

Robot Escape Developer manual

1.0

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Chapter 1

Namespace Index

1.1 Package List

Here are the packages with brief descriptions (if available):

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Chapter 2

Hierarchical Index

2.1 Class Hierarchy

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File Index

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Chapter 5

Namespace Documentation

5.1 StarterAssets Namespace Reference

Classes

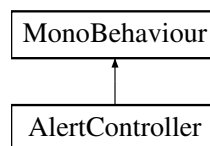
- class **Teleport**
- class **ThirdPersonController**

Chapter 6

Class Documentation

6.1 AlertController Class Reference

Inheritance diagram for AlertController:



Public Member Functions

- void **ShowAlert** (string message)
- void **ShowAlert2** (string message)
- void **HideAlert** ()

6.1.1 Member Function Documentation

6.1.1.1 HideAlert()

```
void AlertController.HideAlert ()
```

6.1.1.2 ShowAlert()

```
void AlertController.ShowAlert (  
    string message)
```

6.1.1.3 ShowAlert2()

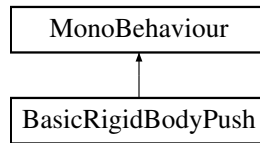
```
void AlertController.ShowAlert2 (  
    string message)
```

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

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtf2/Assets/Scripts/GameLobby/ **Alerts.cs**

6.2 BasicRigidBodyPush Class Reference

Inheritance diagram for BasicRigidBodyPush:



Public Attributes

- LayerMask **pushLayers**
- bool **canPush**
- float **strength** = 1.1f

6.2.1 Member Data Documentation

6.2.1.1 canPush

```
bool BasicRigidBodyPush.canPush
```

6.2.1.2 pushLayers

```
LayerMask BasicRigidBodyPush.pushLayers
```

6.2.1.3 strength

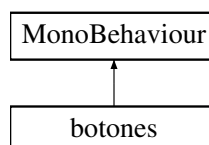
```
float BasicRigidBodyPush.strength = 1.1f
```

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

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtf2/Assets/Scripts/**BasicRigidBody**↔
Push.cs

6.3 botones Class Reference

Inheritance diagram for botones:



Public Member Functions

- void **UnirLobby** ()
- void **FallodeConexion** (string mensaje="Error")
- void **AlertasAcciones** (string mensaje="Esperando")

6.3.1 Member Function Documentation

6.3.1.1 AlertasAcciones()

```
void botones.AlertasAcciones (  
    string mensaje = "Esperando")
```

6.3.1.2 FallodeConexion()

```
void botones.FallodeConexion (  
    string mensaje = "Error")
```

6.3.1.3 UnirLobby()

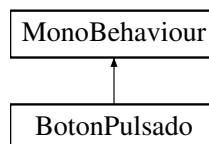
```
void botones.UnirLobby ()
```

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

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/GameLobby/ **botones**.↔
cs

6.4 BotonPulsado Class Reference

Inheritance diagram for BotonPulsado:



Public Attributes

- Color **colorActivado**

6.4.1 Member Data Documentation

6.4.1.1 colorActivado

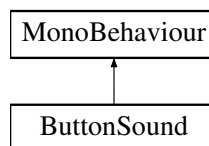
`Color BotonPulsado.colorActivado`

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

- `C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/ BotonPulsado.cs`

6.5 ButtonSound Class Reference

Inheritance diagram for ButtonSound:



Public Attributes

- `AudioClip clickSound`

6.5.1 Member Data Documentation

6.5.1.1 clickSound

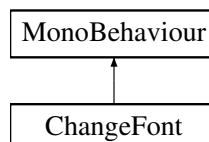
`AudioClip ButtonSound.clickSound`

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

- `C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/ ButtonSound.cs`

6.6 ChangeFont Class Reference

Inheritance diagram for ChangeFont:

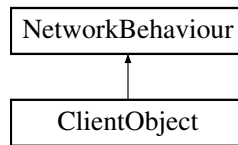


The documentation for this class was generated from the following file:

- `C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/ ChangeFont.cs`

6.7 ClientObject Class Reference

Inheritance diagram for ClientObject:



Public Member Functions

- override void **OnNetworkSpawn** ()

6.7.1 Member Function Documentation

6.7.1.1 OnNetworkSpawn()

```
override void ClientObject.OnNetworkSpawn ()
```

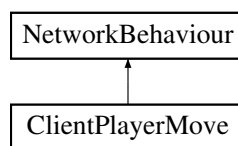
The documentation for this class was generated from the following file:

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/ **ClientObject.cs**

6.8 ClientPlayerMove Class Reference

Assumes client authority.

Inheritance diagram for ClientPlayerMove:



Public Member Functions

- override void **OnNetworkSpawn** ()
- void **Restart** ()

Public Attributes

- bool **gameFinish**

6.8.1 Detailed Description

Assumes client authority.

6.8.2 Member Function Documentation

6.8.2.1 OnNetworkSpawn()

```
override void ClientPlayerMove.OnNetworkSpawn ()
```

6.8.2.2 Restart()

```
void ClientPlayerMove.Restart ()
```

6.8.3 Member Data Documentation

6.8.3.1 gameFinish

```
bool ClientPlayerMove.gameFinish
```

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

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/ **ClientPlayerMove.cs**

6.9 ClipboardExtension Class Reference

Static Public Member Functions

- static void **CopyToClipboard** (this string str)
Puts the string into the Clipboard.

6.9.1 Member Function Documentation

6.9.1.1 CopyToClipboard()

```
static void ClipboardExtension.CopyToClipboard (  
    this string str) [static]
```

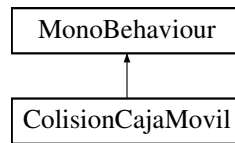
Puts the string into the Clipboard.

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

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/ **CopyToClipboard.cs**

6.10 ColisionCajaMovil Class Reference

Inheritance diagram for ColisionCajaMovil:



Public Attributes

- CharacterController **characterController**

6.10.1 Member Data Documentation

6.10.1.1 characterController

`CharacterController ColisionCajaMovil.characterController`

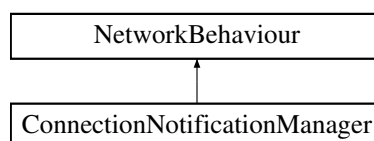
The documentation for this class was generated from the following file:

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtf2/Assets/Scripts/ **ColisionCajaMovil.cs**

6.11 ConnectionNotificationManager Class Reference

Only attach this example component to the NetworkManager GameObject.

Inheritance diagram for ConnectionNotificationManager:



Public Types

- enum **ConnectionStatus** { **Connected** , **Disconnected** }

Properties

- static **ConnectionNotificationManager Singleton** [get, set]

Events

- Action< ulong, **ConnectionStatus** > **OnClientConnectionNotification**

This action is invoked whenever a client connects or disconnects from the game.

6.11.1 Detailed Description

Only attach this example component to the NetworkManager GameObject.

This will provide you with a single location to register for client connect and disconnect events.

6.11.2 Member Enumeration Documentation

6.11.2.1 ConnectionStatus

```
enum ConnectionNotificationManager.ConnectionStatus
```

Enumerator

Connected	
Disconnected	

6.11.3 Property Documentation

6.11.3.1 Singleton

```
ConnectionNotificationManager ConnectionNotificationManager.Singleton [static], [get], [set]
```

6.11.4 Event Documentation

6.11.4.1 OnClientConnectionNotification

```
Action<ulong, ConnectionStatus> ConnectionNotificationManager.OnClientConnectionNotification
```

This action is invoked whenever a client connects or disconnects from the game.

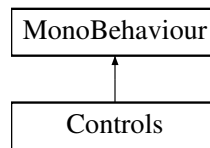
The first parameter is the ID of the client (ulong). The second parameter is whether that client is connecting or disconnecting.

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

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/ **ConnectionNotificationManager.cs**↔

6.12 Controls Class Reference

Inheritance diagram for Controls:



Public Member Functions

- void **Control** ()

6.12.1 Member Function Documentation

6.12.1.1 Control()

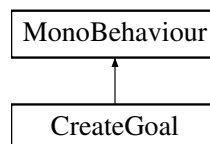
```
void Controls.Control ()
```

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

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/ **Controls.cs**

6.13 CreateGoal Class Reference

Inheritance diagram for CreateGoal:



Public Attributes

- GameObject **Goal**

6.13.1 Member Data Documentation

6.13.1.1 Goal

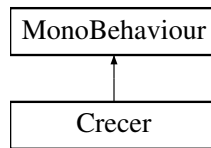
```
GameObject CreateGoal.Goal
```

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

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/ **CreateGoal.cs**

6.14 Crecer Class Reference

Inheritance diagram for Crecer:



Public Attributes

- float **escalaCrecimiento** = 2f
- bool **crecido** = false

6.14.1 Member Data Documentation

6.14.1.1 **crecido**

```
bool Crecer.crecido = false
```

6.14.1.2 **escalaCrecimiento**

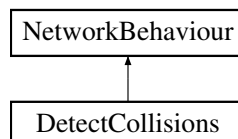
```
float Crecer.escalaCrecimiento = 2f
```

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

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/ **Crecer.cs**

6.15 DetectCollisions Class Reference

Inheritance diagram for DetectCollisions:

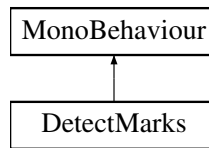


The documentation for this class was generated from the following file:

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/ **DetectCollisions.cs**

6.16 DetectMarks Class Reference

Inheritance diagram for DetectMarks:



Public Member Functions

- **Marca? TM ()**
- void **Awake ()**

6.16.1 Member Function Documentation

6.16.1.1 Awake()

```
void DetectMarks.Awake ()
```

6.16.1.2 TM()

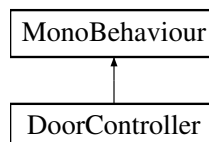
```
Marca? DetectMarks.TM ()
```

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

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/ **DetectMarks.cs**

6.17 DoorController Class Reference

Inheritance diagram for DoorController:



Public Member Functions

- void **Abrir ()**
- void **Cerrar ()**

Public Attributes

- bool **haspuertainvisible** = true

6.17.1 Member Function Documentation

6.17.1.1 Abrir()

```
void DoorController.Abrir ()
```

6.17.1.2 Cerrar()

```
void DoorController.Cerrar ()
```

6.17.2 Member Data Documentation

6.17.2.1 haspuertainvisible

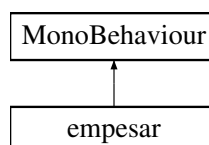
```
bool DoorController.haspuertainvisible = true
```

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

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtf2/Assets/Scripts/ **DoorController.cs**

6.18 empesar Class Reference

Inheritance diagram for empesar:



Public Member Functions

- void **crearHost** ()
- void **crearClient** (string sala)
- async Task< string > **StartHostWithRelay** (int maxConnections=2)
Starts a game host with a relay allocation: it initializes the Unity services, signs in anonymously and starts the host with a new relay allocation.
- async Task< bool > **StartClientWithRelay** (string joinCode)
Joins a game with relay: it will initialize the Unity services, sign in anonymously, join the relay with the given join code and start the client.

6.18.1 Member Function Documentation

6.18.1.1 crearClient()

```
void empesar.crearClient (
    string sala)
```

6.18.1.2 crearHost()

```
void empesar.crearHost ()
```

6.18.1.3 StartClientWithRelay()

```
async Task< bool > empesar.StartClientWithRelay (
    string joinCode)
```

Joins a game with relay: it will initialize the Unity services, sign in anonymously, join the relay with the given join code and start the client.

Parameters

<i>joinCode</i>	The join code of the allocation
-----------------	---------------------------------

Returns

True if starting the client was successful

Exceptions

<i>ServicesInitializationException</i>	Exception when there's an error during services initialization
<i>UnityProjectNotLinkedException</i>	Exception when the project is not linked to a cloud project id
<i>CircularDependencyException</i>	Exception when two registered <i>IIinitializablePackage</i> depend on the other
<i>AuthenticationException</i>	The task fails with the exception when the task cannot complete successfully due to Authentication specific errors.
<i>RequestFailedException</i>	Thrown when the request does not reach the Relay Allocation service.
<i>ArgumentException</i>	Thrown if the joinCode has the wrong format.
<i>RelayServiceException</i>	Thrown when the request successfully reach the Relay Allocation service but results in an error.
<i>ArgumentNullException</i>	Thrown when the UnityTransport component cannot be found.

6.18.1.4 StartHostWithRelay()

```
async Task< string > empesar.StartHostWithRelay (
    int maxConnections = 2)
```

Starts a game host with a relay allocation: it initializes the Unity services, signs in anonymously and starts the host with a new relay allocation.

Parameters

<i>maxConnections</i>	Maximum number of connections to the created relay.
-----------------------	---

Returns

The join code that a client can use.

Exceptions

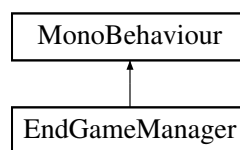
<i>ServicesInitializationException</i>	Exception when there's an error during services initialization
<i>UnityProjectNotLinkedException</i>	Exception when the project is not linked to a cloud project id
<i>CircularDependencyException</i>	Exception when two registered <i>IIinitializablePackage</i> depend on the other
<i>AuthenticationException</i>	The task fails with the exception when the task cannot complete successfully due to Authentication specific errors.
<i>RequestFailedException</i>	See <i>IAuthenticationService.SignInAnonymouslyAsync</i>
<i>ArgumentException</i>	Thrown when the <i>maxConnections</i> argument fails validation in Relay Service SDK.
<i>RelayServiceException</i>	Thrown when the request successfully reach the Relay Allocation service but results in an error.
<i>ArgumentNullException</i>	Thrown when the <i>UnityTransport</i> component cannot be found.

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

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/ **empesar.cs**

6.19 EndGameManager Class Reference

Inheritance diagram for EndGameManager:



Public Member Functions

- void **NextLevel** ()
- void **ReturnLobby** ()
- void **Exit** ()

6.19.1 Member Function Documentation

6.19.1.1 Exit()

```
void EndGameManager.Exit ()
```

6.19.1.2 NextLevel()

```
void EndGameManager.NextLevel ()
```

6.19.1.3 ReturnLobby()

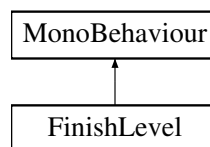
```
void EndGameManager.ReturnLobby ()
```

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

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtf2/Assets/Scripts/ **EndGameManager.cs**

6.20 FinishLevel Class Reference

Inheritance diagram for FinishLevel:



Public Attributes

- string **Tag** = "Player"
- GameObject **FinishText**

6.20.1 Member Data Documentation

6.20.1.1 FinishText

```
GameObject FinishLevel.FinishText
```

6.20.1.2 Tag

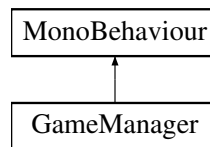
```
string FinishLevel.Tag = "Player"
```

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

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtf2/Assets/Scripts/ **FinishLevel.cs**

6.21 GameManager Class Reference

Inheritance diagram for GameManager:



Public Types

- enum **GameState** { **OnGoing** , **End** }

Public Member Functions

- void **ChangeSceneMethod** (string scene)
- void **SetGameState** (**GameState** newState)
- **GameState** **GetGameState** ()

Public Attributes

- GameObject **player**
- Text **nivel**

Properties

- static **GameManager Instance** [get]

6.21.1 Member Enumeration Documentation

6.21.1.1 GameState

```
enum GameManager.GameState
```

Enumerator

OnGoing	
End	

6.21.2 Member Function Documentation

6.21.2.1 ChangeSceneMethod()

```
void GameManager.ChangeSceneMethod (
    string scene)
```


6.21.2.2 GetGameState()

```
GameState GameManager.GetGameState ()
```

6.21.2.3 SetGameState()

```
void GameManager.SetGameState (  
    GameState newState)
```

6.21.3 Member Data Documentation

6.21.3.1 nivel

```
Text GameManager.nivel
```

6.21.3.2 player

```
GameObject GameManager.player
```

6.21.4 Property Documentation

6.21.4.1 Instance

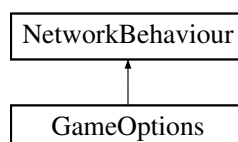
```
GameManager GameManager.Instance [static], [get]
```

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

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/ **GameManager.cs**

6.22 GameOptions Class Reference

Inheritance diagram for GameOptions:



Public Member Functions

- override void **OnNetworkSpawn** ()

Public Attributes

- bool **TakeTPs**
- bool **AllowTPs**
- float **TP_CD** = 1f

6.22.1 Member Function Documentation

6.22.1.1 OnNetworkSpawn()

```
override void GameOptions.OnNetworkSpawn ()
```

6.22.2 Member Data Documentation

6.22.2.1 AllowTPs

```
bool GameOptions.AllowTPs
```

6.22.2.2 TakeTPs

```
bool GameOptions.TakeTPs
```

6.22.2.3 TP_CD

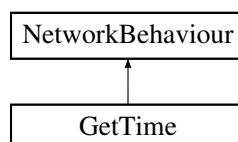
```
float GameOptions.TP_CD = 1f
```

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

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/ **GameOptions.cs**

6.23 GetTime Class Reference

Inheritance diagram for GetTime:

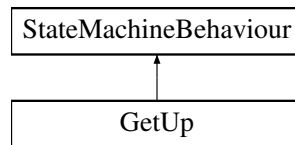


The documentation for this class was generated from the following file:

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/ **GetTime.cs**

6.24 GetUp Class Reference

Inheritance diagram for GetUp:



Public Member Functions

- override void **OnStateExit** (Animator animator, AnimatorStateInfo stateInfo, int layerIndex)

6.24.1 Member Function Documentation

6.24.1.1 OnStateExit()

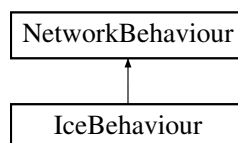
```
override void GetUp.OnStateExit (  
    Animator animator,  
    AnimatorStateInfo stateInfo,  
    int layerIndex)
```

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

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtf2/Assets/Scripts/ **GetUp.cs**

6.25 IceBehaviour Class Reference

Inheritance diagram for IceBehaviour:



Public Attributes

- GameObject **plane**

6.25.1 Member Data Documentation

6.25.1.1 plane

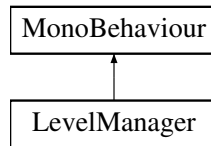
```
GameObject IceBehaviour.plane
```

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

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtf2/Assets/Scripts/ **IceBehaviour.cs**

6.26 LevelManager Class Reference

Inheritance diagram for LevelManager:



Public Member Functions

- void **loadScene** (string sceneName)

Static Public Attributes

- static **LevelManager** **levelManager**

6.26.1 Member Function Documentation

6.26.1.1 loadScene()

```
void LevelManager.loadScene (  
    string sceneName)
```

6.26.2 Member Data Documentation

6.26.2.1 levelManager

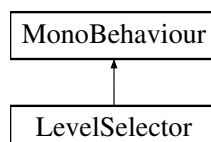
```
LevelManager LevelManager.levelManager [static]
```

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

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtf2/Assets/Scripts/ **LevelManager.cs**

6.27 LevelSelector Class Reference

Inheritance diagram for LevelSelector:

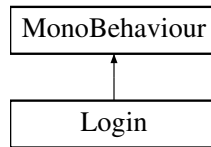


The documentation for this class was generated from the following file:

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtf2/Assets/Scripts/ **LevelSelector.cs**

6.28 Login Class Reference

Inheritance diagram for Login:



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

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtf2/Assets/Scripts/ConnectionAPI/ **Login**.↔
cs

6.29 LoginData Class Reference

Public Attributes

- string **username**
- string **password**

6.29.1 Member Data Documentation

6.29.1.1 password

```
string LoginData.password
```

6.29.1.2 username

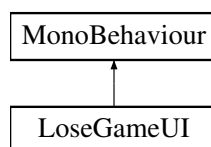
```
string LoginData.username
```

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

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtf2/Assets/Scripts/ConnectionAPI/ **Login**.↔
cs

6.30 LoseGameUI Class Reference

Inheritance diagram for LoseGameUI:

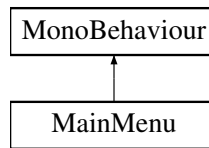


The documentation for this class was generated from the following file:

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtf2/Assets/Scripts/ **LoseGameUI**.cs

6.31 MainMenu Class Reference

Inheritance diagram for MainMenu:



Public Member Functions

- void **Play** ()
- void **Exit** ()

6.31.1 Member Function Documentation

6.31.1.1 Exit()

```
void MainMenu.Exit ()
```

6.31.1.2 Play()

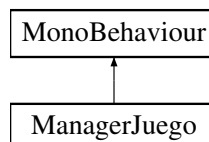
```
void MainMenu.Play ()
```

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

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/ **MainMenu.cs**

6.32 ManagerJuego Class Reference

Inheritance diagram for ManagerJuego:



Public Member Functions

- void **ChangeSceneMethod** (string scene)

Public Attributes

- `GameObject` **player**
- `Text` **nivel**

Properties

- static **ManagerJuego Instance** `[get]`

6.32.1 Member Function Documentation

6.32.1.1 ChangeSceneMethod()

```
void ManagerJuego.ChangeSceneMethod (  
    string scene)
```

6.32.2 Member Data Documentation

6.32.2.1 nivel

```
Text ManagerJuego.nivel
```

6.32.2.2 player

```
GameObject ManagerJuego.player
```

6.32.3 Property Documentation

6.32.3.1 Instance

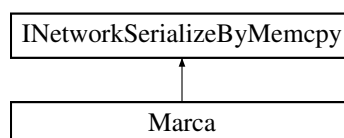
```
ManagerJuego ManagerJuego.Instance [static], [get]
```

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

- `C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/ ManagerJuego.cs`

6.33 Marca Struct Reference

Inheritance diagram for Marca:



Public Member Functions

- **Marca** (Vector3 position, ulong Jugador1, ulong Jugador2)

Properties

- Vector3 **posicion** [get]
- ulong **JugadorCreador** [get]
- ulong **JugadorAsociado** [get, set]

6.33.1 Constructor & Destructor Documentation

6.33.1.1 Marca()

```
Marca.Marca (
    Vector3 position,
    ulong Jugador1,
    ulong Jugador2)
```

6.33.2 Property Documentation

6.33.2.1 JugadorAsociado

```
ulong Marca.JugadorAsociado [get], [set]
```

6.33.2.2 JugadorCreador

```
ulong Marca.JugadorCreador [get]
```

6.33.2.3 posicion

```
Vector3 Marca.posicion [get]
```

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

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/ **Marca.cs**

6.34 MarcaObject Class Reference

Public Member Functions

- **MarcaObject** (GameObject obj, **Marca** mark)

Public Attributes

- `GameObject` **objeto**
- **Marca** `marca`

6.34.1 Constructor & Destructor Documentation

6.34.1.1 `MarcaObject()`

```
MarcaObject.MarcaObject (
    GameObject obj,
    Marca mark)
```

6.34.2 Member Data Documentation

6.34.2.1 `marca`

```
Marca MarcaObject.marca
```

6.34.2.2 `objeto`

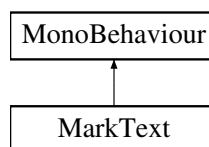
```
GameObject MarcaObject.objeto
```

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

- `C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/ Teleport.cs`

6.35 MarkText Class Reference

Inheritance diagram for MarkText:

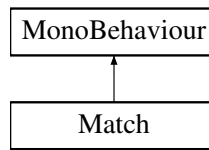


The documentation for this class was generated from the following file:

- `C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/ MarkText.cs`

6.36 Match Class Reference

Inheritance diagram for Match:



Public Member Functions

- void **EnterStage** (string name)
- void **EndStage** (ArrayList checkpointTimes)
- bool **StartMatch** (int idHost, int idClient)

6.36.1 Member Function Documentation

6.36.1.1 EndStage()

```
void Match.EndStage (  
    ArrayList checkpointTimes)
```

6.36.1.2 EnterStage()

```
void Match.EnterStage (  
    string name)
```

6.36.1.3 StartMatch()

```
bool Match.StartMatch (  
    int idHost,  
    int idClient)
```

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

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/ConnectionAPI/ **Match**.↔
cs

6.37 MatchStageBody Class Reference

Public Attributes

- int **id_match**
- int **id_stage**
- **RoomTimeBody[]** **rooms**

6.37.1 Member Data Documentation

6.37.1.1 id_match

```
int MatchStageBody.id_match
```

6.37.1.2 id_stage

```
int MatchStageBody.id_stage
```

6.37.1.3 rooms

```
RoomTimeBody [] MatchStageBody.rooms
```

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

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/ConnectionAPI/ **Match**.↔
cs

6.38 MessageData Class Reference

Public Attributes

- string **msg**
- UserData **data**

6.38.1 Member Data Documentation

6.38.1.1 data

```
UserData MessageData.data
```

6.38.1.2 msg

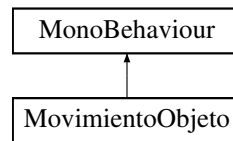
```
string MessageData.msg
```

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

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/ConnectionAPI/ **Login**.↔
cs

6.39 MovimientoObjeto Class Reference

Inheritance diagram for MovimientoObjeto:



Public Attributes

- bool **canPush**
- float **strength** = 1.1f

6.39.1 Member Data Documentation

6.39.1.1 canPush

```
bool MovimientoObjeto.canPush
```

6.39.1.2 strength

```
float MovimientoObjeto.strength = 1.1f
```

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

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/ **MoverObjeto.cs**

6.40 NameGenerator Class Reference

Static Public Member Functions

- static string **GetName** (string userId)

6.40.1 Member Function Documentation

6.40.1.1 GetName()

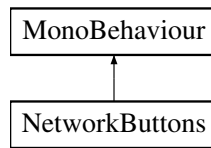
```
static string NameGenerator.GetName (
    string userId) [static]
```

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

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/GameLobby/ **TestLobby.cs**

6.41 NetworkButtons Class Reference

Inheritance diagram for NetworkButtons:

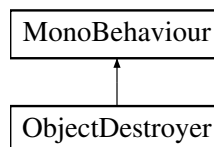


The documentation for this class was generated from the following file:

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/ **NetworkBotones.cs**

6.42 ObjectDestroyer Class Reference

Inheritance diagram for ObjectDestroyer:

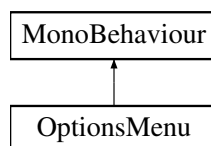


The documentation for this class was generated from the following file:

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/ **ObjectDestroyer.cs**

6.43 OptionsMenu Class Reference

Inheritance diagram for OptionsMenu:



Public Member Functions

- void **SetQuality** (int qualityIndex)
- void **SetFullScreen** (bool isFullscreen)
- void **SetResolution** (int resolutionIndex)
- void **SetVolumeMusic** (float volumeMusic)
- void **SetVolumeSFX** (float volumeSFX)

6.43.1 Member Function Documentation

6.43.1.1 SetFullScreen()

```
void OptionsMenu.SetFullScreen (
    bool isFullscreen)
```

6.43.1.2 SetQuality()

```
void OptionsMenu.SetQuality (
    int qualityIndex)
```

6.43.1.3 SetResolution()

```
void OptionsMenu.SetResolution (
    int resolutionIndex)
```

6.43.1.4 SetVolumeMusic()

```
void OptionsMenu.SetVolumeMusic (
    float volumeMusic)
```

6.43.1.5 SetVolumeSFX()

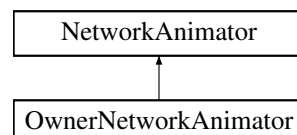
```
void OptionsMenu.SetVolumeSFX (
    float volumeSFX)
```

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

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/ **OptionsMenu.cs**

6.44 OwnerNetworkAnimator Class Reference

Inheritance diagram for OwnerNetworkAnimator:



Protected Member Functions

- override bool **OnIsServerAuthoritative** ()

6.44.1 Member Function Documentation

6.44.1.1 OnIsServerAuthoritative()

```
override bool OwnerNetworkAnimator.OnIsServerAuthoritative () [protected]
```

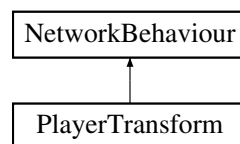
The documentation for this class was generated from the following file:

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/**OwnerNetworkAnimator.cs** **OwnerNetwork**↔

6.45 PlayerTransform Class Reference

An example network serializer with both server and owner authority.

Inheritance diagram for PlayerTransform:



Public Member Functions

- override void **OnNetworkSpawn** ()

6.45.1 Detailed Description

An example network serializer with both server and owner authority.

Love Tarodev

6.45.2 Member Function Documentation

6.45.2.1 OnNetworkSpawn()

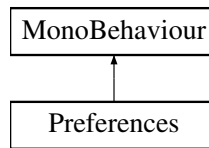
```
override void PlayerTransform.OnNetworkSpawn ()
```

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

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/**NetworkPlayer.cs**

6.46 Preferences Class Reference

Inheritance diagram for Preferences:

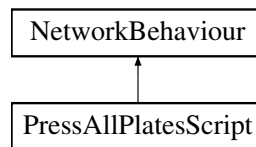


The documentation for this class was generated from the following file:

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtf2/Assets/Scripts/ **Preferences.cs**

6.47 PressAllPlatesScript Class Reference

Inheritance diagram for PressAllPlatesScript:



Public Member Functions

- void **triggerActivated** (GameObject trigger)

Public Attributes

- List< GameObject > **triggers**
- Material **unpressedMaterial**
- Material **pressedMaterial**
- float **countdownTimer**
- GameObject **puerta**

6.47.1 Member Function Documentation

6.47.1.1 triggerActivated()

```
void PressAllPlatesScript.triggerActivated (  
    GameObject trigger)
```


6.47.2 Member Data Documentation

6.47.2.1 countdownTimer

`float PressAllPlatesScript.countdownTimer`

6.47.2.2 pressedMaterial

`Material PressAllPlatesScript.pressedMaterial`

6.47.2.3 puerta

`GameObject PressAllPlatesScript.puerta`

6.47.2.4 triggers

`List<GameObject> PressAllPlatesScript.triggers`

6.47.2.5 unpresseMaterial

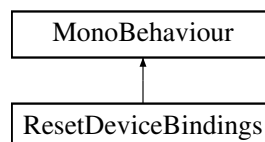
`Material PressAllPlatesScript.unpressedMaterial`

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

- `C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/PressAllPlatesScript.cs` [↔](#)

6.48 ResetDeviceBindings Class Reference

Inheritance diagram for ResetDeviceBindings:



Public Member Functions

- `void ResetAllbindings ()`
- `void ResetControlSchemeBinding ()`

6.48.1 Member Function Documentation

6.48.1.1 ResetAllbindings()

```
void ResetDeviceBindings.ResetAllbindings ()
```

6.48.1.2 ResetControlSchemeBinding()

```
void ResetDeviceBindings.ResetControlSchemeBinding ()
```

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

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/**ResetDevice↔ Bindings.cs**

6.49 RoomTimeBody Class Reference

Public Attributes

- string **id**
- string **time**

6.49.1 Member Data Documentation

6.49.1.1 id

```
string RoomTimeBody.id
```

6.49.1.2 time

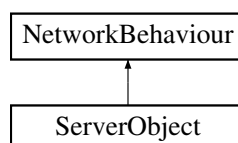
```
string RoomTimeBody.time
```

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

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/ConnectionAPI/**Match.↔ cs**

6.50 ServerObject Class Reference

Inheritance diagram for ServerObject:



Public Member Functions

- override void **OnNetworkSpawn** ()
- override void **OnNetworkDespawn** ()

Events

- Action **boxDespawned**

6.50.1 Member Function Documentation

6.50.1.1 OnNetworkDespawn()

```
override void ServerObject.OnNetworkDespawn ()
```

6.50.1.2 OnNetworkSpawn()

```
override void ServerObject.OnNetworkSpawn ()
```

6.50.2 Event Documentation

6.50.2.1 boxDespawned

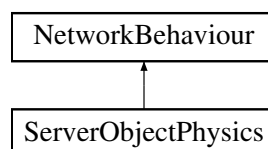
```
Action ServerObject.boxDespawned
```

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

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/ **ServerObject.cs**

6.51 ServerObjectPhysics Class Reference

Inheritance diagram for ServerObjectPhysics:



Public Member Functions

- override void **OnNetworkObjectParentChanged** (NetworkObject parentNetworkObject)
- void **ResetSpawnPoint** ()

6.51.1 Member Function Documentation

6.51.1.1 OnNetworkObjectParentChanged()

```
override void ServerObjectPhysics.OnNetworkObjectParentChanged (
    NetworkObject parentNetworkObject)
```

6.51.1.2 ResetSpawnPoint()

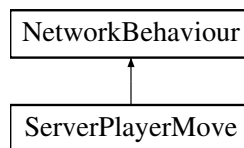
```
void ServerObjectPhysics.ResetSpawnPoint ()
```

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

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/**ServerObjectPhysics.cs** **ServerObject**↔

6.52 ServerPlayerMove Class Reference

Inheritance diagram for ServerPlayerMove:



Public Member Functions

- override void **OnNetworkSpawn** ()
- void **PickupObjectServerRpc** (ulong objToPickupID)
- void **DropObjectServerRpc** ()

Public Attributes

- NetworkVariable< bool > **isObjectPickedUp** = new NetworkVariable<bool>()

6.52.1 Member Function Documentation

6.52.1.1 DropObjectServerRpc()

```
void ServerPlayerMove.DropObjectServerRpc ()
```

6.52.1.2 OnNetworkSpawn()

```
override void ServerPlayerMove.OnNetworkSpawn ()
```

6.52.1.3 PickupObjectServerRpc()

```
void ServerPlayerMove.PickupObjectServerRpc (
    ulong objToPickupID)
```

6.52.2 Member Data Documentation

6.52.2.1 isObjectPickedUp

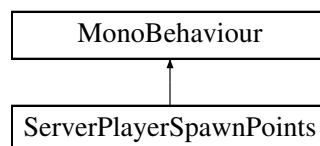
```
NetworkVariable<bool> ServerPlayerMove.isObjectPickedUp = new NetworkVariable<bool>()
```

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

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtf2/Assets/Scripts/ **ServerPlayerMove.cs**

6.53 ServerPlayerSpawnPoints Class Reference

Inheritance diagram for ServerPlayerSpawnPoints:



Public Member Functions

- GameObject **ConsumeNextSpawnPoint** ()

Properties

- static **ServerPlayerSpawnPoints Instance** [get]

6.53.1 Member Function Documentation

6.53.1.1 ConsumeNextSpawnPoint()

```
GameObject ServerPlayerSpawnPoints.ConsumeNextSpawnPoint ()
```

6.53.2 Property Documentation

6.53.2.1 Instance

```
ServerPlayerSpawnPoints ServerPlayerSpawnPoints.Instance [static], [get]
```

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

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtf2/Assets/Scripts/ **ServerPlayerSpawnPoints.cs**

6.54 Settings Class Reference

Static Public Attributes

- static string **URL** = "http://localhost:3666"

6.54.1 Member Data Documentation

6.54.1.1 URL

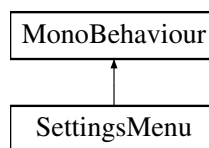
```
string Settings.URL = "http://localhost:3666" [static]
```

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

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/ **Settings.cs**

6.55 SettingsMenu Class Reference

Inheritance diagram for SettingsMenu:



Public Member Functions

- void **SetVolume** (float volume)
- void **SetQuality** (int qualityIndex)
- void **SetFullScreen** (bool isFullscreen)
- void **SetResolution** (int resolutionIndex)

Public Attributes

- AudioManager **audioMixer**
- Dropdown **resolutionDropdown**

6.55.1 Member Function Documentation

6.55.1.1 SetFullScreen()

```
void SettingsMenu.SetFullScreen (  
    bool isFullscreen)
```

6.55.1.2 SetQuality()

```
void SettingsMenu.SetQuality (
    int qualityIndex)
```

6.55.1.3 SetResolution()

```
void SettingsMenu.SetResolution (
    int resolutionIndex)
```

6.55.1.4 SetVolume()

```
void SettingsMenu.SetVolume (
    float volume)
```

6.55.2 Member Data Documentation

6.55.2.1 audioMixer

```
AudioMixer SettingsMenu.audioMixer
```

6.55.2.2 resolutionDropdown

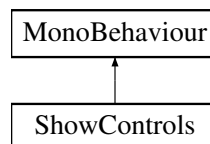
```
Dropdown SettingsMenu.resolutionDropdown
```

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

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/ **SettingsMenu.cs**

6.56 ShowControls Class Reference

Inheritance diagram for ShowControls:



Public Attributes

- GameObject **textParent**
- GameObject **textParent1**
- GameObject **textParent2**
- GameObject **textParent3**

6.56.1 Member Data Documentation

6.56.1.1 textParent

`GameObject ShowControls.textParent`

6.56.1.2 textParent1

`GameObject ShowControls.textParent1`

6.56.1.3 textParent2

`GameObject ShowControls.textParent2`

6.56.1.4 textParent3

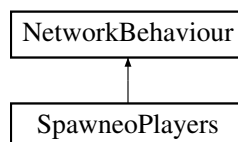
`GameObject ShowControls.textParent3`

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

- `C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/ ShowControls.cs`

6.57 SpawneoPlayers Class Reference

Inheritance diagram for SpawneoPlayers:



Public Member Functions

- `override void OnNetworkSpawn ()`

6.57.1 Member Function Documentation

6.57.1.1 OnNetworkSpawn()

`override void SpawneoPlayers.OnNetworkSpawn ()`

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

- `C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/ SpawneoPlayers.cs`

6.58 StageData Class Reference

Public Attributes

- int **id**
- string **name**
- int **order**
- int **times_played**
- int **times_completed**
- int **countdown_timer**

6.58.1 Member Data Documentation

6.58.1.1 countdown_timer

```
int StageData.countdown_timer
```

6.58.1.2 id

```
int StageData.id
```

6.58.1.3 name

```
string StageData.name
```

6.58.1.4 order

```
int StageData.order
```

6.58.1.5 times_completed

```
int StageData.times_completed
```

6.58.1.6 times_played

```
int StageData.times_played
```

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

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtf2/Assets/Scripts/ConnectionAPI/ **Match**.
cs

6.59 StartMatchBody Class Reference

Public Attributes

- string **id_host**
- string **id_client**

6.59.1 Member Data Documentation

6.59.1.1 id_client

```
string StartMatchBody.id_client
```

6.59.1.2 id_host

```
string StartMatchBody.id_host
```

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

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/ConnectionAPI/ **Match**.↔
cs

6.60 StartMatchData Class Reference

Public Attributes

- int **insertId**

6.60.1 Member Data Documentation

6.60.1.1 insertId

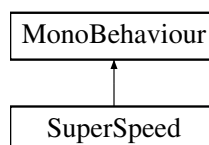
```
int StartMatchData.insertId
```

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

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/ConnectionAPI/ **Match**.↔
cs

6.61 SuperSpeed Class Reference

Inheritance diagram for SuperSpeed:



Public Attributes

- CharacterController **characterController**
- float **movimientoNormal** = 2.0f
- float **superVelocidad** = 10f

6.61.1 Member Data Documentation**6.61.1.1 characterController**

CharacterController SuperSpeed.characterController

6.61.1.2 movimientoNormal

float SuperSpeed.movimientoNormal = 2.0f

6.61.1.3 superVelocidad

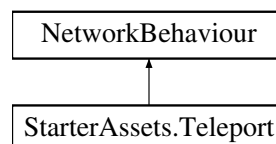
float SuperSpeed.superVelocidad = 10f

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

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtf2/Assets/Scripts/ **SuperSpeed.cs**

6.62 StarterAssets.Teleport Class Reference

Inheritance diagram for StarterAssets.Teleport:

**Public Member Functions**

- void **CrearMarca** ()
- void **BorrarMarca** (bool cual)
- void **TakeMark** (**Marca** mark)
- **Marca?** **SearchForCreatorMark** ()
- **Marca?** **SearchForOwnerMark** (bool IgualCreador)
- bool **HasMarks** ()
- void **SpawnMarkServerRpc** (Vector3 posicionJugador, RpcParams rpcParams=default)
- void **AddNewMarkClientRpc** (**Marca** mark)
- void **ChangeMarkClientRpc** (**Marca** NewMark, **Marca** OldMark)
- void **ChangeMarkObjectRpc** (**Marca** NewMark, **Marca** OldMark)
- void **RemoveMarkClientRpc** (**Marca** mark)
- void **DespawnMarkServerRpc** (**Marca** mark)
- Vector3 **GivePos** (bool cual)
- **Marca** **GetMarca** (Vector3 gameObject)

Public Attributes

- GameObject **marcaPrefab**

Static Public Attributes

- static List< **Marca** > **marks** = new List< **Marca**>()
- static List< **MarcaObject** > **markObjects** = new List< **MarcaObject**>()

6.62.1 Member Function Documentation

6.62.1.1 AddNewMarkClientRpc()

```
void StarterAssets.Teleport.AddNewMarkClientRpc (  
    Marca mark)
```

6.62.1.2 BorrarMarca()

```
void StarterAssets.Teleport.BorrarMarca (  
    bool cual)
```

6.62.1.3 ChangeMarkClientRpc()

```
void StarterAssets.Teleport.ChangeMarkClientRpc (  
    Marca NewMark,  
    Marca OldMark)
```

6.62.1.4 ChangeMarkObjectRpc()

```
void StarterAssets.Teleport.ChangeMarkObjectRpc (  
    Marca NewMark,  
    Marca OldMark)
```

6.62.1.5 CrearMarca()

```
void StarterAssets.Teleport.CrearMarca ()
```

6.62.1.6 DespawnMarkServerRpc()

```
void StarterAssets.Teleport.DespawnMarkServerRpc (  
    Marca mark)
```

6.62.1.7 GetMarca()

```
Marca StarterAssets.Teleport.GetMarca (
    Vector3 gameObject)
```

6.62.1.8 GivePos()

```
Vector3 StarterAssets.Teleport.GivePos (
    bool cuál)
```

6.62.1.9 HasMarks()

```
bool StarterAssets.Teleport.HasMarks ()
```

6.62.1.10 RemoveMarkClientRpc()

```
void StarterAssets.Teleport.RemoveMarkClientRpc (
    Marca mark)
```

6.62.1.11 SearchForCreatorMark()

```
Marca? StarterAssets.Teleport.SearchForCreatorMark ()
```

6.62.1.12 SearchForOwnerMark()

```
Marca? StarterAssets.Teleport.SearchForOwnerMark (
    bool IgualCreador)
```

6.62.1.13 SpawnMarkServerRpc()

```
void StarterAssets.Teleport.SpawnMarkServerRpc (
    Vector3 posicionJugador,
    RpcParams rpcParams = default)
```

6.62.1.14 TakeMark()

```
void StarterAssets.Teleport.TakeMark (
    Marca mark)
```

6.62.2 Member Data Documentation

6.62.2.1 marcaPrefab

```
GameObject StarterAssets.Teleport.marcaPrefab
```

6.62.2.2 markObjects

```
List< MarcaObject> StarterAssets.Teleport.markObjects = new List< MarcaObject>() [static]
```

6.62.2.3 marks

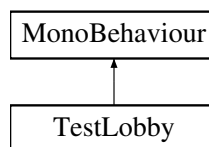
```
List< Marca> StarterAssets.Teleport.marks = new List< Marca>() [static]
```

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

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtf2/Assets/Scripts/ **Teleport.cs**

6.63 TestLobby Class Reference

Inheritance diagram for TestLobby:



Public Member Functions

- async void **CreateLobby** ()
- async void **JoinLobby** (string code)
- async void **ChangeLevel** (string nivel)
- async void **ChangePlayerName** (string nuevoNombre)
- async void **LeaveLobby** ()
- async void **KickPlayer** ()
- bool **imHost** ()
- async void **Empezado** ()
- async void **ChangeHost** ()
- async void **ChangeMode** (string mode)
- async void **ChangeCode** (string code)
- async void **ChangeStatus** ()
- bool **iReady** ()
- bool **uReady** ()

Public Attributes

- Lobby **lobbyCreado**

Static Public Attributes

- static **TestLobby Instance**

6.63.1 Member Function Documentation

6.63.1.1 ChangeCode()

```
async void TestLobby.ChangeCode (  
    string code)
```

6.63.1.2 ChangeHost()

```
async void TestLobby.ChangeHost ()
```

6.63.1.3 ChangeLevel()

```
async void TestLobby.ChangeLevel (  
    string nivel)
```

6.63.1.4 ChangeMode()

```
async void TestLobby.ChangeMode (  
    string mode)
```

6.63.1.5 ChangePlayerName()

```
async void TestLobby.ChangePlayerName (  
    string nuevoNombre)
```

6.63.1.6 ChangeStatus()

```
async void TestLobby.ChangeStatus ()
```

6.63.1.7 CreateLobby()

```
async void TestLobby.CreateLobby ()
```

6.63.1.8 Empezado()

```
async void TestLobby.Empezado ()
```

6.63.1.9 imHost()

```
bool TestLobby.imHost ()
```

6.63.1.10 iReady()

```
bool TestLobby.iReady ()
```

6.63.1.11 JoinLobby()

```
async void TestLobby.JoinLobby (
    string code)
```

6.63.1.12 KickPlayer()

```
async void TestLobby.KickPlayer ()
```

6.63.1.13 LeaveLobby()

```
async void TestLobby.LeaveLobby ()
```

6.63.1.14 uReady()

```
bool TestLobby.uReady ()
```

6.63.2 Member Data Documentation**6.63.2.1 Instance**

```
TestLobby TestLobby.Instance [static]
```

6.63.2.2 lobbyCreado

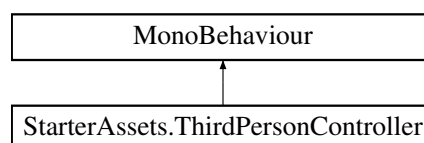
```
Lobby TestLobby.lobbyCreado
```

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

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtf2/Assets/Scripts/GameLobby/**TestLobby.cs** ↔

6.64 StarterAssets.ThirdPersonController Class Reference

Inheritance diagram for StarterAssets.ThirdPersonController:



Public Member Functions

- void **Restart** ()

Public Attributes

- bool **down** = false
- float **MoveSpeed** = 2.0f
- float **SprintSpeed** = 5.335f
- float **CrouchSpeed** = 1.0f
- float **RotationSmoothTime** = 0.12f
- float **SpeedChangeRate** = 10.0f
- AudioClip **TeleportAudioClip**
- AudioClip **TakeMarkAudioClip**
- AudioClip **PlaceMarkAudioClip**
- AudioClip **LandingAudioClip**
- AudioClip[] **FootstepAudioClips**
- float **FootstepAudioVolume** = 0.5f
- GameObject **HUD**
- **DetectMarks** **detectMarks**
- float **JumpHeight** = 1.2f
- float **Gravity** = -15.0f
- float **JumpTimeout** = 0.50f
- float **FallTimeout** = 0.15f
- bool **Grounded** = true
- float **GroundedOffset** = -0.14f
- float **GroundedRadius** = 0.28f
- LayerMask **GroundLayers**
- GameObject **CinemachineCameraTarget**
- float **TopClamp** = 70.0f
- float **BottomClamp** = -30.0f
- float **CameraAngleOverride** = 0.0f
- bool **LockCameraPosition** = false

6.64.1 Member Function Documentation

6.64.1.1 Restart()

```
void StarterAssets.ThirdPersonController.Restart ()
```

6.64.2 Member Data Documentation

6.64.2.1 BottomClamp

```
float StarterAssets.ThirdPersonController.BottomClamp = -30.0f
```

6.64.2.2 CameraAngleOverride

```
float StarterAssets.ThirdPersonController.CameraAngleOverride = 0.0f
```

6.64.2.3 CinemachineCameraTarget

```
GameObject StarterAssets.ThirdPersonController.CinemachineCameraTarget
```

6.64.2.4 CrouchSpeed

```
float StarterAssets.ThirdPersonController.CrouchSpeed = 1.0f
```

6.64.2.5 detectMarks

```
DetectMarks StarterAssets.ThirdPersonController.detectMarks
```

6.64.2.6 down

```
bool StarterAssets.ThirdPersonController.down = false
```

6.64.2.7 FallTimeout

```
float StarterAssets.ThirdPersonController.FallTimeout = 0.15f
```

6.64.2.8 FootstepAudioClips

```
AudioClip [] StarterAssets.ThirdPersonController.FootstepAudioClips
```

6.64.2.9 FootstepAudioVolume

```
float StarterAssets.ThirdPersonController.FootstepAudioVolume = 0.5f
```

6.64.2.10 Gravity

```
float StarterAssets.ThirdPersonController.Gravity = -15.0f
```

6.64.2.11 Grounded

```
bool StarterAssets.ThirdPersonController.Grounded = true
```

6.64.2.12 GroundedOffset

```
float StarterAssets.ThirdPersonController.GroundedOffset = -0.14f
```

6.64.2.13 GroundedRadius

```
float StarterAssets.ThirdPersonController.GroundedRadius = 0.28f
```

6.64.2.14 GroundLayers

```
LayerMask StarterAssets.ThirdPersonController.GroundLayers
```

6.64.2.15 HUD

```
GameObject StarterAssets.ThirdPersonController.HUD
```

6.64.2.16 JumpHeight

```
float StarterAssets.ThirdPersonController.JumpHeight = 1.2f
```

6.64.2.17 JumpTimeout

```
float StarterAssets.ThirdPersonController.JumpTimeout = 0.50f
```

6.64.2.18 LandingAudioClip

```
AudioClip StarterAssets.ThirdPersonController.LandingAudioClip
```

6.64.2.19 LockCameraPosition

```
bool StarterAssets.ThirdPersonController.LockCameraPosition = false
```

6.64.2.20 MoveSpeed

```
float StarterAssets.ThirdPersonController.MoveSpeed = 2.0f
```

6.64.2.21 PlaceMarkAudioClip

```
AudioClip StarterAssets.ThirdPersonController.PlaceMarkAudioClip
```

6.64.2.22 RotationSmoothTime

```
float StarterAssets.ThirdPersonController.RotationSmoothTime = 0.12f
```

6.64.2.23 SpeedChangeRate

```
float StarterAssets.ThirdPersonController.SpeedChangeRate = 10.0f
```

6.64.2.24 SprintSpeed

```
float StarterAssets.ThirdPersonController.SprintSpeed = 5.335f
```

6.64.2.25 TakeMarkAudioClip

```
AudioClip StarterAssets.ThirdPersonController.TakeMarkAudioClip
```

6.64.2.26 TeleportAudioClip

```
AudioClip StarterAssets.ThirdPersonController.TeleportAudioClip
```

6.64.2.27 TopClamp

```
float StarterAssets.ThirdPersonController.TopClamp = 70.0f
```

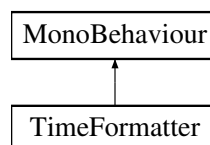
The documentation for this class was generated from the following file:

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/**Controller.cs**

ThirdPerson↔

6.65 TimeFormatter Class Reference

Inheritance diagram for TimeFormatter:



Static Public Member Functions

- static string **FormatTime** (int totalSeconds)

6.65.1 Member Function Documentation

6.65.1.1 FormatTime()

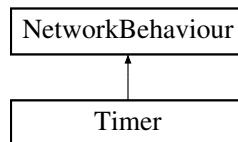
```
static string TimeFormatter.FormatTime (
    int totalSeconds) [static]
```

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

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/ **TimeFormatter.cs**

6.66 Timer Class Reference

Inheritance diagram for Timer:



Public Member Functions

- void **Inicio** ()
- void **StartTimer** ()
- void **PauseTimer** ()
- void **ResetCountdown** (float tiempo)
- void **ResetTimer** (float tiempo)
- void **formatTime** ()
- string **getTime** ()
- ArrayList **GetTimes** ()
- void **saveTimes** (string time, string name)
- void **historyMode** ()
- void **ReturnMainMenuRpc** ()

6.66.1 Member Function Documentation

6.66.1.1 formatTime()

```
void Timer.formatTime ()
```

6.66.1.2 getTime()

```
string Timer.getTime ()
```

6.66.1.3 GetTimes()

```
ArrayList Timer.GetTimes ()
```

6.66.1.4 historyMode()

```
void Timer.historyMode ()
```

6.66.1.5 Inicio()

```
void Timer.Inicio ()
```

6.66.1.6 PauseTimer()

```
void Timer.PauseTimer ()
```

6.66.1.7 ResetCountdown()

```
void Timer.ResetCountdown (  
    float tiempo)
```

6.66.1.8 ResetTimer()

```
void Timer.ResetTimer (  
    float tiempo)
```

6.66.1.9 ReturnMainMenuRpc()

```
void Timer.ReturnMainMenuRpc ()
```

6.66.1.10 saveTimes()

```
void Timer.saveTimes (  
    string time,  
    string name)
```

6.66.1.11 StartTimer()

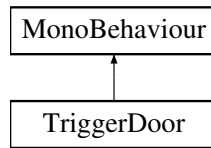
```
void Timer.StartTimer ()
```

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

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtf2/Assets/Scripts/ **Timer.cs**

6.67 TriggerDoor Class Reference

Inheritance diagram for TriggerDoor:

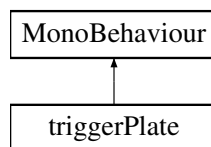


The documentation for this class was generated from the following file:

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/ **TriggerDoor.cs**

6.68 triggerPlate Class Reference

Inheritance diagram for triggerPlate:



Public Attributes

- **PressAllPlatesScript** platesScript

6.68.1 Member Data Documentation

6.68.1.1 platesScript

PressAllPlatesScript triggerPlate.platesScript

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

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/ **triggerPlate.cs**

6.69 UserData Class Reference

Public Attributes

- int **id**
- string **email**
- string **username**
- string **password**
- string **name**
- string **surname**
- string **sessionId**

6.69.1 Member Data Documentation

6.69.1.1 email

```
string UserData.email
```

6.69.1.2 id

```
int UserData.id
```

6.69.1.3 name

```
string UserData.name
```

6.69.1.4 password

```
string UserData.password
```

6.69.1.5 sessionId

```
string UserData.sessionId
```

6.69.1.6 surname

```
string UserData.surname
```

6.69.1.7 username

```
string UserData.username
```

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

- C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtf2/Assets/Scripts/ConnectionAPI/ **Login**.↵
cs

Chapter 7

File Documentation

7.1 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/BasicRigidBodyPush.cs File Reference

Classes

- class `BasicRigidBodyPush`

7.2 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/BotonPulsado.cs File Reference

Classes

- class `BotonPulsado`

7.3 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/ButtonSound.cs File Reference

Classes

- class `ButtonSound`

7.4 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/ChangeFont.cs File Reference

Classes

- class `ChangeFont`

7.5 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/ClientObject.cs File Reference

Classes

- class `ClientObject`

7.6 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/ClientPlayerMove.cs File Reference

Classes

- class `ClientPlayerMove`
Assumes client authority.

7.7 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/ColisionCajaMovil.cs File Reference

Classes

- class `ColisionCajaMovil`

7.8 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/ConnectionAPI/Login.cs File Reference

Classes

- class `Login`
- class `MessageData`
- class `UserData`
- class `LoginData`

7.9 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/ConnectionAPI/Match.cs File Reference

Classes

- class `Match`
- class `StageData`
- class `MatchStageBody`
- class `RoomTimeBody`
- class `StartMatchData`
- class `StartMatchBody`

7.10 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtf2/Assets/Scripts/ConnectionNotificationManager.cs File Reference

Classes

- class **ConnectionNotificationManager**
Only attach this example component to the NetworkManager GameObject.

7.11 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtf2/Assets/Scripts/Controls.cs File Reference

Classes

- class **Controls**

7.12 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtf2/Assets/Scripts/CopyToClipboard.cs File Reference

Classes

- class **ClipboardExtension**

7.13 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtf2/Assets/Scripts/CreateGoal.cs File Reference

Classes

- class **CreateGoal**

7.14 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtf2/Assets/Scripts/Creceer.cs File Reference

Classes

- class **Creceer**

7.15 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtf2/Assets/Scripts/DetectCollisions.cs File Reference

Classes

- class **DetectCollisions**

7.16 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/DetectMarks.cs File Reference

Classes

- class `DetectMarks`

7.17 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/DoorController.cs File Reference

Classes

- class `DoorController`

7.18 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/empesar.cs File Reference

Classes

- class `empesar`

7.19 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/EndGameManager.cs File Reference

Classes

- class `EndGameManager`

7.20 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/FinishLevel.cs File Reference

Classes

- class `FinishLevel`

7.21 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/GameLobby/Alerts.cs File Reference

Classes

- class `AlertController`

7.22 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtf2/Assets/Scripts/GameLobby/botones.cs File Reference

Classes

- class **botones**

7.23 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtf2/Assets/Scripts/GameLobby/TestLobby.cs File Reference

Classes

- class **TestLobby**
- class **NameGenerator**

Typedefs

- using **Random** = System.Random

7.23.1 Typedef Documentation

7.23.1.1 Random

```
using Random = System.Random
```

7.24 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtf2/Assets/Scripts/GameManager.cs File Reference

Classes

- class **GameManager**

7.25 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtf2/Assets/Scripts/GameOptions.cs File Reference

Classes

- class **GameOptions**

7.26 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/GetTime.cs File Reference

Classes

- class `GetTime`

7.27 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/GetUp.cs File Reference

Classes

- class `GetUp`

7.28 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/IceBehaviour.cs File Reference

Classes

- class `IceBehaviour`

7.29 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/LevelManager.cs File Reference

Classes

- class `LevelManager`

7.30 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/LevelSelector.cs File Reference

Classes

- class `LevelSelector`

7.31 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/LoseGameUI.cs File Reference

Classes

- class `LoseGameUI`

7.32 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/MainMenu.cs File Reference

Classes

- class **MainMenu**

7.33 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/ManagerJuego.cs File Reference

Classes

- class **ManagerJuego**

7.34 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/Marca.cs File Reference

Classes

- struct **Marca**

7.35 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/MarkText.cs File Reference

Classes

- class **MarkText**

7.36 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/MoverObjeto.cs File Reference

Classes

- class **MovimientoObjeto**

7.37 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/NetworkBotones.cs File Reference

Classes

- class **NetworkButtons**

7.38 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/NetworkPlayer.cs File Reference

Classes

- class **PlayerTransform**
An example network serializer with both server and owner authority.

7.39 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/ObjectDestroyer.cs File Reference

Classes

- class **ObjectDestroyer**

7.40 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/OptionsMenu.cs File Reference

Classes

- class **OptionsMenu**

7.41 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/OwnerNetworkAnimator.cs File Reference

Classes

- class **OwnerNetworkAnimator**

7.42 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/Preferences.cs File Reference

Classes

- class **Preferences**

7.43 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/PressAllPlatesScript.cs File Reference

Classes

- class **PressAllPlatesScript**

7.44 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtf2/Assets/Scripts/ResetDeviceBindings.cs File Reference

Classes

- class `ResetDeviceBindings`

7.45 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtf2/Assets/Scripts/ServerObject.cs File Reference

Classes

- class `ServerObject`

7.46 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtf2/Assets/Scripts/ServerObjectPhysics.cs File Reference

Classes

- class `ServerObjectPhysics`

7.47 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtf2/Assets/Scripts/ServerPlayerMove.cs File Reference

Classes

- class `ServerPlayerMove`

7.48 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtf2/Assets/Scripts/ServerPlayerSpawnPoints.cs File Reference

Classes

- class `ServerPlayerSpawnPoints`

7.49 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtf2/Assets/Scripts/Settings.cs File Reference

Classes

- class `Settings`

7.50 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/SettingsMenu.cs File Reference

Classes

- class `SettingsMenu`

7.51 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/ShowControls.cs File Reference

Classes

- class `ShowControls`

7.52 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/SpawneoPlayers.cs File Reference

Classes

- class `SpawneoPlayers`

7.53 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/SuperSpeed.cs File Reference

Classes

- class `SuperSpeed`

7.54 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtfg2/Assets/Scripts/Teleport.cs File Reference

Classes

- class `StarterAssets.Teleport`
- class `MarcaObject`

Namespaces

- namespace `StarterAssets`

7.55 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtf2/Assets/Scripts/ThirdPersonController.cs File Reference

Classes

- class `StarterAssets.ThirdPersonController`

Namespaces

- namespace `StarterAssets`

7.56 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtf2/Assets/Scripts/TimeFormatter.cs File Reference

Classes

- class `TimeFormatter`

7.57 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtf2/Assets/Scripts/Timer.cs File Reference

Classes

- class `Timer`

7.58 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtf2/Assets/Scripts/TriggerDoor.cs File Reference

Classes

- class `TriggerDoor`

7.59 C:/Users/Mario/Documents/Repositorios/projecte-final-unity-damtf2/Assets/Scripts/triggerPlate.cs File Reference

Classes

- class `triggerPlate`

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