

Namespace MuseDashMirror

Classes

[BattleComponent](#)

Data inside game scene for battle

[Main](#)

Main class inherit from MelonMod

[PatchEvents](#)

Common events for patching

[PlayerData](#)

Player data

[SceneInfo](#)

Scene load/unload events

Class BattleComponent

Namespace: [MuseDashMirror](#)

Assembly: MuseDashMirror.dll

Data inside game scene for battle

```
public static class BattleComponent
```

Inheritance

[object](#) ← BattleComponent

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

ChartLevel

Level of the chart, only changed when entering the chart

```
public static string ChartLevel { get; }
```

Property Value

[string](#)

ChartName

Chart name, only changed when entering the chart

```
public static string ChartName { get; }
```

Property Value

[string](#)

Charter

Charter, only changed when entering the chart

```
public static string Charter { get; }
```

Property Value

[string](#)

CollectableNoteMissCount

Collectable note miss count

```
public static int CollectableNoteMissCount { get; }
```

Property Value

[int](#)

Difficulty

Difficulty of the chart (easy, hard, master, hidden, touhou), only changed when entering the chart

```
public static int Difficulty { get; }
```

Property Value

[int](#)

Get

Blue collectable notes count

```
public static int Get { get; }
```

Property Value

[int ↗](#)

GhostMissCount

Ghost miss count

```
public static int GhostMissCount { get; }
```

Property Value

[int ↗](#)

GreatCount

Great count

```
public static int GreatCount { get; }
```

Property Value

[int ↗](#)

Heart

Heart count

```
public static int Heart { get; }
```

Property Value

[int](#)

IsInGame

Becomes true when "ready go" finished

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

Property Value

[bool](#)

JumpOver

Jump over count

```
public static int JumpOver { get; }
```

Property Value

[int](#)

MusicAuthor

Music author, only changed when entering the chart

```
public static string MusicAuthor { get; }
```

Property Value

[string](#)

MusicDataList

Music data for the chart, only changed when entering the chart

```
public static List<MusicData> MusicDataList { get; }
```

Property Value

[List](#)<MusicData>

NormalMissCount

Normal miss count (without ghost and collectable note miss)

```
public static int NormalMissCount { get; }
```

Property Value

[int](#)

PerfectCount

Perfect count

```
public static int PerfectCount { get; }
```

Property Value

[int](#)

SelectedAlbumUid

The name for album package

```
public static string SelectedAlbumUid { get; }
```

Property Value

[string](#)

SelectedMusicIndex

The index of selected music in its own album package

```
public static int SelectedMusicIndex { get; }
```

Property Value

[int ↗](#)

SelectedMusicIndexInCurrent

The index of selected music in current category

```
public static int SelectedMusicIndexInCurrent { get; }
```

Property Value

[int ↗](#)

SelectedMusicUid

The full path for selected music (album+music index)

```
public static string SelectedMusicUid { get; }
```

Property Value

[string ↗](#)

Tick

3 decimal places number for game play time, start after isInGame

```
public static float Tick { get; }
```

Property Value

float ↗

Methods

Exit()

Exit the current chart

```
public static void Exit()
```

Restart()

Restart the current chart

```
public static void Restart()
```

Class Main

Namespace: [MuseDashMirror](#)

Assembly: MuseDashMirror.dll

Main class inherit from MelonMod

```
public class Main : MelonMod
```

Inheritance

[object](#) ← MelonBase ← MelonTypeBase<MelonMod> ← MelonMod ← Main

Inherited Members

[MelonMod.OnSceneWasInitialized\(int, string\)](#) , [MelonMod.OnLevelWasLoaded\(int\)](#) ,
[MelonMod.OnLevelWasInitialized\(int\)](#) , MelonMod.InfoAttribute , MelonMod.GameAttributes ,
[MelonTypeBase<MelonMod>.ExecuteAll\(LemonAction<MelonMod>, bool, string\)](#) ,
MelonTypeBase<MelonMod>.RegisteredMelons , MelonTypeBase<MelonMod>.TypeName ,
MelonTypeBase<MelonMod>.MelonTypeName , MelonBase.OnMelonRegistered ,
MelonBase.OnMelonUnregistered , MelonBase.OnMelonInitializing , MelonBase.OnRegister ,
MelonBase.OnUnregister ,
[MelonBase.CreateWrapper<T>\(string, string, string, MelonGameAttribute\[\]\)](#) ,
[MelonProcessAttribute\[\], int, Color?, Color?, string\)](#) ,
[MelonBase.RegisterSorted<T>\(IEnumerable<T>\)](#) , MelonBase.OnPreSupportModule() ,
MelonBase.OnUpdate() , MelonBase.OnFixedUpdate() , MelonBase.OnLateUpdate() ,
MelonBase.OnGUI() , MelonBase.OnApplicationQuit() , MelonBase.OnPreferencesSaved() ,
[MelonBase.OnPreferencesSaved\(string\)](#) , MelonBase.OnPreferencesLoaded() ,
[MelonBase.OnPreferencesLoaded\(string\)](#) , MelonBase.OnEarlyInitializeMelon() ,
MelonBase.OnLateInitializeMelon() ,
[MelonBase.FindIncompatibilities\(MelonGameAttribute, string, string, string, string, MelonPlatformAttribute.CompatiblePlatforms, MelonPlatformDomainAttribute.CompatibleDomains\)](#) ,
MelonBase.FindIncompatibilitiesFromContext() ,
MelonBase.PrintIncompatibilities(MelonBase.Incompatibility[], MelonBase) ,
MelonBase.Register() , [MelonBase.FindMelon\(string, string\)](#) ,
[MelonBase.Unregister\(string, bool\)](#) ,
[MelonBase.ExecuteAll\(LemonAction<MelonBase>, bool, string\)](#) ,
[MelonBase.ExecuteList<T>\(LemonAction<T>, List<T>, bool, string\)](#) ,
[MelonBase.SendMessageAll\(string, params object\[\]\)](#) ,
[MelonBase.SendMessage\(string, params object\[\]\)](#) , MelonBase.OnApplicationLateStart() ,
MelonBase.OnApplicationStart() , MelonBase.OnModSettingsApplied()

MelonBase.MelonAssembly , MelonBase.Priority , MelonBase.ConsoleColor ,
MelonBase.AuthorConsoleColor , MelonBase.Info , MelonBase.AdditionalCredits ,
MelonBase.SupportedProcesses , MelonBase.Games , MelonBase.SupportedGameVersions ,
MelonBase.OptionalDependencies , MelonBase.SupportedPlatforms ,
MelonBase.SupportedDomain , MelonBase.SupportedMLVersion ,
MelonBase.SupportedMLBuild , MelonBase.HarmonyInstance , MelonBase.LoggerInstance ,
MelonBase.ID , MelonBase.Registered , MelonBase.harmonyInstance , MelonBase.Harmony ,
MelonBase.Assembly , MelonBase.HarmonyDontPatchAll , MelonBase.Hash ,
MelonBase.Location , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

OnDeinitializeMelon()

Unload Fonts

```
public override void OnDeinitializeMelon()
```

OnInitializeMelon()

Load Fonts

```
public override void OnInitializeMelon()
```

OnSceneWasLoaded(int, string)

Scene load event

```
public override void OnSceneWasLoaded(int buildIndex, string sceneName)
```

Parameters

buildIndex [int](#)

sceneName [string](#)

OnSceneWasUnloaded(int, string)

Scene unload event

```
public override void OnSceneWasUnloaded(int buildIndex, string sceneName)
```

Parameters

buildIndex [int](#)

sceneName [string](#)

Class PatchEvents

Namespace: [MuseDashMirror](#)

Assembly: MuseDashMirror.dll

Common events for patching

```
public static class PatchEvents
```

Inheritance

[object](#) ← PatchEvents

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Events

AddScorePatch

An event to invoke methods when TaskStageTarget's AddScore method invokes

```
public static event EventHandler<AddScoreEventArgs> AddScorePatch
```

Event Type

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

GameStartPatch

An event to invoke methods when StageBattleComponent's GameStart method invokes

```
public static event EventHandler<GameStartEventArgs> GameStartPatch
```

Event Type

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

MenuSelectPatch

An event to invoke methods when switching menu

```
public static event EventHandler<MenuSelectEventArgs> MenuSelectPatch
```

Event Type

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

PnIMenuPatch

An event to invoke methods when PnIMenu Awake method invokes

```
public static event EventHandler<PnIMenuEventArgs> PnIMenuPatch
```

Event Type

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

PnIStagePatch

An event to invoke methods when PnIStage Awake method invokes

```
public static event EventHandler<PnIStageEventArgs> PnIStagePatch
```

Event Type

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

PnIVictoryPatch

An event to invoke methods when PnIVictory's OnVictory method invokes

```
public static event EventHandler<PnlVictoryEventArgs> PnlVictoryPatch
```

Event Type

[EventHandler](#) <PnlVictoryEventArgs>

SwitchLanguagesPatch

An event to invoke methods when switching languages

```
public static event EventHandler SwitchLanguagesPatch
```

Event Type

[EventHandler](#)

Class PlayerData

Namespace: [MuseDashMirror](#)

Assembly: MuseDashMirror.dll

Player data

```
public static class PlayerData
```

Inheritance

[object](#) ← PlayerData

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

Collections

Player favorite chart list

```
public static List<string> Collections { get; }
```

Property Value

[List<string](#)

Hides

Player hide chart list

```
public static List<string> Hides { get; }
```

Property Value

List<[string](#)>

History

Player history list

```
public static List<string> History { get; }
```

Property Value

List<[string](#)>

IsAutoFever

Auto fever

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

Property Value

[bool](#)

Offset

Music offset

```
public static int Offset { get; }
```

Property Value

[int](#)

PlayerLevel

Player Level

```
public static int PlayerLevel { get; }
```

Property Value

[int ↗](#)

PlayerName

Player Name

```
public static string PlayerName { get; }
```

Property Value

[string ↗](#)

SelectedCharacterIndex

Selected character index

```
public static int SelectedCharacterIndex { get; }
```

Property Value

[int ↗](#)

SelectedElfinIndex

Selected elfin index

```
public static int SelectedElfinIndex { get; }
```

Property Value

[int ↗](#)

Methods

GetSelectedCharacterName(bool)

Get character name

```
public static string GetSelectedCharacterName(bool localized = true)
```

Parameters

localized [bool](#)

Returns

[string](#)

GetSelectedElfinName(bool)

Get elfin name

```
public static string GetSelectedElfinName(bool localized = true)
```

Parameters

localized [bool](#)

Returns

[string](#)

SetAutoFever(bool)

Set auto fever

```
public static void SetAutoFever(bool autoFever)
```

Parameters

autoFever [bool](#)

SetCharacter(int)

Set character with index

```
public static void SetCharacter(int characterIndex)
```

Parameters

characterIndex [int](#)

SetElfin(int)

Set elfin with index

```
public static void SetElfin(int elfinIndex)
```

Parameters

elfinIndex [int](#)

SetOffset(int)

Set music offset

```
public static void SetOffset(int offset)
```

Parameters

offset [int](#)

Class SceneInfo

Namespace: [MuseDashMirror](#)

Assembly: MuseDashMirror.dll

Scene load/unload events

```
public static class SceneInfo
```

Inheritance

[object](#) ← SceneInfo

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

IsGameScene

Is in the Game Scene

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

Property Value

[bool](#)

IsLoadingScene

Is in the loading scene

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

Property Value

[bool](#)

IsMainScene

Is in the Main Scene

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

Property Value

[bool](#)

IsWelcomeScene

Is in the Welcome Scene

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

Property Value

[bool](#)

Events

OnEnterGameScene

An event to invoke methods when entering game scene

```
public static event EventHandler<SceneEventArgs> OnEnterGameScene
```

Event Type

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

OnEnterLoadingScene

An event to invoke methods when entering loading scene

```
public static event EventHandler<SceneEventArgs> OnEnterLoadingScene
```

Event Type

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

OnEnterMainScene

An event to invoke methods when entering main scene

```
public static event EventHandler<SceneEventArgs> OnEnterMainScene
```

Event Type

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

OnEnterScene

An event to invoke methods when entering a scene

```
public static event EventHandler<SceneEventArgs> OnEnterScene
```

Event Type

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

OnEnterWelcomeScene

An event to invoke methods when entering welcome scene

```
public static event EventHandler<SceneEventArgs> OnEnterWelcomeScene
```

Event Type

[EventHandler](#) <SceneEventArgs>

OnExitGameScene

An event to invoke methods when exiting game scene

```
public static event EventHandler<SceneEventArgs> OnExitGameScene
```

Event Type

[EventHandler](#) <SceneEventArgs>

OnExitLoadingScene

An event to invoke methods when exiting loading scene

```
public static event EventHandler<SceneEventArgs> OnExitLoadingScene
```

Event Type

[EventHandler](#) <SceneEventArgs>

OnExitMainScene

An event to invoke methods when exiting main scene

```
public static event EventHandler<SceneEventArgs> OnExitMainScene
```

Event Type

[EventHandler](#) <SceneEventArgs>

OnExitScene

An event to invoke methods when exiting a scene

```
public static event EventHandler<SceneEventArgs> OnExitScene
```

Event Type

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

OnExitWelcomeScene

An event to invoke methods when exiting welcome scene

```
public static event EventHandler<SceneEventArgs> OnExitWelcomeScene
```

Event Type

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

Namespace MuseDashMirror.Attributes

Classes

[LoggerAttribute](#)

Create a MelonLoader.MelonLogger with the name of the class

```
[Logger]  
internal partial class ExampleClass;
```

```
[Logger(LoggerType.StaticReadonly)]  
internal static partial class ExampleClass;
```

[PnlMenuToggleAttribute](#)

Attribute for creating a toggle in the PnlMenu

Class LoggerAttribute

Namespace: [MuseDashMirror.Attributes](#)

Assembly: MuseDashMirror.dll

Create a MelonLoader.MelonLogger with the name of the class

```
[Logger]
    internal partial class ExampleClass;

[Logger(LoggerType.Static Readonly)]
    internal static partial class ExampleClass;

[AttributeUsage(AttributeTargets.Class)]
public sealed class LoggerAttribute : Attribute
```

Inheritance

[object](#) ← [Attribute](#) ← [LoggerAttribute](#)

Inherited Members

[Attribute.Equals\(object\)](#) , [Attribute.GetCustomAttribute\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttribute\(Assembly, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(Module, Type\)](#) ,
[Attribute.GetCustomAttribute\(Module, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(Assembly\)](#) , [Attribute.GetCustomAttributes\(Assembly, bool\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, bool\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(Module\)](#) , [Attribute.GetCustomAttributes\(Module, bool\)](#) ,
[Attribute.GetCustomAttributes\(Module, Type\)](#) ,
[Attribute.GetCustomAttributes\(Module, Type, bool\)](#) ,

[Attribute.GetCustomAttributes\(ParameterInfo\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, bool\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, Type\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, Type, bool\)](#) , [Attribute.GetHashCode\(\)](#) ,
[Attribute.IsDefaultAttribute\(\)](#) , [Attribute.IsDefined\(Assembly, Type\)](#) ,
[Attribute.IsDefined\(Assembly, Type, bool\)](#) , [Attribute.IsDefined\(MemberInfo, Type\)](#) ,
[Attribute.IsDefined\(MemberInfo, Type, bool\)](#) , [Attribute.IsDefined\(Module, Type\)](#) ,
[Attribute.IsDefined\(Module, Type, bool\)](#) , [Attribute.IsDefined\(ParameterInfo, Type\)](#) ,
[Attribute.IsDefined\(ParameterInfo, Type, bool\)](#) , [Attribute.Match\(object\)](#) , [Attribute.TypeId](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

LoggerAttribute(LoggerType)

Create a MelonLoader.MelonLogger with the name of the class

```
[Logger]
internal partial class ExampleClass;

[Logger(LoggerType.Static Readonly)]
internal static partial class ExampleClass;

public LoggerAttribute(LoggerType type = LoggerType.Static Readonly)
```

Parameters

type [LoggerType](#)

Logger Type

Class PnlMenuToggleAttribute

Namespace: [MuseDashMirror.Attributes](#)

Assembly: MuseDashMirror.dll

Attribute for creating a toggle in the PnlMenu

```
[AttributeUsage(AttributeTargets.Property | AttributeTargets.Field)]
public sealed class PnlMenuToggleAttribute : Attribute
```

Inheritance

[object](#) ← [Attribute](#) ← PnlMenuToggleAttribute

Inherited Members

[Attribute.Equals\(object\)](#) , [Attribute.GetCustomAttribute\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttribute\(Assembly, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(Module, Type\)](#) ,
[Attribute.GetCustomAttribute\(Module, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(Assembly\)](#) , [Attribute.GetCustomAttributes\(Assembly, bool\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, bool\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(Module\)](#) , [Attribute.GetCustomAttributes\(Module, bool\)](#) ,
[Attribute.GetCustomAttributes\(Module, Type\)](#) ,
[Attribute.GetCustomAttributes\(Module, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, bool\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, Type\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, Type, bool\)](#) , [Attribute.GetHashCode\(\)](#) ,
[Attribute.IsDefaultAttribute\(\)](#) , [Attribute.IsDefined\(Assembly, Type\)](#) ,
[Attribute.IsDefined\(Assembly, Type, bool\)](#) , [Attribute.IsDefined\(MemberInfo, Type\)](#) ,
[Attribute.IsDefined\(MemberInfo, Type, bool\)](#) , [Attribute.IsDefined\(Module, Type\)](#) ,

[Attribute.IsDefined\(Module, Type, bool\)](#) , [Attribute.IsDefined\(ParameterInfo, Type\)](#) ,
[Attribute.IsDefined\(ParameterInfo, Type, bool\)](#) , [Attribute.Match\(object\)](#) , [Attribute.TypeId](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

PnlMenuToggleAttribute(string, string, string)

Attribute for creating a toggle in the PnlMenu

```
public PnlMenuToggleAttribute(string name, string text, string fullBoolName)
```

Parameters

name [string](#)

Toggle GameObject Name

text [string](#)

Toggle Text

fullBoolName [string](#)

Bounded Boolean FullName

Namespace MuseDashMirror.Attributes. EventAttributes.PatchEvents Classes

[AddScorePatchAttribute](#)

Add this attribute to a method to make it run after [AddScore\(int, int, string, bool, float\)](#)
Method can be any accessibility level but must be static

The method must have the following signature:

```
private static void MethodName(object sender, MenuSelectEventArgs e)
```

[GameStartPatchAttribute](#)

Add this attribute to a method to make it run after II2CppFormulaBase.StageBattle
Component.GameStart()
Method can be any accessibility level but must be static

The method must have the following signature:

```
private static void MethodName(object sender, MenuSelectEventArgs e)
```

[MenuSelectPatchAttribute](#)

Add this attribute to a method to make it run after [OnToggleChanged\(int, int, bool\)](#)
Method can be any accessibility level but must be static

The method must have the following signature:

```
private static void MethodName(object sender, MenuSelectEventArgs e)
```

[PnlMenuPatchAttribute](#)

Add this attribute to a method to make it run after II2CppAssets.Scripts.UI.Panels.PnlMenu.
Awake()
Method can be any accessibility level but must be static

The method must have the following signature:

```
private static void MethodName(object sender, EventArgs e)
```

[PnlStagePatchAttribute](#)

Add this attribute to a method to make it run after II2CppAssets.Scripts.UI.Panels.PnlStage.
Awake()
Method can be any accessibility level but must be static

The method must have the following signature:

```
private static void MethodName(object sender, EventArgs e)
```

PnIVictoryPatchAttribute

Add this attribute to a method to make it run after

```
Il2Cpp.PnIVictory.OnVictory(Il2CppSystem.Object, Il2CppSystem.Object,  
Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray<Il2CppSystem.Object>)  
Method can be any accessibility level but must be static
```

The method must have the following signature:

```
private static void MethodName(object sender, MenuSelectEventArgs e)
```

SwitchLanguagePatchAttribute

Add this attribute to a method to make it run after Il2CppAssets.Scripts.UI.Specials.SwitchLanguages.OnClick()

Method can be any accessibility level but must be static

The method must have the following signature:

```
private static void MethodName(object sender, EventArgs e)
```

Class AddScorePatchAttribute

Namespace: [MuseDashMirror.Attributes.EventAttributes.PatchEvents](#)

Assembly: MuseDashMirror.dll

Add this attribute to a method to make it run after [AddScore\(int, int, string, bool, float\)](#).
Method can be any accessibility level but must be static

The method must have the following signature:

```
private static void MethodName(object sender, MenuSelectEventArgs e)
```

```
[AttributeUsage(AttributeTargets.Method)]
public sealed class AddScorePatchAttribute : Attribute
```

Inheritance

[object](#) ← [Attribute](#) ← AddScorePatchAttribute

Inherited Members

[Attribute.Equals\(object\)](#) , [Attribute.GetCustomAttribute\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttribute\(Assembly, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(Module, Type\)](#) ,
[Attribute.GetCustomAttribute\(Module, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(Assembly\)](#) , [Attribute.GetCustomAttributes\(Assembly, bool\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, bool\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(Module\)](#) , [Attribute.GetCustomAttributes\(Module, bool\)](#) ,
[Attribute.GetCustomAttributes\(Module, Type\)](#) ,
[Attribute.GetCustomAttributes\(Module, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, bool\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, Type\)](#) ,

[Attribute.GetCustomAttributes\(ParameterInfo, Type, bool\)](#) , [Attribute.GetHashCode\(\)](#) ,
[Attribute.IsDefaultAttribute\(\)](#) , [Attribute.IsDefined\(Assembly, Type\)](#) ,
[Attribute.IsDefined\(Assembly, Type, bool\)](#) , [Attribute.IsDefined\(MemberInfo, Type\)](#) ,
[Attribute.IsDefined\(MemberInfo, Type, bool\)](#) , [Attribute.IsDefined\(Module, Type\)](#) ,
[Attribute.IsDefined\(Module, Type, bool\)](#) , [Attribute.IsDefined\(ParameterInfo, Type\)](#) ,
[Attribute.IsDefined\(ParameterInfo, Type, bool\)](#) , [Attribute.Match\(object\)](#) , [Attribute.TypeId](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Class GameStartPatchAttribute

Namespace: [MuseDashMirror.Attributes.EventAttributes.PatchEvents](#)

Assembly: MuseDashMirror.dll

Add this attribute to a method to make it run after Il2CppFormulaBase.StageBattleComponent.GameStart()

Method can be any accessibility level but must be static

The method must have the following signature:

```
private static void MethodName(object sender, MenuSelectEventArgs e)
```

```
[AttributeUsage(AttributeTargets.Method)]
public sealed class GameStartPatchAttribute : Attribute
```

Inheritance

[object](#) ← [Attribute](#) ← GameStartPatchAttribute

Inherited Members

[Attribute.Equals\(object\)](#) , [Attribute.GetCustomAttribute\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttribute\(Assembly, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(Module, Type\)](#) ,
[Attribute.GetCustomAttribute\(Module, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(Assembly\)](#) , [Attribute.GetCustomAttributes\(Assembly, bool\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, bool\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(Module\)](#) , [Attribute.GetCustomAttributes\(Module, bool\)](#) ,
[Attribute.GetCustomAttributes\(Module, Type\)](#) ,
[Attribute.GetCustomAttributes\(Module, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, bool\)](#) ,

[Attribute.GetCustomAttributes\(ParameterInfo, Type\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, Type, bool\)](#) , [Attribute.GetHashCode\(\)](#) ,
[Attribute.IsDefaultAttribute\(\)](#) , [Attribute.IsDefined\(Assembly, Type\)](#) ,
[Attribute.IsDefined\(Assembly, Type, bool\)](#) , [Attribute.IsDefined\(MemberInfo, Type\)](#) ,
[Attribute.IsDefined\(MemberInfo, Type, bool\)](#) , [Attribute.IsDefined\(Module, Type\)](#) ,
[Attribute.IsDefined\(Module, Type, bool\)](#) , [Attribute.IsDefined\(ParameterInfo, Type\)](#) ,
[Attribute.IsDefined\(ParameterInfo, Type, bool\)](#) , [Attribute.Match\(object\)](#) , [Attribute.TypeId](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Class MenuSelectPatchAttribute

Namespace: [MuseDashMirror.Attributes.EventAttributes.PatchEvents](#)

Assembly: MuseDashMirror.dll

Add this attribute to a method to make it run after [OnToggleChanged\(int, int, bool\)](#)

Method can be any accessibility level but must be static

The method must have the following signature:

```
private static void MethodName(object sender, MenuSelectEventArgs e)
```

```
[AttributeUsage(AttributeTargets.Method)]
public sealed class MenuSelectPatchAttribute : Attribute
```

Inheritance

[object](#) ← [Attribute](#) ← MenuSelectPatchAttribute

Inherited Members

[Attribute.Equals\(object\)](#) , [Attribute.GetCustomAttribute\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttribute\(Assembly, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(Module, Type\)](#) ,
[Attribute.GetCustomAttribute\(Module, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(Assembly\)](#) , [Attribute.GetCustomAttributes\(Assembly, bool\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, bool\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(Module\)](#) , [Attribute.GetCustomAttributes\(Module, bool\)](#) ,
[Attribute.GetCustomAttributes\(Module, Type\)](#) ,
[Attribute.GetCustomAttributes\(Module, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, bool\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, Type\)](#) ,

[Attribute.GetCustomAttributes\(ParameterInfo, Type, bool\)](#) , [Attribute.GetHashCode\(\)](#) ,
[Attribute.IsDefaultAttribute\(\)](#) , [Attribute.IsDefined\(Assembly, Type\)](#) ,
[Attribute.IsDefined\(Assembly, Type, bool\)](#) , [Attribute.IsDefined\(MemberInfo, Type\)](#) ,
[Attribute.IsDefined\(MemberInfo, Type, bool\)](#) , [Attribute.IsDefined\(Module, Type\)](#) ,
[Attribute.IsDefined\(Module, Type, bool\)](#) , [Attribute.IsDefined\(ParameterInfo, Type\)](#) ,
[Attribute.IsDefined\(ParameterInfo, Type, bool\)](#) , [Attribute.Match\(object\)](#) , [Attribute.TypeId](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Class PnlMenuPatchAttribute

Namespace: [MuseDashMirror.Attributes.EventAttributes.PatchEvents](#)

Assembly: MuseDashMirror.dll

Add this attribute to a method to make it run after Il2CppAssets.Scripts.UI.Panels.PnlMenu.Awake()

Method can be any accessibility level but must be static

The method must have the following signature:

```
private static void MethodName(object sender, EventArgs e)
```

```
[AttributeUsage(AttributeTargets.Method)]
public sealed class PnlMenuPatchAttribute : Attribute
```

Inheritance

[object](#) ← [Attribute](#) ← PnlMenuPatchAttribute

Inherited Members

[Attribute.Equals\(object\)](#) , [Attribute.GetCustomAttribute\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttribute\(Assembly, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(Module, Type\)](#) ,
[Attribute.GetCustomAttribute\(Module, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(Assembly\)](#) , [Attribute.GetCustomAttributes\(Assembly, bool\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, bool\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(Module\)](#) , [Attribute.GetCustomAttributes\(Module, bool\)](#) ,
[Attribute.GetCustomAttributes\(Module, Type\)](#) ,
[Attribute.GetCustomAttributes\(Module, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, bool\)](#) ,

[Attribute.GetCustomAttributes\(ParameterInfo, Type\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, Type, bool\)](#) , [Attribute.GetHashCode\(\)](#) ,
[Attribute.IsDefaultAttribute\(\)](#) , [Attribute.IsDefined\(Assembly, Type\)](#) ,
[Attribute.IsDefined\(Assembly, Type, bool\)](#) , [Attribute.IsDefined\(MemberInfo, Type\)](#) ,
[Attribute.IsDefined\(MemberInfo, Type, bool\)](#) , [Attribute.IsDefined\(Module, Type\)](#) ,
[Attribute.IsDefined\(Module, Type, bool\)](#) , [Attribute.IsDefined\(ParameterInfo, Type\)](#) ,
[Attribute.IsDefined\(ParameterInfo, Type, bool\)](#) , [Attribute.Match\(object\)](#) , [Attribute.TypeId](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Class PnlStagePatchAttribute

Namespace: [MuseDashMirror.Attributes.EventAttributes.PatchEvents](#)

Assembly: MuseDashMirror.dll

Add this attribute to a method to make it run after Il2CppAssets.Scripts.UI.Panels.PnlStage.Awake()

Method can be any accessibility level but must be static

The method must have the following signature:

```
private static void MethodName(object sender, EventArgs e)
```

```
[AttributeUsage(AttributeTargets.Method)]
public sealed class PnlStagePatchAttribute : Attribute
```

Inheritance

[object](#) ← [Attribute](#) ← PnlStagePatchAttribute

Inherited Members

[Attribute.Equals\(object\)](#) , [Attribute.GetCustomAttribute\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttribute\(Assembly, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(Module, Type\)](#) ,
[Attribute.GetCustomAttribute\(Module, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(Assembly\)](#) , [Attribute.GetCustomAttributes\(Assembly, bool\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, bool\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(Module\)](#) , [Attribute.GetCustomAttributes\(Module, bool\)](#) ,
[Attribute.GetCustomAttributes\(Module, Type\)](#) ,
[Attribute.GetCustomAttributes\(Module, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, bool\)](#) ,

[Attribute.GetCustomAttributes\(ParameterInfo, Type\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, Type, bool\)](#) , [Attribute.GetHashCode\(\)](#) ,
[Attribute.IsDefaultAttribute\(\)](#) , [Attribute.IsDefined\(Assembly, Type\)](#) ,
[Attribute.IsDefined\(Assembly, Type, bool\)](#) , [Attribute.IsDefined\(MemberInfo, Type\)](#) ,
[Attribute.IsDefined\(MemberInfo, Type, bool\)](#) , [Attribute.IsDefined\(Module, Type\)](#) ,
[Attribute.IsDefined\(Module, Type, bool\)](#) , [Attribute.IsDefined\(ParameterInfo, Type\)](#) ,
[Attribute.IsDefined\(ParameterInfo, Type, bool\)](#) , [Attribute.Match\(object\)](#) , [Attribute.TypeId](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Class PnIVictoryPatchAttribute

Namespace: [MuseDashMirror.Attributes.EventAttributes.PatchEvents](#)

Assembly: MuseDashMirror.dll

Add this attribute to a method to make it run after

Il2Cpp.PnIVictory.OnVictory(Il2CppObjectSystem.Object, Il2CppObjectSystem.Object,

Il2CppInterop.Runtime.InteropTypes.Arrays.Il2CppReferenceArray<Il2CppObjectSystem.Object>)

Method can be any accessibility level but must be static

The method must have the following signature:

```
private static void MethodName(object sender, MenuSelectEventArgs e)
```

```
[AttributeUsage(AttributeTargets.Method)]
public sealed class PnIVictoryPatchAttribute : Attribute
```

Inheritance

[object](#) ↗ ← [Attribute](#) ↗ ← PnIVictoryPatchAttribute

Inherited Members

[Attribute.Equals\(object\)](#) ↗ , [Attribute.GetCustomAttribute\(Assembly, Type\)](#) ↗ ,
[Attribute.GetCustomAttribute\(Assembly, Type, bool\)](#) ↗ ,
[Attribute.GetCustomAttribute\(MemberInfo, Type\)](#) ↗ ,
[Attribute.GetCustomAttribute\(MemberInfo, Type, bool\)](#) ↗ ,
[Attribute.GetCustomAttribute\(Module, Type\)](#) ↗ ,
[Attribute.GetCustomAttribute\(Module, Type, bool\)](#) ↗ ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type\)](#) ↗ ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type, bool\)](#) ↗ ,
[Attribute.GetCustomAttributes\(Assembly\)](#) ↗ , [Attribute.GetCustomAttributes\(Assembly, bool\)](#) ↗ ,
[Attribute.GetCustomAttributes\(Assembly, Type\)](#) ↗ ,
[Attribute.GetCustomAttributes\(Assembly, Type, bool\)](#) ↗ ,
[Attribute.GetCustomAttributes\(MemberInfo\)](#) ↗ ,
[Attribute.GetCustomAttributes\(MemberInfo, bool\)](#) ↗ ,
[Attribute.GetCustomAttributes\(MemberInfo, Type\)](#) ↗ ,
[Attribute.GetCustomAttributes\(MemberInfo, Type, bool\)](#) ↗ ,
[Attribute.GetCustomAttributes\(Module\)](#) ↗ , [Attribute.GetCustomAttributes\(Module, bool\)](#) ↗ ,
[Attribute.GetCustomAttributes\(Module, Type\)](#) ↗ ,
[Attribute.GetCustomAttributes\(Module, Type, bool\)](#) ↗ ,
[Attribute.GetCustomAttributes\(ParameterInfo\)](#) ↗ ,

[Attribute.GetCustomAttributes\(ParameterInfo, bool\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, Type\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, Type, bool\)](#) , [Attribute.GetHashCode\(\)](#) ,
[Attribute.IsDefaultAttribute\(\)](#) , [Attribute.IsDefined\(Assembly, Type\)](#) ,
[Attribute.IsDefined\(Assembly, Type, bool\)](#) , [Attribute.IsDefined\(MemberInfo, Type\)](#) ,
[Attribute.IsDefined\(MemberInfo, Type, bool\)](#) , [Attribute.IsDefined\(Module, Type\)](#) ,
[Attribute.IsDefined\(Module, Type, bool\)](#) , [Attribute.IsDefined\(ParameterInfo, Type\)](#) ,
[Attribute.IsDefined\(ParameterInfo, Type, bool\)](#) , [Attribute.Match\(object\)](#) , [Attribute.TypeId](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Class SwitchLanguagePatchAttribute

Namespace: [MuseDashMirror.Attributes.EventAttributes.PatchEvents](#)

Assembly: MuseDashMirror.dll

Add this attribute to a method to make it run after Il2CppAssets.Scripts.UI.Specials.SwitchLanguages.OnClick()

Method can be any accessibility level but must be static

The method must have the following signature:

```
private static void MethodName(object sender, EventArgs e)
```

```
[AttributeUsage(AttributeTargets.Method)]
public sealed class SwitchLanguagePatchAttribute : Attribute
```

Inheritance

[object](#) ← [Attribute](#) ← SwitchLanguagePatchAttribute

Inherited Members

[Attribute.Equals\(object\)](#) , [Attribute.GetCustomAttribute\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttribute\(Assembly, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(Module, Type\)](#) ,
[Attribute.GetCustomAttribute\(Module, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(Assembly\)](#) , [Attribute.GetCustomAttributes\(Assembly, bool\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, bool\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(Module\)](#) , [Attribute.GetCustomAttributes\(Module, bool\)](#) ,
[Attribute.GetCustomAttributes\(Module, Type\)](#) ,
[Attribute.GetCustomAttributes\(Module, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, bool\)](#) ,

[Attribute.GetCustomAttributes\(ParameterInfo, Type\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, Type, bool\)](#) , [Attribute.GetHashCode\(\)](#) ,
[Attribute.IsDefaultAttribute\(\)](#) , [Attribute.IsDefined\(Assembly, Type\)](#) ,
[Attribute.IsDefined\(Assembly, Type, bool\)](#) , [Attribute.IsDefined\(MemberInfo, Type\)](#) ,
[Attribute.IsDefined\(MemberInfo, Type, bool\)](#) , [Attribute.IsDefined\(Module, Type\)](#) ,
[Attribute.IsDefined\(Module, Type, bool\)](#) , [Attribute.IsDefined\(ParameterInfo, Type\)](#) ,
[Attribute.IsDefined\(ParameterInfo, Type, bool\)](#) , [Attribute.Match\(object\)](#) , [Attribute.TypeId](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Namespace MuseDashMirror.Attributes. EventAttributes.SceneEvents

Classes

[EnterGameSceneAttribute](#)

Add this attribute to a method to make it run when entering **Game Scene**
Method can be any accessibility level

The method must have the following signature:

```
private static void MethodName(object sender, SceneEventArgs e)
```

[EnterLoadingSceneAttribute](#)

Add this attribute to a method to make it run when entering **Loading Scene**
Method can be any accessibility level

The method must have the following signature:

```
private static void MethodName(object sender, SceneEventArgs e)
```

[EnterMainSceneAttribute](#)

Add this attribute to a method to make it run when entering **Main Scene**
Method can be any accessibility level

The method must have the following signature:

```
private static void MethodName(object sender, SceneEventArgs e)
```

[EnterSceneAttribute](#)

Add this attribute to a method to make it run when entering **Any Scene**
Method can be any accessibility level

The method must have the following signature:

```
private static void MethodName(object sender, SceneEventArgs e)
```

[EnterWelcomeSceneAttribute](#)

Add this attribute to a method to make it run when entering **Welcome Scene**
Method can be any accessibility level

The method must have the following signature:

```
private static void MethodName(object sender, SceneEventArgs e)
```

ExitGameSceneAttribute

Add this attribute to a method to make it run when exiting **Game Scene**

Method can be any accessibility level

The method must have the following signature:

```
private static void MethodName(object sender, SceneEventArgs e)
```

ExitLoadingSceneAttribute

Add this attribute to a method to make it run when exiting **Loading Scene**

Method can be any accessibility level

The method must have the following signature:

```
private static void MethodName(object sender, SceneEventArgs e)
```

ExitMainSceneAttribute

Add this attribute to a method to make it run when exiting **Main Scene**

Method can be any accessibility level

The method must have the following signature:

```
private static void MethodName(object sender, SceneEventArgs e)
```

ExitSceneAttribute

Add this attribute to a method to make it run when exiting **Any Scene**

Method can be any accessibility level

The method must have the following signature:

```
private static void MethodName(object sender, SceneEventArgs e)
```

ExitWelcomeSceneAttribute

Add this attribute to a method to make it run when exiting **Welcome Scene**

Method can be any accessibility level

The method must have the following signature:

```
private static void MethodName(object sender, SceneEventArgs e)
```

Class EnterGameSceneAttribute

Namespace: [MuseDashMirror.Attributes.EventAttributes.SceneEvents](#)

Assembly: MuseDashMirror.dll

Add this attribute to a method to make it run when entering **Game Scene**
Method can be any accessibility level

The method must have the following signature:

```
private static void MethodName(object sender, SceneEventArgs e)
```

```
[AttributeUsage(AttributeTargets.Method)]
public sealed class EnterGameSceneAttribute : Attribute
```

Inheritance

[object](#) ← [Attribute](#) ← EnterGameSceneAttribute

Inherited Members

[Attribute.Equals\(object\)](#) , [Attribute.GetCustomAttribute\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttribute\(Assembly, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(Module, Type\)](#) ,
[Attribute.GetCustomAttribute\(Module, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(Assembly\)](#) , [Attribute.GetCustomAttributes\(Assembly, bool\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, bool\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(Module\)](#) , [Attribute.GetCustomAttributes\(Module, bool\)](#) ,
[Attribute.GetCustomAttributes\(Module, Type\)](#) ,
[Attribute.GetCustomAttributes\(Module, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, bool\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, Type\)](#) ,

[Attribute.GetCustomAttributes\(ParameterInfo, Type, bool\)](#) , [Attribute.GetHashCode\(\)](#) ,
[Attribute.IsDefaultAttribute\(\)](#) , [Attribute.IsDefined\(Assembly, Type\)](#) ,
[Attribute.IsDefined\(Assembly, Type, bool\)](#) , [Attribute.IsDefined\(MemberInfo, Type\)](#) ,
[Attribute.IsDefined\(MemberInfo, Type, bool\)](#) , [Attribute.IsDefined\(Module, Type\)](#) ,
[Attribute.IsDefined\(Module, Type, bool\)](#) , [Attribute.IsDefined\(ParameterInfo, Type\)](#) ,
[Attribute.IsDefined\(ParameterInfo, Type, bool\)](#) , [Attribute.Match\(object\)](#) , [Attribute.TypeId](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Class EnterLoadingSceneAttribute

Namespace: [MuseDashMirror.Attributes.EventAttributes.SceneEvents](#)

Assembly: MuseDashMirror.dll

Add this attribute to a method to make it run when entering **Loading Scene**
Method can be any accessibility level

The method must have the following signature:

```
private static void MethodName(object sender, SceneEventArgs e)
```

```
[AttributeUsage(AttributeTargets.Method)]
public sealed class EnterLoadingSceneAttribute : Attribute
```

Inheritance

[object](#) ← [Attribute](#) ← EnterLoadingSceneAttribute

Inherited Members

[Attribute.Equals\(object\)](#) , [Attribute.GetCustomAttribute\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttribute\(Assembly, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(Module, Type\)](#) ,
[Attribute.GetCustomAttribute\(Module, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(Assembly\)](#) , [Attribute.GetCustomAttributes\(Assembly, bool\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, bool\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(Module\)](#) , [Attribute.GetCustomAttributes\(Module, bool\)](#) ,
[Attribute.GetCustomAttributes\(Module, Type\)](#) ,
[Attribute.GetCustomAttributes\(Module, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, bool\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, Type\)](#) ,

[Attribute.GetCustomAttributes\(ParameterInfo, Type, bool\)](#) , [Attribute.GetHashCode\(\)](#) ,
[Attribute.IsDefaultAttribute\(\)](#) , [Attribute.IsDefined\(Assembly, Type\)](#) ,
[Attribute.IsDefined\(Assembly, Type, bool\)](#) , [Attribute.IsDefined\(MemberInfo, Type\)](#) ,
[Attribute.IsDefined\(MemberInfo, Type, bool\)](#) , [Attribute.IsDefined\(Module, Type\)](#) ,
[Attribute.IsDefined\(Module, Type, bool\)](#) , [Attribute.IsDefined\(ParameterInfo, Type\)](#) ,
[Attribute.IsDefined\(ParameterInfo, Type, bool\)](#) , [Attribute.Match\(object\)](#) , [Attribute.TypeId](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Class EnterMainSceneAttribute

Namespace: [MuseDashMirror.Attributes.EventAttributes.SceneEvents](#)

Assembly: MuseDashMirror.dll

Add this attribute to a method to make it run when entering **Main Scene**
Method can be any accessibility level

The method must have the following signature:

```
private static void MethodName(object sender, SceneEventArgs e)
```

```
[AttributeUsage(AttributeTargets.Method)]
public sealed class EnterMainSceneAttribute : Attribute
```

Inheritance

[object](#) ← [Attribute](#) ← EnterMainSceneAttribute

Inherited Members

[Attribute.Equals\(object\)](#) , [Attribute.GetCustomAttribute\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttribute\(Assembly, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(Module, Type\)](#) ,
[Attribute.GetCustomAttribute\(Module, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(Assembly\)](#) , [Attribute.GetCustomAttributes\(Assembly, bool\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, bool\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(Module\)](#) , [Attribute.GetCustomAttributes\(Module, bool\)](#) ,
[Attribute.GetCustomAttributes\(Module, Type\)](#) ,
[Attribute.GetCustomAttributes\(Module, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, bool\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, Type\)](#) ,

[Attribute.GetCustomAttributes\(ParameterInfo, Type, bool\)](#) , [Attribute.GetHashCode\(\)](#) ,
[Attribute.IsDefaultAttribute\(\)](#) , [Attribute.IsDefined\(Assembly, Type\)](#) ,
[Attribute.IsDefined\(Assembly, Type, bool\)](#) , [Attribute.IsDefined\(MemberInfo, Type\)](#) ,
[Attribute.IsDefined\(MemberInfo, Type, bool\)](#) , [Attribute.IsDefined\(Module, Type\)](#) ,
[Attribute.IsDefined\(Module, Type, bool\)](#) , [Attribute.IsDefined\(ParameterInfo, Type\)](#) ,
[Attribute.IsDefined\(ParameterInfo, Type, bool\)](#) , [Attribute.Match\(object\)](#) , [Attribute.TypeId](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Class EnterSceneAttribute

Namespace: [MuseDashMirror.Attributes.EventAttributes.SceneEvents](#)

Assembly: MuseDashMirror.dll

Add this attribute to a method to make it run when entering **Any Scene**
Method can be any accessibility level

The method must have the following signature:

```
private static void MethodName(object sender, SceneEventArgs e)
```

```
[AttributeUsage(AttributeTargets.Method)]
public sealed class EnterSceneAttribute : Attribute
```

Inheritance

[object](#) ← [Attribute](#) ← EnterSceneAttribute

Inherited Members

[Attribute.Equals\(object\)](#) , [Attribute.GetCustomAttribute\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttribute\(Assembly, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(Module, Type\)](#) ,
[Attribute.GetCustomAttribute\(Module, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(Assembly\)](#) , [Attribute.GetCustomAttributes\(Assembly, bool\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, bool\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(Module\)](#) , [Attribute.GetCustomAttributes\(Module, bool\)](#) ,
[Attribute.GetCustomAttributes\(Module, Type\)](#) ,
[Attribute.GetCustomAttributes\(Module, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, bool\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, Type\)](#) ,

[Attribute.GetCustomAttributes\(ParameterInfo, Type, bool\)](#) , [Attribute.GetHashCode\(\)](#) ,
[Attribute.IsDefaultAttribute\(\)](#) , [Attribute.IsDefined\(Assembly, Type\)](#) ,
[Attribute.IsDefined\(Assembly, Type, bool\)](#) , [Attribute.IsDefined\(MemberInfo, Type\)](#) ,
[Attribute.IsDefined\(MemberInfo, Type, bool\)](#) , [Attribute.IsDefined\(Module, Type\)](#) ,
[Attribute.IsDefined\(Module, Type, bool\)](#) , [Attribute.IsDefined\(ParameterInfo, Type\)](#) ,
[Attribute.IsDefined\(ParameterInfo, Type, bool\)](#) , [Attribute.Match\(object\)](#) , [Attribute.TypeId](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Class EnterWelcomeSceneAttribute

Namespace: [MuseDashMirror.Attributes.EventAttributes.SceneEvents](#)

Assembly: MuseDashMirror.dll

Add this attribute to a method to make it run when entering **Welcome Scene**
Method can be any accessibility level

The method must have the following signature:

```
private static void MethodName(object sender, SceneEventArgs e)
```

```
[AttributeUsage(AttributeTargets.Method)]
public sealed class EnterWelcomeSceneAttribute : Attribute
```

Inheritance

[object](#) ← [Attribute](#) ← EnterWelcomeSceneAttribute

Inherited Members

[Attribute.Equals\(object\)](#) , [Attribute.GetCustomAttribute\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttribute\(Assembly, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(Module, Type\)](#) ,
[Attribute.GetCustomAttribute\(Module, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(Assembly\)](#) , [Attribute.GetCustomAttributes\(Assembly, bool\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, bool\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(Module\)](#) , [Attribute.GetCustomAttributes\(Module, bool\)](#) ,
[Attribute.GetCustomAttributes\(Module, Type\)](#) ,
[Attribute.GetCustomAttributes\(Module, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, bool\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, Type\)](#) ,

[Attribute.GetCustomAttributes\(ParameterInfo, Type, bool\)](#) , [Attribute.GetHashCode\(\)](#) ,
[Attribute.IsDefaultAttribute\(\)](#) , [Attribute.IsDefined\(Assembly, Type\)](#) ,
[Attribute.IsDefined\(Assembly, Type, bool\)](#) , [Attribute.IsDefined\(MemberInfo, Type\)](#) ,
[Attribute.IsDefined\(MemberInfo, Type, bool\)](#) , [Attribute.IsDefined\(Module, Type\)](#) ,
[Attribute.IsDefined\(Module, Type, bool\)](#) , [Attribute.IsDefined\(ParameterInfo, Type\)](#) ,
[Attribute.IsDefined\(ParameterInfo, Type, bool\)](#) , [Attribute.Match\(object\)](#) , [Attribute.TypeId](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Class ExitGameSceneAttribute

Namespace: [MuseDashMirror.Attributes.EventAttributes.SceneEvents](#)

Assembly: MuseDashMirror.dll

Add this attribute to a method to make it run when exiting **Game Scene**
Method can be any accessibility level

The method must have the following signature:

```
private static void MethodName(object sender, SceneEventArgs e)
```

```
[AttributeUsage(AttributeTargets.Method)]
public sealed class ExitGameSceneAttribute : Attribute
```

Inheritance

[object](#) ← [Attribute](#) ← ExitGameSceneAttribute

Inherited Members

[Attribute.Equals\(object\)](#) , [Attribute.GetCustomAttribute\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttribute\(Assembly, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(Module, Type\)](#) ,
[Attribute.GetCustomAttribute\(Module, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(Assembly\)](#) , [Attribute.GetCustomAttributes\(Assembly, bool\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, bool\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(Module\)](#) , [Attribute.GetCustomAttributes\(Module, bool\)](#) ,
[Attribute.GetCustomAttributes\(Module, Type\)](#) ,
[Attribute.GetCustomAttributes\(Module, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, bool\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, Type\)](#) ,

[Attribute.GetCustomAttributes\(ParameterInfo, Type, bool\)](#) , [Attribute.GetHashCode\(\)](#) ,
[Attribute.IsDefaultAttribute\(\)](#) , [Attribute.IsDefined\(Assembly, Type\)](#) ,
[Attribute.IsDefined\(Assembly, Type, bool\)](#) , [Attribute.IsDefined\(MemberInfo, Type\)](#) ,
[Attribute.IsDefined\(MemberInfo, Type, bool\)](#) , [Attribute.IsDefined\(Module, Type\)](#) ,
[Attribute.IsDefined\(Module, Type, bool\)](#) , [Attribute.IsDefined\(ParameterInfo, Type\)](#) ,
[Attribute.IsDefined\(ParameterInfo, Type, bool\)](#) , [Attribute.Match\(object\)](#) , [Attribute.TypeId](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Class ExitLoadingSceneAttribute

Namespace: [MuseDashMirror.Attributes.EventAttributes.SceneEvents](#)

Assembly: MuseDashMirror.dll

Add this attribute to a method to make it run when exiting **Loading Scene**
Method can be any accessibility level

The method must have the following signature:

```
private static void MethodName(object sender, SceneEventArgs e)
```

```
[AttributeUsage(AttributeTargets.Method)]
public sealed class ExitLoadingSceneAttribute : Attribute
```

Inheritance

[object](#) ← [Attribute](#) ← ExitLoadingSceneAttribute

Inherited Members

[Attribute.Equals\(object\)](#) , [Attribute.GetCustomAttribute\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttribute\(Assembly, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(Module, Type\)](#) ,
[Attribute.GetCustomAttribute\(Module, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(Assembly\)](#) , [Attribute.GetCustomAttributes\(Assembly, bool\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, bool\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(Module\)](#) , [Attribute.GetCustomAttributes\(Module, bool\)](#) ,
[Attribute.GetCustomAttributes\(Module, Type\)](#) ,
[Attribute.GetCustomAttributes\(Module, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, bool\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, Type\)](#) ,

[Attribute.GetCustomAttributes\(ParameterInfo, Type, bool\)](#) , [Attribute.GetHashCode\(\)](#) ,
[Attribute.IsDefaultAttribute\(\)](#) , [Attribute.IsDefined\(Assembly, Type\)](#) ,
[Attribute.IsDefined\(Assembly, Type, bool\)](#) , [Attribute.IsDefined\(MemberInfo, Type\)](#) ,
[Attribute.IsDefined\(MemberInfo, Type, bool\)](#) , [Attribute.IsDefined\(Module, Type\)](#) ,
[Attribute.IsDefined\(Module, Type, bool\)](#) , [Attribute.IsDefined\(ParameterInfo, Type\)](#) ,
[Attribute.IsDefined\(ParameterInfo, Type, bool\)](#) , [Attribute.Match\(object\)](#) , [Attribute.TypeId](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Class ExitMainSceneAttribute

Namespace: [MuseDashMirror.Attributes.EventAttributes.SceneEvents](#)

Assembly: MuseDashMirror.dll

Add this attribute to a method to make it run when exiting **Main Scene**
Method can be any accessibility level

The method must have the following signature:

```
private static void MethodName(object sender, SceneEventArgs e)
```

```
[AttributeUsage(AttributeTargets.Method)]
public sealed class ExitMainSceneAttribute : Attribute
```

Inheritance

[object](#) ← [Attribute](#) ← ExitMainSceneAttribute

Inherited Members

[Attribute.Equals\(object\)](#) , [Attribute.GetCustomAttribute\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttribute\(Assembly, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(Module, Type\)](#) ,
[Attribute.GetCustomAttribute\(Module, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(Assembly\)](#) , [Attribute.GetCustomAttributes\(Assembly, bool\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, bool\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(Module\)](#) , [Attribute.GetCustomAttributes\(Module, bool\)](#) ,
[Attribute.GetCustomAttributes\(Module, Type\)](#) ,
[Attribute.GetCustomAttributes\(Module, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, bool\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, Type\)](#) ,

[Attribute.GetCustomAttributes\(ParameterInfo, Type, bool\)](#) , [Attribute.GetHashCode\(\)](#) ,
[Attribute.IsDefaultAttribute\(\)](#) , [Attribute.IsDefined\(Assembly, Type\)](#) ,
[Attribute.IsDefined\(Assembly, Type, bool\)](#) , [Attribute.IsDefined\(MemberInfo, Type\)](#) ,
[Attribute.IsDefined\(MemberInfo, Type, bool\)](#) , [Attribute.IsDefined\(Module, Type\)](#) ,
[Attribute.IsDefined\(Module, Type, bool\)](#) , [Attribute.IsDefined\(ParameterInfo, Type\)](#) ,
[Attribute.IsDefined\(ParameterInfo, Type, bool\)](#) , [Attribute.Match\(object\)](#) , [Attribute.TypeId](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Class ExitSceneAttribute

Namespace: [MuseDashMirror.Attributes.EventAttributes.SceneEvents](#)

Assembly: MuseDashMirror.dll

Add this attribute to a method to make it run when exiting **Any Scene**
Method can be any accessibility level

The method must have the following signature:

```
private static void MethodName(object sender, SceneEventArgs e)
```

```
[AttributeUsage(AttributeTargets.Method)]
public sealed class ExitSceneAttribute : Attribute
```

Inheritance

[object](#) ← [Attribute](#) ← ExitSceneAttribute

Inherited Members

[Attribute.Equals\(object\)](#) , [Attribute.GetCustomAttribute\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttribute\(Assembly, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(Module, Type\)](#) ,
[Attribute.GetCustomAttribute\(Module, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(Assembly\)](#) , [Attribute.GetCustomAttributes\(Assembly, bool\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, bool\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(Module\)](#) , [Attribute.GetCustomAttributes\(Module, bool\)](#) ,
[Attribute.GetCustomAttributes\(Module, Type\)](#) ,
[Attribute.GetCustomAttributes\(Module, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, bool\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, Type\)](#) ,

[Attribute.GetCustomAttributes\(ParameterInfo, Type, bool\)](#) , [Attribute.GetHashCode\(\)](#) ,
[Attribute.IsDefaultAttribute\(\)](#) , [Attribute.IsDefined\(Assembly, Type\)](#) ,
[Attribute.IsDefined\(Assembly, Type, bool\)](#) , [Attribute.IsDefined\(MemberInfo, Type\)](#) ,
[Attribute.IsDefined\(MemberInfo, Type, bool\)](#) , [Attribute.IsDefined\(Module, Type\)](#) ,
[Attribute.IsDefined\(Module, Type, bool\)](#) , [Attribute.IsDefined\(ParameterInfo, Type\)](#) ,
[Attribute.IsDefined\(ParameterInfo, Type, bool\)](#) , [Attribute.Match\(object\)](#) , [Attribute.TypeId](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Class ExitWelcomeSceneAttribute

Namespace: [MuseDashMirror.Attributes.EventAttributes.SceneEvents](#)

Assembly: MuseDashMirror.dll

Add this attribute to a method to make it run when exiting **Welcome Scene**
Method can be any accessibility level

The method must have the following signature:

```
private static void MethodName(object sender, SceneEventArgs e)
```

```
[AttributeUsage(AttributeTargets.Method)]
public sealed class ExitWelcomeSceneAttribute : Attribute
```

Inheritance

[object](#) ← [Attribute](#) ← ExitWelcomeSceneAttribute

Inherited Members

[Attribute.Equals\(object\)](#) , [Attribute.GetCustomAttribute\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttribute\(Assembly, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(MemberInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(Module, Type\)](#) ,
[Attribute.GetCustomAttribute\(Module, Type, bool\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type\)](#) ,
[Attribute.GetCustomAttribute\(ParameterInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(Assembly\)](#) , [Attribute.GetCustomAttributes\(Assembly, bool\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, Type\)](#) ,
[Attribute.GetCustomAttributes\(Assembly, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, bool\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type\)](#) ,
[Attribute.GetCustomAttributes\(MemberInfo, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(Module\)](#) , [Attribute.GetCustomAttributes\(Module, bool\)](#) ,
[Attribute.GetCustomAttributes\(Module, Type\)](#) ,
[Attribute.GetCustomAttributes\(Module, Type, bool\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, bool\)](#) ,
[Attribute.GetCustomAttributes\(ParameterInfo, Type\)](#) ,

[Attribute.GetCustomAttributes\(ParameterInfo, Type, bool\)](#) , [Attribute.GetHashCode\(\)](#) ,
[Attribute.IsDefaultAttribute\(\)](#) , [Attribute.IsDefined\(Assembly, Type\)](#) ,
[Attribute.IsDefined\(Assembly, Type, bool\)](#) , [Attribute.IsDefined\(MemberInfo, Type\)](#) ,
[Attribute.IsDefined\(MemberInfo, Type, bool\)](#) , [Attribute.IsDefined\(Module, Type\)](#) ,
[Attribute.IsDefined\(Module, Type, bool\)](#) , [Attribute.IsDefined\(ParameterInfo, Type\)](#) ,
[Attribute.IsDefined\(ParameterInfo, Type, bool\)](#) , [Attribute.Match\(object\)](#) , [Attribute.TypeId](#) ,
[object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Namespace MuseDashMirror.Contracts

Interfaces

[IPositionStrategy](#)

Position Strategy Interface

Interface IPositionStrategy

Namespace: [MuseDashMirror.Contracts](#)

Assembly: MuseDashMirror.dll

Position Strategy Interface

```
public interface IPositionStrategy
```

Methods

SetPosition(RectTransform, TransformParameters)

Set Position of the RectTransform

```
void SetPosition(RectTransform rectTransform, TransformParameters transformParameters)
```

Parameters

rectTransform RectTransform

RectTransform

transformParameters [TransformParameters](#)

TransformParameters

Namespace MuseDashMirror.Event Arguments Classes

[AddScoreEventArgs](#)

Event argument for [AddScore\(int, int, string, bool, float\)](#) Patch

[GameStartEventArgs](#)

Event argument for II2CppFormulaBase.StageBattleComponent.GameStart() Patch

[MenuSelectEventArgs](#)

Event Argument for [OnToggleChanged\(int, int, bool\)](#) Patch

[PnlMenuEventArgs](#)

Event Argument for II2CppAssets.Scripts.UI.Panels.PnlMenu.Awake() Patch

[PnlStageEventArgs](#)

Event Argument for II2CppAssets.Scripts.UI.Panels.PnlStage.Awake() Patch

[PnlVictoryEventArgs](#)

Event Argument for II2Cpp.PnlVictory.OnVictory(II2CppSystem.Object, II2CppSystem.Object, II2CppInterop.Runtime.InteropTypes.Arrays.II2CppReferenceArray<II2CppSystem.Object>) Patch

[SceneEventArgs](#)

Event Argument for Scene Events

[SwitchLanguagesEventArgs](#)

Event Arguments for II2CppAssets.Scripts.UI.Specials.SwitchLanguages.OnClick() Patch

Class AddScoreEventArgs

Namespace: [MuseDashMirror.EventArgs](#)

Assembly: MuseDashMirror.dll

Event argument for [AddScore\(int, int, string, bool, float\)](#) Patch

```
public sealed class AddScoreEventArgs : EventArgs
```

Inheritance

[object](#) ← [EventArgs](#) ← AddScoreEventArgs

Inherited Members

[EventArgs.Empty\(\)](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

AddScoreEventArgs(TaskStageTarget, int, int, string, bool, float)

Event argument for [AddScore\(int, int, string, bool, float\)](#) Patch

```
public AddScoreEventArgs(TaskStageTarget taskStageTarget, int value, int id, string  
noteType, bool isAir, float time = -1)
```

Parameters

taskStageTarget TaskStageTarget

value [int](#)

id [int](#)

noteType [string](#)

isAir [bool](#)

`time` [float](#)

Properties

Id

Note Id

```
public int Id { get; }
```

Property Value

[int](#)

IsAir

Is Air Note

```
public bool IsAir { get; }
```

Property Value

[bool](#)

NoteType

Note Type

```
public string NoteType { get; }
```

Property Value

[string](#)

TaskStageTarget

Il2CppAssets.Scripts.GameCore.HostComponent.TaskStageTarget Instance

```
public TaskStageTarget TaskStageTarget { get; }
```

Property Value

TaskStageTarget

Time

Time

```
public float Time { get; }
```

Property Value

[float](#)

Value

Score Value

```
public int Value { get; }
```

Property Value

[int](#)

Class GameStartEventArgs

Namespace: [MuseDashMirror.EventArgs](#)

Assembly: MuseDashMirror.dll

Event argument for II2CppFormulaBase.StageBattleComponent.GameStart() Patch

```
public sealed class GameStartEventArgs : EventArgs
```

Inheritance

[object](#) ← [EventArgs](#) ← GameStartEventArgs

Inherited Members

[EventArgs.Empty\(\)](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

GameStartEventArgs(StageBattleComponent)

Event argument for II2CppFormulaBase.StageBattleComponent.GameStart() Patch

```
public GameStartEventArgs(StageBattleComponent stageBattleComponent)
```

Parameters

stageBattleComponent StageBattleComponent

Properties

StageBattleComponent

II2CppFormulaBase.StageBattleComponent Instance

```
public StageBattleComponent StageBattleComponent { get; }
```

Property Value

StageBattleComponent

Class MenuSelectEventArgs

Namespace: [MuseDashMirror.EventArgs](#)

Assembly: MuseDashMirror.dll

Event Argument for [OnToggleChanged\(int, int, bool\)](#) Patch

```
public sealed class MenuSelectEventArgs : EventArgs
```

Inheritance

[object](#) ← [EventArgs](#) ← MenuSelectEventArgs

Inherited Members

[EventArgs.Empty\(\)](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

MenuSelectEventArgs(int, int, bool)

Event Argument for [OnToggleChanged\(int, int, bool\)](#) Patch

```
public MenuSelectEventArgs(int selectedIndex, int index, bool isOn)
```

Parameters

selectedIndex [int](#)

index [int](#)

isOn [bool](#)

Properties

Index

- 0 for Option
- 1 for Elfin
- 2 for Character
- 4 for Trove
- 8 for Achievement

```
public int Index { get; }
```

Property Value

[int ↗](#)

IsOn

Whether the menu item is on

```
public bool IsOn { get; }
```

Property Value

[bool ↗](#)

ListIndex

- 0 for Option
- 1 for Elfin
- 2 for Character
- 3 for Trove
- 4 for Achievement

```
public int ListIndex { get; }
```

Property Value

[int ↗](#)

Class PnlMenuEventArgs

Namespace: [MuseDashMirror.EventArgs](#)

Assembly: MuseDashMirror.dll

Event Argument for II2CppAssets.Scripts.UI.Panels.PnlMenu.Awake() Patch

```
public sealed class PnlMenuEventArgs : EventArgs
```

Inheritance

[object](#) ← [EventArgs](#) ← PnlMenuEventArgs

Inherited Members

[EventArgs.Empty\(\)](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

PnlMenuEventArgs(PnlMenu)

Event Argument for II2CppAssets.Scripts.UI.Panels.PnlMenu.Awake() Patch

```
public PnlMenuEventArgs(PnlMenu pnlMenu)
```

Parameters

pnlMenu PnlMenu

Properties

PnlMenu

II2CppAssets.Scripts.UI.Panels.PnlMenu Instance

```
public PnlMenu PnlMenu { get; }
```

Property Value

PnlMenu

Class PnlStageEventArgs

Namespace: [MuseDashMirror.EventArgs](#)

Assembly: MuseDashMirror.dll

Event Argument for II2CppAssets.Scripts.UI.Panels.PnlStage.Awake() Patch

```
public sealed class PnlStageEventArgs : EventArgs
```

Inheritance

[object](#) ← [EventArgs](#) ← PnlStageEventArgs

Inherited Members

[EventArgs.Empty\(\)](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

PnlStageEventArgs(PnlStage)

Event Argument for II2CppAssets.Scripts.UI.Panels.PnlStage.Awake() Patch

```
public PnlStageEventArgs(PnlStage pnlStage)
```

Parameters

pnlStage PnlStage

Properties

PnlStage

II2CppAssets.Scripts.UI.Panels.PnlStage Instance

```
public PnlStage PnlStage { get; }
```

Property Value

PnlStage

Class PnIVictoryEventArgs

Namespace: [MuseDashMirror.EventArgs](#)

Assembly: MuseDashMirror.dll

Event Argument for II2Cpp.PnIVictory.OnVictory(II2CppSystem.Object, II2CppSystem.Object, II2CppInterop.Runtime.InteropTypes.Arrays.II2CppReferenceArray<II2CppSystem.Object>) Patch

```
public sealed class PnIVictoryEventArgs : EventArgs
```

Inheritance

[object](#) ← [EventArgs](#) ← PnIVictoryEventArgs

Inherited Members

[EventArgs.Empty\(\)](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

PnIVictoryEventArgs(PnIVictory)

Event Argument for II2Cpp.PnIVictory.OnVictory(II2CppSystem.Object, II2CppSystem.Object, II2CppInterop.Runtime.InteropTypes.Arrays.II2CppReferenceArray<II2CppSystem.Object>) Patch

```
public PnIVictoryEventArgs(PnIVictory pnIVictory)
```

Parameters

pnIVictory PnIVictory

Properties

PnIVictory

II2Cpp.PnIVictory Instance

```
public PnlVictory PnlVictory { get; }
```

Property Value

PnlVictory

Class SceneEventArgs

Namespace: [MuseDashMirror.EventArgs](#)

Assembly: MuseDashMirror.dll

Event Argument for Scene Events

```
public sealed class SceneEventArgs : EventArgs
```

Inheritance

[object](#) ← [EventArgs](#) ← SceneEventArgs

Inherited Members

[EventArgs.Empty\(\)](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

SceneEventArgs(int, string)

Event Argument for Scene Events

```
public SceneEventArgs(int buildIndex, string sceneName)
```

Parameters

buildIndex [int](#)

sceneName [string](#)

Properties

BuildIndex

Build index of the scene

```
public int BuildIndex { get; }
```

Property Value

[int ↗](#)

SceneName

Name of the scene

- "UISystem_PC" for Main Scene
- "GameMain" for Game Scene
- "Loading" for Loading Scene
- "Welcome" for Welcome Scene

```
public string SceneName { get; }
```

Property Value

[string ↗](#)

Class SwitchLanguagesEventArgs

Namespace: [MuseDashMirror.EventArgs](#)

Assembly: MuseDashMirror.dll

Event Arguments for II2CppAssets.Scripts.UI.Specials.SwitchLanguages.OnClick() Patch

```
public sealed class SwitchLanguagesEventArgs : EventArgs
```

Inheritance

[object](#) ← [EventArgs](#) ← SwitchLanguagesEventArgs

Inherited Members

[EventArgs.Empty\(\)](#) , [object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) ,
[object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

SwitchLanguagesEventArgs(SwitchLanguages)

Event Arguments for II2CppAssets.Scripts.UI.Specials.SwitchLanguages.OnClick() Patch

```
public SwitchLanguagesEventArgs(SwitchLanguages switchLanguages)
```

Parameters

`switchLanguages` SwitchLanguages

Properties

SwitchLanguages

II2CppAssets.Scripts.UI.Specials.SwitchLanguages Instance

```
public SwitchLanguages SwitchLanguages { get; }
```

Property Value

SwitchLanguages

Namespace MuseDashMirror.Extensions

Classes

[ComponentExtensions](#)

UnityEngine.Component Extension Methods

[GameObjectExtensions](#)

UnityEngine.GameObject Extension Methods

[RectTransformExtensions](#)

UnityEngine.RectTransform Extension Methods

[StringExtensions](#)

`string` ↗ Extension Methods

[UnityEngineObjectExtensions](#)

UnityEngine.Object Extension Methods

Class ComponentExtensions

Namespace: [MuseDashMirror.Extensions](#)

Assembly: MuseDashMirror.dll

UnityEngine.Component Extension Methods

```
[Logger(LoggerType.StaticReadOnly)]
public static class ComponentExtensions
```

Inheritance

[object](#) ← ComponentExtensions

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Methods

SetText(Component, string)

Set the text of a Component with a Text component

```
public static void SetText(this Component component, string text)
```

Parameters

component Component

GameObject Component

text [string](#)

Text

Class GameObjectExtensions

Namespace: [MuseDashMirror.Extensions](#)

Assembly: MuseDashMirror.dll

UnityEngine.GameObject Extension Methods

```
[Logger(LoggerType.StaticReadOnly)]
public static class GameObjectExtensions
```

Inheritance

[object](#) ← GameObjectExtensions

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Methods

AddContentSizeFitter(GameObject)

Add a ContentSizeFitter to a GameObject

```
public static void AddContentSizeFitter(this GameObject gameObject)
```

Parameters

gameObject GameObject

GameObject

FindComponentInAncestors<T>(GameObject)

Find a Component in the ancestors of a GameObject including itself

```
public static T FindComponentInAncestors<T>(this GameObject gameObject) where T : Component
```

Parameters

`gameObject` GameObject

GameObject

Returns

T

Component

Type Parameters

T

Component

GetTotalScaleFactor(GameObject)

Get the total scale factor of a GameObject

```
public static Vector3 GetTotalScaleFactor(this GameObject gameObject)
```

Parameters

`gameObject` GameObject

GameObject

Returns

Vector3

Scale Factor Vector3

SetColor(GameObject, Color)

Set the color of a GameObject with a Text gameObject

```
public static void SetColor(this GameObject gameObject, Color color)
```

Parameters

gameObject GameObject

GameObject

color Color

Color

SetParent(GameObject, GameObject, bool)

Set the parent of a GameObject

```
public static void SetParent(this GameObject gameObject, GameObject parent, bool  
worldPositionStays = true)
```

Parameters

gameObject GameObject

GameObject

parent GameObject

Parent

worldPositionStays [bool](#)

World Position Stays

SetRectTransform(GameObject, TransformParameters)

Set the RectTransform of a GameObject using Transform Parameters

```
public static void SetRectTransform(this GameObject gameObject,  
TransformParameters transformParameters)
```

Parameters

`gameObject` GameObject

GameObject

`transformParameters` [TransformParameters](#)

Transform Parameters

SetText(GameObject, string)

Set the text of a GameObject with a Text gameObject

```
public static void SetText(this GameObject gameObject, string text)
```

Parameters

`gameObject` GameObject

GameObject

`text` [string](#) ↗

Text

SetTextComponent(GameObject, TextParameters)

Set the Text Component of a GameObject using Text Parameters

```
public static void SetTextComponent(this GameObject gameObject,  
TextParameters textParameters)
```

Parameters

`gameObject` GameObject

GameObject

`textParameters` [TextParameters](#)

Text Parameters

TryFindComponentInAncestors<T>(GameObject, out T)

Try to find a Component in the ancestors of a GameObject including itself

```
public static bool TryFindComponentInAncestors<T>(this GameObject gameObject, out T component) where T : Component
```

Parameters

gameObject GameObject

GameObject

component T

Component

Returns

bool ↗

Found

Type Parameters

T

Component

Class RectTransformExtensions

Namespace: [MuseDashMirror.Extensions](#)

Assembly: MuseDashMirror.dll

UnityEngine.RectTransform Extension Methods

```
public static class RectTransformExtensions
```

Inheritance

[object](#) ← RectTransformExtensions

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Methods

UpdateTransformLayoutInfo(RectTransform)

Update the layout information of the RectTransform

```
public static void UpdateTransformLayoutInfo(this RectTransform rectTransform)
```

Parameters

`rectTransform` RectTransform

RectTransform

Class StringExtensions

Namespace: [MuseDashMirror.Extensions](#)

Assembly: MuseDashMirror.dll

[string](#) Extension Methods

```
public static class StringExtensions
```

Inheritance

[object](#) ← StringExtensions

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Methods

GetVisibleTextWithEllipsis(string, Range)

Get visible text with ellipsis

```
public static string GetVisibleTextWithEllipsis(this string originalText,  
Range invisibleTextRange)
```

Parameters

originalText [string](#)

Original Text

inVisibleTextRange [Range](#)

The range of text to be replaced by ellipsis

Returns

[string](#)

Result String

Exceptions

[ArgumentOutOfRangeException](#)

GetVisibleTextWithEllipsisOrDefault(string, Range)

Try to get visible text with ellipsis

If the range is out of the bounds of the original text, the original text will be returned

```
public static string GetVisibleTextWithEllipsisOrDefault(this string originalText,  
Range invisibleTextRange)
```

Parameters

originalText [string](#)

Original Text

inVisibleTextRange [Range](#)

The range of text to be replaced by ellipsis

Returns

[string](#)

Result String

Class UnityEngineObjectExtensions

Namespace: [MuseDashMirror.Extensions](#)

Assembly: MuseDashMirror.dll

UnityEngine.Object Extension Methods

```
public static class UnityEngineObjectExtensions
```

Inheritance

[object](#) ← UnityEngineObjectExtensions

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Methods

Destroy(Object)

Destroy a UnityEngine.Object Component

```
public static void Destroy(this Object obj)
```

Parameters

obj Object

Object

Namespace MuseDashMirror.Extensions. CollectionExtensions

Classes

[CollectionExtensions](#)

Collection Extension Methods for any Type

[TypeCollectionExtensions](#)

Collection Extension Methods for [Type](#).

Class CollectionExtensions

Namespace: [MuseDashMirror.Extensions.CollectionExtensions](#)

Assembly: MuseDashMirror.dll

Collection Extension Methods for any Type

```
public static class CollectionExtensions
```

Inheritance

[object](#) ← CollectionExtensions

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Methods

Execute<T>(IEnumerable<T>, Action<T>)

Execute an action for each element in the sequence

```
public static void Execute<T>(this IEnumerable<T> sequence, Action<T> action)
```

Parameters

sequence [IEnumerable](#)<T>

action [Action](#)<T>

Type Parameters

T

Class TypeCollectionExtensions

Namespace: [MuseDashMirror.Extensions.CollectionExtensions](#)

Assembly: MuseDashMirror.dll

Collection Extension Methods for [Type](#).

```
public static class TypeCollectionExtensions
```

Inheritance

[object](#) ← TypeCollectionExtensions

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Methods

GetFieldInfosFromTypesByAttribute(IEnumerable<Type>, Type, BindingFlags)

Get an IEnumerable of [FieldInfo](#) from an IEnumerable of [Type](#) by attribute type

```
public static IEnumerable<FieldInfo> GetFieldInfosFromTypesByAttribute(this  
IEnumerable<Type> types, Type attributeType, BindingFlags flags = BindingFlags.Static |  
BindingFlags.Public | BindingFlags.NonPublic)
```

Parameters

types [IEnumerable](#)<[Type](#)>

The type to extract [FieldInfo](#)

attributeType [Type](#)

Attribute Type

flags [BindingFlags](#)

Defaults are [Static](#) | [Public](#) | [NonPublic](#)

Returns

[IEnumerable](#)<[FieldInfo](#)>

A sequence of [FieldInfo](#) that match the given attribute type

GetFieldInfosFromTypesByAttribute<T> ([IEnumerable](#)<[Type](#)>, [BindingFlags](#))

Get an [IEnumerable](#) of [FieldInfo](#) from an [IEnumerable](#) of [Type](#) by attribute type

```
public static IEnumerable<FieldInfo> GetFieldInfosFromTypesByAttribute<T>(this  
IEnumerable<Type> types, BindingFlags flags = BindingFlags.Static | BindingFlags.Public |  
BindingFlags.NonPublic) where T : Attribute
```

Parameters

types [IEnumerable](#)<[Type](#)>

The type to extract [FieldInfo](#)

flags [BindingFlags](#)

Defaults are [Static](#) | [Public](#) | [NonPublic](#)

Returns

[IEnumerable](#)<[FieldInfo](#)>

A sequence of [FieldInfo](#) that match the given attribute type

Type Parameters

T

Attribute Type

GetMemberInfosFromTypesByAttribute(IEnumerable<Type>, Type, BindingFlags)

Get an IEnumerable of [MemberInfo](#) from an IEnumerable of [Type](#) by attribute type

```
public static IEnumerable<MemberInfo> GetMemberInfosFromTypesByAttribute(this  
IEnumerable<Type> types, Type attributeType, BindingFlags flags = BindingFlags.Static |  
BindingFlags.Public | BindingFlags.NonPublic)
```

Parameters

types [IEnumerable](#)<[Type](#)>

The type to extract [MemberInfo](#)

attributeType [Type](#)

Attribute Type

flags [BindingFlags](#)

Defaults are [Static](#) | [Public](#) | [NonPublic](#)

Returns

[IEnumerable](#)<[MemberInfo](#)>

A sequence of MemberInfo that match the given attribute type

GetMemberInfosFromTypesByAttribute<T>(IEnumerable<Type>, BindingFlags)

Get an IEnumerable of [MemberInfo](#) from an IEnumerable of [Type](#) by attribute type

```
public static IEnumerable<MemberInfo> GetMemberInfosFromTypesByAttribute<T>(this  
IEnumerable<Type> types, BindingFlags flags = BindingFlags.Static | BindingFlags.Public |  
BindingFlags.NonPublic) where T : Attribute
```

Parameters

types [IEnumerable](#)<[Type](#)>

The type to extract [MethodInfo](#)

flags [BindingFlags](#)

Defaults are [Static](#) | [Public](#) | [NonPublic](#)

Returns

[IEnumerable](#) <[MethodInfo](#)>

A sequence of [MethodInfo](#) that match the given attribute type

Type Parameters

T

Attribute Type

GetMethodInfosFromTypesByAttribute(IEnumerable<Type>, Type, BindingFlags)

Get an [IEnumerable](#) of [MethodInfo](#) from an [IEnumerable](#) of [Type](#) by attribute type

```
public static IEnumerable<MethodInfo> GetMethodInfosFromTypesByAttribute(this  
    IEnumerable<Type> types, Type attributeType, BindingFlags flags = BindingFlags.Static |  
    BindingFlags.Public | BindingFlags.NonPublic)
```

Parameters

types [IEnumerable](#) <[Type](#)>

The type to extract [MethodInfo](#)

attributeType [Type](#)

Attribute Type

flags [BindingFlags](#)

Defaults are [Static](#) | [Public](#) | [NonPublic](#)

Returns

[IEnumerable](#)<[MethodInfo](#)>

A sequence of MethodInfo that match the given attribute type

GetMethodInfosFromTypesByAttribute<T>(IEnumerable<Type>, BindingFlags)

Get an IEnumerable of [MethodInfo](#) from an IEnumerable of [Type](#) by attribute type

```
public static IEnumerable<MethodInfo> GetMethodInfosFromTypesByAttribute<T>(this  
IEnumerable<Type> types, BindingFlags flags = BindingFlags.Static | BindingFlags.Public |  
BindingFlags.NonPublic) where T : Attribute
```

Parameters

types [IEnumerable](#)<[Type](#)>

The type to extract [MethodInfo](#)

flags [BindingFlags](#)

Defaults are [Static](#) | [Public](#) | [NonPublic](#)

Returns

[IEnumerable](#)<[MethodInfo](#)>

A sequence of MethodInfo that match the given attribute type

Type Parameters

T

Attribute Type

GetPropertyInfosFromTypesByAttribute(IEnumerable<Type>, Type, BindingFlags)

Get an IEnumerable of [PropertyInfo](#) from an IEnumerable of [Type](#) by attribute type

```
public static IEnumerable<PropertyInfo> GetPropertyInfosFromTypesByAttribute(this  
IEnumerable<Type> types, Type attributeType, BindingFlags flags = BindingFlags.Static |  
BindingFlags.Public | BindingFlags.NonPublic)
```

Parameters

types [IEnumerable<Type>](#)

The type to extract [PropertyInfo](#)

attributeType [Type](#)

Attribute Type

flags [BindingFlags](#)

Defaults are [Static](#) | [Public](#) | [NonPublic](#)

Returns

[IEnumerable<PropertyInfo>](#)

A sequence of PropertyInfo that match the given attribute type

GetPropertyInfosFromTypesByAttribute<T> (IEnumerable<Type>, BindingFlags)

Get an IEnumerable of [PropertyInfo](#) from an IEnumerable of [Type](#) by attribute type

```
public static IEnumerable<PropertyInfo> GetPropertyInfosFromTypesByAttribute<T>(this  
IEnumerable<Type> types, BindingFlags flags = BindingFlags.Static | BindingFlags.Public |  
BindingFlags.NonPublic) where T : Attribute
```

Parameters

types [IEnumerable<Type>](#)

The type to extract [PropertyInfo](#)

flags [BindingFlags](#)

Defaults are [Static](#) | [Public](#) | [NonPublic](#)

Returns

[IEnumerable](#) < [PropertyInfo](#)>

A sequence of PropertyInfo that match the given attribute type

Type Parameters

T

Attribute Type

Namespace MuseDashMirror.Models

Classes

[EllipseTextParameters](#)

Text parameters for creating Ellipse Text GameObject

[TextParameters](#)

Text parameters for creating Text GameObject

[ToggleParameters](#)

Parameters for creating Toggle

[TransformParameters](#)

Transform parameters for creating GameObject

Enums

[CameraDimension](#)

Camera Dimension

Enum CameraDimension

Namespace: [MuseDashMirror.Models](#)

Assembly: MuseDashMirror.dll

Camera Dimension

```
public enum CameraDimension
```

Fields

ThreeD = 1

3D Camera

TwoD = 0

2D Camera

Class EllipseTextParameters

Namespace: [MuseDashMirror.Models](#)

Assembly: MuseDashMirror.dll

Text parameters for creating Ellipse Text GameObject

```
public class EllipseTextParameters : TextParameters
```

Inheritance

[object](#) ← [TextParameters](#) ← EllipseTextParameters

Inherited Members

[TextParameters.Text](#), [TextParameters.Color](#), [TextParameters.Font](#), [TextParameters.FontSize](#),
[TextParameters.Alignment](#), [object.Equals\(object\)](#), [object.Equals\(object, object\)](#),
[object.GetHashCode\(\)](#), [object.GetType\(\)](#), [object.MemberwiseClone\(\)](#),
[object.ReferenceEquals\(object, object\)](#), [object.ToString\(\)](#)

Constructors

EllipseTextParameters(string, Range)

Create EllipseTextParameters with text content and invisible text range

```
public EllipseTextParameters(string text, Range inVisibleTextRange)
```

Parameters

text [string](#)

Text Content

inVisibleTextRange [Range](#)

Invisible Text Range

EllipseTextParameters(string, Range, int, TextAnchor)

Create EllipseTextParameters with text content, invisible text range, font size and alignment

```
public EllipseTextParameters(string text, Range inVisibleTextRange, int fontSize,  
TextAnchor alignment)
```

Parameters

text [string](#)

Text Content

inVisibleTextRange [Range](#)

Invisible Text Range

fontSize [int](#)

Text Font Size

alignment TextAnchor

Text Alignment

EllipseTextParameters(string, Range, Color)

Create EllipseTextParameters with text content, invisible text range and color

```
public EllipseTextParameters(string text, Range inVisibleTextRange, Color color)
```

Parameters

text [string](#)

Text Content

inVisibleTextRange [Range](#)

Invisible Text Range

color Color

Text Color

EllipseTextParameters(string, Range, Color, Font, int)

Create EllipseTextParameters with text content, invisible text range, color, font and font size

```
public EllipseTextParameters(string text, Range inVisibleTextRange, Color color, Font font,  
int fontSize)
```

Parameters

text [string](#)

Text Content

inVisibleTextRange [Range](#)

Invisible Text Range

color [Color](#)

Text Color

font [Font](#)

Text Font

fontSize [int](#)

Text Font Size

EllipseTextParameters(string, Range, Color, Font, int, TextAnchor)

Create EllipseTextParameters with text content, invisible text range, color, font, font size and alignment

```
public EllipseTextParameters(string text, Range inVisibleTextRange, Color color, Font font,  
int fontSize, TextAnchor alignment)
```

Parameters

text [string](#)

Text Content

inVisibleTextRange [Range](#)

Invisible Text Range

color Color

Text Color

font Font

Text Font

fontSize [int](#)

Text Font Size

alignment TextAnchor

Text Alignment

EllipseTextParameters(string, Range, Color, TextAnchor)

Create EllipseTextParameters with text content, invisible text range, color and alignment

```
public EllipseTextParameters(string text, Range inVisibleTextRange, Color color,  
TextAnchor alignment)
```

Parameters

text [string](#)

Text Content

inVisibleTextRange [Range](#)

Invisible Text Range

color Color

Text Color

alignment TextAnchor

Text Alignment

EllipseTextParameters(string, Range, Font, int)

Create EllipseTextParameters with text content, invisible text range, font and font size

```
public EllipseTextParameters(string text, Range inVisibleTextRange, Font font, int fontSize)
```

Parameters

text [string](#)

Text Content

inVisibleTextRange [Range](#)

Invisible Text Range

font [Font](#)

Text Font

fontSize [int](#)

Text Font Size

EllipseTextParameters(string, Range, Font, int, TextAnchor)

Create EllipseTextParameters with text content, invisible text range, font, font size and alignment

```
public EllipseTextParameters(string text, Range inVisibleTextRange, Font font, int fontSize,  
TextAnchor alignment)
```

Parameters

text [string](#)

Text Content

inVisibleTextRange [Range](#)

Invisible Text Range

font Font

Text Font

fontSize [int](#)

Text Font Size

alignment TextAnchor

Text Alignment

EllipseTextParameters(string, Range, TextAnchor)

Create EllipseTextParameters with text content, invisible text range and alignment

```
public EllipseTextParameters(string text, Range inVisibleTextRange, TextAnchor alignment)
```

Parameters

text [string](#)

Text Content

inVisibleTextRange [Range](#)

Invisible Text Range

alignment TextAnchor

Text Alignment

Properties

InVisibleTextRange

Visible text range, default is the whole text

```
public Range InVisibleTextRange { get; }
```

Property Value

[Range ↗](#)

Methods

GetText()

Get the text content

```
public override string GetText()
```

Returns

[string ↗](#)

Class TextParameters

Namespace: [MuseDashMirror.Models](#)

Assembly: MuseDashMirror.dll

Text parameters for creating Text GameObject

```
public class TextParameters
```

Inheritance

[object](#) ← TextParameters

Derived

[EllipseTextParameters](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

TextParameters(string)

Create TextParameters with text content

```
public TextParameters(string text)
```

Parameters

text [string](#)

Text Content

TextParameters(string, int, TextAnchor)

Create TextParameters with text content, font size and alignment

```
public TextParameters(string text, int fontSize, TextAnchor alignment)
```

Parameters

text [string](#)

Text Content

fontSize [int](#)

Text Font Size

alignment [TextAnchor](#)

Text Alignment

TextParameters(string, Color)

Create TextParameters with text content and color

```
public TextParameters(string text, Color color)
```

Parameters

text [string](#)

Text Content

color [Color](#)

Text Color

TextParameters(string, Color, Font, int)

Create TextParameters with text content, color, font and font size

```
public TextParameters(string text, Color color, Font font, int fontSize)
```

Parameters

text [string](#)

Text Content

color [Color](#)

Text Color

font [Font](#)

Text Font

fontSize [int](#)

Text Font Size

TextParameters(string, Color, Font, int, TextAnchor)

Create TextParameters with text content, color, font, font size and alignment

```
public TextParameters(string text, Color color, Font font, int fontSize,  
TextAnchor alignment)
```

Parameters

text [string](#)

Text Content

color [Color](#)

Text Color

font [Font](#)

Text Font

fontSize [int](#)

Text Font Size

alignment [TextAnchor](#)

Text Alignment

TextParameters(string, Color, TextAnchor)

Create TextParameters with text content, color and alignment

```
public TextParameters(string text, Color color, TextAnchor alignment)
```

Parameters

text [string](#)

Text Content

color [Color](#)

Text Color

alignment [TextAnchor](#)

Text Alignment

TextParameters(string, Font, int)

Create TextParameters with text content, font and font size

```
public TextParameters(string text, Font font, int fontSize)
```

Parameters

text [string](#)

Text Content

font [Font](#)

Text Font

fontSize [int](#)

Text Font Size

TextParameters(string, Font, int, TextAnchor)

Create TextParameters with text content, font, font size and alignment

```
public TextParameters(string text, Font font, int fontSize, TextAnchor alignment)
```

Parameters

text [string](#)

Text Content

font [Font](#)

Text Font

fontSize [int](#)

Text Font Size

alignment [TextAnchor](#)

Text Alignment

TextParameters(string, TextAnchor)

Create TextParameters with text content and alignment

```
public TextParameters(string text, TextAnchor alignment)
```

Parameters

text [string](#)

Text Content

alignment [TextAnchor](#)

Text Alignment

Properties

Alignment

Alignment of the text, default is UnityEngine.TextAnchor.MiddleCenter

```
public TextAnchor Alignment { get; set; }
```

Property Value

TextAnchor

Color

Text color, default is UnityEngine.Color.white

```
public Color Color { get; set; }
```

Property Value

Color

Font

Text font, default is [NormalFont](#)

```
public Font Font { get; set; }
```

Property Value

Font

FontSize

Font size, default is 20

```
public int FontSize { get; set; }
```

Property Value

[int ↗](#)

Text

Text content

```
public string Text { get; }
```

Property Value

[string ↗](#)

Methods

GetText()

Get the text content

```
public virtual string GetText()
```

Returns

[string ↗](#)

Class ToggleParameters

Namespace: [MuseDashMirror.Models](#)

Assembly: MuseDashMirror.dll

Parameters for creating Toggle

```
public class ToggleParameters
```

Inheritance

[object](#) ← ToggleParameters

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

**ToggleParameters(string, TextParameters, bool,
Action<bool>)**

Create Toggle Parameters with Text Parameters and Boolean Callback

```
public ToggleParameters(string toggleName, TextParameters textParameters, bool initialValue,  
Action<bool> callBack)
```

Parameters

toggleName [string](#)

Toggle GameObject Name

textParameters [TextParameters](#)

Text Parameters

initialValue [bool](#)

Initial Value

`callBack Action<bool>`

Boolean Callback

ToggleParameters(string, TextParameters, bool, Action<bool>, Color)

Create Toggle Parameters with Text Parameters, Boolean Callback and Toggle Text Color

```
public ToggleParameters(string toggleName, TextParameters textParameters, bool initialValue,
Action<bool> callBack, Color textColor)
```

Parameters

`toggleName string`

Toggle GameObject Name

`textParameters TextParameters`

Text Parameters

`initialValue bool`

Initial Value

`callBack Action<bool>`

Boolean Callback

`textColor Color`

Toggle Text Color

ToggleParameters(string, TextParameters, bool, Action<bool>, ToggleGroup)

Create Toggle Parameters with Text Parameters, Boolean Callback and Toggle Group

```
public ToggleParameters(string toggleName, TextParameters textParameters, bool initialValue,  
Action<bool> callBack, ToggleGroup toggleGroup)
```

Parameters

toggleName [string](#)

Toggle GameObject Name

textParameters [TextParameters](#)

Text Parameters

initialValue [bool](#)

Initial Value

callBack [Action](#)<[bool](#)>

Boolean Callback

toggleGroup [ToggleGroup](#)

Toggle Group

ToggleParameters(string, TextParameters, bool, Action<bool>, ToggleGroup, Color)

Create Toggle Parameters with Text Parameters, Boolean Callback, Toggle Group and Toggle Text Color

```
public ToggleParameters(string toggleName, TextParameters textParameters, bool initialValue,  
Action<bool> callBack, ToggleGroup toggleGroup, Color textColor)
```

Parameters

toggleName [string](#)

Toggle GameObject Name

textParameters [TextParameters](#)

Text Parameters

initialValue [bool](#)

Initial Value

callBack [Action](#)<[bool](#)>

Boolean Callback

toggleGroup [ToggleGroup](#)

Toggle Group

textColor [Color](#)

Toggle Text Color

ToggleParameters(string, TextParameters, bool, Action<bool>, ToggleGroup, Color, Color)

Create Toggle Parameters with Text Parameters, Boolean Callback, Toggle Group and CheckMark Color

```
public ToggleParameters(string toggleName, TextParameters textParameters, bool initialValue,
Action<bool> callBack, ToggleGroup toggleGroup, Color textColor, Color checkMarkColor)
```

Parameters

toggleName [string](#)

Toggle GameObject Name

textParameters [TextParameters](#)

Text Parameters

initialValue [bool](#)

Initial Value

callBack [Action](#)<[bool](#)>

Boolean Callback

toggleGroup ToggleGroup

Toggle Group

textColor Color

Toggle Text Color

checkMarkColor Color

CheckMark Color

Properties

CallBack

Boolean Callback

```
public Action<bool> CallBack { get; set; }
```

Property Value

Action<bool>

CheckMarkColor

Toggle CheckMark Color

```
public Color CheckMarkColor { get; set; }
```

Property Value

Color

InitialValue

Initial Value

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

Property Value

[bool](#)

TextColor

Toggle Text Color

```
public Color TextColor { get; set; }
```

Property Value

Color

TextParameters

Text Parameters

```
public TextParameters TextParameters { get; }
```

Property Value

[TextParameters](#)

ToggleGroup

Toggle Group

```
public ToggleGroup ToggleGroup { get; set; }
```

Property Value

ToggleGroup

ToggleName

Toggle GameObject Name

```
public string ToggleName { get; }
```

Property Value

[string](#) ↗

Class TransformParameters

Namespace: [MuseDashMirror.Models](#)

Assembly: MuseDashMirror.dll

Transform parameters for creating GameObject

```
public class TransformParameters
```

Inheritance

[object](#) ← TransformParameters

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

TransformParameters(Vector3)

Create TransformParameters with Global Position

```
public TransformParameters(Vector3 position)
```

Parameters

position Vector3

GameObject Position

TransformParameters(Vector3, IPositionStrategy)

Create TransformParameters with Global Position and Position Strategy

```
public TransformParameters(Vector3 position, IPositionStrategy positionStrategy)
```

Parameters

position Vector3

GameObject Position

positionStrategy [IPositionStrategy](#)

Position Strategy

TransformParameters(Vector3, bool)

Create TransformParameters with position, choose Local Position or Global Position

```
public TransformParameters(Vector3 position, bool isLocalPosition)
```

Parameters

position Vector3

GameObject Position

isLocalPosition [bool](#)

Local Position or not

TransformParameters(Vector3, bool, IPositionStrategy)

Create TransformParameters with Global Position, SizeDelta and Position Strategy

```
public TransformParameters(Vector3 position, bool isLocalPosition,  
IPositionStrategy positionStrategy)
```

Parameters

position Vector3

GameObject Position

isLocalPosition [bool](#)

Local Position or not

positionStrategy [IPositionStrategy](#)

TransformParameters(Vector3, bool, Vector2)

Create TransformParameters with Global Position, choose LocalPosition or GlobalPosition, SizeDelta

```
public TransformParameters(Vector3 position, bool isLocalPosition, Vector2 sizeDelta)
```

Parameters

position Vector3

GameObject Position

isLocalPosition [bool](#)

Local Position or not

sizeDelta Vector2

GameObject RectTransform SizeDelta

TransformParameters(Vector3, Vector2)

Create TransformParameters with Global Position and SizeDelta

```
public TransformParameters(Vector3 position, Vector2 sizeDelta)
```

Parameters

position Vector3

GameObject Position

sizeDelta Vector2

GameObject RectTransform SizeDelta

Properties

IsAutoSize

If true, the size of the RectTransform will be automatically adjusted to fit the text

```
public bool IsAutoSize { get; }
```

Property Value

[bool](#)

IsLocalPosition

Is Local Position or Global Position

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

Property Value

[bool](#)

LocalScale

Scale of the GameObject

```
public Vector3 LocalScale { get; set; }
```

Property Value

Vector3

Position

Position of the GameObject

```
public Vector3 Position { get; }
```

Property Value

Vector3

PositionStrategy

Position Strategy

```
public IPositionStrategy PositionStrategy { get; set; }
```

Property Value

[IPositionStrategy](#)

SizeDelta

Size of the RectTransform

```
public Vector2 SizeDelta { get; }
```

Property Value

Vector2

Namespace MuseDashMirror.Models. PositionStrategies

Classes

[CenterPositionStrategy](#)

Position Strategy for setting the **Center of the GameObject** to be the position

[LeftEdgePositionStrategy](#)

Position Strategy for setting the **Left Edge of the GameObject** to be the position

[RightEdgePositionStrategy](#)

Position Strategy for setting the **Right Edge of the GameObject** to be the position

Class CenterPositionStrategy

Namespace: [MuseDashMirror.Models.PositionStrategies](#)

Assembly: MuseDashMirror.dll

Position Strategy for setting the **Center of the GameObject** to be the position

```
public sealed class CenterPositionStrategy : IPositionStrategy
```

Inheritance

[object](#) ← CenterPositionStrategy

Implements

[IPositionStrategy](#).

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

SetPosition(RectTransform, TransformParameters)

Set Position of the RectTransform

```
public void SetPosition(RectTransform rectTransform, TransformParameters  
transformParameters)
```

Parameters

rectTransform RectTransform

transformParameters [TransformParameters](#)

Class LeftEdgePositionStrategy

Namespace: [MuseDashMirror.Models.PositionStrategies](#)

Assembly: MuseDashMirror.dll

Position Strategy for setting the **Left Edge of the GameObject** to be the position

```
public sealed class LeftEdgePositionStrategy : IPositionStrategy
```

Inheritance

[object](#) ← LeftEdgePositionStrategy

Implements

[IPositionStrategy](#).

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

SetPosition(RectTransform, TransformParameters)

Set Position of the RectTransform

```
public void SetPosition(RectTransform rectTransform, TransformParameters  
transformParameters)
```

Parameters

rectTransform RectTransform

transformParameters [TransformParameters](#)

Class RightEdgePositionStrategy

Namespace: [MuseDashMirror.Models.PositionStrategies](#)

Assembly: MuseDashMirror.dll

Position Strategy for setting the **Right Edge of the GameObject** to be the position

```
public sealed class RightEdgePositionStrategy : IPositionStrategy
```

Inheritance

[object](#) ← RightEdgePositionStrategy

Implements

[IPositionStrategy](#).

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Methods

SetPosition(RectTransform, TransformParameters)

Set Position of the RectTransform

```
public void SetPosition(RectTransform rectTransform, TransformParameters  
transformParameters)
```

Parameters

rectTransform RectTransform

transformParameters [TransformParameters](#)

Namespace MuseDashMirror.Shared

Enums

[LoggerType](#)

Generated Logger Type

Enum LoggerType

Namespace: [MuseDashMirror.Shared](#)

Assembly: MuseDashMirror.dll

Generated Logger Type

```
public enum LoggerType
```

Fields

Readonly = 0

Readonly Logger

StaticReadonly = 1

Static Readonly Logger

Namespace MuseDashMirror.UIComponents

Classes

[CanvasUtils](#)

Methods for creating canvas and related components

[Colors](#)

Default colors

[Fonts](#)

Default fonts

[TextGameObjectUtils](#)

Methods for creating text GameObject

[ToggleUtils](#)

Methods for creating toggle

Class CanvasUtils

Namespace: [MuseDashMirror.UIComponents](#)

Assembly: MuseDashMirror.dll

Methods for creating canvas and related components

```
[Logger(LoggerType.StaticReadOnly)]
public static class CanvasUtils
```

Inheritance

[object](#) ← CanvasUtils

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Methods

CreateCameraCanvas(string, CameraDimension)

Create a ScreenSpaceCamera canvas with specified camera dimension

```
public static GameObject CreateCameraCanvas(string canvasName,
CameraDimension cameraDimension)
```

Parameters

canvasName [string](#)

Canvas Name

cameraDimension [CameraDimension](#)

TwoD or ThreeD

Returns

GameObject

Canvas GameObject

CreateCameraCanvas(string, CameraDimension, GameObject)

Create a ScreenSpaceCamera canvas with specified camera dimension and parent

```
public static GameObject CreateCameraCanvas(string canvasName, CameraDimension  
cameraDimension, GameObject parent)
```

Parameters

canvasName [string](#)

Canvas Name

cameraDimension [CameraDimension](#)

TwoD or ThreeD

parent GameObject

Parent GameObject

Returns

GameObject

Canvas GameObject

CreateCameraCanvas(string, string)

Create a ScreenSpaceCamera canvas with specified camera

```
public static GameObject CreateCameraCanvas(string canvasName, string cameraName)
```

Parameters

`canvasName` [string](#)

Canvas Name

`cameraName` [string](#)

Camera Name

Returns

GameObject

Canvas GameObject

CreateCameraCanvas(string, string, GameObject)

Create a ScreenSpaceCamera canvas with specified camera and parent

```
public static GameObject CreateCameraCanvas(string canvasName, string cameraName,  
GameObject parent)
```

Parameters

`canvasName` [string](#)

Canvas Name

`cameraName` [string](#)

Camera Name

`parent` GameObject

Parent GameObject

Returns

GameObject

Canvas GameObject

CreateCanvas(string, RenderMode, Camera, GameObject)

Create canvas base method

```
public static GameObject CreateCanvas(string canvasName, RenderMode renderMode, Camera camera, GameObject parent)
```

Parameters

`canvasName` [string](#)

Canvas Name

`renderMode` [RenderMode](#)

Render Mode

`camera` [Camera](#)

Camera GameObject

`parent` [GameObject](#)

Parent GameObject

Returns

[GameObject](#)

Canvas GameObject

CreateOverlayCanvas(string)

Create a ScreenSpaceOverlay canvas

```
public static GameObject CreateOverlayCanvas(string canvasName)
```

Parameters

`canvasName` [string](#)

Canvas Name

Returns

GameObject

Canvas GameObject

GetCamera(CameraDimension)

Get camera by dimension

```
public static Camera GetCamera(CameraDimension cameraDimension)
```

Parameters

cameraDimension [CameraDimension](#)

TwoD or ThreeD

Returns

Camera

Camera

Exceptions

[ArgumentOutOfRangeException](#)

GetCamera(string)

Get camera by name

```
public static Camera GetCamera(string cameraName)
```

Parameters

cameraName [string](#)

Camera Name

Returns

Camera

Camera

Class Colors

Namespace: [MuseDashMirror.UIComponents](#)

Assembly: MuseDashMirror.dll

Default colors

```
public static class Colors
```

Inheritance

[object](#) ← Colors

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

Blue

Custom color blue

```
public static Color Blue { get; }
```

Property Value

Color

Silver

Custom color Silver

```
public static Color Silver { get; }
```

Property Value

Color

ToggleCheckMarkColor

Default checkmark color for toggle

```
public static Color ToggleCheckMarkColor { get; }
```

Property Value

Color

ToggleTextColor

Default text color for toggle

```
public static Color ToggleTextColor { get; }
```

Property Value

Color

Class Fonts

Namespace: [MuseDashMirror.UIComponents](#)

Assembly: MuseDashMirror.dll

Default fonts

```
public static class Fonts
```

Inheritance

[object](#) ← Fonts

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

MiniSimpleSuperThickBlackFont

MiniSimpleSuperThickBlack Font

```
public static Font MiniSimpleSuperThickBlackFont { get; }
```

Property Value

Font

NormalFont

Normal font

```
public static Font NormalFont { get; }
```

Property Value

Font

SnapsTasteFont

Snaps Taste font

```
public static Font SnapsTasteFont { get; }
```

Property Value

Font

SourceHanSansCnHeavyFont

SourceHanSansCN-Heavy Font

```
public static Font SourceHanSansCnHeavyFont { get; }
```

Property Value

Font

Class TextGameObjectUtils

Namespace: [MuseDashMirror.UIComponents](#)

Assembly: MuseDashMirror.dll

Methods for creating text GameObject

```
public static class TextGameObjectUtils
```

Inheritance

[object](#) ← TextGameObjectUtils

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Methods

CreateText(string, string, TextParameters, TransformParameters)

Create a text GameObject

```
public static GameObject CreateText(string name, string parentName, TextParameters  
textParameters, TransformParameters transformParameters)
```

Parameters

name [string](#)

GameObject Name

parentName [string](#)

Parent GameObject Name

textParameters [TextParameters](#)

Text Parameters

`transformParameters` [TransformParameters](#)

Transform Parameters

Returns

GameObject

Text GameObject

CreateText(string, GameObject, TextParameters, TransformParameters)

Create a text GameObject

```
public static GameObject CreateText(string name, GameObject parent, TextParameters  
textParameters, TransformParameters transformParameters)
```

Parameters

`name` [string](#)

GameObject Name

`parent` GameObject

Parent GameObject

`textParameters` [TextParameters](#)

Text Parameters

`transformParameters` [TransformParameters](#)

Transform Parameters

Returns

GameObject

Text GameObject

Class ToggleUtils

Namespace: [MuseDashMirror.UIComponents](#)

Assembly: MuseDashMirror.dll

Methods for creating toggle

```
public static class ToggleUtils
```

Inheritance

[object](#) ← ToggleUtils

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Methods

CreatePnlMenuToggle(ToggleParameters)

Create a toggle in the PnlMenu

```
public static GameObject CreatePnlMenuToggle(ToggleParameters toggleParameters)
```

Parameters

toggleParameters [ToggleParameters](#)

Toggle Parameters

Returns

GameObject

Toggle GameObject

CreatePnlMenuToggle(string, string, bool, Action<bool>)

Create a toggle in the PnlMenu

```
public static GameObject CreatePnlMenuToggle(string name, string text, bool initialValue,  
Action<bool> callback)
```

Parameters

`name` [string](#)

GameObject Name

`text` [string](#)

Toggle Text

`initialValue` [bool](#)

Initial Value for Toggle

`callback` [Action](#)<[bool](#)>

Boolean Callback

Returns

GameObject

Toggle GameObject

CreatePnlMenuToggle<T>(string, string, T, Expression<Func<T, bool>>)

Create a toggle in the PnlMenu

```
public static GameObject CreatePnlMenuToggle<T>(string name, string text, T target,  
Expression<Func<T, bool>> expression)
```

Parameters

`name` [string](#)

GameObject Name

`text` [string](#)

Toggle Text

`target` [T](#)

Target Object the Toggle's value will be bounded to

`expression` [Expression](#)<[Func](#)<T, [bool](#)>>

An expression that represents a Boolean property of the Target Object

Returns

GameObject

Toggle GameObject

Type Parameters

[T](#)

The type of the Target Object

Exceptions

[ArgumentException](#)

Thrown when the provided expression does not represent a property or field of the target object

CreateToggle(ToggleParameters, TransformParameters)

Create a toggle

```
public static GameObject CreateToggle(ToggleParameters toggleParameters,  
TransformParameters transformParameters)
```

Parameters

`toggleParameters` [ToggleParameters](#)

Toggle Parameters

`transformParameters` [TransformParameters](#)

Transform Parameters

Returns

GameObject

CreateToggle(string, ToggleParameters, TransformParameters)

Create a toggle with parent

```
public static GameObject CreateToggle(string parentName, ToggleParameters toggleParameters,  
TransformParameters transformParameters)
```

Parameters

`parentName` [string](#) ↗

Parent GameObject Name

`toggleParameters` [ToggleParameters](#)

Toggle Parameters

`transformParameters` [TransformParameters](#)

Transform Parameters

Returns

GameObject

Toggle GameObject

CreateToggle(GameObject, ToggleParameters, TransformParameters)

Create a toggle with parent

```
public static GameObject CreateToggle(GameObject parent, ToggleParameters toggleParameters,  
TransformParameters transformParameters)
```

Parameters

parent GameObject

Parent GameObject

toggleParameters [ToggleParameters](#)

Toggle Parameters

transformParameters [TransformParameters](#)

Transform Parameters

Returns

GameObject

Toggle GameObject

CreateToggle(Transform, ToggleParameters, TransformParameters)

Create a toggle with parent

```
public static GameObject CreateToggle(Transform parentTransform, ToggleParameters toggleParameters,  
TransformParameters transformParameters)
```

Parameters

parentTransform Transform

Parent GameObject Transform

`toggleParameters` [ToggleParameters](#)

Toggle Parameters

`transformParameters` [TransformParameters](#)

Transform Parameters

Returns

`GameObject`

Namespace MuseDashMirror.Utils

Classes

[GameObjectUtils](#)

Methods related with GameObject

Class GameObjectUtils

Namespace: [MuseDashMirror.Utils](#)

Assembly: MuseDashMirror.dll

Methods related with GameObject

```
[Logger(LoggerType.StaticReadonly)]
public static class GameObjectUtils
```

Inheritance

[object](#) ← GameObjectUtils

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Methods

GetGameObject(string)

Get GameObject with specified path/name

```
public static GameObject GetGameObject(string gameObjectPath)
```

Parameters

gameObjectPath [string](#)

GameObject Path

Returns

GameObject

GameObject