

Mailman

1.0.2

Generated by Doxygen 1.9.6

1 Namespace Index	1
1.1 Package List	1
2 Hierarchical Index	3
2.1 Class Hierarchy	3
3 Class Index	5
3.1 Class List	5
4 File Index	7
4.1 File List	7
5 Namespace Documentation	9
5.1 BigBenchGames Namespace Reference	9
5.2 BigBenchGames.Demo Namespace Reference	9
5.3 BigBenchGames.Demo.MailmanDispatcher Namespace Reference	9
5.4 BigBenchGames.Editor Namespace Reference	9
5.5 BigBenchGames.Editor.Elements Namespace Reference	10
5.6 BigBenchGames.Editor.MailmanDispatcher Namespace Reference	10
5.7 BigBenchGames.Tools Namespace Reference	10
5.8 BigBenchGames.Tools.MailmanDispatcher Namespace Reference	10
6 Class Documentation	11
6.1 BigBenchGames.Editor.MailmanDispatcher.MailEditor.MailView.AttributeData Class Reference	11
6.1.1 Detailed Description	11
6.1.2 Member Data Documentation	11
6.1.2.1 ComplexSignature	11
6.1.2.2 Name	12
6.1.2.3 Type	12
6.2 BigBenchGames.Tools.MailmanDispatcher.CachedHashAttribute Class Reference	12
6.2.1 Detailed Description	12
6.2.2 Constructor & Destructor Documentation	12
6.2.2.1 CachedHashAttribute()	12
6.2.3 Member Data Documentation	13
6.2.3.1 CachedHash	13
6.3 BigBenchGames.Demo.MailmanDispatcher.ColorChangeManager Class Reference	13
6.4 BigBenchGames.Tools.MailmanDispatcher.DemoColorChangeMail Class Reference	13
6.4.1 Detailed Description	14
6.4.2 Constructor & Destructor Documentation	14
6.4.2.1 DemoColorChangeMail()	14
6.4.3 Member Function Documentation	15
6.4.3.1 Clear()	15
6.4.3.2 GetSourcePath()	15
6.4.4 Member Data Documentation	15

6.4.4.1 NewColor	15
6.4.4.2 ReceiverID	15
6.4.5 Property Documentation	15
6.4.5.1 CachedHash	16
6.5 BigBenchGames.Demo.MailmanDispatcher.DemoReceiver Class Reference	16
6.6 BigBenchGames.Editor.Elements.EditorExtend Class Reference	16
6.6.1 Detailed Description	17
6.6.2 Member Function Documentation	17
6.6.2.1 GetSimilarity()	17
6.6.2.2 LevenshteinDistance()	17
6.6.2.3 LevenshteinDistance< T >()	18
6.6.2.4 TextFieldAutoComplete() [1/2]	18
6.6.2.5 TextFieldAutoComplete() [2/2]	19
6.6.2.6 WithoutSelectAll< T >()	19
6.7 BigBenchGames.Tools.MailmanDispatcher.Mailman.FastReflections Class Reference	20
6.7.1 Detailed Description	20
6.7.2 Member Function Documentation	20
6.7.2.1 GetCachedHash< T >()	20
6.8 BigBenchGames.Editor.Elements.InputFieldDialog Class Reference	21
6.8.1 Detailed Description	21
6.8.2 Member Function Documentation	21
6.8.2.1 Display() [1/2]	21
6.8.2.2 Display() [2/2]	22
6.8.2.3 DisplayWithAutoComplete()	22
6.8.2.4 DisplayWithDuplicationOptions()	23
6.8.2.5 DisplayWithPathSelection()	23
6.8.2.6 OnCancel()	24
6.8.2.7 OnSubmit()	24
6.9 BigBenchGames.Tools.MailmanDispatcher.Mail Class Reference	24
6.9.1 Detailed Description	25
6.9.2 Member Function Documentation	25
6.9.2.1 Clear()	25
6.9.2.2 GetReadOnlyAttribute()	25
6.9.2.3 GetSourcePath()	25
6.9.2.4 GetVersionAttribute()	26
6.9.3 Property Documentation	26
6.9.3.1 CachedHash	26
6.10 BigBenchGames.Editor.MailmanDispatcher.MailCodeGenerator Class Reference	26
6.10.1 Detailed Description	27
6.10.2 Member Function Documentation	27
6.10.2.1 DeleteMail()	27
6.10.2.2 GenerateMailFromTemplate()	27

6.10.3 Member Data Documentation	27
6.10.3.1 VERSION	28
6.11 BigBenchGames.Editor.MailmanDispatcher.MailEditor Class Reference	28
6.11.1 Detailed Description	28
6.11.2 Member Function Documentation	29
6.11.2.1 DrawUILine()	29
6.11.3 Member Data Documentation	30
6.11.3.1 MAILMAN_PREF_DISPCOUNT_KEY	30
6.11.3.2 MAILMAN_PREF_PATH_KEY	30
6.12 BigBenchGames.Editor.MailmanDispatcher.MailEditorValidator.MailEditorValidationReport Class Reference	30
6.12.1 Detailed Description	31
6.12.2 Member Data Documentation	31
6.12.2.1 Errors	31
6.12.2.2 IsValid	31
6.12.2.3 variableNameViolations	31
6.13 BigBenchGames.Editor.MailmanDispatcher.MailEditorValidator Class Reference	31
6.13.1 Detailed Description	32
6.13.2 Member Function Documentation	32
6.13.2.1 IsStringValidVariable()	32
6.13.2.2 ValidateMail()	32
6.14 BigBenchGames.Tools.MailmanDispatcher.Mailman Class Reference	33
6.14.1 Detailed Description	34
6.14.2 Member Function Documentation	34
6.14.2.1 AddListener< T >()	34
6.14.2.2 CallbackHandler< T >()	34
6.14.2.3 FetchPooledMail< T >()	35
6.14.2.4 GetPoolSizeForPooledType< T >()	35
6.14.2.5 GetSubscriberCountForPooledType< T >()	36
6.14.2.6 RemoveListener< T >()	36
6.14.2.7 SendMail< T >()	37
6.14.3 Member Data Documentation	37
6.14.3.1 INITIAL_POOL_SIZE	37
6.15 BigBenchGames.Tools.MailmanDispatcher.MAILNAME Class Reference	38
6.15.1 Detailed Description	38
6.15.2 Constructor & Destructor Documentation	39
6.15.2.1 MAILNAME()	39
6.15.3 Member Function Documentation	39
6.15.3.1 Clear()	39
6.15.3.2 GetSourcePath()	39
6.15.4 Property Documentation	39
6.15.4.1 CachedHash	39

6.16 BigBenchGames.Editor.MailmanDispatcher.MailEditor.MailView Class Reference	40
6.16.1 Detailed Description	41
6.16.2 Member Enumeration Documentation	41
6.16.2.1 FieldType	41
6.16.3 Constructor & Destructor Documentation	41
6.16.3.1 MailView() [1/3]	41
6.16.3.2 MailView() [2/3]	42
6.16.3.3 MailView() [3/3]	42
6.16.4 Member Function Documentation	42
6.16.4.1 AskForSavelfChanged()	42
6.16.4.2 DrawMail()	42
6.16.5 Member Data Documentation	42
6.16.5.1 Attributes	43
6.16.5.2 Description	43
6.16.5.3 HasBeenChanged	43
6.16.5.4 IsReadOnly	43
6.16.5.5 Name	43
6.16.5.6 Path	43
6.16.5.7 Type	44
6.16.5.8 Version	44
6.16.6 Property Documentation	44
6.16.6.1 IsCurrentChangesValid	44
6.17 BigBenchGames.Tools.MailmanDispatcher.Mailman.New< T > Class Template Reference	44
6.17.1 Detailed Description	44
6.17.2 Member Data Documentation	45
6.17.2.1 Instance	45
6.18 BigBenchGames.Tools.MailmanDispatcher.ReadOnlyAttribute Class Reference	45
6.18.1 Detailed Description	45
6.18.2 Constructor & Destructor Documentation	46
6.18.2.1 ReadOnlyAttribute()	46
6.18.3 Member Data Documentation	46
6.18.3.1 ReadOnly	46
6.19 BigBenchGames.Editor.Elements.SearchableDropdown Class Reference	46
6.19.1 Detailed Description	47
6.19.2 Constructor & Destructor Documentation	47
6.19.2.1 SearchableDropdown()	47
6.19.3 Member Function Documentation	47
6.19.3.1 BuildRoot()	47
6.19.3.2 ItemSelected()	48
6.19.3.3 OnSelection()	48
6.20 BigBenchGames.Tools.MailmanDispatcher.VersionAttribute Class Reference	48
6.20.1 Detailed Description	49

6.20.2 Constructor & Destructor Documentation	49
6.20.2.1 VersionAttribute()	49
6.20.3 Member Data Documentation	49
6.20.3.1 Version	49
7 File Documentation	51
7.1 Assets/BigBenchGames/Mailman/Demo/Scripts/ColorChangeManager.cs File Reference	51
7.2 Assets/BigBenchGames/Mailman/Demo/Scripts/DemoReceiver.cs File Reference	51
7.3 Assets/BigBenchGames/Mailman/Demo/Scripts/Mail/DemoColorChangeMail.cs File Reference	51
7.4 Assets/BigBenchGames/Mailman/Editor/Elements/EditorExtend.cs File Reference	52
7.5 Assets/BigBenchGames/Mailman/Editor/Elements/InputFieldDialog.cs File Reference	52
7.6 Assets/BigBenchGames/Mailman/Editor/Elements/SearchableDropdown.cs File Reference	52
7.7 Assets/BigBenchGames/Mailman/Editor/MailCodeGenerator.cs File Reference	53
7.8 Assets/BigBenchGames/Mailman/Editor/MailEditor.cs File Reference	53
7.9 Assets/BigBenchGames/Mailman/Editor/MailEditorValidator.cs File Reference	53
7.9.1 Variable Documentation	54
7.9.1.1 \$	54
7.10 Assets/BigBenchGames/Mailman/Scripts/CachedHashAttribute.cs File Reference	54
7.11 Assets/BigBenchGames/Mailman/Scripts/Mail/Mail.cs File Reference	54
7.12 Assets/BigBenchGames/Mailman/Scripts/Mail/MailTemplate.cs File Reference	55
7.13 Assets/BigBenchGames/Mailman/Scripts/Mailman.cs File Reference	55
7.14 Assets/BigBenchGames/Mailman/Scripts/ReadOnlyAttribute.cs File Reference	55
7.15 Assets/BigBenchGames/Mailman/Scripts/VersionAttribute.cs File Reference	56
Index	57

Chapter 1

Namespace Index

1.1 Package List

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

BigBenchGames	9
BigBenchGames.Demo	9
BigBenchGames.Demo.MailmanDispatcher	9
BigBenchGames.Editor	9
BigBenchGames.Editor.Elements	10
BigBenchGames.Editor.MailmanDispatcher	10
BigBenchGames.Tools	10
BigBenchGames.Tools.MailmanDispatcher	10

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

AdvancedDropdown	
BigBenchGames.Editor.Elements.SearchableDropdown	46
System.Attribute	
BigBenchGames.Tools.MailmanDispatcher.CachedHashAttribute	12
BigBenchGames.Tools.MailmanDispatcher.ReadOnlyAttribute	45
BigBenchGames.Tools.MailmanDispatcher.VersionAttribute	48
BigBenchGames.Editor.MailmanDispatcher.MailEditor.MailView.AttributeData	11
BigBenchGames.Editor.Elements.EditorExtend	16
EditorWindow	
BigBenchGames.Editor.Elements.InputFieldDialog	21
BigBenchGames.Editor.MailmanDispatcher.MailEditor	28
BigBenchGames.Tools.MailmanDispatcher.Mailman.FastReflections	20
BigBenchGames.Tools.MailmanDispatcher.Mail	24
BigBenchGames.Tools.MailmanDispatcher.DemoColorChangeMail	13
BigBenchGames.Tools.MailmanDispatcher.MAILNAME	38
BigBenchGames.Editor.MailmanDispatcher.MailCodeGenerator	26
BigBenchGames.Editor.MailmanDispatcher.MailEditorValidator.MailEditorValidationReport	30
BigBenchGames.Editor.MailmanDispatcher.MailEditorValidator	31
BigBenchGames.Tools.MailmanDispatcher.Mailman	33
BigBenchGames.Editor.MailmanDispatcher.MailEditor.MailView	40
MonoBehaviour	
BigBenchGames.Demo.MailmanDispatcher.ColorChangeManager	13
BigBenchGames.Demo.MailmanDispatcher.DemoReceiver	16
BigBenchGames.Tools.MailmanDispatcher.Mailman.New< T >	44

Chapter 3

Class Index

3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

BigBenchGames.Editor.MailmanDispatcher.MailEditor.MailView.AttributeData	11
A data structure used to store information about the individual attributes of the mail class . . .	
BigBenchGames.Tools.MailmanDispatcher.CachedHashAttribute	12
An attribute used to store the cached hash of a mail class . . .	
BigBenchGames.Demo.MailmanDispatcher.ColorChangeManager	13
BigBenchGames.Tools.MailmanDispatcher.DemoColorChangeMail	13
A template for the mail class . . .	
BigBenchGames.Demo.MailmanDispatcher.DemoReceiver	16
BigBenchGames.Editor.Elements.EditorExtend	
Extends editor functionality Most of this code was take from: http://www.clonefactor.com/wordpress/public/1769/ . . .	
BigBenchGames.Tools.MailmanDispatcher.Mailman.FastReflections	20
A static helper class for generating fast reflection . . .	
BigBenchGames.Editor.Elements.InputFieldDialog	21
A custom input dialog window for editor use . . .	
BigBenchGames.Tools.MailmanDispatcher.Mail	24
The abstract mail class . . .	
BigBenchGames.Editor.MailmanDispatcher.MailCodeGenerator	26
A class used to generate the custom mail types through code templates and code generation . . .	
BigBenchGames.Editor.MailmanDispatcher.MailEditor	28
The editor class for mail, used to create, change, and delete mail using a GUI . . .	
BigBenchGames.Editor.MailmanDispatcher.MailEditorValidator.MailEditorValidationReport	30
The validation report that is passed back to the editor window . . .	
BigBenchGames.Editor.MailmanDispatcher.MailEditorValidator	31
A class used to validate the content of a mail class in the mail editor . . .	
BigBenchGames.Tools.MailmanDispatcher.Mailman	33
The Mailman main class for sending data across the project . . .	
BigBenchGames.Tools.MailmanDispatcher.MAILNAME	38
INSERTDESC . . .	
BigBenchGames.Editor.MailmanDispatcher.MailEditor.MailView	40
A class used to store editing data about a mail class . . .	
BigBenchGames.Tools.MailmanDispatcher.Mailman.New< T >	44
Creates a new instance of a type (faster than Activator but more GC) . . .	
BigBenchGames.Tools.MailmanDispatcher.ReadOnlyAttribute	45
An attribute that marks a class as read only or not . . .	

BigBenchGames.Editor.Elements.SearchableDropdown	
A searchable dropdown editor UI element	46
BigBenchGames.Tools.MailmanDispatcher.VersionAttribute	
An attribute that marks the version of the mail class	48

Chapter 4

File Index

4.1 File List

Here is a list of all files with brief descriptions:

Assets/BigBenchGames/Mailman/Demo/Scripts/ ColorChangeManager.cs	51
Assets/BigBenchGames/Mailman/Demo/Scripts/ DemoReceiver.cs	51
Assets/BigBenchGames/Mailman/Demo/Scripts/Mail/ DemoColorChangeMail.cs	51
Assets/BigBenchGames/Mailman/Editor/ MailCodeGenerator.cs	53
Assets/BigBenchGames/Mailman/Editor/ MailEditor.cs	53
Assets/BigBenchGames/Mailman/Editor/ MailEditorValidator.cs	53
Assets/BigBenchGames/Mailman/Editor/Elements/ EditorExtend.cs	52
Assets/BigBenchGames/Mailman/Editor/Elements/ InputFieldDialog.cs	52
Assets/BigBenchGames/Mailman/Editor/Elements/ SearchableDropdown.cs	52
Assets/BigBenchGames/Mailman/Scripts/ CachedHashAttribute.cs	54
Assets/BigBenchGames/Mailman/Scripts/ Mailman.cs	55
Assets/BigBenchGames/Mailman/Scripts/ ReadOnlyAttribute.cs	55
Assets/BigBenchGames/Mailman/Scripts/ VersionAttribute.cs	56
Assets/BigBenchGames/Mailman/Scripts/Mail/ Mail.cs	54
Assets/BigBenchGames/Mailman/Scripts/Mail/ MailTemplate.cs	55

Chapter 5

Namespace Documentation

5.1 BigBenchGames Namespace Reference

Namespaces

- namespace [Demo](#)
- namespace [Editor](#)
- namespace [Tools](#)

5.2 BigBenchGames.Demo Namespace Reference

Namespaces

- namespace [MailmanDispatcher](#)

5.3 BigBenchGames.Demo.MailmanDispatcher Namespace Reference

Classes

- class [ColorChangeManager](#)
- class [DemoReceiver](#)

5.4 BigBenchGames.Editor Namespace Reference

Namespaces

- namespace [Elements](#)
- namespace [MailmanDispatcher](#)

5.5 BigBenchGames.Editor.Elements Namespace Reference

Classes

- class [EditorExtend](#)
Extends editor functionaility Most of this code was take from: <http://www.clonefactor.com/wordpress/public/1769/>.
- class [InputFieldDialog](#)
A custom input dialog window for editor use.
- class [SearchableDropdown](#)
A searchable dropdown editor UI element.

5.6 BigBenchGames.Editor.MailmanDispatcher Namespace Reference

Classes

- class [MailCodeGenerator](#)
A class used to generate the custom mail types through code templates and code generation.
- class [MailEditor](#)
The editor class for mail, used to create, change, and delete mail using a GUI.
- class [MailEditorValidator](#)
A class used to validate the content of a mail class in the mail editor.

5.7 BigBenchGames.Tools Namespace Reference

Namespaces

- namespace [MailmanDispatcher](#)

5.8 BigBenchGames.Tools.MailmanDispatcher Namespace Reference

Classes

- class [CachedHashAttribute](#)
An attribute used to store the cached hash of a mail class.
- class [DemoColorChangeMail](#)
A template for the mail class.
- class [Mail](#)
The abstract mail class.
- class [Mailman](#)
The Mailman main class for sending data across the project.
- class [MAILNAME](#)
INSERTDESC.
- class [ReadOnlyAttribute](#)
An attribute that marks a class as read only or not.
- class [VersionAttribute](#)
An attribute that marks the version of the mail class.

Chapter 6

Class Documentation

6.1 BigBenchGames.Editor.MailmanDispatcher.MailEditor.MailView.AttributeData Class Reference ↩

A data structure used to store information about the individual attributes of the mail class.

Public Attributes

- string [Name](#)
The name of the variable.
- [FieldType](#) [Type](#)
The type of the variable.
- string [ComplexSignature](#)
If complex, the variable signature for the variable.

6.1.1 Detailed Description

A data structure used to store information about the individual attributes of the mail class.

6.1.2 Member Data Documentation

6.1.2.1 ComplexSignature

```
string BigBenchGames.Editor.MailmanDispatcher.MailEditor.MailView.AttributeData.ComplexSignature
```

If complex, the variable signature for the variable.

6.1.2.2 Name

```
string BigBenchGames.Editor.MailmanDispatcher.MailEditor.MailView.AttributeData.Name
```

The name of the variable.

6.1.2.3 Type

```
FieldType BigBenchGames.Editor.MailmanDispatcher.MailEditor.MailView.AttributeData.Type
```

The type of the variable.

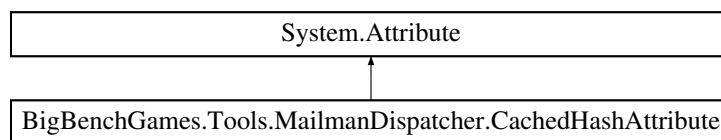
The documentation for this class was generated from the following file:

- Assets/BigBenchGames/Mailman/Editor/[MailEditor.cs](#)

6.2 BigBenchGames.Tools.MailmanDispatcher.CachedHashAttribute Class Reference

An attribute used to store the cached hash of a mail class.

Inheritance diagram for BigBenchGames.Tools.MailmanDispatcher.CachedHashAttribute:



Public Member Functions

- [CachedHashAttribute](#) (int _cachedHash)
The constructor for the CachedHashAttribute class.

Public Attributes

- int [CachedHash](#)
The cached hash of a mail class, used for dictionary lookups in mailman.

6.2.1 Detailed Description

An attribute used to store the cached hash of a mail class.

6.2.2 Constructor & Destructor Documentation

6.2.2.1 CachedHashAttribute()

```
BigBenchGames.Tools.MailmanDispatcher.CachedHashAttribute.CachedHashAttribute (
    int _cachedHash )
```

The constructor for the CachedHashAttribute class.

Parameters

<code>_cachedHash</code>	The cached hash
--------------------------	-----------------

6.2.3 Member Data Documentation

6.2.3.1 CachedHash

```
int BigBenchGames.Tools.MailmanDispatcher.CachedHashAttribute.CachedHash
```

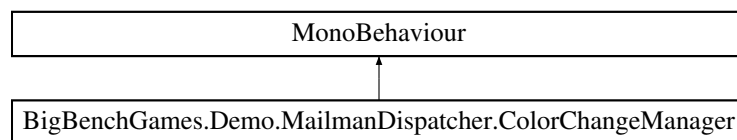
The cached hash of a mail class, used for dictionary lookups in mailman.

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

- Assets/BigBenchGames/Mailman/Scripts/[CachedHashAttribute.cs](#)

6.3 BigBenchGames.Demo.MailmanDispatcher.ColorChangeManager Class Reference

Inheritance diagram for BigBenchGames.Demo.MailmanDispatcher.ColorChangeManager:



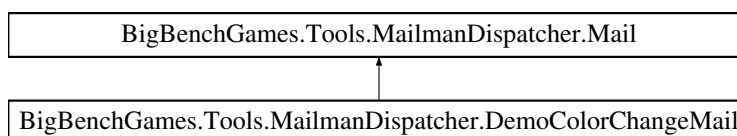
The documentation for this class was generated from the following file:

- Assets/BigBenchGames/Mailman/Demo/Scripts/[ColorChangeManager.cs](#)

6.4 BigBenchGames.Tools.MailmanDispatcher.DemoColorChangeMail Class Reference

A template for the mail class.

Inheritance diagram for BigBenchGames.Tools.MailmanDispatcher.DemoColorChangeMail:



Public Member Functions

- [DemoColorChangeMail](#) ()
- override void [Clear](#) ()
inheritdoc cref="Mail"/>
- override string [GetSourcePath](#) ()
A function used to get the location of the class within the project.

Public Member Functions inherited from [BigBenchGames.Tools.MailmanDispatcher.Mail](#)

- abstract void [Clear](#) ()
The function used to clean up the mail after it has been used.
- abstract string [GetSourcePath](#) ()
A function used to get the location of the class within the project.
- bool [GetReadOnlyAttribute](#) (Type type)
Returns the value of the ReadOnlyAttribute
- int [GetVersionAttribute](#) (Type type)
Returns the value of the VersionAttribute

Public Attributes

- int [ReceiverID](#)
- UnityEngine.Color [NewColor](#)
inheritdoc cref="Mail"/>

Properties

- override int [CachedHash](#) [get]

Properties inherited from [BigBenchGames.Tools.MailmanDispatcher.Mail](#)

- abstract int [CachedHash](#) [get]
The cached hash of the mail.

6.4.1 Detailed Description

A template for the mail class.

6.4.2 Constructor & Destructor Documentation

6.4.2.1 DemoColorChangeMail()

```
BigBenchGames.Tools.MailmanDispatcher.DemoColorChangeMail.DemoColorChangeMail ( )
```

6.4.3 Member Function Documentation

6.4.3.1 Clear()

```
override void BigBenchGames.Tools.MailmanDispatcher.DemoColorChangeMail.Clear ( ) [virtual]
```

inheritdoc cref="Mail"/>

Implements [BigBenchGames.Tools.MailmanDispatcher.Mail](#).

6.4.3.2 GetSourcePath()

```
override string BigBenchGames.Tools.MailmanDispatcher.DemoColorChangeMail.GetSourcePath ( )  
[virtual]
```

A function used to get the location of the class within the project.

Returns

The file path to the class

Implements [BigBenchGames.Tools.MailmanDispatcher.Mail](#).

6.4.4 Member Data Documentation

6.4.4.1 NewColor

```
UnityEngine.Color BigBenchGames.Tools.MailmanDispatcher.DemoColorChangeMail.NewColor
```

inheritdoc cref="Mail"/>

6.4.4.2 ReceiverID

```
int BigBenchGames.Tools.MailmanDispatcher.DemoColorChangeMail.ReceiverID
```

6.4.5 Property Documentation

6.4.5.1 CachedHash

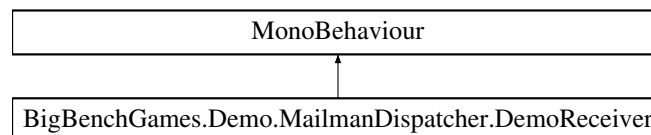
```
override int BigBenchGames.Tools.MailmanDispatcher.DemoColorChangeMail.CachedHash [get]
```

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

- Assets/BigBenchGames/Mailman/Demo/Scripts/Mail/[DemoColorChangeMail.cs](#)

6.5 BigBenchGames.Demo.MailmanDispatcher.DemoReceiver Class Reference

Inheritance diagram for BigBenchGames.Demo.MailmanDispatcher.DemoReceiver:



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

- Assets/BigBenchGames/Mailman/Demo/Scripts/[DemoReceiver.cs](#)

6.6 BigBenchGames.Editor.Elements.EditorExtend Class Reference

Extends editor functionality Most of this code was take from: <http://www.clonefactor.com/wordpress/public/1769/>.

Static Public Member Functions

- static string [TextFieldAutoComplete](#) (Rect position, string input, string[] source, int maxShownCount=5, float levenshteinDistance=0.5f)
A textField to popup a matching popup, based on developers input values.
- static string [TextFieldAutoComplete](#) (string input, string[] source, int maxShownCount=5, float levenshteinDistance=0.5f)
A textField to popup a matching popup, based on developers input values. Use with EditorGUILayout.
- static int [LevenshteinDistance](#)< T > (IEnumerable< T > lhs, IEnumerable< T > rhs)
Computes the Levenshtein Edit Distance between two enumerables.
- static int [LevenshteinDistance](#) (string lhs, string rhs, bool caseSensitive=true)
Computes the Levenshtein Edit Distance between two enumerables.
- static double [GetSimilarity](#) (string s1, string s2)
Uses Cosine similarity to get the similiarity between 2 strings.
- static T [WithoutSelectAll](#)< T > (Func< T > guiCall)
Create a input field without automatically selecting it when clicking on it (thanks Unity)

6.6.1 Detailed Description

Extends editor functionality Most of this code was take from: <http://www.clonefactor.com/wordpress/public/1769/>.

6.6.2 Member Function Documentation

6.6.2.1 GetSimilarity()

```
static double BigBenchGames.Editor.Elements.EditorExtend.GetSimilarity (
    string s1,
    string s2 ) [static]
```

Uses Cosine similarity to get the similiarity between 2 strings.

Parameters

<i>s1</i>	The first string to compare
<i>s2</i>	The second string to compare

Returns

The cosine similarity between the two strings

6.6.2.2 LevenshteinDistance()

```
static int BigBenchGames.Editor.Elements.EditorExtend.LevenshteinDistance (
    string lhs,
    string rhs,
    bool caseSensitive = true ) [static]
```

Computes the Levenshtein Edit Distance between two enumerables.

Parameters

<i>lhs</i>	The first enumerable.
<i>rhs</i>	The second enumerable.

Returns

The edit distance.

https://en.wikipedia.org/wiki/Levenshtein_distance

6.6.2.3 LevenshteinDistance< T >()

```
static int BigBenchGames.Editor.Elements.EditorExtend.LevenshteinDistance< T > (
    IEnumerable< T > lhs,
    IEnumerable< T > rhs ) [static]
```

Computes the Levenshtein Edit Distance between two enumerables.

Template Parameters

<i>T</i>	The type of the items in the enumerables.
----------	---

Parameters

<i>lhs</i>	The first enumerable.
<i>rhs</i>	The second enumerable.

Returns

The edit distance.

<https://blogs.msdn.microsoft.com/toub/2006/05/05/generic-levenshtein-edit-distance-with-c/>

Type Constraints

***T* : *System.IEquatable*<*T*>**

6.6.2.4 TextFieldAutoComplete() [1/2]

```
static string BigBenchGames.Editor.Elements.EditorExtend.TextFieldAutoComplete (
    Rect position,
    string input,
    string[] source,
    int maxShownCount = 5,
    float levenshteinDistance = 0.5f ) [static]
```

A textField to popup a matching popup, based on developers input values.

Parameters

<i>input</i>	string input.
<i>source</i>	the data of all possible values (string).
<i>maxShownCount</i>	the amount to display result.
<i>levenshteinDistance</i>	value between 0f ~ 1f, <ul style="list-style-type: none"> • more then 0f will enable the fuzzy matching • 1f = anything thing is okay. • 0f = require full match to the reference • recommend 0.4f ~ 0.7f

Returns

output string.

6.6.2.5 TextFieldAutoComplete() [2/2]

```
static string BigBenchGames.Editor.Elements.EditorExtend.TextFieldAutoComplete (
    string input,
    string[] source,
    int maxShownCount = 5,
    float levenshteinDistance = 0.5f ) [static]
```

A textField to popup a matching popup, based on developers input values. Use with EditorGUILayout.

Parameters

<i>input</i>	string input.
<i>source</i>	the data of all possible values (string).
<i>maxShownCount</i>	the amount to display result.
<i>levenshteinDistance</i>	value between 0f ~ 1f, <ul style="list-style-type: none"> • more then 0f will enable the fuzzy matching • 1f = anything thing is okay. • 0f = require full match to the reference • recommend 0.4f ~ 0.7f

Returns

output string.

6.6.2.6 WithoutSelectAll< T >()

```
static T BigBenchGames.Editor.Elements.EditorExtend.WithoutSelectAll< T > (
    Func< T > guiCall ) [static]
```

Create a input field without automatically selecting it when clicking on it (thanks Unity)

Template Parameters

<i>T</i>	The return type of the field
----------	------------------------------

Parameters

<i>guiCall</i>	The call to the GUI field display function
----------------	--

Returns

The return value of the GUI field type

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

- Assets/BigBenchGames/Mailman/Editor/Elements/[EditorExtend.cs](#)

6.7 BigBenchGames.Tools.MailmanDispatcher.Mailman.FastReflections Class Reference

A static helper class for generating fast reflection.

Static Public Member Functions

- static int [GetCachedHash< T > \(\)](#)
Returns the reflected cached hash value for a type.

6.7.1 Detailed Description

A static helper class for generating fast reflection.

6.7.2 Member Function Documentation**6.7.2.1 GetCachedHash< T >()**

```
static int BigBenchGames.Tools.MailmanDispatcher.Mailman.FastReflections.GetCachedHash< T > (
) [static]
```

Returns the reflected cached hash value for a type.

Template Parameters

<i>T</i>	The type to get the cached hash from
----------	--------------------------------------

Returns

The cached hash

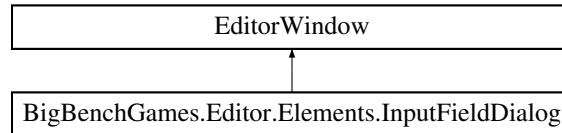
The documentation for this class was generated from the following file:

- Assets/BigBenchGames/Mailman/Scripts/[Mailman.cs](#)

6.8 BigBenchGames.Editor.Elements.InputFieldDialog Class Reference

A custom input dialog window for editor use.

Inheritance diagram for BigBenchGames.Editor.Elements.InputFieldDialog:



Public Member Functions

- delegate void [OnSubmit](#) (string name, string path, List< string > duplicateNames)
A delegate signature for when the submit button is pressed.
- delegate void [OnCancel](#) ()
The on cancel delegate signature.

Static Public Member Functions

- static void [Display](#) (string _title, string _description, [OnSubmit](#) _onSubmit, [OnCancel](#) _onCancel)
Shows the dialog.
- static void [Display](#) (string _title, string _description, string _defaultText, [OnSubmit](#) _onSubmit, [OnCancel](#) _onCancel)
Shows the dialog.
- static void [DisplayWithAutoComplete](#) (string _title, string _description, string _defaultText, string[] _autoComplete, [OnSubmit](#) _onSubmit, [OnCancel](#) _onCancel, int _autoCompleteDisplayAmount=5, float _autoCompleteTolerance=0.8f)
Shows the dialog with auto complete capabilities.
- static void [DisplayWithPathSelection](#) (string _title, string _description, string _path, [OnSubmit](#) _onSubmit, [OnCancel](#) _onCancel)
Shows the dialog with a field for inputting a custom path.
- static void [DisplayWithDuplicationOptions](#) (string _title, string _description, [OnSubmit](#) _onSubmit, [OnCancel](#) _onCancel)
Shows the dialog with a field for adding multiple duplication options for multi-create.

6.8.1 Detailed Description

A custom input dialog window for editor use.

6.8.2 Member Function Documentation

6.8.2.1 Display() [1/2]

```

static void BigBenchGames.Editor.Elements.InputFieldDialog.Display (
    string _title,
    string _description,
    OnSubmit _onSubmit,
    OnCancel _onCancel ) [static]
  
```

Shows the dialog.

Parameters

<i>_title</i>	The title of the window
<i>_description</i>	The description of the window
<i>_onSubmit</i>	The on submit callback
<i>_onCancel</i>	The on cancel callback

6.8.2.2 Display() [2/2]

```
static void BigBenchGames.Editor.Elements.InputFieldDialog.Display (
    string _title,
    string _description,
    string _defaultText,
    OnSubmit _onSubmit,
    OnCancel _onCancel ) [static]
```

Shows the dialog.

Parameters

<i>_title</i>	The title of the window
<i>_description</i>	The description of the window
<i>_defaultText</i>	The default text
<i>_onSubmit</i>	The on submit callback
<i>_onCancel</i>	The on cancel callback

6.8.2.3 DisplayWithAutoComplete()

```
static void BigBenchGames.Editor.Elements.InputFieldDialog.DisplayWithAutoComplete (
    string _title,
    string _description,
    string _defaultText,
    string[] _autoComplete,
    OnSubmit _onSubmit,
    OnCancel _onCancel,
    int _autoCompleteDisplayAmount = 5,
    float _autoCompleteTolerance = 0.8f ) [static]
```

Shows the dialog with auto complete capabilities.

Parameters

<i>_title</i>	The title of the window
<i>_description</i>	The description of the window
<i>_defaultText</i>	The default text
<i>_autoComplete</i>	A list of strings to auto complete to

Parameters

<i>_onSubmit</i>	The on submit callback
<i>_onCancel</i>	The on cancel callback
<i>_autoCompleteDisplayAmount</i>	The amount of choices to show (default = 5)
<i>_autoCompleteTolerance</i>	The tolerance of the auto complete (default = 0.8)

6.8.2.4 DisplayWithDuplicationOptions()

```
static void BigBenchGames.Editor.Elements.InputFieldDialog.DisplayWithDuplicationOptions (
    string _title,
    string _description,
    OnSubmit _onSubmit,
    OnCancel _onCancel ) [static]
```

Shows the dialog with a field for adding multiple duplication options for multi-create.

Parameters

<i>_title</i>	The title of the window
<i>_description</i>	The description of the window
<i>_onSubmit</i>	The on submit callback
<i>_onCancel</i>	The on cancel callback

6.8.2.5 DisplayWithPathSelection()

```
static void BigBenchGames.Editor.Elements.InputFieldDialog.DisplayWithPathSelection (
    string _title,
    string _description,
    string _path,
    OnSubmit _onSubmit,
    OnCancel _onCancel ) [static]
```

Shows the dialog with a field for inputting a custom path.

Parameters

<i>_title</i>	The title of the window
<i>_description</i>	The description of the window
<i>_path</i>	The default path to start at
<i>_onSubmit</i>	The on submit callback
<i>_onCancel</i>	The on cancel callback

6.8.2.6 OnCancel()

```
delegate void BigBenchGames.Editor.Elements.InputFieldDialog.OnCancel ( )
```

The on cancel delegate signature.

6.8.2.7 OnSubmit()

```
delegate void BigBenchGames.Editor.Elements.InputFieldDialog.OnSubmit (
    string name,
    string path,
    List< string > duplicateNames )
```

A delegate signature for when the submit button is pressed.

Parameters

<i>name</i>	The text inputted
<i>path</i>	The path is present

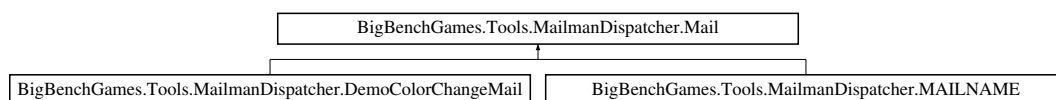
The documentation for this class was generated from the following file:

- Assets/BigBenchGames/Mailman/Editor/Elements/[InputFieldDialog.cs](#)

6.9 BigBenchGames.Tools.MailmanDispatcher.Mail Class Reference

The abstract mail class.

Inheritance diagram for BigBenchGames.Tools.MailmanDispatcher.Mail:



Public Member Functions

- abstract void [Clear](#) ()
The function used to clean up the mail after it has been used.
- abstract string [GetSourcePath](#) ()
A function used to get the location of the class within the project.
- bool [GetReadOnlyAttribute](#) (Type type)
Returns the value of the ReadOnlyAttribute
- int [GetVersionAttribute](#) (Type type)
Returns the value of the VersionAttribute

Properties

- abstract int [CachedHash](#) [get]
The cached hash of the mail.

6.9.1 Detailed Description

The abstract mail class.

6.9.2 Member Function Documentation

6.9.2.1 Clear()

```
abstract void BigBenchGames.Tools.MailmanDispatcher.Mail.Clear ( ) [pure virtual]
```

The function used to clean up the mail after it has been used.

Implemented in [BigBenchGames.Tools.MailmanDispatcher.DemoColorChangeMail](#), and [BigBenchGames.Tools.MailmanDispatcher.M](#)

6.9.2.2 GetReadOnlyAttribute()

```
bool BigBenchGames.Tools.MailmanDispatcher.Mail.GetReadOnlyAttribute (
    Type type )
```

Returns the value of the ReadOnlyAttribute

Parameters

<i>type</i>	The mail class type
-------------	---------------------

Returns

True or false if the mail class is marked as read only

6.9.2.3 GetSourcePath()

```
abstract string BigBenchGames.Tools.MailmanDispatcher.Mail.GetSourcePath ( ) [pure virtual]
```

A function used to get the location of the class within the project.

Returns

The file path to the class

Implemented in [BigBenchGames.Tools.MailmanDispatcher.DemoColorChangeMail](#), and [BigBenchGames.Tools.MailmanDispatcher.M](#)

6.9.2.4 GetVersionAttribute()

```
int BigBenchGames.Tools.MailmanDispatcher.Mail.GetVersionAttribute (
    Type type )
```

Returns the value of the VersionAttribute

Parameters

<i>type</i>	The mail class type
-------------	---------------------

Returns

The version number of the mail class

6.9.3 Property Documentation**6.9.3.1 CachedHash**

```
abstract int BigBenchGames.Tools.MailmanDispatcher.Mail.CachedHash [get]
```

The cached hash of the mail.

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

- [Assets/BigBenchGames/Mailman/Scripts/Mail/Mail.cs](#)

6.10 BigBenchGames.Editor.MailmanDispatcher.MailCodeGenerator Class Reference

A class used to generate the custom mail types through code templates and code generation.

Static Public Member Functions

- static string [GenerateMailFromTemplate](#) ([MailEditor.MailView](#) view)
Generates a mail class file from a mail view class.
- static void [DeleteMail](#) (string path)
Deleted a mail file and its meta file from the project.

Static Public Attributes

- const int [VERSION](#) = 1

The current version of the mail class, will be updated in future updates if the mail template class gets changed.

6.10.1 Detailed Description

A class used to generate the custom mail types through code templates and code generation.

6.10.2 Member Function Documentation

6.10.2.1 DeleteMail()

```
static void BigBenchGames.Editor.MailmanDispatcher.MailCodeGenerator.DeleteMail (
    string path ) [static]
```

Deleted a mail file and its meta file from the project.

Parameters

<i>path</i>	The path to delete at
-------------	-----------------------

6.10.2.2 GenerateMailFromTemplate()

```
static string BigBenchGames.Editor.MailmanDispatcher.MailCodeGenerator.GenerateMailFrom←
Template (
    MailEditor::MailView view ) [static]
```

Generates a mail class file from a mail view class.

Parameters

<i>view</i>	The view class populated in the editor
-------------	--

Returns

The full path to the generated file

6.10.3 Member Data Documentation

6.10.3.1 VERSION

```
const int BigBenchGames.Editor.MailmanDispatcher.MailCodeGenerator.VERSION = 1 [static]
```

The current version of the mail class, will be updated in future updates if the mail template class gets changed.

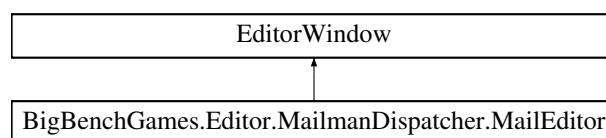
The documentation for this class was generated from the following file:

- Assets/BigBenchGames/Mailman/Editor/[MailCodeGenerator.cs](#)

6.11 BigBenchGames.Editor.MailmanDispatcher.MailEditor Class Reference

The editor class for mail, used to create, change, and delete mail using a GUI.

Inheritance diagram for BigBenchGames.Editor.MailmanDispatcher.MailEditor:



Classes

- class [MailView](#)
A class used to store editing data about a mail class.

Static Public Member Functions

- static void [DrawUILine](#) (Color color=default, int thickness=1, int padding=10)
Draws a UI line in the editor OnGUI call.

Static Public Attributes

- static string [MAILMAN_PREF_PATH_KEY](#) = "Mailman.Mail.Path"
The key used for accessing the mail path from editorprefs.
- static string [MAILMAN_PREF_DISPCOUNT_KEY](#) = "Mailman.Mail.Dispcount"
The key used for accssing the mail autocomplete number from editorprefs.

6.11.1 Detailed Description

The editor class for mail, used to create, change, and delete mail using a GUI.

6.11.2 Member Function Documentation

6.11.2.1 DrawUILine()

```
static void BigBenchGames.Editor.MailmanDispatcher.MailEditor.DrawUILine (  
    Color color = default,  
    int thickness = 1,  
    int padding = 10 ) [static]
```

Draws a UI line in the editor OnGUI call.

Parameters

<i>color</i>	The color of the line
<i>thickness</i>	The thickness of the line
<i>padding</i>	The top and bottom padding of the line

6.11.3 Member Data Documentation

6.11.3.1 MAILMAN_PREF_DISPCOUNT_KEY

```
string BigBenchGames.Editor.MailmanDispatcher.MailedEditor.MAILMAN_PREF_DISPCOUNT_KEY = "Mailman.↵
Mail.Dispcount" [static]
```

The key used for accssing the mail autocomplete number from editorprefs.

6.11.3.2 MAILMAN_PREF_PATH_KEY

```
string BigBenchGames.Editor.MailmanDispatcher.MailedEditor.MAILMAN_PREF_PATH_KEY = "Mailman.↵
Mail.Path" [static]
```

The key used for accessing the mail path from editorprefs.

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

- Assets/BigBenchGames/Mailman/Editor/[MailEditor.cs](#)

6.12 BigBenchGames.Editor.MailmanDispatcher.MailEditorValidator.↵ MailEditorValidationReport Class Reference

The validation report that is passed back to the editor window.

Public Attributes

- List< string > [variableNameViolations](#)
A list of variable names that violate naming conversions.
- string [Errors](#)
A string listing all the errors generated.
- bool [IsValid](#) = true
A bool determining if the mail class is vaild, cannot save if not.

6.12.1 Detailed Description

The validation report that is passed back to the editor window.

6.12.2 Member Data Documentation

6.12.2.1 Errors

```
string BigBenchGames.Editor.MailmanDispatcher.MailEditorValidator.MailEditorValidationReport.↔  
Errors
```

A string listing all the errors generated.

6.12.2.2 IsValid

```
bool BigBenchGames.Editor.MailmanDispatcher.MailEditorValidator.MailEditorValidationReport.↔  
IsValid = true
```

A bool determining if the mail class is valid, cannot save if not.

6.12.2.3 variableNameViolations

```
List<string> BigBenchGames.Editor.MailmanDispatcher.MailEditorValidator.MailEditorValidation↔  
Report.variableNameViolations
```

A list of variable names that violate naming conventions.

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

- Assets/BigBenchGames/Mailman/Editor/[MailEditorValidator.cs](#)

6.13 BigBenchGames.Editor.MailmanDispatcher.MailEditorValidator Class Reference

A class used to validate the content of a mail class in the mail editor.

Classes

- class [MailEditorValidationReport](#)

The validation report that is passed back to the editor window.

Static Public Member Functions

- static [MailEditorValidationReport ValidateMail](#) (MailView view)
The function that checks to see if all variable parameters of a mail class in the mail editor are valid.
- static bool [IsStringValidVariable](#) (string name)
Checks to see if the passed string is a valid identifier.

6.13.1 Detailed Description

A class used to validate the content of a mail class in the mail editor.

6.13.2 Member Function Documentation

6.13.2.1 IsStringValidVariable()

```
static bool BigBenchGames.Editor.MailmanDispatcher.MailEditorValidator.IsStringValidVariable (
    string name ) [static]
```

Checks to see if the passed string is a valid identifier.

Parameters

<i>name</i>	The string to check
-------------	---------------------

Returns

True if valid, otherwise false

6.13.2.2 ValidateMail()

```
static MailEditorValidationReport BigBenchGames.Editor.MailmanDispatcher.MailEditorValidator.↔
ValidateMail (
    MailView view ) [static]
```

The function that checks to see if all variable parameters of a mail class in the mail editor are valid.

Parameters

<i>view</i>	The current mail class being checked
-------------	--------------------------------------

Returns

A report with potential errors in it

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

- Assets/BigBenchGames/Mailman/Editor/[MailEditorValidator.cs](#)

6.14 BigBenchGames.Tools.MailmanDispatcher.Mailman Class Reference

The Mailman main class for sending data across the project.

Classes

- class [FastReflections](#)
A static helper class for generating fast reflection.
- class [New](#)
Creates a new instance of a type (faster than Activator but more GC)

Public Member Functions

- delegate void [CallbackHandler< T >](#) (T mail)
The callback delegate for Mailman callbacks.

Static Public Member Functions

- static void [AddListener< T >](#) (CallbackHandler< T > l, int priority=0, int defaultPoolSize=[INITIAL_POOL_SIZE](#), bool createPool=true)
Register a listener with a parametre of type T.
- static void [RemoveListener< T >](#) (CallbackHandler< T > l)
Removes a listener from the subscribers list.
- static void [SendMail< T >](#) (T letter, bool createPoolIfMissing=true, int defaultPoolSize=[INITIAL_POOL_SIZE](#))
Sends mail to all listerers, clears the mail and returns it to its pool if it exists.
- static T [FetchPooledMail< T >](#) (int defaultPoolSize=[INITIAL_POOL_SIZE](#), bool createPoolIfMissing=true)
Returns a specified mail object from a pool, if empty or does not exist, creates new pool and mail.
- static int [GetPoolSizeForPooledType< T >](#) ()
Returns the size of the pool for a specific mail type.
- static int [GetSubscriberCountForPooledType< T >](#) ()
Returns the number of subscribers of a specific mail type.

Static Public Attributes

- const int [INITIAL_POOL_SIZE](#) = 5
The default initial pool size for mail types.

6.14.1 Detailed Description

The Mailman main class for sending data across the project.

6.14.2 Member Function Documentation

6.14.2.1 AddListener< T >()

```
static void BigBenchGames.Tools.MailmanDispatcher.Mailman.AddListener< T > (
    CallbackHandler< T > l,
    int priority = 0,
    int defaultPoolSize = INITIAL_POOL_SIZE,
    bool createPool = true ) [static]
```

Register a listener with a parametre of type T.

Template Parameters

<i>T</i>	The mail type Mail
----------	--------------------

Parameters

<i>l</i>	The listener to register
<i>priority</i>	The priority of this listener, defaults to 0, anything larger than 0 will dispatch first
<i>defaultPoolSize</i>	The default pool size for the mail objects, default: INITIAL_POOL_SIZE
<i>createPool</i>	If the pool does not exist should the function make one, default: True

Type Constraints

***T* : Mail**

***T* : new()**

6.14.2.2 CallbackHandler< T >()

```
delegate void BigBenchGames.Tools.MailmanDispatcher.Mailman.CallbackHandler< T > (
    T mail )
```

The callback delegate for Mailman callbacks.

Template Parameters

<i>T</i>	The mail class type Mail
----------	--------------------------

Parameters

<i>mail</i>	The mail required in the callback function signature
-------------	--

Type Constraints

***T* : Mail**

6.14.2.3 FetchPooledMail< T >()

```
static T BigBenchGames.Tools.MailmanDispatcher.Mailman.FetchPooledMail< T > (
    int defaultPoolSize = INITIAL_POOL_SIZE,
    bool createPoolIfMissing = true ) [static]
```

Returns a specified mail object from a pool, if empty or does not exist, creates new pool and mail.

Template Parameters

<i>T</i>	The type of mail to fetch Mail
----------	--------------------------------

Parameters

<i>defaultPoolSize</i>	The default pool size for the mail objects, default: INITIAL_POOL_SIZE
<i>createPoolIfMissing</i>	Should the function create a pool for the mail class if missing, Default: True

Returns

The pooled mail instance

Type Constraints

***T* : Mail**

***T* : new()**

6.14.2.4 GetPoolSizeForPooledType< T >()

```
static int BigBenchGames.Tools.MailmanDispatcher.Mailman.GetPoolSizeForPooledType< T > ( )
[static]
```

Returns the size of the pool for a specific mail type.

Template Parameters

<i>T</i>	The type of mail to check Mail
----------	--------------------------------

Returns

Returns the size of the pool and -1 if it does not exist

Type Constraints

***T* : Mail**

***T* : new()**

6.14.2.5 GetSubscriberCountForPooledType< T >()

```
static int BigBenchGames.Tools.MailmanDispatcher.Mailman.GetSubscriberCountForPooledType< T >
( ) [static]
```

Returns the number of subscribers of a specific mail type.

Template Parameters

<i>T</i>	The mail type to check Mail
-----------------	-----------------------------

Returns

Returns the number of subscribers or -1 if it does not exist

Type Constraints

***T* : Mail**

***T* : new()**

6.14.2.6 RemoveListener< T >()

```
static void BigBenchGames.Tools.MailmanDispatcher.Mailman.RemoveListener< T > (
    CallbackHandler< T > l ) [static]
```

Removes a listener from the subscribers list.

Template Parameters

<i>T</i>	The type to look for Mail
-----------------	---------------------------

Parameters

<i>l</i>	The delegate to remove
-----------------	------------------------

Type Constraints

T : Mail***T : new()*****6.14.2.7 SendMail< T >()**

```
static void BigBenchGames.Tools.MailmanDispatcher.Mailman.SendMail< T > (
    T letter,
    bool createPoolIfMissing = true,
    int defaultPoolSize = INITIAL_POOL_SIZE ) [static]
```

Sends mail to all listersers, clears the mail and returns it to its pool if it exists.

Template Parameters

<i>T</i>	The type of mail to send Mail
-----------------	-------------------------------

Parameters

<i>letter</i>	The actual mail instance to send Mail
<i>createPoolIfMissing</i>	Should the function create a pool for the mail class if missing, Default: True
<i>defaultPoolSize</i>	The default pool size for the mail objects, default: INITIAL_POOL_SIZE

Type Constraints

T : Mail***T : new()*****6.14.3 Member Data Documentation****6.14.3.1 INITIAL_POOL_SIZE**

```
const int BigBenchGames.Tools.MailmanDispatcher.Mailman.INITIAL_POOL_SIZE = 5 [static]
```

The default initial pool size for mail types.

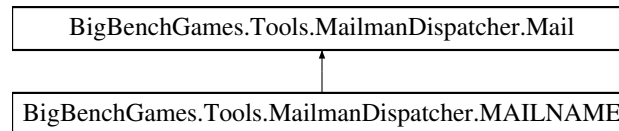
The documentation for this class was generated from the following file:

- Assets/BigBenchGames/Mailman/Scripts/[Mailman.cs](#)

6.15 BigBenchGames.Tools.MailmanDispatcher.MAILNAME Class Reference

INSERTDESC.

Inheritance diagram for BigBenchGames.Tools.MailmanDispatcher.MAILNAME:



Public Member Functions

- [MAILNAME](#) ()
- override void [Clear](#) ()
The function used to clean up the mail after it has been used.
- override string [GetSourcePath](#) ()
A function used to get the location of the class within the project.

Public Member Functions inherited from [BigBenchGames.Tools.MailmanDispatcher.Mail](#)

- abstract void [Clear](#) ()
The function used to clean up the mail after it has been used.
- abstract string [GetSourcePath](#) ()
A function used to get the location of the class within the project.
- bool [GetReadOnlyAttribute](#) (Type type)
Returns the value of the ReadOnlyAttribute
- int [GetVersionAttribute](#) (Type type)
Returns the value of the VersionAttribute

Properties

- override int [CachedHash](#) [get]

Properties inherited from [BigBenchGames.Tools.MailmanDispatcher.Mail](#)

- abstract int [CachedHash](#) [get]
The cached hash of the mail.

6.15.1 Detailed Description

INSERTDESC.

6.15.2 Constructor & Destructor Documentation

6.15.2.1 MAILNAME()

```
BigBenchGames.Tools.MailmanDispatcher.MAILNAME.MAILNAME ( )
```

6.15.3 Member Function Documentation

6.15.3.1 Clear()

```
override void BigBenchGames.Tools.MailmanDispatcher.MAILNAME.Clear ( ) [virtual]
```

The function used to clean up the mail after it has been used.

inheritdoc cref="Mail"/>

Implements [BigBenchGames.Tools.MailmanDispatcher.Mail](#).

6.15.3.2 GetSourcePath()

```
override string BigBenchGames.Tools.MailmanDispatcher.MAILNAME.GetSourcePath ( ) [virtual]
```

A function used to get the location of the class within the project.

Returns

The file path to the class

Implements [BigBenchGames.Tools.MailmanDispatcher.Mail](#).

6.15.4 Property Documentation

6.15.4.1 CachedHash

```
override int BigBenchGames.Tools.MailmanDispatcher.MAILNAME.CachedHash [get]
```

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

- Assets/BigBenchGames/Mailman/Scripts/Mail/[MailTemplate.cs](#)

6.16 BigBenchGames.Editor.MailmanDispatcher.MailEditor.MailView

Class Reference

A class used to store editing data about a mail class.

Classes

- class [AttributeData](#)

A data structure used to store information about the individual attributes of the mail class.

Public Types

- enum [FieldType](#) {
 [SBYTE](#) , [BYTE](#) , [SHORT](#) , [USHORT](#) ,
 [INT](#) , [UINT](#) , [LONG](#) , [ULONG](#) ,
 [CHAR](#) , [FLOAT](#) , [DOUBLE](#) , [BOOL](#) ,
 [DECIMAL](#) , [STRING](#) , [COMPLEX](#) }

Different types of variable types supported by the editor system.

Public Member Functions

- [MailView](#) ()
- [MailView](#) ([MailView](#) other)
- [MailView](#) ([Type](#) type)

The constructure for the mail view, if the type is passed in, it generates the full view.

- void [DrawMail](#) ()

Draws the mail view in editor.

- bool [AskForSaveIfChanged](#) ()

Asks the user to save this mail class before continuing.

Public Attributes

- string [Name](#)

The name of the mail class.

- Type [Type](#)

The class type.

- List< [AttributeData](#) > [Attributes](#)

A list of attributes this class has.

- bool [HasBeenChanged](#)

Has the content of the mail view been changed in editor.

- string [Path](#)

The path of the mail class file.

- bool [IsReadOnly](#)

Is the mail class marked as read only.

- int [Version](#)

The version of the mail class.

- string [Description](#)

The description of the class.

Properties

- bool `IsCurrentChangesValid` [get]
Are the changes valid.

6.16.1 Detailed Description

A class used to store editing data about a mail class.

6.16.2 Member Enumeration Documentation

6.16.2.1 FieldType

enum `BigBenchGames.Editor.MailmanDispatcher.MailEditor.MailView.FieldType`

Different types of variable types supported by the editor system.

Enumerator

SBYTE	
BYTE	
SHORT	
USHORT	
INT	
UINT	
LONG	
ULONG	
CHAR	
FLOAT	
DOUBLE	
BOOL	
DECIMAL	
STRING	
COMPLEX	

6.16.3 Constructor & Destructor Documentation

6.16.3.1 MailView() [1/3]

`BigBenchGames.Editor.MailmanDispatcher.MailEditor.MailView.MailView ()`

6.16.3.2 MailView() [2/3]

```
BigBenchGames.Editor.MailmanDispatcher.MailEditor.MailView.MailView (
    MailView other )
```

6.16.3.3 MailView() [3/3]

```
BigBenchGames.Editor.MailmanDispatcher.MailEditor.MailView.MailView (
    Type type )
```

The constructure for the mail view, if the type is passed in, it generates the full view.

Parameters

<i>type</i>	The type of the class
-------------	-----------------------

6.16.4 Member Function Documentation

6.16.4.1 AskForSavelfChanged()

```
bool BigBenchGames.Editor.MailmanDispatcher.MailEditor.MailView.AskForSaveIfChanged ( )
```

Asks the user to save this mail class before continuing.

Returns

Returns true if saved

6.16.4.2 DrawMail()

```
void BigBenchGames.Editor.MailmanDispatcher.MailEditor.MailView.DrawMail ( )
```

Draws the mail view in editor.

6.16.5 Member Data Documentation

6.16.5.1 Attributes

```
List<AttributeData> BigBenchGames.Editor.MailmanDispatcher.MailEditor.MailView.Attributes
```

A list of attributes this class has.

6.16.5.2 Description

```
string BigBenchGames.Editor.MailmanDispatcher.MailEditor.MailView.Description
```

The description of the class.

6.16.5.3 HasBeenChanged

```
bool BigBenchGames.Editor.MailmanDispatcher.MailEditor.MailView.HasBeenChanged
```

Has the content of the mail view been changed in editor.

6.16.5.4 IsReadOnly

```
bool BigBenchGames.Editor.MailmanDispatcher.MailEditor.MailView.IsReadOnly
```

Is the mail class marked as read only.

6.16.5.5 Name

```
string BigBenchGames.Editor.MailmanDispatcher.MailEditor.MailView.Name
```

The name of the mail class.

6.16.5.6 Path

```
string BigBenchGames.Editor.MailmanDispatcher.MailEditor.MailView.Path
```

The path of the mail class file.

6.16.5.7 Type

```
Type BigBenchGames.Editor.MailmanDispatcher.MailEditor.MailView.Type
```

The class type.

6.16.5.8 Version

```
int BigBenchGames.Editor.MailmanDispatcher.MailEditor.MailView.Version
```

The version of the mail class.

6.16.6 Property Documentation

6.16.6.1 IsCurrentChangesValid

```
bool BigBenchGames.Editor.MailmanDispatcher.MailEditor.MailView.IsCurrentChangesValid [get]
```

Are the changes valid.

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

- Assets/BigBenchGames/Mailman/Editor/[MailEditor.cs](#)

6.17 BigBenchGames.Tools.MailmanDispatcher.Mailman.New< T > Class Template Reference

Creates a new instance of a type (faster than Activator but more GC)

Static Public Attributes

- static readonly Func< T > [Instance](#)

6.17.1 Detailed Description

Creates a new instance of a type (faster than Activator but more GC)

Template Parameters

<i>T</i>	The type to create an instance from
----------	-------------------------------------

Type Constraints

$T : \text{new}()$

6.17.2 Member Data Documentation

6.17.2.1 Instance

```
readonly Func<T> BigBenchGames.Tools.MailmanDispatcher.Mailman.New< T >.Instance [static]
```

Initial value:

```
= Expression.Lambda<Func<T>>
    (
        Expression.New(typeof(T))
    ).Compile()
```

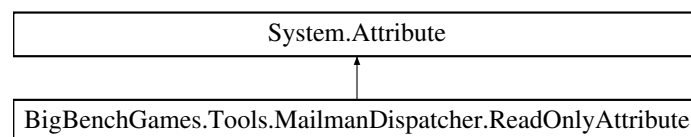
The documentation for this class was generated from the following file:

- Assets/BigBenchGames/Mailman/Scripts/[Mailman.cs](#)

6.18 BigBenchGames.Tools.MailmanDispatcher.ReadOnlyAttribute Class Reference

An attribute that marks a class as read only or not.

Inheritance diagram for BigBenchGames.Tools.MailmanDispatcher.ReadOnlyAttribute:



Public Member Functions

- [ReadOnlyAttribute](#) (bool readOnly)
The constructor for the ReadOnly Attribute.

Public Attributes

- bool [ReadOnly](#)
Is the mail class read only or not.

6.18.1 Detailed Description

An attribute that marks a class as read only or not.

6.18.2 Constructor & Destructor Documentation

6.18.2.1 ReadOnlyAttribute()

```
BigBenchGames.Tools.MailmanDispatcher.ReadOnlyAttribute.ReadOnlyAttribute (
    bool readOnly )
```

The constructor for the ReadOnly Attribute.

Parameters

<i>readOnly</i>	True or False if the mail class is read only
-----------------	--

6.18.3 Member Data Documentation

6.18.3.1 ReadOnly

```
bool BigBenchGames.Tools.MailmanDispatcher.ReadOnlyAttribute.ReadOnly
```

Is the mail class read only or not.

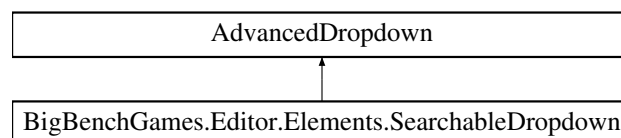
The documentation for this class was generated from the following file:

- Assets/BigBenchGames/Mailman/Scripts/[ReadOnlyAttribute.cs](#)

6.19 BigBenchGames.Editor.Elements.SearchableDropdown Class Reference

A searchable dropdown editor UI element.

Inheritance diagram for BigBenchGames.Editor.Elements.SearchableDropdown:



Public Member Functions

- delegate void [OnSelection](#) (string name)
The return delegate signature for the result.
- [SearchableDropdown](#) (AdvancedDropdownState state, string _title, List< string > _entries, [OnSelection](#) _↵
OnItemSelected, Vector2 _minSize)
A constructor for the searchable dropdown.

Protected Member Functions

- override AdvancedDropdownItem [BuildRoot](#) ()
- override void [ItemSelected](#) (AdvancedDropdownItem item)

6.19.1 Detailed Description

A searchable dropdown editor UI element.

6.19.2 Constructor & Destructor Documentation

6.19.2.1 SearchableDropdown()

```
BigBenchGames.Editor.Elements.SearchableDropdown.SearchableDropdown (
    AdvancedDropdownState state,
    string _title,
    List< string > _entries,
    OnSelection _OnItemSelected,
    Vector2 _minSize )
```

A constructor for the searchable dropdown.

Parameters

<i>state</i>	The state
<i>_title</i>	The title of the dropdown
<i>_entries</i>	A list of entries
<i>_OnItemSelected</i>	the result callback

6.19.3 Member Function Documentation

6.19.3.1 BuildRoot()

```
override AdvancedDropdownItem BigBenchGames.Editor.Elements.SearchableDropdown.BuildRoot ( )
[protected]
```

6.19.3.2 ItemSelected()

```
override void BigBenchGames.Editor.Elements.SearchableDropdown.ItemSelected (
    AdvancedDropdownItem item ) [protected]
```

6.19.3.3 OnSelection()

```
delegate void BigBenchGames.Editor.Elements.SearchableDropdown.OnSelection (
    string name )
```

The return delegate signature for the result.

Parameters

<i>name</i>	The return result
-------------	-------------------

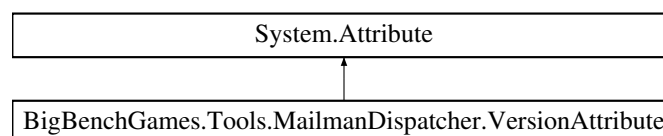
The documentation for this class was generated from the following file:

- Assets/BigBenchGames/Mailman/Editor/Elements/[SearchableDropdown.cs](#)

6.20 BigBenchGames.Tools.MailmanDispatcher.VersionAttribute Class Reference

An attribute that marks the version of the mail class.

Inheritance diagram for BigBenchGames.Tools.MailmanDispatcher.VersionAttribute:



Public Member Functions

- [VersionAttribute](#) (int version)
Constructor for the Version attribute.

Public Attributes

- int [Version](#)
The version of the mail, used to track mail class version over package updates.

6.20.1 Detailed Description

An attribute that marks the version of the mail class.

6.20.2 Constructor & Destructor Documentation

6.20.2.1 VersionAttribute()

```
BigBenchGames.Tools.MailmanDispatcher.VersionAttribute.VersionAttribute (
    int version )
```

Constructor for the Version attribute.

Parameters

<i>version</i>	The version of the mail class
----------------	-------------------------------

6.20.3 Member Data Documentation

6.20.3.1 Version

```
int BigBenchGames.Tools.MailmanDispatcher.VersionAttribute.Version
```

The version of the mail, used to track mail class version over package updates.

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

- Assets/BigBenchGames/Mailman/Scripts/[VersionAttribute.cs](#)

Chapter 7

File Documentation

7.1 Assets/BigBenchGames/Mailman/Demo/Scripts/ColorChange↔ Manager.cs File Reference

Classes

- class [BigBenchGames.Demo.MailmanDispatcher.ColorChangeManager](#)

Namespaces

- namespace [BigBenchGames](#)
- namespace [BigBenchGames.Demo](#)
- namespace [BigBenchGames.Demo.MailmanDispatcher](#)

7.2 Assets/BigBenchGames/Mailman/Demo/Scripts/DemoReceiver.cs File Reference

Classes

- class [BigBenchGames.Demo.MailmanDispatcher.DemoReceiver](#)

Namespaces

- namespace [BigBenchGames](#)
- namespace [BigBenchGames.Demo](#)
- namespace [BigBenchGames.Demo.MailmanDispatcher](#)

7.3 Assets/BigBenchGames/Mailman/Demo/Scripts/Mail/DemoColor↔ ChangeMail.cs File Reference

Classes

- class [BigBenchGames.Tools.MailmanDispatcher.DemoColorChangeMail](#)
A template for the mail class.

Namespaces

- namespace [BigBenchGames](#)
- namespace [BigBenchGames.Tools](#)
- namespace [BigBenchGames.Tools.MailmanDispatcher](#)

7.4 Assets/BigBenchGames/Mailman/Editor/Elements/EditorExtend.cs File Reference

Classes

- class [BigBenchGames.Editor.Elements.EditorExtend](#)
Extends editor functionality Most of this code was take from: <http://www.clonefactor.com/wordpress/public/1769/>.

Namespaces

- namespace [BigBenchGames](#)
- namespace [BigBenchGames.Editor](#)
- namespace [BigBenchGames.Editor.Elements](#)

7.5 Assets/BigBenchGames/Mailman/Editor/Elements/InputDialog↔ Dialog.cs File Reference

Classes

- class [BigBenchGames.Editor.Elements.InputFieldDialog](#)
A custom input dialog window for editor use.

Namespaces

- namespace [BigBenchGames](#)
- namespace [BigBenchGames.Editor](#)
- namespace [BigBenchGames.Editor.Elements](#)

7.6 Assets/BigBenchGames/Mailman/Editor/Elements/Searchable↔ Dropdown.cs File Reference

Classes

- class [BigBenchGames.Editor.Elements.SearchableDropdown](#)
A searchable dropdown editor UI element.

Namespaces

- namespace [BigBenchGames](#)
- namespace [BigBenchGames.Editor](#)
- namespace [BigBenchGames.Editor.Elements](#)

7.7 Assets/BigBenchGames/Mailman/Editor/MailCodeGenerator.cs File Reference

Classes

- class [BigBenchGames.Editor.MailmanDispatcher.MailCodeGenerator](#)
A class used to generate the custom mail types through code templates and code generation.

Namespaces

- namespace [BigBenchGames](#)
- namespace [BigBenchGames.Editor](#)
- namespace [BigBenchGames.Editor.MailmanDispatcher](#)

7.8 Assets/BigBenchGames/Mailman/Editor/MailEditor.cs File Reference

Classes

- class [BigBenchGames.Editor.MailmanDispatcher.MailEditor](#)
The editor class for mail, used to create, change, and delete mail using a GUI.
- class [BigBenchGames.Editor.MailmanDispatcher.MailEditor.MailView](#)
A class used to store editing data about a mail class.
- class [BigBenchGames.Editor.MailmanDispatcher.MailEditor.MailView.AttributeData](#)
A data structure used to store information about the individual attributes of the mail class.

Namespaces

- namespace [BigBenchGames](#)
- namespace [BigBenchGames.Editor](#)
- namespace [BigBenchGames.Editor.MailmanDispatcher](#)

7.9 Assets/BigBenchGames/Mailman/Editor/MailEditorValidator.cs File Reference

Classes

- class [BigBenchGames.Editor.MailmanDispatcher.MailEditorValidator](#)
A class used to validate the content of a mail class in the mail editor.
- class [BigBenchGames.Editor.MailmanDispatcher.MailEditorValidator.MailEditorValidationReport](#)
The validation report that is passed back to the editor window.

Namespaces

- namespace [BigBenchGames](#)
- namespace [BigBenchGames.Editor](#)
- namespace [BigBenchGames.Editor.MailmanDispatcher](#)

Variables

- [\\$](#)

7.9.1 Variable Documentation

7.9.1.1 [\\$](#)

[\\$](#)

7.10 Assets/BigBenchGames/Mailman/Scripts/CachedHashAttribute.cs File Reference

Classes

- class [BigBenchGames.Tools.MailmanDispatcher.CachedHashAttribute](#)
An attribute used to store the cached hash of a mail class.

Namespaces

- namespace [BigBenchGames](#)
- namespace [BigBenchGames.Tools](#)
- namespace [BigBenchGames.Tools.MailmanDispatcher](#)

7.11 Assets/BigBenchGames/Mailman/Scripts/Mail/Mail.cs File Reference

Classes

- class [BigBenchGames.Tools.MailmanDispatcher.Mail](#)
The abstract mail class.

Namespaces

- namespace [BigBenchGames](#)
- namespace [BigBenchGames.Tools](#)
- namespace [BigBenchGames.Tools.MailmanDispatcher](#)

7.12 Assets/BigBenchGames/Mailman/Scripts/Mail/MailTemplate.cs File Reference

Classes

- class [BigBenchGames.Tools.MailmanDispatcher.MAILNAME](#)
INSERTDESC.

Namespaces

- namespace [BigBenchGames](#)
- namespace [BigBenchGames.Tools](#)
- namespace [BigBenchGames.Tools.MailmanDispatcher](#)

7.13 Assets/BigBenchGames/Mailman/Scripts/Mailman.cs File Reference

Classes

- class [BigBenchGames.Tools.MailmanDispatcher.Mailman](#)
The Mailman main class for sending data across the project.
- class [BigBenchGames.Tools.MailmanDispatcher.Mailman.New< T >](#)
Creates a new instance of a type (faster than Activator but more GC)
- class [BigBenchGames.Tools.MailmanDispatcher.Mailman.FastReflections](#)
A static helper class for generating fast reflection.

Namespaces

- namespace [BigBenchGames](#)
- namespace [BigBenchGames.Tools](#)
- namespace [BigBenchGames.Tools.MailmanDispatcher](#)

7.14 Assets/BigBenchGames/Mailman/Scripts/ReadOnlyAttribute.cs File Reference

Classes

- class [BigBenchGames.Tools.MailmanDispatcher.ReadOnlyAttribute](#)
An attribute that marks a class as read only or not.

Namespaces

- namespace [BigBenchGames](#)
- namespace [BigBenchGames.Tools](#)
- namespace [BigBenchGames.Tools.MailmanDispatcher](#)

7.15 Assets/BigBenchGames/Mailman/Scripts/VersionAttribute.cs File Reference

Classes

- class [BigBenchGames.Tools.MailmanDispatcher.VersionAttribute](#)
An attribute that marks the version of the mail class.

Namespaces

- namespace [BigBenchGames](#)
- namespace [BigBenchGames.Tools](#)
- namespace [BigBenchGames.Tools.MailmanDispatcher](#)

Index

- \$
 - MailEditorValidator.cs, [54](#)
- AddListener< T >
 - BigBenchGames.Tools.MailmanDispatcher.Mailman, [34](#)
- AskForSavelfChanged
 - BigBenchGames.Editor.MailmanDispatcher.MailEditor.MailView, [42](#)
- Assets/BigBenchGames/Mailman/Demo/Scripts/ColorChangeManager.cs, [51](#)
- Assets/BigBenchGames/Mailman/Demo/Scripts/DemoReceiver.cs, [51](#)
- Assets/BigBenchGames/Mailman/Demo/Scripts/Mail/DemoColorChangeMail.cs, [51](#)
- Assets/BigBenchGames/Mailman/Editor/Elements/EditorExamples.cs, [52](#)
- Assets/BigBenchGames/Mailman/Editor/Elements/InputFieldDialog.cs, [52](#)
- Assets/BigBenchGames/Mailman/Editor/Elements/SearchableDropdown.cs, [52](#)
- Assets/BigBenchGames/Mailman/Editor/MailCodeGenerator.cs, [53](#)
- Assets/BigBenchGames/Mailman/Editor/MailEditor.cs, [53](#)
- Assets/BigBenchGames/Mailman/Editor/MailEditorValidator.cs, [53](#)
- Assets/BigBenchGames/Mailman/Scripts/CachedHashAttribute.cs, [54](#)
- Assets/BigBenchGames/Mailman/Scripts/Mail/Mail.cs, [54](#)
- Assets/BigBenchGames/Mailman/Scripts/Mail/MailTemplate.cs, [55](#)
- Assets/BigBenchGames/Mailman/Scripts/Mailman.cs, [55](#)
- Assets/BigBenchGames/Mailman/Scripts/ReadOnlyAttribute.cs, [55](#)
- Assets/BigBenchGames/Mailman/Scripts/VersionAttribute.cs, [56](#)
- Attributes
 - BigBenchGames.Editor.MailmanDispatcher.MailEditor.MailView, [42](#)
- BigBenchGames, [9](#)
- BigBenchGames.Demo, [9](#)
- BigBenchGames.Demo.MailmanDispatcher, [9](#)
- BigBenchGames.Demo.MailmanDispatcher.ColorChangeManager, [13](#)
- BigBenchGames.Demo.MailmanDispatcher.DemoReceiver, [16](#)
- BigBenchGames.Editor, [9](#)
- BigBenchGames.Editor.Elements, [10](#)
- BigBenchGames.Editor.Elements.EditorExtend, [16](#)
- GetSimilarity, [17](#)
- LevenshteinDistance, [17](#)
- LevenshteinDistance< T >, [17](#)
- TextFieldAutoComplete, [18, 19](#)
- ViewWithoutSelectAll< T >, [19](#)
- BigBenchGames.Editor.Elements.InputFieldDialog, [21](#)
- Display, [21, 22](#)
- DisplayWithAutoComplete, [22](#)
- DisplayWithDuplicationOptions, [23](#)
- DisplayWithPathSelection, [23](#)
- OnCancel, [23](#)
- OnSubmit, [24](#)
- BigBenchGames.Editor.Elements.SearchableDropdown, [46](#)
- BuildOn, [47](#)
- ItemSelected, [48](#)
- OnSelection, [48](#)
- SearchableDropdown, [47](#)
- BigBenchGames.Editor.MailmanDispatcher, [10](#)
- BigBenchGames.Editor.MailmanDispatcher.MailCodeGenerator, [26](#)
- DeleteMail, [27](#)
- GenerateMailFromTemplate, [27](#)
- VERSION, [27](#)
- BigBenchGames.Editor.MailmanDispatcher.MailEditor, [28](#)
- DrawUILine, [29](#)
- MAILMAN_PREF_DISPCOUNT_KEY, [30](#)
- MAILMAN_PREF_PATH_KEY, [30](#)
- BigBenchGames.Editor.MailmanDispatcher.MailEditor.MailView, [40](#)
- AskForSavelfChanged, [42](#)
- Attributes, [42](#)
- BOOL, [41](#)
- BYTE, [41](#)
- CHAR, [41](#)
- COMPLEX, [41](#)
- DECIMAL, [41](#)
- Description, [43](#)
- DOUBLE, [41](#)
- DrawMail, [42](#)
- FieldType, [41](#)
- FLOAT, [41](#)
- HasBeenChanged, [43](#)
- INT, [41](#)
- IsCurrentChangesValid, [44](#)

- IsReadOnly, 43
- LONG, 41
- MailView, 41, 42
- Name, 43
- Path, 43
- SBYTE, 41
- SHORT, 41
- STRING, 41
- Type, 43
- UINT, 41
- ULONG, 41
- USHORT, 41
- Version, 44
- BigBenchGames.Editor.MailmanDispatcher.MailEditor.MailView.ReadOnlyAttribute, 46
- BigBenchGames.Editor.MailmanDispatcher.MailEditor.ValidateMail, 31
- ComplexSignature, 11
- Name, 11
- Type, 12
- BigBenchGames.Editor.MailmanDispatcher.MailEditor.ValidateMail, 31
- IsStringValidVariable, 32
- ValidateMail, 32
- BigBenchGames.Editor.MailmanDispatcher.MailEditorValidator.Errors, 31
- IsValid, 31
- variableNameViolations, 31
- BigBenchGames.Tools, 10
- BigBenchGames.Tools.MailmanDispatcher, 10
- BigBenchGames.Tools.MailmanDispatcher.CachedHashAttribute, 12
- CachedHash, 13
- CachedHashAttribute, 12
- BigBenchGames.Tools.MailmanDispatcher.DemoColorChangeMail, 13
- CachedHash, 15
- Clear, 15
- DemoColorChangeMail, 14
- GetSourcePath, 15
- NewColor, 15
- ReceiverID, 15
- BigBenchGames.Tools.MailmanDispatcher.Mail, 24
- CachedHash, 26
- Clear, 25
- GetReadOnlyAttribute, 25
- GetSourcePath, 25
- GetVersionAttribute, 26
- BigBenchGames.Tools.MailmanDispatcher.Mailman, 33
- AddListener< T >, 34
- CallbackHandler< T >, 34
- FetchPooledMail< T >, 35
- GetPoolSizeForPooledType< T >, 35
- GetSubscriberCountForPooledType< T >, 36
- INITIAL_POOL_SIZE, 37
- RemoveListener< T >, 36
- SendMail< T >, 37
- BigBenchGames.Tools.MailmanDispatcher.Mailman.FastReflections, 20
- GetCachedHash< T >, 20
- BigBenchGames.Tools.MailmanDispatcher.Mailman.New< T >, 44
- Instance, 45
- BigBenchGames.Tools.MailmanDispatcher.MAILNAME, 38
- CachedHash, 39
- Clear, 39
- GetSourcePath, 39
- MAILNAME, 39
- BigBenchGames.Tools.MailmanDispatcher.ReadOnlyAttribute, 45
- ReadOnly, 46
- BigBenchGames.Tools.MailmanDispatcher.VersionAttribute, 48
- Version, 49
- VersionAttribute, 49
- BigBenchGames.Editor.MailmanDispatcher.MailEditor.MailView, 41
- BuildRoot
- BigBenchGames.Editor.MailmanDispatcher.MailEditorValidator.Errors, 31
- SearchableDropdown, 47
- BYTE
- BigBenchGames.Editor.MailmanDispatcher.MailEditor.MailView, 41
- CachedHash
- BigBenchGames.Tools.MailmanDispatcher.CachedHashAttribute, 13
- BigBenchGames.Tools.MailmanDispatcher.DemoColorChangeMail, 15
- BigBenchGames.Tools.MailmanDispatcher.Mail, 26
- BigBenchGames.Tools.MailmanDispatcher.MAILNAME, 39
- CachedHashAttribute
- BigBenchGames.Tools.MailmanDispatcher.CachedHashAttribute, 12
- CallbackHandler< T >
- BigBenchGames.Tools.MailmanDispatcher.Mailman, 34
- CHAR
- BigBenchGames.Editor.MailmanDispatcher.MailEditor.MailView, 41
- Clear
- BigBenchGames.Tools.MailmanDispatcher.DemoColorChangeMail, 15
- BigBenchGames.Tools.MailmanDispatcher.Mail, 25
- BigBenchGames.Tools.MailmanDispatcher.MAILNAME, 39
- COMPLEX
- BigBenchGames.Editor.MailmanDispatcher.MailEditor.MailView, 41
- ComplexSignature
- BigBenchGames.Editor.MailmanDispatcher.MailEditor.MailView.Attribute, 11

- DECIMAL
 - BigBenchGames.Editor.MailmanDispatcher.MailEditor.MailView [25](#)
 - [41](#)
- DeleteMail
 - BigBenchGames.Editor.MailmanDispatcher.MailCodeGenerator [27](#)
- DemoColorChangeMail
 - BigBenchGames.Tools.MailmanDispatcher.DemoColorChangeMail [14](#)
- Description
 - BigBenchGames.Editor.MailmanDispatcher.MailEditor.MailView [39](#)
 - [43](#)
- Display
 - BigBenchGames.Editor.Elements.InputFieldDialog, [21](#), [22](#)
- DisplayWithAutoComplete
 - BigBenchGames.Editor.Elements.InputFieldDialog, [22](#)
- DisplayWithDuplicationOptions
 - BigBenchGames.Editor.Elements.InputFieldDialog, [23](#)
- DisplayWithPathSelection
 - BigBenchGames.Editor.Elements.InputFieldDialog, [23](#)
- DOUBLE
 - BigBenchGames.Editor.MailmanDispatcher.MailEditor.MailView, [41](#)
- DrawMail
 - BigBenchGames.Editor.MailmanDispatcher.MailEditor.MailView, [42](#)
- DrawUILine
 - BigBenchGames.Editor.MailmanDispatcher.MailEditor, [29](#)
- Errors
 - BigBenchGames.Editor.MailmanDispatcher.MailEditorValidator, [31](#)
- FetchPooledMail< T >
 - BigBenchGames.Tools.MailmanDispatcher.Mailman, [35](#)
- FieldType
 - BigBenchGames.Editor.MailmanDispatcher.MailEditor.MailView, [41](#)
- FLOAT
 - BigBenchGames.Editor.MailmanDispatcher.MailEditor.MailView, [41](#)
- GenerateMailFromTemplate
 - BigBenchGames.Editor.MailmanDispatcher.MailCodeGenerator, [27](#)
- GetCachedHash< T >
 - BigBenchGames.Tools.MailmanDispatcher.Mailman.FastRedis, [20](#)
- GetPoolSizeForPooledType< T >
 - BigBenchGames.Tools.MailmanDispatcher.Mailman, [35](#)
- GetReadOnlyAttribute
 - BigBenchGames.Tools.MailmanDispatcher.Mail, [15](#)
 - BigBenchGames.Editor.Elements.EditorExtend, [17](#)
 - BigBenchGames.Tools.MailmanDispatcher.DemoColorChangeMail, [15](#)
 - BigBenchGames.Tools.MailmanDispatcher.Mail, [25](#)
 - BigBenchGames.Tools.MailmanDispatcher.MAILNAME, [39](#)
 - GetSubscriberCountForPooledType< T >
 - BigBenchGames.Tools.MailmanDispatcher.Mailman, [36](#)
 - GetVersionAttribute
 - BigBenchGames.Tools.MailmanDispatcher.Mail, [26](#)
 - HasBeenChanged
 - BigBenchGames.Editor.MailmanDispatcher.MailEditor.MailView, [43](#)
 - INITIAL_POOL_SIZE
 - BigBenchGames.Tools.MailmanDispatcher.Mailman, [37](#)
 - Instance
 - BigBenchGames.Tools.MailmanDispatcher.Mailman.New< T >, [45](#)
 - INT
 - BigBenchGames.Editor.MailmanDispatcher.MailEditor.MailView, [41](#)
 - IsCurrentChangesValid
 - BigBenchGames.Editor.MailmanDispatcher.MailEditor.MailView, [44](#)
 - IsReadOnly
 - BigBenchGames.Editor.MailmanDispatcher.MailEditor.MailView, [43](#)
 - IsStringValidVariable
 - BigBenchGames.Editor.MailmanDispatcher.MailEditorValidator, [32](#)
 - IsValid
 - BigBenchGames.Editor.MailmanDispatcher.MailEditorValidator.MailE
 - ItemSelected
 - BigBenchGames.Editor.Elements.SearchableDropdown, [48](#)
 - LevenshteinDistance
 - BigBenchGames.Editor.Elements.EditorExtend, [17](#)
 - LevenshteinDistance< T >
 - BigBenchGames.Editor.Elements.EditorExtend, [17](#)
 - LONG
 - BigBenchGames.Editor.MailmanDispatcher.MailEditor.MailView, [41](#)
 - MailEditorValidator.cs
 - \$, [54](#)
 - MAILMAN_PREF_DISPCOUNT_KEY

BigBenchGames.Editor.MailmanDispatcher.MailEditor.STRING
 30
 MAILMAN_PREF_PATH_KEY
 BigBenchGames.Editor.MailmanDispatcher.MailEditor,
 30
 MAILNAME
 BigBenchGames.Tools.MailmanDispatcher.MAILNAME,
 39
 MailView
 BigBenchGames.Editor.MailmanDispatcher.MailEditor.MailView,
 41, 42
 Name
 BigBenchGames.Editor.MailmanDispatcher.MailEditor.MailView,
 43
 BigBenchGames.Editor.MailmanDispatcher.MailEditor.MailView.AttributeData,
 11
 NewColor
 BigBenchGames.Tools.MailmanDispatcher.DemoColorChangeMail,
 15
 OnCancel
 BigBenchGames.Editor.Elements.InputFieldDialog,
 23
 OnSelection
 BigBenchGames.Editor.Elements.SearchableDropdown,
 48
 OnSubmit
 BigBenchGames.Editor.Elements.InputFieldDialog,
 24
 Path
 BigBenchGames.Editor.MailmanDispatcher.MailEditor.MailView,
 43
 ReadOnly
 BigBenchGames.Tools.MailmanDispatcher.ReadOnlyAttribute,
 46
 ReadOnlyAttribute
 BigBenchGames.Tools.MailmanDispatcher.ReadOnlyAttribute,
 46
 ReceiverID
 BigBenchGames.Tools.MailmanDispatcher.DemoColorChangeMail,
 15
 RemoveListener< T >
 BigBenchGames.Tools.MailmanDispatcher.Mailman,
 36
 SBYTE
 BigBenchGames.Editor.MailmanDispatcher.MailEditor.MailView,
 41
 SearchableDropdown
 BigBenchGames.Editor.Elements.SearchableDropdown,
 47
 SendMail< T >
 BigBenchGames.Tools.MailmanDispatcher.Mailman,
 37
 SHORT
 BigBenchGames.Editor.MailmanDispatcher.MailEditor.MailView,
 41