Events.cs

This class contains all the properties of an event.
It inherits from Sprite.

Class Fields

Name	Type	Explanation
busID	`int`	Contains the ID of the bus an event is going to affect.
eventID	`int`	Contains the ID of the chosen event.
start	`float`	Contains the game time at which the event is going to start.
end	`float`	Contains the game time at which the event is going to end.
p	`double`	Contains the amount of change accomplished by an event.
text	`string`	Contains the description to an event.

Class constructor

```csharp
public Events(int eventID, int busID, double p, float start,
float end, string text)
        {
            this.ID = eventID;
            this.BusID = busID;
            this.P = p;
            this.T1 = start;
            this.T2 = end;
            this.Text = text;
        }
```

Input Arguments

- `eventID`: The ID of the event according to which an event type is chosen. The list of the IDs can be found in the `level template`.
- `busID`: The number of the bus the event is going to affect if the eventID is 1. The ID of the line which is affected if the eventID is 6 or 7.
- `p`: The amount of power which the buses change at the event. By wind and photovoltaic events, it is the factor of the maximal power.
- `start`: The game time at which the event occurs.

- `end`: The game time at which the event ends. It is relevant for the wind and photovoltaic events.
- `text`: The text which is shown when the event happens.

Description

The constructor sets the values of the properties to the current appropriated input arguments.

Properties

ID

`public int ID`

Set

Sets its value to eventID.

Get

Returns the value of eventID.

P

`public double P`

Set

Sets its value to p.

Get

Returns the value of p.

T1

`public float T1`

Set

Sets its value to start.

Get

Returns the value of start.

T2

```
public float T2
```

Set

Sets its value to end.

Get

Returns the value of end.

BusID

```
public int BusID
```

Set

Sets its value to busID.

Get

Returns the value of busID.

Text

```
public string Text
```

Set

Sets its value to text.

Get

Returns the value of text.