

## First Person ACTIONS! - Documentation 1.2

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### Class List

Here are the classes, structs, unions and interfaces with brief descriptions:  
[detail level 1234]

- ▼ [NCat](#)
  - ▼ [NDebugging](#)
    - [CResetLevelDebug](#)

Add this to any GameObject to use a shortcut key to forcefully reset the level
    - [CTimescaleDebug](#)

Add this to any GameObject to use numbers on the keyboard to forcefully change the timescale
- ▼ [NUnitySampleAssets](#)
  - ▼ [NCrossPlatformInput](#)
    - ▶ [NInspector](#)
    - ▶ [NPlatformSpecific](#)
    - [CButtonHandler](#)

- ▶ [CCrossPlatformInputManager](#)
  - [CInputAxisScrollbar](#)
  - [CMobileControlRig](#)
  - ▶ [CTiltInput](#)
  - [CVirtualInput](#)
- ▼ [NUtility](#)
  - [CActivateTrigger](#)
  - ▶ [CAutoMobileShaderSwitch](#)
  - ▶ [CAutoMoveAndRotate](#)
  - [CDragRigidbody](#)
  - [CDynamicShadowSettings](#)
  - [CFollowTarget](#)
  - [CFOVKick](#)
  - [CFPSCounter](#)
  - [CObjectResetter](#)
  - [CParticleSystemDestroyer](#)
  - [CPlatformSpecificContent](#)
  - [CSimpleActivatorMenu](#)
  - [CSimpleMouseRotator](#)
  - ▶ [CTimedObjectActivator](#)
  - [CTimedObjectDestructor](#)
  - ▶ [CWaypointCircuit](#)
  - [CWaypointProgressTracker](#)

[CActivateComponentEffect](#)

Effect that activates the target component

C <a href="#">ActivateHandEffect</a>	When triggered, activates the current hand
C <a href="#">ActivateOtherObjectEffect</a>	When triggered, activates the target object
C <a href="#">ActivatePointedObjectEffect</a>	Uses this object in hand to activate another pointed object, if the tag is correct
C <a href="#">ActivationTrigger</a>	Add this to an object to allow auto-activation on proximity
C <a href="#">AddForceEffect</a>	Effect that adds a force to the object
C <a href="#">AddForceToPlayerEffect</a>	Effect that adds a force to the player when activated
C <a href="#">AnimateEffect</a>	Effect that plays an animation when triggered
C <a href="#">AxisTouchButton</a>	
C <a href="#">CameraRefocus</a>	
C <a href="#">CameraSwitch</a>	
C <a href="#">ChangeColorEffect</a>	Uses this object in hand to activate another pointed object, if the tag is correct
C <a href="#">ChangeMaterialEffect</a>	Effect that changes the material of a target object
C <a href="#">ChangeTexture</a>	
▼ C <a href="#">ClassicFirstPersonController</a>	Controller of player movement
C <a href="#">AdvancedSettings</a>	
C <a href="#">ModifierSettings</a>	
C <a href="#">MovementSettings</a>	
C <a href="#">CounterActivator</a>	Activates the object only if an input is given to it X times
C <a href="#">CurveControlledBob</a>	
C <a href="#">DestroyObjectInHandEffect</a>	When triggered, destroys the current held object
C <a href="#">DoxygenConfig</a>	
C <a href="#">DoxygenWindow</a>	
C <a href="#">DoxyRunner</a>	This class spawns and runs Doxygen in a separate thread, and could serve as an example of how to create plugins for unity that call a command line application and then get the data back into Unity safely

[CDoxyThreadSafeOutput](#)

This class encapsulates the data output by Doxygen so it can be shared with Unity in a thread share way

[CFirstPersonHeadBob](#)

[CForcedReset](#)

[CForceOrientation](#)

Forces the orientation of the attached object to that of the target

[CGoToSceneEffect](#)

Effect that sends the player to a scene when activated

[CGroundState](#)

Add this to any ground that needs a specific type (for steps and similar)

[CGroundStepsController](#)

Checks whether we need to play different sound effects when stepping on different grounds

[CHand](#)

Component that defines a [Hand](#) that can be shown

[CHandSwitcher](#)

Controls the switching of hands

[CHeadBob](#)

[CHeldTagActivator](#)

Activates the object only if an object with the given tag is held by the player

[CHintHandler](#)

Handles the hinting of interactive objects, changing materials where needed

[CHintTrigger](#)

DEPRECATED

[CInteractionTrigger](#)

Add this to an object to allow player interaction

[CInteractiveActivator](#)

Receives activation input from other objects and relay is to its target interactive object

[CInteractiveEffect](#)

Abstract class that executes the logic of effects when interactive objects are activated and deactivated

[CInteractiveObject](#)

The main behaviour to be attached to any object that the player can interact with in some way

[CJoystick](#)

[CLerpControlledBob](#)

[CLevelReset](#)

<a href="#">CLoader</a>	Loads the next scene
<a href="#">CMergeObjectsEffect</a>	When triggered, this takes the object held by the player and this object and creates a new one
<a href="#">CMouseLook</a>	Allows looking around with a mouse
▼ <a href="#">CObjectMaterialController</a>	Handles the material switching for a mesh
<a href="#">CMaterialRequest</a>	
<a href="#">CObjectTrigger</a>	Abstract object trigger
<a href="#">COnHitPlaySFX</a>	
<a href="#">COrientationAttractor</a>	The attached gameobject will try to match the orientation of the given target transform, smoothly
<a href="#">CParentTrigger</a>	
<a href="#">CPlayerActionController</a>	Class that controls how the player can interact with the game world
<a href="#">CPlaySoundEffect</a>	When triggered, plays a sound effect
<a href="#">CPositionAttractor</a>	The attached gameobject will try to match the position of the given target transform, smoothly
<a href="#">CRigidbodyActivationTrigger</a>	Add this to an object to allow auto-activation on rigidbody mass
▼ <a href="#">CRigidbodyFirstPersonController</a>	Controller of player movement
<a href="#">CAdvancedSettings</a>	
<a href="#">CModifierSettings</a>	
<a href="#">CMovementSettings</a>	
<a href="#">CStatics</a>	Class that holds references to common game parts as a singleton
<a href="#">CTestHandChangeColorComponent</a>	A test script for a hand-activated component
<a href="#">CTouchPad</a>	
<a href="#">CUsedTagActivator</a>	Activates the object only if the given tag is used on this object

