollection](#)

Inherited Members: [BlazerTech.CharacterManagement.](#)

[FlexibleCharacterGroup](#)
 [CharacterTypeBaseSO.CharacterTypeID](#)
 ↳ [\(BlazerTech.CharacterManagement\)](#)
 [\(BlazerTech.CharacterManagement.Characters.CharacterTypeBaseSO.html#BlazerTech_CharacterManagement_Characters_CharacterTypeBasesO_CharacterTypeID\)](#)
 ↳ [FlexibleCharacterGroup](#) [Flexible](#)
 ↳ [CharacterTypeBasesO_CharacterTypeID](#)
 ↳ [CharacterGroup.DTO](#)
 [CharacterTypeBaseSO.BaseSpritesheet](#)
 ↳ [\(BlazerTech.CharacterManagement\)](#)
 [\(BlazerTech.CharacterManagement.Characters.CharacterTypeBaseSO.html#BlazerTech_CharacterManagement_Characters_CharacterTypeBaseSO_BaseSpritesheet\)](#)
 ↳ [FlexibleCharacterGroup](#)
 ↳ [Collection](#)
 [CharacterTypeBaseSO.CharacterController](#)
 ↳ [\(BlazerTech.CharacterManagement\)](#)
 [\(BlazerTech.CharacterManagement.Characters.CharacterTypeBaseSO.html#BlazerTech_CharacterManagement_Characters_CharacterTypeBaseSO_CharacterController\)](#)
 ↳ [\(BlazerTech.CharacterManagement\)](#)
 [CharacterTypeBaseSO.IsValidCharacterSpriteSheet\(Sprite\)](#)
 ↳ [\(BlazerTech.CharacterManagement.Characters.CharacterTypeBaseSO.html#BlazerTech_CharacterManagement_Characters_CharacterTypeBasesO_IsValidCharacterSpriteSheet_UnityEngine_Sprite_\)](#)
 ↳ [LayeredCharacter](#) [Character.DTO](#)
 ↳ [\(BlazerTech.CharacterManagement\)](#)
 [LayeredCharacter.Character](#)
 ↳ [\(BlazerTech.CharacterManagement\)](#)
 [LayeredCharacter.LoadedLayered](#)
Namespace: [BlazerTech](#) ([BlazerTech.html](#)).CharacterManagement ([BlazerTech.CharacterManagement.html](#)).Characters
 ↳ [CharacterHandler](#)
 ↳ [CharacterHandlerBase](#)
Assembly: [Assembly-CSharp.dll](#)
Syntax: [BlazerTech.CharacterManagement.](#)

```
LayeredCharacterTemplateSO
[BlazerTech.CharacterManagement]
public class LayeredCharacterTemplateSO : CharacterTypeBaseSO
{
    public LayeredCharacterTypeSO
    {
        public CharacterCreatorConfig
        {
            public LayeredCharacterTypeSO
            {
                public CharacterPreviewsSettings
                {
                    public LayeredCharacterTypeSO
                    {
                        public LoadedCharacterHandlerBase
                        {
                            public MultiCharacterGroupType
                            {
                                public SingleCharacterGroup
                                {
                                    public LayeredCharacterTypeSO
                                    {
                                        public SingleCharacterGroup.Single
                                        {
                                            public CharacterGroup.DTO
                                            {
                                                public LayeredCharacterTypeSO
                                                {
                                                    public UnifiedCharacter
                                                }
                                            }
                                        }
                                    }
                                }
                            }
                        }
                    }
                }
            }
        }
    }
}
```

Namespace BlazerTech.CharacterManagement.Components

▼ Filter by title

Classes

(BlazerTech.CharacterManagement)

+ BlazerTech.CharacterCharacterAnimator

Management.Characters

(BlazerTech.CharacterManagement.Components.CharacterAnimator.html)

- BlazerTech.CharacterCharacterLoaderBase

Management.Components

(BlazerTech.CharacterManagement.Components.CharacterLoaderBase.html)

(BlazerTech.CharacterManagement)

CharacterAnimator

LayeredCharacterLoader

Management.Characters

(BlazerTech.CharacterManagement.Components.LayeredCharacterLoader.html)

CharacterLoaderBase

(BlazerTech.CharacterManagement)

CharacterLoaderLoadingMode

LayeredCharacterTemplateLoader

Management.Characters

(BlazerTech.CharacterManagement.Components.LayeredCharacterTemplateLoader.html)

CharacterMultiGroupLoadMethod

Method

(BlazerTech.CharacterManagement)

LayeredCharacterLoader

Management.Characters

(BlazerTech.CharacterManagement.Components.LayeredCharacterLoader.html)

LayeredCharacterTemplate

Management.Characters

Loader

Management.Characters

(BlazerTech.CharacterManagement.Components.UnifiedCharacterLoader.html)

PlayerMovementController

Management.Characters

(BlazerTech.CharacterManagement.Components.PlayerMovementController.html)

UnifiedCharacterLoader

Management.Characters

(BlazerTech.CharacterManagement.Components.UnifiedCharacterLoader.html)

+ BlazerTech.CharacterCharacterLoaderLoadingMode

Management.Editor

(BlazerTech.CharacterManagement.Components.CharacterLoaderLoadingMode.html)

(BlazerTech.CharacterManagement)

+ BlazerTech.CharacterCharacterMultiGroupLoadMethod

Management.Editor

(BlazerTech.CharacterManagement.Components.CharacterMultiGroupLoadMethod.html)

(BlazerTech.CharacterManagement)

+ BlazerTech.CharacterManagement.Essentials

(BlazerTech.CharacterManagement)

+ BlazerTech.CharacterManagement

(BlazerTech.CharacterManagement)

+ BlazerTech.CharacterManagement



(BlazerTech.CharacterManagement)

- + **BlazerTech.CharacterManagement.Characters**
(BlazerTech.CharacterManagement)
- **BlazerTech.CharacterManagement.Components**
(BlazerTech.CharacterManagement)

CharacterAnimator
(BlazerTech.CharacterManagement.
CharacterLoaderBase
(BlazerTech.CharacterManagement.
CharacterLoaderLoadingMode
(BlazerTech.CharacterManagement.
CharacterMultiGroupLoad
Method
(BlazerTech.CharacterManagement.
LayeredCharacterLoader
(BlazerTech.CharacterManagement.
LayeredCharacterTemplate
Loader
(BlazerTech.CharacterManagement.
PlayerMovementController
(BlazerTech.CharacterManagement.
UnifiedCharacterLoader
(BlazerTech.CharacterManagement.

- + **BlazerTech.CharacterManagement.Editor.**
Inspectors
(BlazerTech.CharacterManagement)

- + **BlazerTech.CharacterManagement.Editor.**
Windows
(BlazerTech.CharacterManagement)

- + **BlazerTech.CharacterManagement.Essentials**
(BlazerTech.CharacterManagement)

Class CharacterAnimator

Inheritance

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ Object

Management.Characters

↳ Component

(BlazerTech.CharacterManagement)

↳ Behaviour

- **BlazerTech.Character**

↳ MonoBehaviour

Management.Components

Namespace: BlazerTech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).Components
(BlazerTech.CharacterManagement.Components.html)

Assembly: Assembly-CSharp.dll

(BlazerTech.CharacterManagement.

Syntax

CharacterLoaderBase

(BlazerTech.CharacterManagement.

public class CharacterAnimator : MonoBehaviour

CharacterLoaderLoadingMode

(BlazerTech.CharacterManagement.

CharacterMultiGroupLoad

Method

(BlazerTech.CharacterManagement.

LayeredCharacterLoader

(BlazerTech.CharacterManagement.

LayeredCharacterTemplate

Loader

Declaration

(BlazerTech.CharacterManagement.

PlayerMovementController

public static CharacterAnimator Instance

UnifiedCharacterLoader

(BlazerTech.CharacterManagement.

Field Value

+ **BlazerTech.Character**

Description

Type

Management.Editor.

CharacterAnimator (BlazerTech.CharacterManagement.Components.CharacterAnimator.html)

Inspectors

(BlazerTech.CharacterManagement.

+ **BlazerTech.Character**

Properties Editor.

Windows

(BlazerTech.CharacterManagement.

Animator

+ **BlazerTech.Character**

Declaration

Management.Essentials

(BlazerTech.CharacterManagement.

public Animator Animator { get; }

+ **BlazerTech.Character**

Management.Internal.

Testing

Property Value

Type	Description
Animator	

Methods

Management.Characters
(BlazerTech.CharacterManager
ForcedDirection(Direction)

Declaration
BlazerTech.Character
Management.Components

(BlazerTech.CharacterManager
`public void ForcedDirection(Direction newDirection)`

CharacterAnimator
(BlazerTech.CharacterManagement.
Parameters
CharacterLoaderBase

Type	Name	Description
<code>BlazerTech.CharacterManagement.</code>	<code>newDirection</code>	

CharacterMultiGroupLoad
Method

GetCurrentAnimationNormalizedTime()

LayeredCharacterLoader
Declaration
`(BlazerTech.CharacterManagement.`

`LayeredCharacterTemplate`
`public float GetCurrentAnimationNormalizedTime()`

`(BlazerTech.CharacterManagement.`
PlayerMovementController
`(BlazerTech.CharacterManagement.`

Type	Description
<code>UnifiedCharacterLoader</code> <code>(BlazerTech.CharacterManagement.</code>	

+ BlazerTech.Character
Management.Editor.

GetParameterInfo(string)
(BlazerTech.CharacterManager
Declaration

+ BlazerTech.Character
Management.Editor.
`public float GetParameterInfo(string name)`

Windows
(BlazerTech.CharacterManager
Parameters

Type	Name	Description
<code>string</code> <code>(https://learn.microsoft.com/dotnet/api/system.string)</code>	<code>name</code>	

+ BlazerTech.Character
Management.Internal.
Testina

Type	Description
float (https://learn.microsoft.com/dotnet/api/system.single)	

PlayAnimation(string)

Declaration

Management.Characters

(BlazerTech.CharacterManager
 public void PlayAnimation(string name))

- **BlazerTech.Character**

Management.Components

(BlazerTech.CharacterManager
 Type

Type	Name	Description
CharacterAnimator string (https://learn.microsoft.com/dotnet/api/system.string)	name	

CharacterLoaderBase

(BlazerTech.CharacterManagement.

CharacterLoaderLoadingMode

(BlazerTech.CharacterManagement.

Declaration

CharacterMultiGroupLoad

Method

(BlazerTech.CharacterManagement.

LayeredCharacterLoader

(BlazerTech.CharacterManagement.

LayeredCharacterTemplate

SetTrigger(string)

(BlazerTech.CharacterManagement.

Declaration

PlayerMovementController

(BlazerTech.CharacterManagement.

public void SetTrigger(string name)

(BlazerTech.CharacterManagement.

Parameters

+ **BlazerTech.Character**

Management.Editor.

Inspectors

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	name	

(BlazerTech.CharacterManager

+ **BlazerTech.Character**

Management.Editor.

Windows

(BlazerTech.CharacterManager

+ **BlazerTech.Character**

Management.Essentials

(BlazerTech.CharacterManager

+ **BlazerTech.Character**

Management.Internal.

Testing

Class CharacterLoaderBase

Inheritance

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ Object
(BlazerTech.CharacterManager)
↳ Component
↳ Behaviour
- BlazerTech.Character
↳ MonoBehaviour
Management.Components
↳ CharacterLoaderBase
(BlazerTech.CharacterManager)
↳ LayeredCharacterLoader
Character (BlazerTech.CharacterManagement.Components.LayeredCharacterLoader.html)
(BlazerTech.CharacterManagement.Components.LayeredCharacterTemplateLoader)
Character (BlazerTech.CharacterManagement.Components.LayeredCharacterTemplateLoader.html)
(BlazerTech.CharacterManagement.CharacterLoaderBase)
Character (BlazerTech.CharacterManagement.Components.UnifiedCharacterLoader.html)
(BlazerTech.CharacterManagement)
Namespace: BlazerTech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).Components
(BlazerTech.CharacterManagement.Components.html)

Assembly

Assembly: CSharp.dll

Syntax

```
LayeredCharacterLoader  
(BlazerTech.CharacterManagement.  
public abstract class CharacterLoaderBase : MonoBehaviour  
LayeredCharacterTemplate  
Loader  
(BlazerTech.CharacterManagement.  
PlayerMovementController  
(BlazerTech.CharacterManagement.  
UnifiedCharacterLoader  
(BlazerTech.CharacterManagement.
```

Fields

+ BlazerTech.Character

Management.Editor.

Inspectors

(BlazerTech.CharacterManager)

[ShowIf("setAnimatorController")]

+ BlazerTech.Character

[ShowIf("setAnimatorController")]

Management.Editor.animator

Windows

(BlazerTech.CharacterManager)

Field Table

Type	Description
------	-------------

+ BlazerTech.Character
Management.Essentials
Animator
(BlazerTech.CharacterManager)

+ BlazerTech.Character

Management.Internal.

Testing
Declaration
(BlazerTech.CharacterManager)

```

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

```

Field Value

Type	Description
(BlazerTech.CharacterManagement.Renderer)	

- BlazerTech.CharacterManagement.Components

(BlazerTech.CharacterManagement.loadCharacterOnStart)

CharacterAnimator
Declaration: (BlazerTech.CharacterManagement.CharacterLoaderBase)
 [SerializeField]
 [BoxGroup("Loading")]
 CharacterLoaderLoadingMode
 protected bool loadCharacterOnStart
 (BlazerTech.CharacterManagement.CharacterMultiGroupLoad)

Method

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

loadingMode

PlayerMovementController
 (BlazerTech.CharacterManagement.UnifiedCharacterLoader)
 (BlazerTech.CharacterManagement.CharacterLoaderLoadingMode)

+ BlazerTech.CharacterManagement.Editor

protected CharacterLoaderLoadingMode loadingMode

Inspectors

(BlazerTech.CharacterManagement)

Type	Description
BlazerTech.CharacterManagement.CharacterLoaderLoadingMode	

(BlazerTech.CharacterManagement)

+ BlazerTech.CharacterManagement.Editor

setAnimatorController

Management.Essentials

(BlazerTech.CharacterManagement)

+ BlazerTech.CharacterManagement.Internal.

Testing

(BlazerTech.CharacterManagement)

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



Field Value

Type	Description
BlazerTech.CharacterManager	

-b:<https://docs.microsoft.com/dotnet/api/system.boolean>

Management.Components

(BlazerTech.CharacterManager)

CharacterAnimator

Methods

CharacterManagement.

CharacterLoaderBase

(BlazerTech.CharacterManagement.

GetAndShowCharacter()

CharacterLoaderLoadingMode

CharacterManagement.

CharacterMultiGroupLoad

Method

```
public abstract Task GetAndShowCharacter()
(BlazerTech.CharacterManagement.
```

LayeredCharacterLoader

Return

BlazerTech.CharacterManagement.

Type	Description
LayeredCharacterTemplate	

Loader

Task(<https://docs.microsoft.com/dotnet/api/system.threading.tasks.task>)

PlayerMovementController

(BlazerTech.CharacterManagement.

UnifiedCharacterLoader

(BlazerTech.CharacterManagement.

Declaration

+ **BlazerTech.Character**

Management.Editor.

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

Inspectors

(BlazerTech.CharacterManager)

+ **BlazerTech.Character**

ReleaseCharacter()

Management.Editor.

Declaration

Windows

(BlazerTech.CharacterManager)

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

+ **BlazerTech.Character**

Management.Essentials

(BlazerTech.CharacterManager)

ShowCharacter()

+ **BlazerTech.Character**

Declaration

Management.Internal.

Testing

(BlazerTech.CharacterManager)

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

TrySetCharacterAnimator(CharacterTypeBaseSO)

Declaration

(BlazerTech.CharacterManager

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

Management Components

Managing Components

Type	Name	Description
(Blazertech.CharacterManagement.CharacterAnimator)		
(Blazertech.CharacterManagement.CharacterTypeBaseSO)	<i>characterType</i>	
(Blazertech.CharacterManagement.CharacterLoaderBase)		
(Blazertech.CharacterManagement.Characters.CharacterTypeBaseSO.html)		
(Blazertech.CharacterManagement)		

ValidationCheck()

- Method

Declaration (BlazerTech CharacterManagement)

LayeredCharacterLoader

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

LayeredCharacterTemplate

Returns Loader

Type	Description
(BlazerTech.CharacterManagement.PlayerMovementController)	
bool (BlazerTech.CharacterManagement.UnifiedCharacterLoader)	(https://learn.microsoft.com/en-us/dotnet/api/system.boolean)
(BlazerTech.CharacterManagement.UnifiedCharacterLoader)	

+ BlazerTech Character

Management Editor.

Inspectors

(BlazerTech.CharacterManager)

+ BlazerTech.Character

Management.Editor.

Windows

(BlazerTech.CharacterManager

+ BlazerTech.Character

Management.Essentials

(BlazerTech.CharacterManager)

+ BlazerTech.Character

Management.Internal.

Testing

(BlazerTech CharacterManager)

Enum CharacterLoaderLoadingMode

Namespace: BlazerTech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).Components (BlazerTech.CharacterManagement.Components.html)

Filter by title

Syntax

- ## Syntax

 - BlazerTech Character

Management Components

(BlazerTech.CharacterManager)

CharacterAnimator (BlazerTech.CharacterManagement.

Fields

Name	Description
CharacterLoaderLoadingMode (BlazerTech.CharacterManagement.	
AsynchronousCharacterMultiGroupLoad Method	
Synchronous (BlazerTech.CharacterManagement	

```
LayeredCharacterLoader  
(BlazerTech.CharacterManagement.  
LayeredCharacterTemplate  
Loader  
(BlazerTech.CharacterManagement.  
PlayerMovementController  
(BlazerTech.CharacterManagement.  
UnifiedCharacterLoader  
(BlazerTech.CharacterManagement.
```

+ BlazerTech.Character

Management.Editor.

Inspectors

(BlazerTech.CharacterManager

+ BlazerTech.Character

Management.Editor.

Windows

(BlazerTech.CharacterManager

+ BlazerTech.Character

Management.Essentials

(BlazerTech.CharacterManager

+ BlazerTech.Character

Enum CharacterMultiGroupLoadMethod

Namespace: BlazerTech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).Components (BlazerTech.CharacterManagement.Components.html)

Filter by title

Assembly: Assembly-CSharp.dll

BlazerTech.Character

Management.Components

(BlazerTech.CharacterManagement)

CharacterAnimator
(BlazerTech.CharacterManagement.

CharacterLoaderBase
(BlazerTech.CharacterManagement.

Fields

CharacterLoaderLoadingMode

Name	Description
CharacterMultiGroupLoad	(BlazerTech.CharacterManagement.
CharacterMultiGroupLoadIndex	(BlazerTech.CharacterManagement.
CharacterName	(BlazerTech.CharacterManagement.
LayeredCharacterLoader	LayeredCharacterLoader
RandomCharacterTemplate	(BlazerTech.CharacterManagement.
LayeredCharacterTemplate	LayeredCharacterTemplate
Loader	Loader
PlayerMovementController	(BlazerTech.CharacterManagement.
UnifiedCharacterLoader	(BlazerTech.CharacterManagement.
	(BlazerTech.CharacterManagement.

+ BlazerTech.Character

Management.Editor.

Inspectors

(BlazerTech.CharacterManagement)

+ BlazerTech.Character

Management.Editor.

Windows

(BlazerTech.CharacterManagement)

+ BlazerTech.Character

Management.Essentials

(BlazerTech.CharacterManagement)

+ BlazerTech.Character

Management.Internal.

Class LayeredCharacterLoader

Inheritance

↳ [Object](#) (https://learn.microsoft.com/dotnet/api/system.object)
↳ [Object](#)
(BlazerTech.CharacterManagement)
↳ Behaviour
 CharacterAnimator
 ↳ MonoBehaviour
 (BlazerTech.CharacterManagement)
 ↳ CharacterLoaderBase (BlazerTech.CharacterManagement.Components.CharacterLoaderBase.html)
 ↳ LayeredCharacterLoader
 (BlazerTech.CharacterManagement)

Inherited Members

CharacterLoadingMode
(BlazerTech.CharacterManagement.
CharacterLoaderBase, renderer
CharacterMultiGroupLoad
(BlazerTech.CharacterManagement.Components.CharacterLoaderBase.html#BlazerTech_CharacterManagement_Co
 Method
mponents_CharacterLoaderBase_renderer)
(BlazerTech.CharacterManagement.
CharacterLoaderBase.setAnimatorController
LayeredCharacterLoader
(BlazerTech.CharacterManagement.Components.CharacterLoaderBase.html#BlazerTech_CharacterManagement_Co
 Method
mponents_CharacterLoaderBase_setAnimatorController)
LayeredCharacterTemplate
CharacterLoaderBase_animator
Loader
(BlazerTech.CharacterManagement.Components.CharacterLoaderBase.html#BlazerTech_CharacterManagement_Co
 Method
mponents_CharacterLoaderBase_animator)
PlayerMovementController
CharacterLoaderBase.loadingMode
(BlazerTech.CharacterManagement.
CharacterLoaderBase_loadingMode)
UnifiedCharacterLoader
mponents_CharacterLoaderBase_loadingMode
CharacterLoaderBase.loadCharacterOnStart

(BlazerTech.CharacterManagement)
Management.Editor
Components_CharacterLoaderBase_loadCharacterOnStart)

CharacterLoaderBase.TrySetCharacterAnimator(CharacterTypeBaseSO)

(BlazerTech.CharacterManagement.Components.CharacterLoaderBase.html#BlazerTech_CharacterManagement_Co
 Method
mponents_CharacterLoaderBase_TrySetCharacterAnimator_BlazerTech_CharacterManagement_Characters_Charact
erTypeBaseSO)

+ BlazerTech.Character

Name: [BlazerTech.CharacterManagement](#) (BlazerTech.CharacterManagement.html).Components

(BlazerTech.CharacterManagement.Components.html)

Windows
Assembly: Assembly-CSharp.dll

(BlazerTech.CharacterManagement)

Syntax

+ BlazerTech.Character

Management.Essentials

public class LayeredCharacterLoader : CharacterLoaderBase

(BlazerTech.CharacterManagement)

+ BlazerTech.Character

Management.Internal.

Properties

(BlazerTech.CharacterManagement)

CharacterGroupUpdateMethod

Management.Samples

Declaration

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

Property Value

Type	Description
CharacterMultiGroupLoadMethod (BlazerTech.CharacterManagement.Components.CharacterMultiGroupLoadMethod.html) BlazerTech.CharacterManager	

CharacterAnimator
(BlazerTech.CharacterManagement.

CharacterGroupName

Declaration
CharacterLoaderLoadingMode
(BlazerTech.CharacterManagement.
public string CharacterGroupName { get; }
CharacterMultiGroupLoad

Method

Property Value
LayeredCharacterLoader

Type	Description
string (https://learn.microsoft.com/dotnet/api/system.string) LayeredCharacterLoader	

(BlazerTech.CharacterManagement.
PlayerMovementController
(BlazerTech.CharacterManagement.

CharacterIndex

UnifiedCharacterLoader
(BlazerTech.CharacterManagement.

+ **BlazerTech.CharacterManagement.Editor.CharacterIndex** { get; }

Management.Editor.

Inspectors

Property Value
BlazerTech.CharacterManager

+ **BlazerTech.CharacterManager**
int
(https://learn.microsoft.com/dotnet/api/system.int32)
Management.Editor.

Windows

(BlazerTech.CharacterManagement.
CharacterName

+ **BlazerTech.CharacterManager**
Declaration
Management.Essentials

(BlazerTech.CharacterManager
public string CharacterName { get; }
)

+ **BlazerTech.CharacterManager**

Property Value
Management.Internal.

Testing
BlazerTech.CharacterManager

string
(https://learn.microsoft.com/dotnet/api/system.string)

+ **BlazerTech.CharacterManager**

Management.Samples

... - . - .. - .. - ..

Description

Methods

GetAndShowCharacter()

Declaration

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

(BlazerTech.CharacterManager)

Returns

(BlazerTech.CharacterManagement.

Type CharacterLoaderBase

Description

Task<BlazerTech.CharacterManagement> (https://learn.microsoft.com/dotnet/api/system.threading.tasks.task)

CharacterLoaderLoadingMode

(BlazerTech.CharacterManagement.

Overrides

CharacterMultiGroupLoad

CharacterLoaderBase.GetAndShowCharacter()

Method

(BlazerTech.CharacterManagement.Components.CharacterLoaderBase.html#BlazerTech_CharacterManagement_Co

mponents_CharacterLoaderBase_GetAndShowCharacter)

LayeredCharacterLoader

(BlazerTech.CharacterManagement.

OnDestroy()

Loader

Declaration

(BlazerTech.CharacterManagement.

PlayerMovementController

protected void OnDestroy()

UnifiedCharacterLoader

(BlazerTech.CharacterManagement.

Overrides

CharacterManager.OnDestroy()

(BlazerTech.CharacterManagement.Components.CharacterLoaderBase.html#BlazerTech_CharacterManagement_Co

mponents_CharacterLoaderBase_OnDestroy)

ReleaseCharacter()

+ BlazerTech.Character

Management.Editor.

Windows

(BlazerTech.CharacterManager)

+ BlazerTech.Character

Management.Essentials

(BlazerTech.CharacterManager)

(BlazerTech.CharacterManagement.Components.CharacterLoaderBase.html#BlazerTech_CharacterManagement_Co

mponents_CharacterLoaderBase_ReleaseCharacter)

+ BlazerTech.Character

Management.Internal.

Testing

ShowCharacter()

(BlazerTech.CharacterManager)

Declaration

+ BlazerTech.Character

Management.Samples

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

Overrides

CharacterLoaderBase.ShowCharacter()

(BlazerTech.CharacterManagement.Components.CharacterLoaderBase.html#BlazerTech_CharacterManagement_Components_CharacterLoaderBase_ShowCharacter)

(BlazerTech.CharacterManager)

UpdateCharacterMaterialProperties()

(BlazerTech.CharacterManagement.

Declaration

CharacterLoaderBase

(BlazerTech.CharacterManagement.

CharacterLoaderBase.UpdateCharacterMaterialProperties()

(BlazerTech.CharacterManagement.

CharacterMultiGroupLoad

Method

ValidationCheck()

(BlazerTech.CharacterManagement.

LayeredCharacterLoader

Declaration

(BlazerTech.CharacterManagement.

LayeredCharacterTemplate

protected override bool ValidationCheck()

(BlazerTech.CharacterManagement.

Returns

(BlazerTech.CharacterManagement.

Type

UnifiedCharacterLoader

Description

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

+ BlazerTech.Character

Management.Editor.

CharacterLoaderBase.ValidationCheck()

Inspectors

(BlazerTech.CharacterManagement.Components.CharacterLoaderBase.html#BlazerTech_CharacterManagement_Components_CharacterLoaderBase_ValidationCheck)

+ BlazerTech.Character

Management.Editor.

Windows

(BlazerTech.CharacterManager)

+ BlazerTech.Character

Management.Essentials

(BlazerTech.CharacterManager)

+ BlazerTech.Character

Management.Internal.

Testing

(BlazerTech.CharacterManager)

+ BlazerTech.Character

Management.Samples

Class LayeredCharacterTemplateLoader

Inheritance

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ [Object](#) ([System.Object](#))

(Blazertech.CharacterManagement)

↳ Behaviour

↳ CharacterAnimator

↳ MonoBehaviour

↳ Blazertech.CharacterManagement.

↳ CharacterLoaderBase

↳ Blazertech.CharacterManagement.Components.CharacterLoaderBase.html

↳ Blazertech.CharacterManagement.

↳ LayeredCharacterTemplateLoader

Inherited Members

CharacterLoadingMode

↳ Blazertech.CharacterManagement.

CharacterLoaderBase._renderer

CharacterMultiGroupLoad

↳ Blazertech.CharacterManagement.Components.CharacterLoaderBase.html#Blazertech_CharacterManagement_Co

Method

Components_CharacterLoaderBase__renderer

↳ Blazertech.CharacterManagement.

CharacterLoaderBase.setAnimatorController

LayeredCharacterLoader

↳ Blazertech.CharacterManagement.Components.CharacterLoaderBase.html#Blazertech_CharacterManagement_Co

Method

Components_CharacterLoaderBase_setAnimatorController

LayeredCharacterTemplate

CharacterLoaderBase._animator

Loader

↳ Blazertech.CharacterManagement.Components.CharacterLoaderBase.html#Blazertech_CharacterManagement_Co

Method

Components_CharacterLoaderBase__animator

PlayerMovementController

CharacterLoaderBase.loadingMode

↳ Blazertech.CharacterManagement.

UnifiedCharacterLoader

Components_CharacterLoaderBase_loadingMode

CharacterLoaderBase.loadCharacterOnStart

↳ Blazertech.CharacterManagement.

Components_CharacterLoaderBase_loadCharacterOnStart

CharacterLoaderBase.ValidationCheck()

↳ Blazertech.CharacterManagement.Components.CharacterLoaderBase.html#Blazertech_CharacterManagement_Co

Method

Components_CharacterLoaderBase_ValidationCheck

CharacterLoaderBase.TrySetCharacterAnimator(CharacterTypeBaseSO)

↳ Blazertech.CharacterManagement.Components.CharacterLoaderBase.html#Blazertech_CharacterManagement_Co

Method

Components_CharacterLoaderBase_TrySetCharacterAnimator_Blazertech_CharacterManagement_Characters_Charact

erTypeBaseSO)

CharacterLoaderBase.OnDestroy()

↳ Blazertech.CharacterManagement.Components.CharacterLoaderBase.html#Blazertech_CharacterManagement_Co

Method

Components_CharacterLoaderBase_OnDestroy

CharacterLoaderBase.OnDestroy

↳ Blazertech.CharacterManagement.

Components_CharacterLoaderBase_OnDestroy

NameSpace Blazertech (Blazertech.html) CharacterManagement (Blazertech.CharacterManagement.html).Components

(Blazertech.CharacterManagement.Components.html)

Assembly

Blazertech.CharacterManagement

SyManagement.Internal.

Testing

↳ Blazertech.CharacterManagement.

LayeredCharacterTemplateLoader : CharacterLoaderBase

+ Blazertech.Character

Management.Samples

↳ Blazertech.CharacterManagement.

Methods

GetAndShowCharacter()

Declaration

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

(BlazerTech.CharacterManager)

Returns

(BlazerTech.CharacterManagement.

Type CharacterLoaderBase

Description

Task<BlazerTech.CharacterManagement>

(<https://learn.microsoft.com/dotnet/api/system.threading.tasks.task>)

CharacterLoaderLoadingMode

(BlazerTech.CharacterManagement.

Overrides

CharacterMultiGroupLoad

CharacterLoaderBase.GetAndShowCharacter()

Method

(BlazerTech.CharacterManagement.Components.CharacterLoaderBase.html#BlazerTech_CharacterManagement_Components_CharacterLoaderBase_GetAndShowCharacter)

LayeredCharacterLoader

(BlazerTech.CharacterManagement.

ReleaseCharacter()

Loader

Declaration

(BlazerTech.CharacterManagement.

PlayerMovementController

PlayerMovementController.ReleaseCharacter()

UnifiedCharacterLoader

(BlazerTech.CharacterManagement.

Overrides

CharacterLoaderBase.ReleaseCharacter()

(BlazerTech.CharacterManagement.Editor.

Management.Editor.

Inspectors

(BlazerTech.CharacterManager)

ShowCharacter()

BlazerTech.Character

Management.Editor.

Windows

(BlazerTech.CharacterManager)

CharacterLoaderBase.ShowCharacter()

+ BlazerTech.Character

Management.Essentials

CharacterLoaderBase.ShowCharacter()

(BlazerTech.CharacterManagement.Components.CharacterLoaderBase.html#BlazerTech_CharacterManagement_Components_CharacterLoaderBase_ShowCharacter)

+ BlazerTech.Character

Management.Internal.

Testing

(BlazerTech.CharacterManager)

+ BlazerTech.Character

Management.Samples

Class PlayerMovementController

Inheritance

↳ [object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ [Object](#) ([Object](#))

(BlazerTech.CharacterManagement)

↳ Behaviour

CharacterAnimator

↳ MonoBehaviour

(BlazerTech.CharacterManagement.

↳ PlayerMovementController

CharacterLoaderBase

Name BlazerTech.CharacterManagement.PlayerMovementController ([BlazerTech.CharacterManagement.html](#)).Components

([BlazerTech.CharacterManagement.Components.html](#))

CharacterLoaderLoadingMode

Assembly Assembly-CSharp.dll

Syntax CharacterMultiGroupLoad

Method

public class PlayerMovementController : MonoBehaviour

LayeredCharacterLoader

(BlazerTech.CharacterManagement.

LayeredCharacterTemplate

Loader

(BlazerTech.CharacterManagement.

PlayerMovementController

(BlazerTech.CharacterManagement.

Fields

CharacterLoader

(BlazerTech.CharacterManagement.

Instance

MovementController Instance

Inspectors

(BlazerTech.CharacterManagement)

+ BlazerTech.Character

Management.Editor MovementController Instance

Description

+ BlazerTech.Character

PlayerMovementController

Windows

([BlazerTech.CharacterManagement.Components.PlayerMovementController.html](#))

(BlazerTech.CharacterManagement)

+ BlazerTech.Character

Management.Essentials

Properties ([BlazerTech.CharacterManagement](#))

+ BlazerTech.Character

CanMove Management.Internal.

Testing

Declaration ([BlazerTech.CharacterManagement](#))

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

+ BlazerTech.Character

Management.Samples


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

Property Value

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

(BlazerTech.CharacterManager)

CharacterAnimator

IsSprinting

CharacterManagement.

Declaration

(BlazerTech.CharacterManagement.

CharacterLoaderBase

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

(BlazerTech.CharacterManagement.

CharacterLoaderLoadingMode

```
public float IsSprinting { get; }
```

(BlazerTech.CharacterManagement.

CharacterMultiGroupLoad

Method

Property Value

Type	Description
LayeredCharacterLoader	

(BlazerTech.CharacterManagement.

bool (<https://learn.microsoft.com/dotnet/api/system.boolean>)

LayeredCharacterTemplate

Loader

(BlazerTech.CharacterManagement.

MoveSpeed

PlayerMovementController

Declaration

(BlazerTech.CharacterManagement.

UnifiedCharacterLoader

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

+ BlazerTech.Character

Management.Editor.

Property Value

Inspectors	Description
(BlazerTech.CharacterManager)	

float (<https://learn.microsoft.com/dotnet/api/system.single>)

+ BlazerTech.Character

Management.Editor.

Windows

Movement

(BlazerTech.CharacterManager)

Declaration

+ BlazerTech.Character

Management.Essentials

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

(BlazerTech.CharacterManager)

+ BlazerTech.Character

Management.Internal.

Type

Testing

Vector2

(BlazerTech.CharacterManager)

Description

+ BlazerTech.Character

Management.Samples



----- **(BlazerTech.CharacterManagement)**

CharacterAnimator
(BlazerTech.CharacterManagement.
CharacterLoaderBase
(BlazerTech.CharacterManagement.
CharacterLoaderLoadingMode
(BlazerTech.CharacterManagement.
CharacterMultiGroupLoad
Method
(BlazerTech.CharacterManagement.
LayeredCharacterLoader
(BlazerTech.CharacterManagement.
LayeredCharacterTemplate
Loader
(BlazerTech.CharacterManagement.
PlayerMovementController
(BlazerTech.CharacterManagement.
UnifiedCharacterLoader
(BlazerTech.CharacterManagement.

+ **BlazerTech.CharacterManagement.Editor.** **Inspectors** **(BlazerTech.CharacterManagement)**

+ **BlazerTech.CharacterManagement.Editor.** **Windows** **(BlazerTech.CharacterManagement)**

+ **BlazerTech.CharacterManagement.Essentials** **(BlazerTech.CharacterManagement)**

+ **BlazerTech.CharacterManagement.Internal.** **Testing** **(BlazerTech.CharacterManagement)**

+ **BlazerTech.CharacterManagement.Samples** -- -- -- -- --

Class UnifiedCharacterLoader

Inheritance

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ [Object](#) ([System.Object](#))

(BlazerTech.CharacterManagement)

↳ Behaviour

↳ CharacterAnimator

↳ MonoBehaviour

(BlazerTech.CharacterManagement.

↳ CharacterLoaderBase ([BlazerTech.CharacterManagement.Components.CharacterLoaderBase.html](#))

CharacterLoaderBase

↳ UnifiedCharacterLoader

(BlazerTech.CharacterManagement.

Inherited Members

↳ [CharacterLoadingMode](#) ([BlazerTech.CharacterManagement.CharacterLoaderBase.html](#))

CharacterLoaderBase, renderer

CharacterMultiGroupLoad

(BlazerTech.CharacterManagement.Components.CharacterLoaderBase.html#BlazerTech_CharacterManagement_Components_CharacterLoaderBase_renderer)

Method

Components_CharacterLoaderBase_renderer

(BlazerTech.CharacterManagement.

CharacterLoaderBase.setAnimatorController

LayeredCharacterLoader

(BlazerTech.CharacterManagement.Components.CharacterLoaderBase.html#BlazerTech_CharacterManagement_Components_CharacterLoaderBase_setAnimatorController)

Components_CharacterLoaderBase_setAnimatorController

LayeredCharacterTemplate

CharacterLoaderBase_animator

Loader

(BlazerTech.CharacterManagement.Components.CharacterLoaderBase.html#BlazerTech_CharacterManagement_Components_CharacterLoaderBase_animator)

BlazerTech.CharacterManagement.Components_CharacterLoaderBase_animator

PlayerMovementController

CharacterLoaderBase.loadingMode

(BlazerTech.CharacterManagement.

UnifiedCharacterLoader

Components_CharacterLoaderBase_loadingMode

(BlazerTech.CharacterManagement.

CharacterLoaderBase.loadCharacterOnStart

(BlazerTech.CharacterManagement.Components.CharacterLoaderBase.html#BlazerTech_CharacterManagement_Components_CharacterLoaderBase_loadCharacterOnStart)

CharacterLoaderBase.ValidationCheck()

(BlazerTech.CharacterManagement.Components.CharacterLoaderBase.html#BlazerTech_CharacterManagement_Components_CharacterLoaderBase_ValidationCheck)

CharacterLoaderBase.TrySetCharacterAnimator(CharacterTypeBaseSO)

(BlazerTech.CharacterManagement.Components.CharacterLoaderBase.html#BlazerTech_CharacterManagement_Components_CharacterLoaderBase_TrySetCharacterAnimator_BlazerTech_CharacterManagement_Characters_CharacterTypeBaseSO)

Windows

(BlazerTech.CharacterManagement)

CharacterLoaderBase.OnDestroy()

(BlazerTech.CharacterManagement.Components.CharacterLoaderBase.html#BlazerTech_CharacterManagement_Components_CharacterLoaderBase_OnDestroy)

CharacterLoaderBase.OnDestroy

(BlazerTech.CharacterManagement.Components.CharacterLoaderBase.html#BlazerTech_CharacterManagement_Components_CharacterLoaderBase_OnDestroy)

NameSpace BlazerTech (BlazerTech.html) CharacterManagement ([BlazerTech.CharacterManagement.html](#)).Components

(BlazerTech.CharacterManagement.Components.html)

Assembly BlazerTech

Syntax Reference

Testing

(BlazerTech.CharacterManagement)

CharacterLoader : CharacterLoaderBase

+ BlazerTech.Character

Management.Samples

Methods

GetAndShowCharacter()

Declaration

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

(BlazerTech.CharacterManager)

Returns

(BlazerTech.CharacterManagement.

Type CharacterLoaderBase

Description

Task<BlazerTech.CharacterManagement> (System.Threading.Tasks.Task)

CharacterLoaderLoadingMode

(BlazerTech.CharacterManagement.

Overrides

CharacterMultiGroupLoad

CharacterLoaderBase.GetAndShowCharacter()

Method

(BlazerTech.CharacterManagement.Components.CharacterLoaderBase.html#BlazerTech_CharacterManagement_Co

mponents_CharacterLoaderBase_GetAndShowCharacter)

LayeredCharacterLoader

(BlazerTech.CharacterManagement.

LayeredCharacterTemplate

Loader

Declaration

(BlazerTech.CharacterManagement.

PlayerMovementController

BlazerTech.CharacterManager.ReleaseCharacter()

UnifiedCharacterLoader

(BlazerTech.CharacterManagement.

Overrides

CharacterManagerBase.ReleaseCharacter()

(BlazerTech.CharacterManagement.Components.CharacterLoaderBase.html#BlazerTech_CharacterManagement_Co

mponents_CharacterLoaderBase_ReleaseCharacter)

(BlazerTech.CharacterManager)

ShowCharacter()

BlazerTech.Character

Management.Editor.

Declaration

Windows

BlazerTech.CharacterManager.

..public override void ShowCharacter()

+ BlazerTech.Character

Management.Essentials

BlazerTech.CharacterManager.

(BlazerTech.CharacterManagement.Components.CharacterLoaderBase.html#BlazerTech_CharacterManagement_Co

mponents_CharacterLoaderBase_ShowCharacter)

Management.Internal.

Testing

BlazerTech.CharacterManager.

+ BlazerTech.Character

Management.Samples

Namespace BlazerTech.CharacterManagement.Editor.Inspectors

▼ Filter by title

Classes

([BlazerTech.CharacterManagement](#))

[CharacterTypeSOEditor](#)

([BlazerTech.CharacterManagement.Editor.Inspectors.CharacterTypeSOEditor.html](#))

([BlazerTech.CharacterManagement](#))

+ [BlazerTech.Character](#)

[Management.Components](#)

([BlazerTech.CharacterManagement](#))

- [BlazerTech.Character](#)

[Management.Editor.](#)

[Inspectors](#)

([BlazerTech.CharacterManagement](#))

CharacterTypeSOEditor

([BlazerTech.CharacterManagement.](#))

+ [BlazerTech.Character](#)

[Management.Editor.](#)

[Windows](#)

([BlazerTech.CharacterManagement](#))

+ [BlazerTech.Character](#)

[Management.Essentials](#)

([BlazerTech.CharacterManagement](#))

+ [BlazerTech.Character](#)

[Management.Internal.](#)

[Testing](#)

([BlazerTech.CharacterManagement](#))

+ [BlazerTech.Character](#)

[Management.Samples](#)

([BlazerTech.CharacterManagement](#))

+ [BlazerTech.Character](#)

[Management.Utilities](#)

([BlazerTech.CharacterManagement](#))

Class CharacterTypeSOEditor

Inheritance

↳ [Filter by title](#) ↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ Object

+ **BlazerTech.Character**

↳ Editor

Management.Character

↳ NaughtyInspector

Creator

↳ CharacterTypeSOEditor

(BlazerTech.CharacterManager)

Inherited Members

+ **BlazerTech.Character**

NaughtyInspector.OnEnable()

Management.Characters

NaughtyInspector.OnDisable()

(BlazerTech.CharacterManager)

NaughtyInspector.GetSerializedProperties(ref List<SerializedProperty>)

(<https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1>)

NaughtyInspector.DrawSerializedProperties()

Management.Components

NaughtyInspector.DrawNonSerializedFields(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)

(BlazerTech.CharacterManager)

NaughtyInspector.DrawNativeProperties(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)

NaughtyInspector.DrawButtons(bool) (<https://learn.microsoft.com/dotnet/api/system.boolean>)

BlazerTech.Character

NaughtyInspector.OnInspectorGUI() (<https://learn.microsoft.com/dotnet/api/blazertech.charactermanagement.html>)

Inspectors

Assembly: Assembly-CSharp-Editor.dll

(BlazerTech.CharacterManager)

Syntax

CharacterTypeSOEditor

(BlazerTech.CharacterManagement.

[CustomEditor(typeof(LayeredCharacterTypeSO), true)]

+ **BlazerTech.Character**

Management.Editor.

Windows

(BlazerTech.CharacterManager)

Methods

+ **BlazerTech.Character**

Management.Essentials

(BlazerTech.CharacterManager)

+ **BlazerTech.Character**

Implement this function to make a custom inspector.

Management.Internal.

Declaration

Testing

(BlazerTech.CharacterManager)

public override void OnInspectorGUI()

+ **BlazerTech.Character**

Management.Samples

Overrides

(BlazerTech.CharacterManager)

NaughtyAttributes.Editor.NaughtyInspector.OnInspectorGUI()

+ **BlazerTech.Character**

Management.Utilities

(BlazerTech.CharacterManager)

▼

- + **BlazerTech.Character**
Management.Character
Creator
(BlazerTech.CharacterManagement)
- + **BlazerTech.Character**
Management.Characters
(BlazerTech.CharacterManagement)
- + **BlazerTech.Character**
Management.Components
(BlazerTech.CharacterManagement)
- **BlazerTech.Character**
Management.Editor.
Inspectors
(BlazerTech.CharacterManagement)
 - CharacterTypeSOEditor
(BlazerTech.CharacterManagement.)
- + **BlazerTech.Character**
Management.Editor.
Windows
(BlazerTech.CharacterManagement)
- + **BlazerTech.Character**
Management.Essentials
(BlazerTech.CharacterManagement)
- + **BlazerTech.Character**
Management.Internal.
Testing
(BlazerTech.CharacterManagement)
- + **BlazerTech.Character**
Management.Samples
(BlazerTech.CharacterManagement)
- + **BlazerTech.Character**
Management.Utilities
(BlazerTech.CharacterManagement)

Namespace BlazerTech.CharacterManagement.Editor.Windows

▼ Filter by title

Classes

(BlazerTech.CharacterManagement.Editor.Windows)

+ BlazerTech.Character

CharacterTypeGroupCollectionsViewer

(BlazerTech.CharacterManagement.Editor.Windows.CharacterTypeGroupCollectionsViewer.html)

+ BlazerTech.Character

Management.Components

(BlazerTech.CharacterManagement)

+ BlazerTech.Character

Management.Editor.

Inspectors

(BlazerTech.CharacterManagement)

- BlazerTech.Character

Management.Editor.

Windows

(BlazerTech.CharacterManagement)

CharacterTypeGroupCollections

Viewer

(BlazerTech.CharacterManagement.)

+ BlazerTech.Character

Management.Essentials

(BlazerTech.CharacterManagement)

+ BlazerTech.Character

Management.Internal.

Testing

(BlazerTech.CharacterManagement)

+ BlazerTech.Character

Management.Samples

(BlazerTech.CharacterManagement)

+ BlazerTech.Character

Management.Utilities

(BlazerTech.CharacterManagement)

Class CharacterTypeGroupCollectionsViewer

Inheritance

↳ [Object](#) (https://learn.microsoft.com/dotnet/api/system.object)

+ **BlazerTech.Character**

↳ [ScriptableObject](#)

Management.Character

↳ [EditorWindow](#)

Creator

↳ [CharacterTypeGroupCollectionsViewer](#)

(BlazerTech.CharacterManager)

Namespace: BlazerTech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).Editor (BlazerTech.CharacterManagement.Editor.html).Windows (BlazerTech.CharacterManagement.Editor.Windows.html)

Assembly: Assembly-CharEditor.dll

Syntax: [BlazerTech.CharacterManager](#)

+ **BlazerTech.Character**

public class CharacterTypeGroupCollectionsViewer : EditorWindow

Management.Components

(BlazerTech.CharacterManager)

+ **BlazerTech.Character**

[Management.Editor](#).

Inspectors

(BlazerTech.CharacterManager)

GetDisplayText(string)

- **BlazerTech.Character**

Declaration

[Management.Editor](#).

Windows

public string GetDisplayText(string input)

(BlazerTech.CharacterManager)

CharacterTypeGroupCollections

Parameters

Viewer

Type	Name	Description
BlazerTech.CharacterManagement.		

+ **BlazerTech.Character**

input

Management.Essentials

(BlazerTech.CharacterManager)

+ **BlazerTech.Character**

Description

Management.Internal

string [System.String](#) (https://learn.microsoft.com/dotnet/api/system.string)

Testing

(BlazerTech.CharacterManager)

ShowWindow()

[BlazerTech.Character](#)

Management.Samples

Declaration

(BlazerTech.CharacterManager)

+ **BlazerTech.Character**

MenuItem("Tools/Character Group Collections Viewer")

public static void ShowWindow()

Management.Utilities

(BlazerTech.CharacterManager)

▼

- + **BlazerTech.CharacterManagement.CharacterCreator**
(BlazerTech.CharacterManagement.CharacterCreator)
- + **BlazerTech.CharacterManagement.Characters**
(BlazerTech.CharacterManagement.Characters)
- + **BlazerTech.CharacterManagement.Components**
(BlazerTech.CharacterManagement.Components)
- + **BlazerTech.CharacterManagement.Editor.Editors**
(BlazerTech.CharacterManagement.Editor.Editors)
- **BlazerTech.CharacterManagement.Editor.Windows**
(BlazerTech.CharacterManagement.Editor.Windows)
 - CharacterTypeGroupCollections
 - Viewer
 - (BlazerTech.CharacterManagement.Editor.Windows)
- + **BlazerTech.CharacterManagement.Essentials**
(BlazerTech.CharacterManagement.Essentials)
- + **BlazerTech.CharacterManagement.Internal.Tests**
(BlazerTech.CharacterManagement.Internal.Tests)
- + **BlazerTech.CharacterManagement.Samples**
(BlazerTech.CharacterManagement.Samples)
- + **BlazerTech.CharacterManagement.Utilities**
(BlazerTech.CharacterManagement.Utilities)

Namespace BlazerTech.CharacterManagement.Essentials

▼ Filter by title

Classes

[Management.Editor.](#)

Inspectors

[CCAnimationPreviewButtonHandler](#)

(BlazerTech.CharacterManagement.Essentials.CCAnimationPreviewButtonHandler.r.html)

Management.Editor.

Windows

[CCReferenceHandlerManager](#)

(BlazerTech.CharacterManagement.Essentials.CCReferenceHandler.html)

- BlazerTech.Character

Management.Essentials

[CCSaveSystem](#) (BlazerTech.CharacterManagement.Essentials.CCSaveSystem.html)

CCAnimationPreviewButton

[CMSInitializationHandler](#)

(BlazerTech.CharacterManagement.Essentials.CMSInitializationHandler.html)

CCReferenceHandler

(BlazerTech.CharacterManagement.

[EssentialsLoader](#)

(BlazerTech.CharacterManagement.Essentials.EssentialsLoader.html)

CMSInitializationHandler

(BlazerTech.CharacterManagement.

[OwnedResourceTracker<TResource>](#)

(BlazerTech.CharacterManagement.Essentials.OwnedResourceTracker-1.html)

(BlazerTech.CharacterManagement.

EssentialsLoader

(BlazerTech.CharacterManagement.

[SerializableDictionary<TKey, TValue>](#)

(BlazerTech.CharacterManagement.Essentials.SerializableDictionary-2.html)

(BlazerTech.CharacterManagement.

OwnedResource

Tracker<TResource>

(BlazerTech.CharacterManagement.

1.html)

SerializableDictionary<TKey,

[SerializableKeyValuePair<TKey, TValue>](#)

(BlazerTech.CharacterManagement.Essentials.SerializableKeyValuePair-2.html)

1.html)

SerializableKeyValuePair<TKey,

TValue>

(BlazerTech.CharacterManagement.

2.html)

IValidatable (BlazerTech.CharacterManagement.Essentials.IValidatable.html)

SessionGUIDHandler

(BlazerTech.CharacterManagement.

2.html)

Enums

Direction ([BlazerTech.CharacterManagement.Essentials.Direction.html](#))

▼

Management.Editor.

Inspectors

([BlazerTech.CharacterManagement](#))

+ BlazerTech.Character

Management.Editor.

Windows

([BlazerTech.CharacterManagement](#))

- BlazerTech.Character

Management.Essentials

([BlazerTech.CharacterManagement](#))

CCAnimationPreviewButton

Handler

([BlazerTech.CharacterManagement](#))

CCReferenceHandler

([BlazerTech.CharacterManagement](#))

CCSaveSystem

([BlazerTech.CharacterManagement](#))

CMSInitializationHandler

([BlazerTech.CharacterManagement](#))

Direction

([BlazerTech.CharacterManagement](#))

EssentialsLoader

([BlazerTech.CharacterManagement](#))

IValidatable

([BlazerTech.CharacterManagement](#))

OwnedResource

Tracker<TResource>

([BlazerTech.CharacterManagement](#))

1.html

SerializableDictionary<TKey,

TValue>

([BlazerTech.CharacterManagement](#))

2.html

SerializableKeyValuePair<TKey,

TValue>

([BlazerTech.CharacterManagement](#))

2.html

SessionGUIDHandler

([BlazerTech.CharacterManagement](#))

Class CCMAnimationPreviewButtonHandler

Inheritance

↳ [Object](#) (https://learn.microsoft.com/dotnet/api/system.object)
↳ [BlazerTech.CharacterManagement](#)
↳ Component
+ **BlazerTech.CharacterManagement.Editor**
↳ [WindowsCCMAnimationPreviewButtonHandler](#)
(BlazerTech.CharacterManagement)
Namespace: BlazerTech.CharacterManagement (BlazerTech.CharacterManagement.html).Essentials
(BlazerTech.CharacterManagement.Essentials.html)
Assembly: Assembly-CSharp.dll
BlazerTech.CharacterManagement.Essentials
Syntax
(BlazerTech.CharacterManagement)

```
public class CCMAnimationPreviewButtonHandler : MonoBehaviour
{
    public void Start()
    {
        Handler = GetComponent<CCReferenceHandler>();
        CCSaveSystem = GetComponent<CCSaveSystem>();
        CMSInitializationHandler = GetComponent<CMSInitializationHandler>();
        Direction = GetComponent<Direction>();
        EssentialsLoader = GetComponent<EssentialsLoader>();
        IValidatable = GetComponent<IValidatable>();
        OwnedResource = GetComponent<OwnedResource>();
        Tracker<TResource> = GetComponent<Tracker<TResource>>();
        SerializableDictionary<TKey, TValue> = GetComponent<SerializableDictionary<TKey, TValue>>();
        SerializableKeyValuePair<TKey, TValue> = GetComponent<SerializableKeyValuePair<TKey, TValue>>();
        SessionGUIDHandler = GetComponent<SessionGUIDHandler>();
    }
}
```

Class CCReferenceHandler

Inheritance

↳ [object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ [Object](#)

(BlazerTech.CharacterManagement)

↳ Behaviour

+ **BlazerTech.CharacterManagement**

↳ MonoBehaviour

ManagementEditor

↳ CCReferenceHandler

Windows

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

(BlazerTech.CharacterManagement)

Assembly: Assembly-CSharp.dll

- **BlazerTech.Character**

Syntax

Management.Essentials

(BlazerTech.CharacterManagement)

[DefaultExecutionOrder(-200)]

[GCAutomationPreviewButton]

public class CCReferenceHandler : MonoBehaviour

(BlazerTech.CharacterManagement.

CCReferenceHandler

(BlazerTech.CharacterManagement.

CCSaveSystem

Properties

(BlazerTech.CharacterManagement.

CMSInitializationHandler

(BlazerTech.CharacterManagement.

Direction

(BlazerTech.CharacterManagement.

EssentialsLoader

(BlazerTech.CharacterManagement.

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

IValidatable

(BlazerTech.CharacterManagement.

Property Values

Type	Description
Tracker<TResource> (BlazerTech.CharacterManagement. SerializableDictionary<int, Shader> CharacterPiecesShaders { get; }) IValidatable (BlazerTech.CharacterManagement. public SerializableDictionary<int, Shader> CharacterPiecesShaders { get; }) int (https://learn.microsoft.com/dotnet/api/system.int32), Shader> TValue> (BlazerTech.CharacterManagement. 2.html) 2.html LayeredCharacterTypeSO[] CharacterTypes { get; } SessionGUIDHandler (BlazerTech.CharacterManagement. 2.html)	

CharacterTypes

SerializableKeyValuePair< TKey,

TValue >

(BlazerTech.CharacterManagement.

2.html)

public LayeredCharacterTypeSO[] CharacterTypes { get; }

SessionGUIDHandler

(BlazerTech.CharacterManagement.

Property Value

+ **BlazerTech.Character**

Management.Internal

Type	Description
LayeredCharacterTypeSO (BlazerTech.CharacterManagement.Characters.LayeredCharacterTypeSO.html) []	

▼

Instance (BlazerTech.CharacterManager)

Declaration
+ BlazerTech.Character

Management.Editor.

public static CCReferenceHandler Instance { get; }

Windows

(BlazerTech.CharacterManager)

Property Value

- BlazerTech.Character Type

Management.Essentials

CCReferenceHandler (BlazerTech.CharacterManagement.Essentials.CCReferenceHandler.html)

CCAnimationPreviewButton

Handler

UnifiedCharacterMaterial

CCReferenceHandler

Declaration
(BlazerTech.CharacterManagement.

CCSaveSystem

public Material UnifiedCharacterMaterial { get; }

CMSInitializationHandler

(BlazerTech.CharacterManagement.

Property Value

Direction

Type (BlazerTech.CharacterManagement.

EssentialsLoader

(BlazerTech.CharacterManagement.

IValidatable

(BlazerTech.CharacterManagement.

OwnedResource

Tracker<TResource>

(BlazerTech.CharacterManagement.

1.html)

GetCharacterTypeFromIdentifier(string)

SerializableDictionary< TKey,

TValue >

(BlazerTech.CharacterManagement.

2.html)

public LayeredCharacterTypeSO GetCharacterTypeFromIdentifier(string identifier)

SerializableKeyValuePair< TKey,

TValue >

Parameters
(BlazerTech.CharacterManagement.

Type ?

SessionGUIDHandler

string (https://learn.microsoft.com/dotnet/api/system.string)

Name

Description

identifier

+ BlazerTech.Character

Returns

Management Internal

Type	Description
LayeredCharacterTypeSO (BlazerTech.CharacterManagement.Characters.LayeredCharacterTypeSO.html)	

GetCharacterTypesAsync()

BlazonTech.CharacterManager

+ **BlazerTech.CharacterManagement.Editor**
public Task<List<LayeredCharacterTypeSO>> GetCharacterTypesAsync()

Windows

Returns **(BlazerTech.CharacterManagement)**

Type	Description
BlazerTech.CharacterManagement.Essentials (BlazerTech.CharacterManager)	Task (https://learn.microsoft.com/dotnet/api/system.threading.tasks.task-1) < List (https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1) < LayeredCharacterTypeSO CCMAnimationPreviewButton (BlazerTech.CharacterManagement.Characters.LayeredCharacterTypeSO.html) > Handler

GetLayeredCharacterTypes()

(BlazerTech.CharacterManagement.
Declaration, CMSInitializationHandler)

```
CMSInitializationHandler  
(BlazerTech.CharacterManagement.  
public List<LayeredCharacterTypeSO> GetLayeredCharacterTypes()  
Direction
```

(Blazer.lech.CharacterManagement.
ExecutiveManager)

Returns

Type	Description
Validatable	
(BlazerTech.CharacterManagement.	
List<BlazerTech.CharacterManagement.	
https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1 <	
OwnedResource	
LayeredCharacterTypeSO	
Tracker>Resource>	
(BlazerTech.CharacterManagement.Characters.LayeredCharacterTypeSO.html)	
> (BlazerTech.CharacterManagement.	

SetCharacterTypes(LayeredCharacterTypeSO[])

- .2.html)

```
Declaration  
    SerializableKeyValuePair<TKey,  
    TValue>  
    public void SetCharacterTypes(LayeredCharacterTypeS0[] characterTypes)
```

· (BlazerTech.CharacterManagement.CharacterList)

2.html)

Parameters

BlazerTech Characters

+ Blazer Tech.Character

Type		Name	Description
LayeredCharacterTypeSO (BlazerTech.CharacterManagement.Characters.LayeredCharacterTypeSO.html) []		<i>characterTypes</i>	

▼

...pectors

(BlazerTech.CharacterManagement)

+ **BlazerTech.Character**

Management.Editor.

Windows

(BlazerTech.CharacterManagement)

- **BlazerTech.Character**

Management.Essentials

(BlazerTech.CharacterManagement)

CCAnimationPreviewButton

Handler

(BlazerTech.CharacterManagement.

CCReferenceHandler

(BlazerTech.CharacterManagement.

CCSaveSystem

(BlazerTech.CharacterManagement.

CMSInitializationHandler

(BlazerTech.CharacterManagement.

Direction

(BlazerTech.CharacterManagement.

EssentialsLoader

(BlazerTech.CharacterManagement.

IValidatable

(BlazerTech.CharacterManagement.

OwnedResource

Tracker<TResource>

(BlazerTech.CharacterManagement.

1.html)

SerializableDictionary< TKey,

TValue >

(BlazerTech.CharacterManagement.

2.html)

SerializableKeyValuePair< TKey,

TValue >

(BlazerTech.CharacterManagement.

2.html)

SessionGUIDHandler

(BlazerTech.CharacterManagement.

+ **BlazerTech.Character**

Management.Internal

Class CCSaveSystem

Inheritance

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ [Object](#) ↳

(BlazerTech.CharacterManagement)

↳ Behaviour

+ **BlazerTech.CharacterManagement**

↳ MonoBehaviour

Management.Editor

↳ CCSaveSystem

Windows

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

([BlazerTech.CharacterManagement.Essentials.html](#))

Assembly: Assembly-CSharp.dll

- **BlazerTech.Character**

Syntax

Management.Essentials

(BlazerTech.CharacterManager)

public class CCSaveSystem : MonoBehaviour

 CCAnimationPreviewButton

 Handler

 (BlazerTech.CharacterManagement.

 CCReferenceHandler

) (BlazerTech.CharacterManagement.

 CCSaveSystem

) (BlazerTech.CharacterManagement.

 CharacterManagementHandler

Methods

LoadFileWholePath<T>(string)

Declaration

Direction

 (BlazerTech.CharacterManagement.

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

 EssentialsLoader

) (BlazerTech.CharacterManagement.

Parameters

Type

OwnedResource

String

↳ [System.String](#) (<https://learn.microsoft.com/dotnet/api/system.string>)

 (BlazerTech.CharacterManagement.

 1.html)

Returns

Type

SerializableDictionary< TKey,

TValue >

Description

T

 (BlazerTech.CharacterManagement.

 2.html)

Type Parameters

 T

 SerializableKeyValuePair< TKey,

 TValue >

Name

 (BlazerTech.CharacterManagement.

 2.html)

T

 SessionGUIDHandler

 (BlazerTech.CharacterManagement.

+ BlazerTech.Character

LoadFile<T>(string)

Management.Internal

Declaration

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

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string) (BlazerTech.CharacterManager)	filePath	

ReSharper

Type	Description
Management.Editor.	
Windows	
T (BlazerTech.CharacterManager)	

BlazerTech.Character

Type Parameters	Name	Description
	Management.Essentials	
	(BlazerTech.CharacterManager)	

LoadFilesInFolder<T>(string)

(BlazerTech.CharacterManagement.

Declaration

CCSaveSystem

(BlazerTech.CharacterManagement.

PCMInitializationHandler LoadFilesInFolder<T>(string folderPath) where T : class

(BlazerTech.CharacterManagement.

Direction

Parameters

(BlazerTech.CharacterManagement.

Type	Name	Description
EssentialsLoader		

(BlazerTech.CharacterManagement.		
string (https://learn.microsoft.com/dotnet/api/system.string)	folderPath	

IValidatable		
--------------	--	--

(BlazerTech.CharacterManagement.

Type	Tracker<TResource>	Description
	(BlazerTech.CharacterManagement.	

List (<https://learn.microsoft.com/dotnet/api/system.collections.generic.list-1>)<T> 1.html)

SerializableDictionary< TKey,

Type Parameters	Name	Description
	(BlazerTech.CharacterManagement.	

2.html)

T	SerializableKeyValuePair< TKey,	
---	---------------------------------	--

TValue>

(BlazerTech.CharacterManagement.

2.html)

SaveFile<T>(string, string, T)

(BlazerTech.CharacterManagement.

+ BlazerTech.Character	Management Internal
------------------------	---------------------

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

Parameters

Type	Name	Description
string (https://learn.microsoft.com/dotnet/api/system.string)	filePath	
string (https://learn.microsoft.com/dotnet/api/system.string)	fileName	
+BlazerTech.CharacterManagement.Editor.ICharacterManager<T>	objectToWrite	

Management.Editor.ICharacterManager<T>

Type Parameters

Name	Description
-TBlazerTech.CharacterManagement.ICharacterManager<T>	

Management.Essentials

(BlazerTech.CharacterManagement.ICharacterManager<T>)

CCAnimationPreviewButton
Handler
(BlazerTech.CharacterManagement.ICharacterManager<T>).CCReferenceHandler
(BlazerTech.CharacterManagement.ICharacterManager<T>).CCSaveSystem
(BlazerTech.CharacterManagement.ICharacterManager<T>).CMSInitializationHandler
(BlazerTech.CharacterManagement.ICharacterManager<T>).Direction
(BlazerTech.CharacterManagement.ICharacterManager<T>).EssentialsLoader
(BlazerTech.CharacterManagement.ICharacterManager<T>).IValidatable
(BlazerTech.CharacterManagement.ICharacterManager<T>).OwnedResource
Tracker<TResource>
(BlazerTech.CharacterManagement.ICharacterManager<T>).1.html
SerializableDictionary<TKey, TValue>
(BlazerTech.CharacterManagement.ICharacterManager<T>).2.html
SerializableKeyValuePair<TKey, TValue>
(BlazerTech.CharacterManagement.ICharacterManager<T>).2.html
SessionGUIDHandler
(BlazerTech.CharacterManagement.ICharacterManager<T>).SessionGUIDHandler

+ BlazerTech.CharacterManagement.Internal

Class CMSInitializationHandler

Inheritance

↳ [Object](#) (https://learn.microsoft.com/dotnet/api/system.object)

↳ [Object](#) ↳

(BlazerTech.CharacterManagement)

↳ Behaviour

+ **BlazerTech.CharacterManagement**

↳ MonoBehaviour

ManagementEditor

↳ CMSInitializationHandler

Windows

Namespace: BlazerTech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).Essentials (BlazerTech.CharacterManagement.Essentials.html)

(BlazerTech.CharacterManagement)

Assembly: Assembly-CSharp.dll

- **BlazerTech.Character**

Syntax

Management.Essentials

(BlazerTech.CharacterManagement)

[DefaultExecutionOrder(-100)]

[GCMAnimationPreviewButton]

public class CMSInitializationHandler : MonoBehaviour

(BlazerTech.CharacterManagement.

CCReferenceHandler

(BlazerTech.CharacterManagement.

CCSaveSystem

Properties

(BlazerTech.CharacterManagement.

CMSInitializationHandler

(BlazerTech.CharacterManagement.

AllInitializationFinished

Direction

(BlazerTech.CharacterManagement.

EssentialsLoader

(BlazerTech.CharacterManagement.

public static bool AllInitializationFinished { get; }

IValidatable

(BlazerTech.CharacterManagement.

Property Values

Type	Description
Tracker<TResource> (BlazerTech.CharacterManagement. boot.html)	

SerializableDictionary< TKey,

TValue >

(BlazerTech.CharacterManagement.

2.html)

CoreInitializationFinished

SerializableKeyValuePair< TKey,

TValue >

(BlazerTech.CharacterManagement.

public static bool CoreInitializationFinished { get; }

2.html)

SessionGUIDHandler

Property Value

(BlazerTech.CharacterManagement.

+ **BlazerTech.Character**

ManagementInternal

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

Instance

Declaration

(BlazerTech.CharacterManager)

+ **BlazerTech.Character**
Management.Editor.

Properties

Type **BlazerTech.CharacterManager**

- **BlazerTech.Character**

(BlazerTech.CharacterManagement.Essentials.CMSInitializationHandler.html)

(BlazerTech.CharacterManager)

CCAnimationPreviewButton
Handler
(BlazerTech.CharacterManagement.
CCReferenceHandler
(BlazerTech.CharacterManagement.
CCSaveSystem
(BlazerTech.CharacterManagement.
CMSInitializationHandler
(BlazerTech.CharacterManagement.
Direction
(BlazerTech.CharacterManagement.
EssentialsLoader
(BlazerTech.CharacterManagement.
IValidatable
(BlazerTech.CharacterManagement.
OwnedResource
Tracker<TResource>
(BlazerTech.CharacterManagement.
1.html)
SerializableDictionary< TKey,
 TValue >
(BlazerTech.CharacterManagement.
2.html)
SerializableKeyValuePair< TKey,
 TValue >
(BlazerTech.CharacterManagement.
2.html)
SessionGUIDHandler
(BlazerTech.CharacterManagement.

+ **BlazerTech.Character**
Management.Internal

Enum Direction

Namespace: BlazerTech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).Essentials (BlazerTech.CharacterManagement.Essentials.html)

Filter by title

Assembly: Assembly-CSharp.dll

Management.Editor.

Windows

(BlazerTech.CharacterManagement)

- **BlazerTech.Character**

Management.Essentials

(BlazerTech.CharacterManagement)

Fields

CCAnimationPreviewButton

Name	Description
Handler	
(BlazerTech.CharacterManagement.	
Down	CCReferenceHandler
(BlazerTech.CharacterManagement.	
Left	CCSaveSystem
(BlazerTech.CharacterManagement.	
Right	CMSInitializationHandler
Up	(BlazerTech.CharacterManagement.

Direction

(BlazerTech.CharacterManagement.

EssentialsLoader

(BlazerTech.CharacterManagement.

IValidatable

(BlazerTech.CharacterManagement.

OwnedResource

Tracker<TResource>

(BlazerTech.CharacterManagement.

1.html)

SerializableDictionary< TKey,

TValue >

(BlazerTech.CharacterManagement.

2.html)

SerializableKeyValuePair< TKey,

TValue >

(BlazerTech.CharacterManagement.

2.html)

SessionGUIDHandler

(BlazerTech.CharacterManagement.

+ **BlazerTech.Character**

Management.Internal

Class EssentialsLoader

Inheritance

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ [Object](#)
(BlazerTech.CharacterManagement)
↳ Behaviour
↳ MonoBehaviour
+ **BlazerTech.CharacterManagement.Editor**
↳ [EssentialsLoader](#)
Windows
Namespace: BlazerTech ([BlazerTech.html](#)).CharacterManagement ([BlazerTech.CharacterManagement.html](#)).Essentials
([BlazerTech.CharacterManagement.Essentials.html](#))
Assembly: Assembly-CSharp.dll
- **BlazerTech.CharacterManagement.Essentials**
Syntax

Methods

Execute()
Declaration
 Direction
 (BlazerTech.CharacterManagement.
 [RuntimeInitializeOnLoadMethod(RuntimeInitializeLoadType.BeforeSceneLoad)]
 EssentialsLoader
 public static void Execute()
 (BlazerTech.CharacterManagement.
 IValidatable
 (BlazerTech.CharacterManagement.
 OwnedResource
 Tracker<TResource>
 (BlazerTech.CharacterManagement.
 1.html)
 SerializableDictionary<TKey,
 TValue>
 (BlazerTech.CharacterManagement.
 2.html)
 SerializableKeyValuePair<TKey,
 TValue>
 (BlazerTech.CharacterManagement.
 2.html)
 SessionGUIDHandler
 (BlazerTech.CharacterManagement.

+ **BlazerTech.CharacterManagement.Internal**

Interface IValidatable

Namespace: BlazerTech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).Essentials (BlazerTech.CharacterManagement.Essentials.html)

Filter by title

Assembly: Assembly-CSharp.dll

Syntax

'(BlazerTech.CharacterManager

+ BlazerTech Character

Management.Editor.

Windows

(BlazerTech.CharacterManager

Methods

Management Essential

Management.Essentials

IsValid()

CCAnimationPreviewButton Declaration Handler

```
(BlazerTech.CharacterManagement.  
bool IsValid()  
CCReferenceHandler  
(BlazerTech.CharacterManagement.
```

Blazer Tech. Chal.

Returns [SaveSystem](#)

Type MSLInitializationHandler

--> CMSSInitializationHandler
 ↳ BlazerTech CharacterManagement
 bool(https://learn.microsoft.com/dotnet/api/system.boolean)
 Direction

Type	Description
<p>(BlazerTech.CharacterManagement. CMSInitializationHandler boo (https://learn.microsoft.com/dotnet/api/system.boolean) Direction (BlazerTech.CharacterManagement. EssentialsLoader (BlazerTech.CharacterManagement. IValidatable (BlazerTech.CharacterManagement. OwnedResource Tracker<TResource> (BlazerTech.CharacterManagement. 1.html) SerializableDictionary<TKey, TValue> (BlazerTech.CharacterManagement. 2.html) SerializableKeyValuePair<TKey, TValue> (BlazerTech.CharacterManagement. 2.html) SessionGUIDHandler (BlazerTech.CharacterManagement.</p>	

Class OwnedResourceTracker<TResource>

Inheritance

Filter by title ↴ object (https://learn.microsoft.com/dotnet/api/system.object)

L_OwnedResourceTracker<TResource>

(BlazerTechCharacterManager)BlazerTechCharacterManager.Characters.CharacterPieceInfo.html

Namespace: BlazerTech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).Essentials (BlazerTech.CharacterManagement.Essentials.html)

Management Editor

Windows Syntax

Syntax

(BlazerTech.CharacterManager)

- **Blazertech** character OwnedResourceTracker<TResource>

Management Essentials

TypeBlazerTechsCharacterManager

Name	Description
CCAnimationPreviewButtonHandler	<p><i>TResource</i> (BlazerTech.CharacterManagement.</p>

Properties

Owners

(BlazerTech.CharacterManagement.

Declaration

(BlazerTech CharacterManagement

```
public HashSet<Object> Owners { get: protected set: }
```

Validatable
(BlazerTech CharacterManagement)

Property-Owning Resource

Property value	Tracker<TResource> (BlazerTech.CharacterManagement. Character)< SerializableDictionary<TKey, object>(https://learn.microsoft.com/dotnet/api/system.object)>	Description
----------------	---	-------------

Serializable Methods

AcquireResource(object)
2.html)

AcquireResource<SessionGUIDHandler>

(BlazerTech CharacterManagement. Acquires the resource for an owner.

BlazerTech.Character

Declaration

Management Internal

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

Parameters

Type	Name	Description
object (https://learn.microsoft.com/dotnet/api/system.object)	owner	Object claiming ownership

(BlazerTech.CharacterManager)

Returns

Type	Description
BlazerTech.CharacterManagement.Editor.TResource	Managed resource

(BlazerTech.CharacterManager)

- BlazerTech.CharacterManagement.Essentials.AcquireResourceAsync(object)

Acquires a resource asynchronously.

Declaration

```
CCAnimationPreviewButton  
Handler  
(BlazerTech.CharacterManagement.  
public virtual Task<TResource> AcquireResourceAsync(object owner)  
CCReferenceHandler  
(BlazerTech.CharacterManagement.
```

Parameters

Type	Name	Description
object (https://learn.microsoft.com/dotnet/api/system.object)	owner	Object claiming ownership

Return Value

BlazerTech.CharacterManagement.

Type	Description
Task<TResource> (https://learn.microsoft.com/dotnet/api/system.threading.tasks.task-1) <TResource>	Managed resource

GetAndLoadResource()

BlazerTech.CharacterManagement.

```
1.html  
SerializableDictionary<TKey,  
TValue>  
protected abstract TResource GetAndLoadResource()  
(BlazerTech.CharacterManagement.  
2.html)
```

Return Value

Type	Description
TResource	SessionGUIDHandler (BlazerTech.CharacterManagement.

GetAndLoadResourceAsync()

BlazerTech.CharacterManagement.Internal.

Declaration

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

Returns

Type	Description
Task<TResource> https://learn.microsoft.com/dotnet/api/system.threading.tasks.task-1 <TResource>	(BlazerTech.CharacterManager)

+ BlazerTech.Character

Management.Editor ReleaseResource(Object)

Windows

Declaration
(BlazerTech.CharacterManager)

- BlazerTech.Character ReleaseResource(object owner)

Management.Essentials

Parameters
(BlazerTech.CharacterManager)

Type	Name	Description
CCAnimationPreviewButton Handler		

object (BlazerTech.CharacterManagement) (https://learn.microsoft.com/dotnet/api/system.object)

owner

CCReferenceHandler

(BlazerTech.CharacterManagement.

CCSaveSystem

UnloadResource()

(BlazerTech.CharacterManagement.

CMSInitializationHandler

(BlazerTech.CharacterManagement.

Direction

protected abstract void UnloadResource()

(BlazerTech.CharacterManagement.

EssentialsLoader

(BlazerTech.CharacterManagement.

IValidatable

(BlazerTech.CharacterManagement.

OwnedResource

Tracker<TResource>

(BlazerTech.CharacterManagement.

1.html)

SerializableDictionary<TKey,

TValue>

(BlazerTech.CharacterManagement.

2.html)

SerializableKeyValuePair<TKey,

TValue>

(BlazerTech.CharacterManagement.

2.html)

SessionGUIDHandler

(BlazerTech.CharacterManagement.

+ BlazerTech.Character

Management.Internal

Class SerializableDictionary<TKey, TValue>

Inheritance

↳ [Filter by title](#)

- ↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)
- ↳ [Dictionary](#) (<https://learn.microsoft.com/dotnet/api/system.collections.generic.dictionary-2>) < TKey, TValue >
- ↳ [BlazerTech.CharacterManagement](#)

Implements

- + [BlazerTech.CharacterManagement.Editor](#)
- IDictionary (< TKey, TValue >) (<https://learn.microsoft.com/dotnet/api/system.collections.generic.idictionary-2>) < TKey, TValue >
- ICollection (< TKey, TValue >) (<https://learn.microsoft.com/dotnet/api/system.collections.generic.icollection-1>) < KeyValuePair > (<https://learn.microsoft.com/dotnet/api/system.collections.generic.keyvaluepair-2>) < TKey, TValue > >
- IReadOnlyDictionary (< TKey, TValue >) (<https://learn.microsoft.com/dotnet/api/system.collections.generic.ireadonlydictionary-2>) < TKey, TValue >
- [BlazerTech.CharacterManagement.Essentials](#)
- IReadOnlyCollection (< TKey, TValue >) (<https://learn.microsoft.com/dotnet/api/system.collections.generic.ireadonlycollection-1>) < KeyValuePair > (<https://learn.microsoft.com/dotnet/api/system.collections.generic.keyvaluepair-2>) < TKey, TValue > >
- ValuePair (< TKey, TValue >) (<https://learn.microsoft.com/dotnet/api/system.collections.generic.keyvaluepair-2>) < TKey, TValue > >
- ([BlazerTech.CharacterManagement](#))
- IEnumerable (< TKey, TValue >) (<https://learn.microsoft.com/dotnet/api/system.collections.generic.ienumerable-1>) < KeyValuePair > (<https://learn.microsoft.com/dotnet/api/system.collections.generic.keyvaluepair-2>) < TKey, TValue > >
- CCMAnimationPreviewButton Handler
- IDictionary Handler
- ICollection Handler
- IEnumerable Handler
- CharacterManagement Handler
- DeserializationCallback Handler
- SerializationCallback Handler
- SessionGUIDHandler Handler
- ISerializationCallbackReceiver Handler

Namespace: BlazerTech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).Essentials (BlazerTech.CharacterManagement.Essentials.html)

Assembly: Assembly-CSharp.dll

EssentialsLoader

Syntax

```
(BlazerTech.CharacterManagement.  
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  
SerializableDictionary<TKey, TValue>)
```

Type Parameters: BlazerTech.CharacterManagement.

Name	Description
SerializableKeyValuePair<TKey, TValue>	
SerializableDictionary<TKey, TValue>	

```
SessionGUIDHandler  
(BlazerTech.CharacterManagement.  
2.html)
```

+ [BlazerTech.CharacterManagement.Internal](#)

Methods

OnAfterDeserialize()

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

Declaration

...
Inspectors

(BlazerTech.CharacterManager
public void OnAfterDeserialize()

+ BlazerTech.Character

Management.Editor.

Windows

OnBeforeSerialize()

(BlazerTech.CharacterManager

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

- BlazerTech.Character

Management.Essentials

(BlazerTech.CharacterManager

public void OnBeforeSerialize()

CCMAnimationPreviewButton

Handler

(BlazerTech.CharacterManagement.

CCReferenceHandler

(BlazerTech.CharacterManagement.

IDictionary< TKey, TValue > (<https://learn.microsoft.com/dotnet/api/system.collections.generic.idictionary-2>)

ICollection< T > (<https://learn.microsoft.com/dotnet/api/system.collections.generic.icollection-1>)

IReadOnlyDictionary< TKey, TValue >

(<https://learn.microsoft.com/dotnet/api/system.collections.generic.ireadonlydictionary-2>)

IReadOnlyCollection< T > (<https://learn.microsoft.com/dotnet/api/system.collections.generic.ireadonlycollection-1>)

IEnumerable< T > (<https://learn.microsoft.com/dotnet/api/system.collections.generic.ienumerable-1>)

IDictionary (<https://learn.microsoft.com/dotnet/api/system.collections.idictionary>)

ICollection (<https://learn.microsoft.com/dotnet/api/system.collections.icollection>)

IEnumerable (<https://learn.microsoft.com/dotnet/api/system.collections.ienumerable>)

IDeserializationCallback

(BlazerTech.CharacterManagement.

DeserializeResource) (<https://learn.microsoft.com/dotnet/api/system.runtime.serialization.ideserializationcallback>)

ISerializable (<https://learn.microsoft.com/dotnet/api/system.runtime.serialization.iserializable>)

UnityEngine.ISerializationCallbackReceiver

(BlazerTech.CharacterManagement.

1.html)

SerializableDictionary< TKey,

TValue >

(BlazerTech.CharacterManagement.

2.html)

SerializableKeyValuePair< TKey,

TValue >

(BlazerTech.CharacterManagement.

2.html)

SessionGUIDHandler

(BlazerTech.CharacterManagement.

+ BlazerTech.Character

Management.Internal

Class SerializableKeyValuePair< TKey, TValue >

▼ Filter by title

Inheritance

...
BlazerTech.CharacterManager

↳ SerializableKeyValuePair< TKey, TValue >

+ BlazerTech.Character

Namespace: BlazerTech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).Essentials
(BlazerTech.CharacterManagement.Essentials.html)

Assembly: Assembly-CSharp.dll

(BlazerTech.CharacterManager)

- BlazerTech.Character

[Serializable]
Management.Essentials
public class SerializableKeyValuePair< TKey, TValue >

CCAnimationPreviewButton

Type Parameters

Handler

Name	Description
BlazerTech.CharacterManagement.	
CCReferenceHandler	
TKey	(BlazerTech.CharacterManagement.

TValueSaveSystem

(BlazerTech.CharacterManagement.

CMSInitializationHandler

(BlazerTech.CharacterManagement.

Direction

(BlazerTech.CharacterManagement.

EssentialLoader

(BlazerTech.CharacterManagement.

FileHandler

(BlazerTech.CharacterManagement.

Handler

(BlazerTech.CharacterManagement.

SerializableKeyValuePair(TKey key, TValue value)

Tracker< TResource >

(BlazerTech.CharacterManagement.

Parameters

1.html)

Type	Name	Description
SerializableDictionary< TKey, TValue >		
TKey	key	(BlazerTech.CharacterManagement.
TValue	value	SerializableKeyValuePair< TKey,

SerializableKeyValuePair< TKey, TValue >

Tracker< TResource >

(BlazerTech.CharacterManagement.

2.html)

SessionGUIDHandler

(BlazerTech.CharacterManagement.

key

BlazerTech.Character

Management.Internal

Declaration

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

Property Value

Type	Description
TKey (BlazerTech.CharacterManager)	

+ BlazerTech.Character

Management.Editor.

value

Windows

Declaration

(BlazerTech.CharacterManager)

- BlazerTech.Character

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

Management.Essentials

(BlazerTech.CharacterManager)

Property Value

Type	Description
CCAnimationPreviewButton Handler	

TValue
(BlazerTech.CharacterManagement.

CCReferenceHandler

(BlazerTech.CharacterManagement.

CCSaveSystem

(BlazerTech.CharacterManagement.

CMSInitializationHandler

(BlazerTech.CharacterManagement.

Direction

(BlazerTech.CharacterManagement.

EssentialsLoader

(BlazerTech.CharacterManagement.

IValidatable

(BlazerTech.CharacterManagement.

OwnedResource

Tracker<TResource>

(BlazerTech.CharacterManagement.

1.html)

SerializableDictionary<TKey,

TValue>

(BlazerTech.CharacterManagement.

2.html)

SerializableKeyValuePair<TKey,

TValue>

(BlazerTech.CharacterManagement.

2.html)

SessionGUIDHandler

(BlazerTech.CharacterManagement.

+ BlazerTech.Character

Management.Internal

Class SessionGUIDHandler

Inheritance

↳ [object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ [Object](#)

(BlazerTech.CharacterManagement)

↳ Behaviour

+ **BlazerTech.CharacterManagement.Editor**

↳ SessionGUIDHandler

Windows

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

(BlazerTech.CharacterManagement)

Assembly: Assembly-CSharp.dll

- **BlazerTech.Character**

Syntax

Management.Essentials

(BlazerTech.CharacterManagement)

[DefaultExecutionOrder(-1000)]

public class SessionGUIDHandler : MonoBehaviour

Handler

(BlazerTech.CharacterManagement.

CCReferenceHandler

(BlazerTech.CharacterManagement.

Fields

SessionGUID

(BlazerTech.CharacterManagement.

CMSInitializationHandler

(BlazerTech.CharacterManagement.

Direction

(BlazerTech.CharacterManagement.

EssentialsLoader

public static Guid SessionGUID

(BlazerTech.CharacterManagement.

IValidatable

Field

(BlazerTech.CharacterManagement.

OwnedResource

Tracker<TResource>

Description

Guid ([BlazerTech.CharacterManagement](#)) (<https://learn.microsoft.com/dotnet/api/system.guid>)

1.html

SerializableDictionary<TKey,

TValue>

(BlazerTech.CharacterManagement.

2.html

SerializableKeyValuePair<TKey,

TValue>

(BlazerTech.CharacterManagement.

2.html

SessionGUIDHandler

(BlazerTech.CharacterManagement.

+ **BlazerTech.Character**

Management.Internal

Namespace BlazerTech.CharacterManagement.Internal.Testing

▼ Filter by title

Classes

[Management.Components](#)

(BlazerTech.CharacterManager

[CCDebugChangeSceneOnEscape](#)

+ BlazerTech.Character
(BlazerTech.CharacterManagement.Internal.Testing.CCDebugChangeSceneOnEscape.html)

Inspectors

(BlazerTech.CharacterManager

[CCDebugCreateFixedCharacterGroup](#)

+ BlazerTech.Character
(BlazerTech.CharacterManagement.Internal.Testing.CCDebugCreateFixedCharacterGroup.html)

Management

Windows

(BlazerTech.CharacterManager

[CCDebugCreateFlexibleCharacter](#)

(BlazerTech.CharacterManagement.Internal.Testing.CCDebugCreateFlexibleCharacter.html)

Management.Essentials

(BlazerTech.CharacterManager

[CCDebugCreateSingleCharacter](#)

(BlazerTech.CharacterManagement.Internal.Testing.CCDebugCreateSingleCharacter.html)

Testing

(BlazerTech.CharacterManager

[LoadingScreenObjectRotation](#)

(BlazerTech.CharacterManagement.Internal.Testing.LoadingScreenObjectRotation.html)

CDebugCreateFixedCharacter

Group

(BlazerTech.CharacterManagement.

[CCDebugCreateFlexibleCharacter](#)

(BlazerTech.CharacterManagement.

[CCDebugCreateSingleCharacter](#)

(BlazerTech.CharacterManagement.

[LoadingScreenObjectRotation](#)

(BlazerTech.CharacterManagement.

+ BlazerTech.Character

Management.Samples

(BlazerTech.CharacterManager

+ BlazerTech.Character

Management Utilities

Class CCDebugChangeSceneOnEscape

Inheritance

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ [Object](#) ↳ [CharacterManager](#)

↳ [BlazerTech.CharacterManager](#)

↳ Behaviour

+ [BlazerTech.Character](#)

↳ MonoBehaviour

↳ [Management.Components](#)

↳ [CCDebugChangeSceneOnEscape](#)

([BlazerTech.CharacterManager](#))

Namespace: BlazerTech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).Internal

(BlazerTech.CharacterManagement.Internal.html).Testing (BlazerTech.CharacterManagement.Internal.Testing.html)

+ [BlazerTech.Character](#)

Assembly: Assembly-CSharp.dll

↳ [Management.Editor](#).

Syntax

↳ [Inspectors](#)

([BlazerTech.CharacterManager](#))

```
public class CCDebugChangeSceneOnEscape : MonoBehaviour
```

+ [BlazerTech.Character](#)

↳ [Management.Editor](#).

Windows

Fields

+ [BlazerTech.Character](#)

↳ [Management.Essentials](#)

SceneName

([BlazerTech.CharacterManager](#))

Declaration

- [BlazerTech.Character](#)

↳ [Management.Internal](#)

Testing

([BlazerTech.CharacterManager](#))

Field Value

Type	Description
CCDebugChangeSceneOnEscape (BlazerTech.CharacterManagement.CCDebugChangeSceneOnEscape)	

String CCDebugCreateFixedCharacter (<https://learn.microsoft.com/dotnet/api/system.string>)

Group
(BlazerTech.CharacterManagement.CCDebugChangeSceneOnEscape)

CCDebugCreateFlexibleCharacter
(BlazerTech.CharacterManagement.CCDebugCreateFlexibleCharacter)

CCDebugCreateSingleCharacter
(BlazerTech.CharacterManagement.CCDebugCreateSingleCharacter)

LoadingScreenObjectRotation
(BlazerTech.CharacterManagement.LoadingScreenObjectRotation)

+ [BlazerTech.Character](#)

↳ [Management.Samples](#)

([BlazerTech.CharacterManager](#))

+ [BlazerTech.Character](#)

↳ [Management Utilities](#)

Class CCDebugCreateFixedCharacterGroup

Inheritance

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ [Object](#) ↳ [CharacterManager](#)

↳ [BlazerTech.CharacterManager](#)

↳ Behaviour

+ [BlazerTech.Character](#)

↳ MonoBehaviour

↳ [Management.Components](#)

↳ CCDebugCreateFixedCharacterGroup

([BlazerTech.CharacterManager](#))

Namespace: BlazerTech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).Internal

(BlazerTech.CharacterManagement.Internal.html).Testing (BlazerTech.CharacterManagement.Internal.Testing.html)

+ [BlazerTech.Character](#)

Assembly: Assembly-CSharp.dll

↳ [Management.Editor](#).

Syntax

↳ [Inspectors](#)

([BlazerTech.CharacterManager](#))

```
public class CCDebugCreateFixedCharacterGroup : MonoBehaviour
```

+ [BlazerTech.Character](#)

↳ [Management.Editor](#).

Windows

([BlazerTech.CharacterManager](#))

+ [BlazerTech.Character](#)

↳ [Management.Essentials](#)

↳ [CreateFixedCharacterGroup\(\)](#)

([BlazerTech.CharacterManager](#))

Declaration

- [BlazerTech.Character](#)

↳ [Management.Internal](#) [enableMode.Always]]

Testing void CreateFixedCharacterGroup()

([BlazerTech.CharacterManager](#))

CCDebugChangeSceneOnEscape

(BlazerTech.CharacterManagement.

CCDebugCreateFixedCharacter

Group

(BlazerTech.CharacterManagement.

CCDebugCreateFlexibleCharacter

(BlazerTech.CharacterManagement.

CCDebugCreateSingleCharacter

(BlazerTech.CharacterManagement.

LoadingScreenObjectRotation

(BlazerTech.CharacterManagement.

+ [BlazerTech.Character](#)

↳ [Management.Samples](#)

([BlazerTech.CharacterManager](#))

+ [BlazerTech.Character](#)

↳ [Management Utilities](#)

Class CCDebugCreateFlexibleCharacter

Inheritance

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)
↳ [Object](#) ↳ [BlazerTech.CharacterManager](#)
↳ Behaviour
+ **BlazerTech.Character**
↳ MonoBehaviour
Management Components
↳ [CCDebugCreateFlexibleCharacter](#)
(BlazerTech.CharacterManager)
Namespace: BlazerTech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).Internal (BlazerTech.CharacterManagement.Internal.html).Testing (BlazerTech.CharacterManagement.Internal.Testing.html)
+ **BlazerTech.Character**
Assembly: Assembly-CSharp.dll
Management.Editor.

Syntax

Inspectors

(BlazerTech.CharacterManager)
public class CCDebugCreateFlexibleCharacter : MonoBehaviour

+ BlazerTech.Character

Management.Editor.

Windows

Methods

+ BlazerTech.Character

Management.Essentials

CreateFlexibleCharacter()

(BlazerTech.CharacterManager)

Declaration

- BlazerTech.Character

Management.Internal [enableMode.Always]]

Testing void CreateFlexibleCharacter()

(BlazerTech.CharacterManager)

CCDebugChangeSceneOnEscape

(BlazerTech.CharacterManagement.

CCDebugCreateFixedCharacter

Group

(BlazerTech.CharacterManagement.

CCDebugCreateFlexibleCharacter

(BlazerTech.CharacterManagement.

CCDebugCreateSingleCharacter

(BlazerTech.CharacterManagement.

LoadingScreenObjectRotation

(BlazerTech.CharacterManagement.

+ BlazerTech.Character

Management.Samples

(BlazerTech.CharacterManager)

+ BlazerTech.Character

Management.Utilities

Class CCDebugCreateSingleCharacter

Inheritance

Filter by title	Object (https://learn.microsoft.com/dotnet/api/system.object)
Object	
Management.Components	
Component	
(BlazerTech.CharacterManager)	
Behaviour	
+ BlazerTech.Character	
MonoBehaviour	
CCDebugCreateSingleCharacter	
Management.Editor.	
Inspectors	
Name: BlazerTech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).Internal (BlazerTech.CharacterManagement.Internal.html).Testing (BlazerTech.CharacterManagement.Internal.Testing.html)	
(BlazerTech.CharacterManager)	
Assembly: Assembly-CSharp.dll	
Syntax	
BlazerTech.Character	
Management.Editor.	
Windows	
class CCDebugCreateSingleCharacter : MonoBehaviour	
(BlazerTech.CharacterManager)	
+ BlazerTech.Character	
Management.Essentials	
(BlazerTech.CharacterManager)	
- BlazerTech.Character	
Management.Internal.	
Testing	
(BlazerTech.CharacterManager)	
CCDebugChangeSceneOnEscape	
(BlazerTech.CharacterManagement.	
CCDebugCreateFixedCharacter	
Group	
(BlazerTech.CharacterManagement.	
CCDebugCreateFlexibleCharacter	
(BlazerTech.CharacterManagement.	
CCDebugCreateSingleCharacter	
(BlazerTech.CharacterManagement.	
LoadingScreenObjectRotation	
(BlazerTech.CharacterManagement.	
+ BlazerTech.Character	
Management.Samples	
(BlazerTech.CharacterManager)	
+ BlazerTech.Character	
Management Utilities	

Class LoadingScreenObjectRotation

Inheritance

<p>↳ Filter by title</p> <p>↳ object (https://learn.microsoft.com/dotnet/api/system.object)</p> <p>↳ Object</p> <p>Management.Components</p> <p>↳ Component</p> <p>(BlazerTech.CharacterManager)</p> <p>↳ Behaviour</p>	<p>+ BlazerTech.Character</p> <p>↳ MonoBehaviour</p> <p>↳ LoadingScreenObjectRotation</p>
<p>Inspectors</p> <p>Name: BlazerTech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).Internal (BlazerTech.CharacterManagement.Internal.html).Testing (BlazerTech.CharacterManagement.Internal.Testing.html)</p> <p>(BlazerTech.CharacterManager)</p> <p>Assembly: Assembly-CSharp.dll</p>	
<p>↳ BlazerTech.Character</p> <p>Syntax</p>	
<p>Management.Editor.</p> <p>Windows</p> <pre>class LoadingScreenObjectRotation : MonoBehaviour</pre> <p>(BlazerTech.CharacterManager)</p>	
<p>+ BlazerTech.Character</p> <p>Management.Essentials</p> <p>(BlazerTech.CharacterManager)</p>	
<p>- BlazerTech.Character</p> <p>Management.Internal.</p> <p>Testing</p> <p>(BlazerTech.CharacterManager)</p>	
<p> CCDebugChangeSceneOnEscape</p> <p> (BlazerTech.CharacterManagement.</p> <p> CCDebugCreateFixedCharacter</p> <p> Group</p> <p> (BlazerTech.CharacterManagement.</p> <p> CCDebugCreateFlexibleCharacter</p> <p> (BlazerTech.CharacterManagement.</p> <p> CCDebugCreateSingleCharacter</p> <p> (BlazerTech.CharacterManagement.</p> <p> LoadingScreenObjectRotation</p> <p> (BlazerTech.CharacterManagement.</p>	
<p>+ BlazerTech.Character</p> <p>Management.Samples</p> <p>(BlazerTech.CharacterManager)</p>	
<p>+ BlazerTech.Character</p> <p>Management Utilities</p>	

Namespace BlazerTech.CharacterManagement.Samples

▼ Filter by title

Classes

+ BlazerTech.Character

 Management.Components

 (BlazerTech.CharacterManagement.

 ActiveMenuHandler

 (BlazerTech.CharacterManagement.Samples.ActiveMenuHandler.html)

 + BlazerTech.Character

 Management.Editor.

 Management.Editors

 (BlazerTech.CharacterManagement.Samples.Menu.html)

 (BlazerTech.CharacterManagement.

 MenuBackRelay

 (BlazerTech.CharacterManagement.Samples.MenuBackRelay.html)

 Management.Editor.

 Windows

 SceneChangeRelay

 (BlazerTech.CharacterManagement.

 (BlazerTech.CharacterManagement.Samples.SceneChangeRelay.html)

 + BlazerTech.Character

 Management.Essentials

 ToggleMenuOnInput

 (BlazerTech.CharacterManagement.

 (BlazerTech.CharacterManagement.Samples.ToggleMenuOnInput.html)

 + BlazerTech.Character

 Management.Internal.

 Testing

 (BlazerTech.CharacterManagement.

- BlazerTech.Character

 Management.Samples

 (BlazerTech.CharacterManagement.

 ActiveMenuHandler

 (BlazerTech.CharacterManagement.

 Menu

 (BlazerTech.CharacterManagement.

 MenuBackRelay

 (BlazerTech.CharacterManagement.

 SceneChangeRelay

 (BlazerTech.CharacterManagement.

 ToggleMenuOnInput

 (BlazerTech.CharacterManagement.

 + BlazerTech.Character

 Management Utilities

Class ActiveMenuHandler

Inheritance

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ Object

↳ [Management.Characters](#)

↳ [\(BlazerTech.CharacterManager\)](#)

↳ MonoBehaviour

+ **BlazerTech.Character**

↳ ActiveMenuHandler

↳ [Management.Components](#)

Namespace: BlazerTech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).Samples (BlazerTech.CharacterManagement.html)

(BlazerTech.CharacterManager)

Assembly: Assembly-CSharp.dll

+ **BlazerTech.Character**

Syntax

Management.Editor.

Inspectors

[DefaultExecutionOrder(-10)]

(BlazerTech.CharacterManager)

public class ActiveMenuHandler : MonoBehaviour

+ **BlazerTech.Character**

Management.Editor.

Windows

Fields

+ **BlazerTech.Character**

Management.Essentials

(BlazerTech.CharacterManager)

Declaration

+ **BlazerTech.Character**

Management.Internal

[Input("CloseMenuInput", InputType.KeyCode)]

Testing

(BlazerTech.CharacterManager)

Field Value

- **BlazerTech.Character**

Type Management.Samples

(BlazerTech.CharacterManager)

Description

KeyCode

ActiveMenuHandler

(BlazerTech.CharacterManagement.

Menu

(BlazerTech.CharacterManagement.

Declaration

MenuBackRelay

(BlazerTech.CharacterManagement.

[Space]

(BlazerTech.CharacterManagement.

ToggleMenuOnInput

(BlazerTech.CharacterManagement.

Field Value

+ **BlazerTech.Character**

ManagementUtilities

Type	Description
bool (https://learn.microsoft.com/dotnet/api/system.boolean)	

Instance

Declaration

Management.Characters

([BlazerTech.CharacterManager](#)) Instance

+ **BlazerTech.Character**

Field Value

Management.Components

([BlazerTech.CharacterManager](#)) Type

+ [BlazerTech.Character](#)

([BlazerTech.CharacterManager](#)) Declaration

Management.Editor.

Inspectors

([BlazerTech.CharacterManager](#)) Declaration

menuStack

Declaration

BlazerTech.Character

Management.Editor.

Windows

readonly Stack<GameObject> menuStack

([BlazerTech.CharacterManager](#))

Field Value

BlazerTech.Character

Type

Management.Essentials

([BlazerTech.CharacterManager](#)) Declaration

Description

Stack (<https://learn.microsoft.com/dotnet/api/system.collections.generic.stack-1>)<GameObject>

+ **BlazerTech.Character**

Management.Internal.

Testing

([BlazerTech.CharacterManager](#)) Declaration

- **BlazerTech.Character**

BatchManagement.Samples

([BlazerTech.CharacterManager](#)) Declaration

ActiveMenuHandler

([BlazerTech.CharacterManagement](#))

public void Back()

Menu

([BlazerTech.CharacterManagement](#))

MenuBackRelay

([BlazerTech.CharacterManagement](#))

SceneChangeRelay

([BlazerTech.CharacterManagement](#)) Declaration

ToggleMenuOnInput

([BlazerTech.CharacterManagement](#))

menu)

+ **BlazerTech.Character**

Management Utilities

Parameters

Type	Name	Description
GameObject	<i>menu</i>	

▼

Events

Management.Characters

(BlazerTech.CharacterManager)

OnAllMenusClosed

+ BlazerTech.Character

DeManagement.Components

(BlazerTech.CharacterManager)

public event EventHandler OnAllMenusClosed

+ BlazerTech.Character

Management.Editor.

Event Type

Inspectors

Type BlazerTech.CharacterManager

Description

+ EventHandle (<https://learn.microsoft.com/dotnet/api/system.eventhandler>)

Management.Editor.

Windows

(BlazerTech.CharacterManager)

+ BlazerTech.Character

Management.Essentials

(BlazerTech.CharacterManager)

+ BlazerTech.Character

Management.Internal.

Testing

(BlazerTech.CharacterManager)

- BlazerTech.Character

Management.Samples

(BlazerTech.CharacterManager)

ActiveMenuHandler

(BlazerTech.CharacterManagement.

Menu

(BlazerTech.CharacterManagement.

MenuBackRelay

(BlazerTech.CharacterManagement.

SceneChangeRelay

(BlazerTech.CharacterManagement.

ToggleMenuOnInput

(BlazerTech.CharacterManagement.

+ BlazerTech.Character

Management Utilities

Class Menu

Inheritance

↳ [Filter by title](#)
↳ [object \(https://learn.microsoft.com/dotnet/api/system.object\)](#)
↳ [Object](#)
Management.Characters
(BlazerTech.CharacterManager)
↳ [MonoBehaviour](#)
+ **BlazerTech.Character**
↳ [Menu](#)
Management.Components
Namespace: Blazer Tech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).Samples
(BlazerTech.CharacterManagement.html)

Assembly: Assembly-CSharp.dll

+ **BlazerTech.Character**

Syntax

Management.Editor.

Inspectors

public class Menu : MonoBehaviour
(BlazerTech.CharacterManager)

+ **BlazerTech.Character**

Management.Editor.

Windows

Methods

(BlazerTech.CharacterManager)

+ **BlazerTech.Character**

Back()

Management.Essentials

Declaration

(BlazerTech.CharacterManager)

+ **BlazerTech.Character**

Back()

Management.Internal.

Testing

(BlazerTech.CharacterManager)

- **BlazerTech.Character**

Management.Samples

(BlazerTech.CharacterManager)

ActiveMenuHandler

(BlazerTech.CharacterManagement.

Menu

(BlazerTech.CharacterManagement.

MenuBackRelay

(BlazerTech.CharacterManagement.

SceneChangeRelay

(BlazerTech.CharacterManagement.

ToggleMenuOnInput

(BlazerTech.CharacterManagement.

+ **BlazerTech.Character**

Management Utilities

Class MenuBackRelay

Inheritance

↳ [Filter by title](#)
↳ [object \(https://learn.microsoft.com/dotnet/api/system.object\)](#)
↳ Object
Management.Characters
(BlazerTech.CharacterManager)
↳ MonoBehaviour
↳ MenuBackRelay
+ **BlazerTech.Character**
↳ Management.Components
Namespace: BlazerTech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).Samples (BlazerTech.CharacterManagement.html)

Assembly: Assembly-CSharp.dll

+ **BlazerTech.Character**

Syntax

Management.Editor.

Inspectors

public class MenuBackRelay : MonoBehaviour
(BlazerTech.CharacterManager)

+ **BlazerTech.Character**

Management.Editor.

Windows

Methods
(BlazerTech.CharacterManager)

+ **BlazerTech.Character**
Back()

Management.Essentials

Declaration

(BlazerTech.CharacterManager)

+ **BlazerTech.Character**
Back()

Management.Internal.

Testing

(BlazerTech.CharacterManager)

- **BlazerTech.Character**

Management.Samples

(BlazerTech.CharacterManager)

ActiveMenuHandler

(BlazerTech.CharacterManagement.

Menu

(BlazerTech.CharacterManagement.

MenuBackRelay

(BlazerTech.CharacterManagement.

SceneChangeRelay

(BlazerTech.CharacterManagement.

ToggleMenuOnInput

(BlazerTech.CharacterManagement.

+ **BlazerTech.Character**

Management Utilities

Class SceneChangeRelay

Inheritance

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ Object

↳ Management.Characters

↳ **(BlazerTech.CharacterManager)**

↳ MonoBehaviour

+ **BlazerTech.Character**

↳ SceneChangeRelay

↳ Management.Components

Namespace: BlazerTech (BlazerTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).Samples (BlazerTech.CharacterManagement.html)

↳ **(BlazerTech.CharacterManager)**

Assembly: Assembly-CSharp.dll

+ **BlazerTech.Character**

Syntax

Management.Editor.

Inspectors

public class SceneChangeRelay : MonoBehaviour

↳ **(BlazerTech.CharacterManager)**

+ **BlazerTech.Character**

Management.Editor.

Windows

Methods

↳ **(BlazerTech.CharacterManager)**

+ **BlazerTech.Character**

ChangeScene(int)

Management.Essentials

Declaration

↳ **(BlazerTech.CharacterManager)**

+ **BlazerTech.Character**

public void ChangeScene(int sceneIndex)

Management.Internal.

Testing

Parameters

↳ **(BlazerTech.CharacterManager)**

Type

- **BlazerTech.Character**

int (<https://learn.microsoft.com/dotnet/api/system.int32>)

Management.Samples

Name	Description
sceneIndex	

↳ **(BlazerTech.CharacterManager)**

ActiveMenuHandler

ChangeScene(string)

(BlazerTech.CharacterManagement.

Declaration

(BlazerTech.CharacterManagement.

MenuBackRelay

public void ChangeScene(string sceneName)

(BlazerTech.CharacterManagement.

SceneChangeRelay

Parameters

BlazerTech.CharacterManagement.

Type

ToggleMenuOnInput

(BlazerTech.CharacterManagement.

string (<https://learn.microsoft.com/dotnet/api/system.string>)

+ **BlazerTech.Character**

ManagementUtilities

Name	Description
sceneName	



Management.Characters

(BlazerTech.CharacterManager)

+ **BlazerTech.Character**

Management.Components

(BlazerTech.CharacterManager)

+ **BlazerTech.Character**

Management.Editor.

Inspectors

(BlazerTech.CharacterManager)

+ **BlazerTech.Character**

Management.Editor.

Windows

(BlazerTech.CharacterManager)

+ **BlazerTech.Character**

Management.Essentials

(BlazerTech.CharacterManager)

+ **BlazerTech.Character**

Management.Internal.

Testing

(BlazerTech.CharacterManager)

- **BlazerTech.Character**

Management.Samples

(BlazerTech.CharacterManager)

ActiveMenuHandler

(BlazerTech.CharacterManagement.

Menu

(BlazerTech.CharacterManagement.

MenuBackRelay

(BlazerTech.CharacterManagement.

SceneChangeRelay

(BlazerTech.CharacterManagement.

ToggleMenuOnInput

(BlazerTech.CharacterManagement.

ToggleSceneOnInput

+ **BlazerTech.Character**

Management Utilities

Class ToggleMenuOnInput

Inheritance

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

+ **BlazerTech.Character**

↳ Component

Management.Components

↳ Behaviour

(BlazerTech.CharacterManager)

↳ MonoBehaviour

+ **BlazerTech.Character**

↳ [ToggleMenuOnInput](#)

Management.Editor ([BlazerTech.html](#)).CharacterManagement ([BlazerTech.CharacterManagement.html](#)).Samples

([BlazerTech.CharacterManagement.Samples.html](#))

Inspectors

Assembly: Assembly-CSharp.dll

(BlazerTech.CharacterManager)

Syntax

+ **BlazerTech.Character**

Management.Editor.

ToggleMenuOnInput : MonoBehaviour

Windows

(BlazerTech.CharacterManager)

+ **BlazerTech.Character**

Management.Essentials

(BlazerTech.CharacterManager)

+ **BlazerTech.Character**

Management.Internal.

Testing

(BlazerTech.CharacterManager)

- **BlazerTech.Character**

Management.Samples

(BlazerTech.CharacterManager)

ActiveMenuHandler

([BlazerTech.CharacterManagement.](#)

Menu

([BlazerTech.CharacterManagement.](#)

MenuBackRelay

([BlazerTech.CharacterManagement.](#)

SceneChangeRelay

([BlazerTech.CharacterManagement.](#)

ToggleMenuOnInput

([BlazerTech.CharacterManagement.](#)

+ **BlazerTech.Character**

Management Utilities

Namespace BlazerTech.CharacterManagement.Utilities

▼ Filter by title

Classes

Management.Characters

([BlazerTech.CharacterManager](#))

SerializableInterfaceDrawer

([BlazerTech.CharacterManagement.Utilities.SerializableInterfaceDrawer.html](#))

Management.Components

([BlazerTech.CharacterManager](#))

SerializableInterface<T>

([BlazerTech.CharacterManagement.Utilities.SerializableInterface-1.html](#))

Management.Editor.

Inspectors

([BlazerTech.CharacterManager](#))

+ **BlazerTech.Character**

Management.Editor.

Windows

([BlazerTech.CharacterManager](#))

+ **BlazerTech.Character**

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Testing

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+ **BlazerTech.Character**

Management.Samples

([BlazerTech.CharacterManager](#))

- **BlazerTech.Character**

Management.Utilities

([BlazerTech.CharacterManager](#))

SerializableInterfaceDrawer

 ([BlazerTech.CharacterManagement](#))

SerializableInterface<T>

 ([BlazerTech.CharacterManagement](#))

 1.html)

Class SerializableInterfaceDrawer

Inheritance

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ [GUIDrawer](#)

Creator

↳ [PropertyDrawer](#)

(BlazerTech.CharacterManagement)

↳ [SerializableInterfaceDrawer](#)

Namespace: BlazerTech (BlazeTech.html).CharacterManagement (BlazerTech.CharacterManagement.html).Utilities
(BlazerTech.CharacterManagement.Utilities.html)

Assembly: Assembly-CSharp.dll

(BlazerTech.CharacterManagement)

Syntax

+ **BlazerTech.Character**

Management.Components

[CustomPropertyDrawer(typeof(SerializableInterface<>), true)]

(BlazerTech.CharacterManagement) SerializableInterfaceDrawer : PropertyDrawer

+ **BlazerTech.Character**

Management.Editor.

Inspectors

Methods [CharacterManager](#)

+ **BlazerTech.Character**

OnGUI(Rect, SerializedProperty, GUIContent)

Windows

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

(BlazerTech.CharacterManager)

Declaration

+ **BlazerTech.Character**

Management.Essentials

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

(BlazerTech.CharacterManager)

Properties [CharacterManager](#)

Type	Name	Description
Testing	position	Rectangle on the screen to use for the property GUI.
Rect	(BlazerTech.CharacterManager)	
SerializedProperty	property	The SerializedProperty to make the custom GUI for.
GUIContent	label	The label of this property.

(BlazerTech.CharacterManager)

Overrides

- **BlazerTech.Character**

UnityEditor.PropertyDrawer.OnGUI(UnityEngine.Rect, UnityEditor.SerializedProperty, UnityEngine.GUIContent)

Management.Utilities

(BlazerTech.CharacterManager)

SerializableInterfaceDrawer

(BlazerTech.CharacterManagement.

SerializableInterface<T>

(BlazerTech.CharacterManagement.

1.html)

Class SerializableInterface<T>

Inheritance

↳ [Object](#) (<https://learn.microsoft.com/dotnet/api/system.object>)

↳ SerializableInterface<T>

Creator
Namespace: BlazerTech (BlazerTech.html) CharacterManagement (BlazerTech.CharacterManagement.html).Utilities
(BlazerTech.CharacterManagement.Utilities.html)

↳ [BlazerTech.CharacterManagement](#)

Syntax

(BlazerTech.CharacterManagement)

+ **BlazerTech.Character**
[Serializable]
public class SerializableInterface<T> where T : class
Management.Components

(BlazerTech.CharacterManagement)

Type Parameters

+ **BlazerTech.Character**
Name
Management.Editor.
T Inspectors

(BlazerTech.CharacterManagement)

+ **BlazerTech.Character**

Properties

Windows

(BlazerTech.CharacterManagement)

Interface

+ **BlazerTech.Character**

Declaration

Management.Essentials

(BlazerTech.CharacterManagement)

public T Interface { get; }

+ **BlazerTech.Character**

Management.Internal.

Property Value

Testing

Type
(BlazerTech.CharacterManagement)

T

+ **BlazerTech.Character**

Management.Samples

(BlazerTech.CharacterManagement)

- **BlazerTech.Character**

Management.Utilities

(BlazerTech.CharacterManagement)

SerializableInterfaceDrawer

(BlazerTech.CharacterManagement.

SerializableInterface<T>

(BlazerTech.CharacterManagement.

1.html)