

Namespace DEAL

Classes

[Avatar](#)

Avatar class for player representation in the game

[BaseCard](#)

Base class for all cards in the game

[BaseDeck](#)

Base class for all decks in the game

A deck is a type of card holder that can either be a player's hand or a dealer's deck. Cards can be added or removed from the deck.

[BaseSeat](#)

[BaseTable](#)

[BaseTile](#)

Base class for all tiles in the game

A tile is a type of card holder that generates cards from tile data. Usually used as a card pool for players to draw cards from.

[ByteConvert](#)

Provides methods for converting objects to byte arrays and vice versa.

[CachedEvent<T>](#)

[CachedEvent<T, T1>](#)

[CardHolder](#)

Base class of all card holders

[CardSO](#)

[CardUGUI](#)

[Chip](#)

[ChipHolder](#)

Base class for all chip holders in the game

[CommunityChipHolder](#)

[CountingDeck](#)

[DealEngine](#)

This DealEngine singleton is responsible for initializing the game table elements and managing the DEAL FSM.

[DeckSO](#)

[DefaultNetworkAdapter](#)

[EnumNamedArrayAttribute](#)

[EventMsg](#)

[GlobalEnum](#)

[GlobalInfoSO](#)

[HandEvaluator](#)

Utility class for evaluating poker hands.

[JsonConverter](#)

A utility class to convert objects to and from JSON strings.

[NetworkEventSystem](#)

The NetworkEventSystem class provides a centralized event system for network events. It allows attaching and detaching event listeners, broadcasting events, and handling network-related operations.

[PlayerChipHolder](#)

[TileSO](#)

[TweenHelper](#)

TweenHelper is a singleton class that provides a set of helper functions for tweening. will use facade pattern to hide the implementation of DOTween in the future.

Interfaces

[IDealInstantiateCallback](#)

[IEventListener](#)

[INetworkAdapter](#)

Interface for network adapter

Implement this interface to adapt to different network solutions

The default method is used for local, an example of photon implementation can be found in sample package

Enums

[EventType](#)

[GlobalEnum.AvatarType](#)

[GlobalEnum.PokerSuit](#)

[GlobalEnum.PropertyType](#)

[GlobalEnum.XRAction](#)

[RpcTargetType](#)

Delegates

[CardSO.CardEvent](#)

[DeckSO.AddEvent](#)

[DeckSO.DealEvent](#)

[DeckSO.DrawEvent](#)

[DeckSO.TapEvent](#)

[TileSO.AddCardEvent](#)

[TileSO.DealEvent](#)

[TileSO.ShuffleEvent](#)

Class Avatar

Namespace: [DEAL](#)

Assembly: Mustaverse.DEAL.Runtime.dll

Avatar class for player representation in the game

```
public class Avatar : MonoBehaviour, IDealInstantiateCallback
```

Inheritance

[object](#) ↗ ← Object ← Component ← Behaviour ← MonoBehaviour ← Avatar

Implements

[IDealInstantiateCallback](#)

Fields

AvatarType

```
public GlobalEnum.AvatarType AvatarType
```

Field Value

[GlobalEnum.AvatarType](#)

IsEliminated

```
public bool IsEliminated
```

Field Value

[bool](#) ↗

NameText

```
public TMP_Text NameText
```

Field Value

TMP_Text

PlayerId

```
public int PlayerId
```

Field Value

[int](#)

SeatId

```
public int SeatId
```

Field Value

[int](#)

is_Ready

```
public bool is_Ready
```

Field Value

[bool](#)

Properties

IsAI

```
public bool IsAI { get; }
```

Property Value

[bool](#)

IsMine

```
public bool IsMine { get; }
```

Property Value

[bool](#)

ViewId

```
public int ViewId { get; }
```

Property Value

[int](#)

Methods

Eliminate()

```
public void Eliminate()
```

OnDialogSingleProperty(PopDialogData, DialogProperty)

```
public void OnDialogSingleProperty(PopDialogData data,  
DialogProperty dialogProperty)
```

Parameters

data [PopDialogData](#)

dialogProperty [DialogProperty](#)

OnDialogVoid(PopDialogData)

```
public void OnDialogVoid(PopDialogData data)
```

Parameters

data [PopDialogData](#)

OnInstantiate()

```
public void OnInstantiate()
```

OnNpcProcessDialog(PopDialogData)

```
public void OnNpcProcessDialog(PopDialogData data)
```

Parameters

data [PopDialogData](#)

RandomName()

```
public void RandomName()
```

SetReady()

```
public void SetReady()
```

SetSeat(int)

```
public void SetSeat(int i)
```

Parameters

i [int](#)

Class BaseCard

Namespace: [DEAL](#)

Assembly: Mustaverse.DEAL.Runtime.dll

Base class for all cards in the game

```
public class BaseCard : MonoBehaviour
```

Inheritance

[object](#) ↗ ← Object ← Component ← Behaviour ← MonoBehaviour ← BaseCard

Derived

[CardUGUI](#)

Fields

CardSO

```
public CardSO CardSO
```

Field Value

[CardSO](#)

OnCardEvent

```
public CardSO.CardEvent OnCardEvent
```

Field Value

[CardSO.CardEvent](#)

OnDragAction

```
public UnityAction<int> OnDragAction
```

Field Value

UnityAction<int>

OnTapDownAction

```
public UnityAction<int> OnTapDownAction
```

Field Value

UnityAction<int>

OnTapReleaseAction

```
public UnityAction<int> OnTapReleaseAction
```

Field Value

UnityAction<int>

SlotID

```
public int SlotID
```

Field Value

int

Properties

LiteralName

Literal name expression of the card

```
public string LiteralName { get; }
```

Property Value

[string](#)

Owner

```
public CardHolder Owner { get; }
```

Property Value

[CardHolder](#)

Score

```
public Tuple<NumberModifyType, int> Score { get; }
```

Property Value

[Tuple](#)<[NumberModifyType](#), [int](#)>

Methods

ActivateCard(string)

```
public void ActivateCard(string targets)
```

Parameters

targets [string](#)

AddToScore(ref int)

Calculate the total score after adding this card

```
public void AddToScore(ref int originalScore)
```

Parameters

originalScore [int](#)

GetNumber()

Get the number of the card

```
public int GetNumber()
```

Returns

[int](#)

The number of the card in integer

HideSelectPreview()

Hide the preview of selecting this card

```
public void HideSelectPreview()
```

LockOwnership(CardHolder)

Lock the ownership of the card to the specified deck

```
public void LockOwnership(CardHolder deck)
```

Parameters

deck [CardHolder](#)

The deck to lock the ownership to

ParseScore(string)

Parse the score string to get the score type and value

```
public Tuple<NumberModifyType, int> ParseScore(string scoreString)
```

Parameters

scoreString [string](#)

Returns

[Tuple](#)<[NumberModifyType](#), [int](#)>

PerformSlotMove(int, int)

Move the card to the specified slot in deck

```
public void PerformSlotMove(int col, int row)
```

Parameters

col [int](#)

The column index of the slot

row [int](#)

The row index of the slot

Pick()

```
public void Pick()
```

ProcessSpecialMove()

```
public void ProcessSpecialMove()
```

ReleaseOwnership()

Release the ownership of the card

```
public void ReleaseOwnership()
```

ResetCardData()

Reset special data of the card to its default values

```
public void ResetCardData()
```

SetCardData(CardSO, CardHolder)

```
public void SetCardData(CardSO data, CardHolder initialOwner)
```

Parameters

data [CardSO](#)

initialOwner [CardHolder](#)

SetChoice(int?)

```
public void SetChoice(int? scoreChoice = null)
```

Parameters

scoreChoice [int?](#)

ShowSelectPreview()

Show the preview of selecting this card

```
public void ShowSelectPreview()
```

TestPick()

Debug function to test the card pick event

```
public void TestPick()
```

TryLockOwnership(ActorArgs)

```
public void TryLockOwnership(ActorArgs args)
```

Parameters

args [ActorArgs](#)

UpdateScore()

Update the score of the card

```
public void UpdateScore()
```

initCard()

Initialize the card with the data from the set CardSO

```
public virtual void initCard()
```

Class BaseDeck

Namespace: [DEAL](#)

Assembly: Mustaverse.DEAL.Runtime.dll

Base class for all decks in the game

A deck is a type of card holder that can either be a player's hand or a dealer's deck. Cards can be added or removed from the deck.

```
public class BaseDeck : CardHolder
```

Inheritance

[Object](#) ↗ ← Object ← Component ← Behaviour ← MonoBehaviour ← [CardHolder](#) ← BaseDeck

Derived

[CountingDeck](#)

Inherited Members

[CardHolder.Index](#) , [CardHolder.Actor](#) , [CardHolder.avatar](#) , [CardHolder.AttachedChipHolder](#) ,
[CardHolder.colume](#) , [CardHolder.CustomProperties](#) , [CardHolder.ClaimOwnership\(BaseCard\)](#) ,
[CardHolder.SetCustomProperties\(string, int\)](#).

Fields

cardPool

```
[SerializeField]  
protected List<BaseCard> cardPool
```

Field Value

[List](#) ↗ <[BaseCard](#)>

deckSO

```
[SerializeField]
```

```
protected DeckSO deckSO
```

Field Value

[DeckSO](#)

targetDeck

```
[SerializeField]  
protected BaseDeck targetDeck
```

Field Value

[BaseDeck](#)

Properties

DebugVisibleCardPool

```
public List<BaseCard> DebugVisibleCardPool { get; }
```

Property Value

[List<BaseCard>](#)

Methods

ClearOwnership(BaseCard)

Release ownership of a card, will first trigger special move if any exists

```
public override void ClearOwnership(BaseCard c)
```

Parameters

c [BaseCard](#)

The card to release

ClearPool()

```
public void ClearPool()
```

GenerateAutoPickCombinations(CardChoice)

```
public override IEnumerable<BaseCard>[] GenerateAutoPickCombinations(CardChoice choice)
```

Parameters

choice [CardChoice](#)

Returns

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

GetHolderId()

```
public override int GetHolderId()
```

Returns

[int](#)

GetSize()

```
public override int GetSize()
```

Returns

[int](#)

GetWeightDescCombinations(List<BaseCard>, int)

Helper method to generate all possible combinations of cards in the deck with weight for AI players to make decisions

```
public static IEnumerable<IEnumerable<BaseCard>>
GetWeightDescCombinations(List<BaseCard> cards, int count)
```

Parameters

cards [List](#)<[BaseCard](#)>

count [int](#)

Returns

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

InitDeck(DeckSO)

Initialize the deck with a given deck data

```
public virtual void InitDeck(DeckSO data)
```

Parameters

data [DeckSO](#)

OnCardClaimed(BaseCard)

Triggered when a card is claimed by this holder

```
public override void OnCardClaimed(BaseCard c)
```

Parameters

c [BaseCard](#)

The card claimed

OnCardCleared(BaseCard)

Triggered when a card is cleared from this holder

```
public override void OnCardCleared(BaseCard c)
```

Parameters

c [BaseCard](#)

The card cleared

OnRefreshDeck()

Callback to be invoked whenever this holder's cards have changed and need to be refreshed

```
public override void OnRefreshDeck()
```

PickCards(CardChoice)

Pick cards from this holder based on given rules

```
public override BaseCard[] PickCards(CardChoice choice)
```

Parameters

choice [CardChoice](#)

Returns

[BaseCard](#)[]

An array of cards picked

TestCardDeal(int)

Debug method to test dealing a card from the deck

```
public void TestCardDeal(int slotId)
```

Parameters

slotId [int](#)

The index of the card in the deck

TestShowHand()

Debug method to test revealing all cards in the deck

```
public void TestShowHand()
```

TransferCard(BaseCard, CardHolder)

Transfer a single card to another holder

```
public override void TransferCard(BaseCard c, CardHolder newOwner)
```

Parameters

c [BaseCard](#)

The card to transfer

newOwner [CardHolder](#)

The new owner of the card

TransferCards(IEnumerable<BaseCard>, CardHolder)

Transfer a group of cards to another holder

```
public override void TransferCards(IEnumerable<BaseCard> cards, CardHolder newOwner)
```

Parameters

cards [IEnumerable<BaseCard>](#)

The cards to transfer

newOwner [CardHolder](#)

The new owner of the cards

Class BaseSeat

Namespace: [DEAL](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
public class BaseSeat : MonoBehaviour
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← BaseSeat

Fields

PlayerUI

```
public DialogManager PlayerUI
```

Field Value

[DialogManager](#)

Class BaseTable

Namespace: [DEAL](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
public class BaseTable : MonoBehaviour
```

Inheritance

[Object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← BaseTable

Properties

SeatArray

```
public BaseSeat[] SeatArray { get; }
```

Property Value

[BaseSeat](#)[]

SystemDeckArray

```
public BaseDeck[] SystemDeckArray { get; }
```

Property Value

[BaseDeck](#)[]

SystemTileArray

```
public CardHolder[] SystemTileArray { get; }
```

Property Value

[CardHolder\[\]](#)

UserDeckArray

```
public BaseDeck[] UserDeckArray { get; }
```

Property Value

[BaseDeck\[\]](#)

Class BaseTile

Namespace: [DEAL](#)

Assembly: Mustaverse.DEAL.Runtime.dll

Base class for all tiles in the game

A tile is a type of card holder that generates cards from tile data. Usually used as a card pool for players to draw cards from.

```
public class BaseTile : CardHolder
```

Inheritance

[Object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← [CardHolder](#) ← BaseTile

Inherited Members

[CardHolder.Index](#) , [CardHolder.Actor](#) , [CardHolder.avatar](#) , [CardHolder.AttachedChipHolder](#) ,
[CardHolder.colume](#) , [CardHolder.CustomProperties](#) ,
[CardHolder.TransferCard\(BaseCard, CardHolder\)](#) ,
[CardHolder.TransferCards\(IEnumerable<BaseCard>, CardHolder\)](#) , [CardHolder.OnRefreshDeck\(\)](#) ,
[CardHolder.ClearOwnership\(BaseCard\)](#) , [CardHolder.ClaimOwnership\(BaseCard\)](#) ,
[CardHolder.OnCardClaimed\(BaseCard\)](#) , [CardHolder.SetCustomProperties\(string, int\)](#).

Fields

cardBuffer

```
protected List<BaseCard> cardBuffer
```

Field Value

[List](#)<[BaseCard](#)>

cardPool

```
[SerializeField]  
protected List<CardSO> cardPool
```

Field Value

[List](#)<[CardSO](#)>

tileSO

```
[SerializeField]  
protected TileSO tileSO
```

Field Value

[TileSO](#)

Methods

AddCard(CardSO)

```
public void AddCard(CardSO cardData)
```

Parameters

cardData [CardSO](#)

GenerateAutoPickCombinations(CardChoice)

```
public override IEnumerable<BaseCard>[] GenerateAutoPickCombinations(CardChoice  
choice)
```

Parameters

choice [CardChoice](#)

Returns

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

GenerateCard(CardSO)

```
protected virtual BaseCard GenerateCard(CardSO cardData)
```

Parameters

cardData [CardSO](#)

Returns

[BaseCard](#)

GenerateCard(CardSOJsonData)

```
public void GenerateCard(CardSOJsonData cardData)
```

Parameters

cardData [CardSOJsonData](#)

GenerateCards(IEnumerable<CardSOJsonData>)

```
public void GenerateCards(IEnumerable<CardSOJsonData> cardDatas)
```

Parameters

cardDatas [IEnumerable](#)<[CardSOJsonData](#)>

GetHolderId()

```
public override int GetHolderId()
```

Returns

[int](#)

GetSize()

```
public override int GetSize()
```

Returns

[int](#)

InitTile(TileSO)

```
public virtual void InitTile(TileSO data)
```

Parameters

[data](#) [TileSO](#)

OnCardCleared(BaseCard)

Triggered when a card is cleared from this holder

```
public override void OnCardCleared(BaseCard c)
```

Parameters

[c](#) [BaseCard](#)

The card cleared

PickCards(CardChoice)

Pick cards from this holder based on given rules

```
public override BaseCard[] PickCards(CardChoice choice)
```

Parameters

`choice` [CardChoice](#)

Returns

[BaseCard](#)[]

An array of cards picked

Shuffle()

`protected void Shuffle()`

Class ByteConvert

Namespace: [DEAL](#)

Assembly: Mustaverse.DEAL.Runtime.dll

Provides methods for converting objects to byte arrays and vice versa.

```
public static class ByteConvert
```

Inheritance

[object](#) ← ByteConvert

Methods

ByteArrayToObject(byte[])

Converts a byte array to an object.

```
public static object ByteArrayToObject(byte[] byteArray)
```

Parameters

byteArray [byte](#)[]

The byte array to convert.

Returns

[object](#)

The deserialized object.

ObjectToByteArray(object)

Converts an object to a byte array.

```
public static byte[] ObjectToByteArray(object obj)
```

Parameters

obj [object](#)

The object to convert.

Returns

[byte](#)[]

A byte array representation of the object.

Class CachedEvent<T>

Namespace: [DEAL](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[Serializable]
public class CachedEvent<T> where T : Object
```

Type Parameters

T

Inheritance

[Object](#) ↗ ← CachedEvent<T>

Derived

[CachedEvent<T, T1>](#)

Constructors

CachedEvent(Object, string)

```
public CachedEvent(Object target, string methodName)
```

Parameters

target Object

methodName [string](#) ↗

Fields

_cachedCallbacks

```
protected static Dictionary<string, Action> _cachedCallbacks
```

Field Value

[Dictionary](#)<[string](#), [Action](#)>

methodName

`public string methodName`

Field Value

[string](#)

target

`public T target`

Field Value

T

Methods

InitCallback()

`public virtual Action InitCallback()`

Returns

[Action](#)

Invoke()

`public void Invoke()`

Class CachedEvent<T, T1>

Namespace: [DEAL](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[Serializable]
public class CachedEvent<T, T1> : CachedEvent<T> where T : Object
```

Type Parameters

T

T1

Inheritance

[Object](#) ↗ ← [CachedEvent](#)<T> ← CachedEvent<T, T1>

Inherited Members

[CachedEvent<T>.target](#) , [CachedEvent<T>.methodName](#) , [CachedEvent<T>.Invoke\(\)](#)

Constructors

CachedEvent(Object, string)

```
public CachedEvent(Object target, string methodName)
```

Parameters

target Object

methodName [string](#) ↗

Fields

_cachedCallbacks

```
protected static Dictionary<string, Action<T1>> _cachedCallbacks
```

Field Value

[Dictionary](#)<[string](#), [Action](#)<T1>>

Methods

InitCallback()

```
public Action<T1> InitCallback()
```

Returns

[Action](#)<T1>

Invoke(T1)

```
public void Invoke(T1 arg1)
```

Parameters

arg1 T1

Class CardHolder

Namespace: [DEAL](#)

Assembly: Mustaverse.DEAL.Runtime.dll

Base class of all card holders

```
public abstract class CardHolder : MonoBehaviour
```

Inheritance

[object](#) ↗ ← Object ← Component ← Behaviour ← MonoBehaviour ← CardHolder

Derived

[BaseDeck](#), [BaseTile](#)

Fields

Actor

```
public ActionActor Actor
```

Field Value

[ActionActor](#)

AttachedChipHolder

```
public ChipHolder AttachedChipHolder
```

Field Value

[ChipHolder](#)

CustomProperties

```
public readonly Dictionary<string, int> CustomProperties
```

Field Value

[Dictionary](#)<[string](#), [int](#)>

Index

```
public int Index
```

Field Value

[int](#)

avatar

```
public Avatar avatar
```

Field Value

[Avatar](#)

colume

```
protected int colume
```

Field Value

[int](#)

Methods

ClaimOwnership(BaseCard)

Claim ownership of a card

```
public virtual void ClaimOwnership(BaseCard c)
```

Parameters

c [BaseCard](#)

The card to claim

ClearOwnership(BaseCard)

Release ownership of a card, will first trigger special move if any exists

```
public virtual void ClearOwnership(BaseCard c)
```

Parameters

c [BaseCard](#)

The card to release

GenerateAutoPickCombinations(CardChoice)

```
public abstract IEnumerable<BaseCard>[] GenerateAutoPickCombinations(CardChoice choice)
```

Parameters

choice [CardChoice](#)

Returns

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

GetHolderId()

```
public abstract int GetHolderId()
```

Returns

[int](#)

GetSize()

```
public abstract int GetSize()
```

Returns

[int](#)

OnCardClaimed(BaseCard)

Triggered when a card is claimed by this holder

```
public virtual void OnCardClaimed(BaseCard c)
```

Parameters

c [BaseCard](#)

The card claimed

OnCardCleared(BaseCard)

Triggered when a card is cleared from this holder

```
public virtual void OnCardCleared(BaseCard c)
```

Parameters

c [BaseCard](#)

The card cleared

OnRefreshDeck()

Callback to be invoked whenever this holder's cards have changed and need to be refreshed

```
public virtual void OnRefreshDeck()
```

PickCards(CardChoice)

Pick cards from this holder based on given rules

```
public abstract BaseCard[] PickCards(CardChoice choice)
```

Parameters

`choice` [CardChoice](#)

Returns

[BaseCard](#)[]

An array of cards picked

SetCustomProperties(string, int)

Set custom properties for this holder

```
public void SetCustomProperties(string key, int value)
```

Parameters

`key` [string](#)

The key of the property

`value` [int](#)

The value of the property

TransferCard(BaseCard, CardHolder)

Transfer a single card to another holder

```
public virtual void TransferCard(BaseCard c, CardHolder newOwner)
```

Parameters

c [BaseCard](#)

The card to transfer

newOwner [CardHolder](#)

The new owner of the card

TransferCards(IEnumerable<BaseCard>, CardHolder)

Transfer a group of cards to another holder

```
public virtual void TransferCards(IEnumerable<BaseCard> cards, CardHolder newOwner)
```

Parameters

cards [IEnumerable](#)<[BaseCard](#)>

The cards to transfer

newOwner [CardHolder](#)

The new owner of the cards

Class CardSO

Namespace: [DEAL](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[CreateAssetMenu(fileName = "NewCard", menuName = "DealToolkit/Card Data")]
public class CardSO : ScriptableObject
```

Inheritance

[Object](#) ↗ ← Object ← ScriptableObject ← CardSO

Inherited Members

ScriptableObject.SetDirty() , [ScriptableObject.CreateInstance\(string\)](#) ↗ ,
[ScriptableObject.CreateInstance\(Type\)](#) ↗ , ScriptableObject.CreateInstance<T>()

Fields

IsSpecialCard

```
[Header("Special card data")]
public bool IsSpecialCard
```

Field Value

[bool](#) ↗

Number

```
public int Number
```

Field Value

[int](#) ↗

OnCardEvent

```
public CardSO.CardEvent OnCardEvent
```

Field Value

[CardSO.CardEvent](#)

PortraitB

```
public Texture PortraitB
```

Field Value

Texture

PortraitF

```
[Header("Card graphics")]
public Texture PortraitF
```

Field Value

Texture

SpecialCardData

```
public CardData[] SpecialCardData
```

Field Value

[CardData\[\]](#)

Suit

```
[Header("Card data")]
public GlobalEnum.PokerSuit Suit
```

Field Value

[GlobalEnum.PokerSuit](#)

index

```
public int index
```

Field Value

[int](#)

Properties

ABkey

```
public string ABkey { get; }
```

Property Value

[string](#)

SpecialCardDict

```
public Dictionary<string, string> SpecialCardDict { get; }
```

Property Value

[Dictionary](#)<[string](#), [string](#)>

Methods

HasSpecial(string)

```
public bool HasSpecial(string dataKey)
```

Parameters

dataKey [string](#)

Returns

[bool](#)

Delegate CardSO.CardEvent

Namespace: [DEAL](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
public delegate void CardSO.CardEvent()
```

Class CardUGUI

Namespace: [DEAL](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
public class CardUGUI : BaseCard
```

Inheritance

[Object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← [BaseCard](#) ← CardUGUI

Inherited Members

[BaseCard.OnCardEvent](#) , [BaseCard.CardSO](#) , [BaseCard.OnDragAction](#) , [BaseCard.OnTapDownAction](#) ,
[BaseCard.OnTapReleaseAction](#) , [BaseCard.SlotID](#) , [BaseCard.Owner](#) , [BaseCard.Score](#) ,
[BaseCard.SetCardData\(CardSO, CardHolder\)](#) , [BaseCard.ResetCardData\(\)](#) , [BaseCard.GetNumber\(\)](#) ,
[BaseCard.TestPick\(\)](#) , [BaseCard.Pick\(\)](#) , [BaseCard.TryLockOwnership\(ActorArgs\)](#) ,
[BaseCard.PerformSlotMove\(int, int\)](#) , [BaseCard.LockOwnership\(CardHolder\)](#) ,
[BaseCard.ReleaseOwnership\(\)](#) , [BaseCard.SetChoice\(int?\)](#) , [BaseCard.ActivateCard\(string\)](#) ,
[BaseCard.ProcessSpecialMove\(\)](#) , [BaseCard.UpdateScore\(\)](#) , [BaseCard.ParseScore\(string\)](#) ,
[BaseCard.AddToScore\(ref int\)](#) , [BaseCard.ShowSelectPreview\(\)](#) , [BaseCard.HideSelectPreview\(\)](#) ,
[BaseCardLiteralName](#)

Methods

initCard()

Initialize the card with the data from the set CardSO

```
public override void initCard()
```

Class Chip

Namespace: [DEAL](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
public class Chip : MonoBehaviour
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← Chip

Properties

Value

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

Property Value

[int](#)

Class ChipHolder

Namespace: [DEAL](#)

Assembly: Mustaverse.DEAL.Runtime.dll

Base class for all chip holders in the game

```
public abstract class ChipHolder : MonoBehaviour
```

Inheritance

[object](#) ↵ Object ↵ Component ↵ Behaviour ↵ MonoBehaviour ↵ ChipHolder

Derived

[CommunityChipHolder](#), [PlayerChipHolder](#)

Fields

bufferValue

```
public int bufferValue
```

Field Value

[int](#) ↵

value

```
[SerializeField]  
protected int value
```

Field Value

[int](#) ↵

virtualChip

```
public Chip virtualChip
```

Field Value

[Chip](#)

Properties

Value

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

Property Value

[int](#)

Methods

PickAllChipToBuffer()

```
public virtual void PickAllChipToBuffer()
```

PickChipToBuffer(int)

```
public virtual void PickChipToBuffer(int amount)
```

Parameters

amount [int](#)

RetrieveAllChipFromBuffer()

```
public virtual void RetrieveAllChipFromBuffer()
```

RetrieveChipFromBuffer(int)

```
public virtual void RetrieveChipFromBuffer(int amount)
```

Parameters

amount [int](#)

Start()

```
public virtual void Start()
```

TransferChip(ChipHolder)

```
public virtual void TransferChip(ChipHolder newOwner)
```

Parameters

newOwner [ChipHolder](#)

UpdateBufferDisplay()

```
public virtual void UpdateBufferDisplay()
```

UpdateValueDisplay()

```
public virtual void UpdateValueDisplay()
```

Class CommunityChipHolder

Namespace: [DEAL](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
public class CommunityChipHolder : ChipHolder
```

Inheritance

[Object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← [ChipHolder](#) ← CommunityChipHolder

Inherited Members

[ChipHolder.virtualChip](#) , [ChipHolder.value](#) , [ChipHolder.Value](#) , [ChipHolder.bufferValue](#) ,
[ChipHolder.PickChipToBuffer\(int\)](#) , [ChipHolder.RetrieveChipFromBuffer\(int\)](#) ,
[ChipHolder.RetrieveAllChipFromBuffer\(\)](#) , [ChipHolder.PickAllChipToBuffer\(\)](#) , [ChipHolder.Start\(\)](#).

Methods

TransferChip(ChipHolder)

```
public override void TransferChip(ChipHolder newOwner)
```

Parameters

newOwner [ChipHolder](#)

UpdateBufferDisplay()

```
public override void UpdateBufferDisplay()
```

UpdateValueDisplay()

```
public override void UpdateValueDisplay()
```

Class CountingDeck

Namespace: [DEAL](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
public class CountingDeck : BaseDeck
```

Inheritance

[Object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← [CardHolder](#) ← [BaseDeck](#) ← CountingDeck

Inherited Members

[BaseDeck.deckSO](#) , [BaseDeck.cardPool](#) , [BaseDeck.DebugVisibleCardPool](#) , [BaseDeck.targetDeck](#) ,
[BaseDeck.TestCardDeal\(int\)](#) , [BaseDeck.TestShowHand\(\)](#) , [BaseDeck.OnCardCleared\(BaseCard\)](#) ,
[BaseDeck.OnRefreshDeck\(\)](#) , [BaseDeck.ClearOwnership\(BaseCard\)](#) ,
[BaseDeck.PickCards\(CardChoice\)](#) , [BaseDeck.GenerateAutoPickCombinations\(CardChoice\)](#) ,
[BaseDeck.GetWeightDescCombinations\(List<BaseCard>, int\)](#) ,
[BaseDeck.TransferCard\(BaseCard, CardHolder\)](#) ,
[BaseDeck.TransferCards\(IEnumerable<BaseCard>, CardHolder\)](#) , [BaseDeck.GetHolderId\(\)](#) ,
[BaseDeck.GetSize\(\)](#) , [BaseDeck.ClearPool\(\)](#) , [CardHolder.Index](#) , [CardHolder.Actor](#) ,
[CardHolder.avatar](#) , [CardHolder.AttachedChipHolder](#) , [CardHolder.colume](#) ,
[CardHolder.CustomProperties](#) , [CardHolder.ClaimOwnership\(BaseCard\)](#) ,
[CardHolder.SetCustomProperties\(string, int\)](#).

Methods

InitDeck(DeckSO)

Initialize the deck with a given deck data

```
public override void InitDeck(DeckSO data)
```

Parameters

data [DeckSO](#)

OnCardClaimed(BaseCard)

Triggered when a card is claimed by this holder

```
public override void OnCardClaimed(BaseCard c)
```

Parameters

c [BaseCard](#)

The card claimed

Class DealEngine

Namespace: [DEAL](#)

Assembly: Mustaverse.DEAL.Runtime.dll

This DealEngine singleton is responsible for initializing the game table elements and managing the DEAL FSM.

```
public class DealEngine : MonoBehaviour, IEventListerner
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← DealEngine

Implements

[IEventListerner](#)

Fields

avatarList

```
protected List<Avatar> avatarList
```

Field Value

[List](#)<[Avatar](#)>

globalInfoSO

```
public GlobalInfoSO globalInfoSO
```

Field Value

[GlobalInfoSO](#)

playerDeckArray

```
protected BaseDeck[] playerDeckArray
```

Field Value

[BaseDeck\[\]](#)

stateMachineComponent

```
[SerializeField]  
protected DealFSM stateMachineComponent
```

Field Value

[DealFSM](#)

Properties

ActiveSystemDeckArray

The public system such as the counting deck.

```
public BaseDeck[] ActiveSystemDeckArray { get; }
```

Property Value

[BaseDeck\[\]](#)

ActiveSystemTileArray

The public system tiles to be used in the game.

```
public CardHolder[] ActiveSystemTileArray { get; }
```

Property Value

[CardHolder\[\]](#)

AllPlayerIds

```
public int[] AllPlayerIds { get; set; }
```

Property Value

[int\[\]](#)

AvatarList

All player avatars in the game.

```
public List<Avatar> AvatarList { get; }
```

Property Value

[List<Avatar>](#)

GlobalInfoSO

Your DEAL card game global information config.

```
public GlobalInfoSO GlobalInfoSO { get; }
```

Property Value

[GlobalInfoSO](#)

Instance

```
public static DealEngine Instance { get; }
```

Property Value

[DealEngine](#)

LocalAvatar

current player avatar.

```
public Avatar LocalAvatar { get; }
```

Property Value

[Avatar](#)

LocalAvatarId

```
public int LocalAvatarId { get; }
```

Property Value

[int](#)

PlayerDeckArray

Current player's card holder deck.

```
public BaseDeck[] PlayerDeckArray { get; }
```

Property Value

[BaseDeck\[\]](#)

StateMachineComponent

DEAL FSM Unity component.

```
public DealFSM StateMachineComponent { get; }
```

Property Value

[DealFSM](#)

See Also

[DEAL.FSM](#)

Table

Game table prefab with settings.

```
public BaseTable Table { get; }
```

Property Value

[BaseTable](#)

Methods

AvatarJoin(Avatar)

Add avatar to the game when player join the room.

```
public void AvatarJoin(Avatar avatar)
```

Parameters

avatar [Avatar](#)

ClearGame()

Clean up the game settings and leave the room.

```
public void ClearGame()
```

InitPlayer()

Init the avatar for the game player.

```
public virtual void InitPlayer()
```

InitTable()

Init the game global information cofing to load the game table.

```
public void InitTable()
```

IsGameReady()

Check if all players are ready.

```
public bool IsGameReady()
```

Returns

bool ↗

OnDestroy()

```
protected virtual void OnDestroy()
```

OnEvent(EventMsg)

Handle Different events fired by NetworkEventSystem.

```
public virtual void OnEvent(EventMsg e)
```

Parameters

e [EventMsg](#)

RefreshSeat()

Reresh the seat of all players.

```
protected virtual void RefreshSeat()
```

SpawnAvatar()

```
public virtual GameObject SpawnAvatar()
```

Returns

GameObject

StartGame(string)

Start game with the global information config.

```
public virtual void StartGame(string infoKey = "")
```

Parameters

infoKey [string](#)

Class DeckSO

Namespace: [DEAL](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[CreateAssetMenu(fileName = "NewDeck", menuName = "DealToolkit/Deck Data")]
public class DeckSO : ScriptableObject
```

Inheritance

[object](#) ← Object ← ScriptableObject ← DeckSO

Inherited Members

ScriptableObject.SetDirty() , [ScriptableObject.CreateInstance\(string\)](#) ,
[ScriptableObject.CreateInstance\(Type\)](#) , ScriptableObject.CreateInstance<T>()

Fields

ABkey

```
public string ABkey
```

Field Value

[string](#)

CardPool

```
public List<CardSO> CardPool
```

Field Value

[List](#)<[CardSO](#)>

OnAddEvent

```
public DeckSO.AddEvent OnAddEvent
```

Field Value

[DeckSO.AddEvent](#)

OnDealEvent

```
public DeckSO.DealEvent OnDealEvent
```

Field Value

[DeckSO.DealEvent](#)

OnDrawEvent

```
public DeckSO.DrawEvent OnDrawEvent
```

Field Value

[DeckSO.DrawEvent](#)

OnTapEvent

```
public DeckSO.TapEvent OnTapEvent
```

Field Value

[DeckSO.TapEvent](#)

PivotTarget

```
public Transform PivotTarget
```

Field Value

Transform

index

```
public int index
```

Field Value

[int](#)

Delegate DeckSO.AddEvent

Namespace: [DEAL](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
public delegate void DeckSO.AddEvent(BaseCard c)
```

Parameters

c [BaseCard](#)

Delegate DeckSO.DealEvent

Namespace: [DEAL](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
public delegate void DealEvent(BaseDeck d)
```

Parameters

d [BaseDeck](#)

Delegate DeckSO.DrawEvent

Namespace: [DEAL](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
public delegate void DeckSO.DrawEvent()
```

Delegate DeckSO.TapEvent

Namespace: [DEAL](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
public delegate void DeckSO.TapEvent(BaseCard c)
```

Parameters

c [BaseCard](#)

Class DefaultNetworkAdapter

Namespace: [DEAL](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
public class DefaultNetworkAdapter : INetworkAdapter
```

Inheritance

[object](#) ← DefaultNetworkAdapter

Implements

[INetworkAdapter](#)

Methods

CheckLocalView(GameObject)

```
public bool CheckLocalView(GameObject target)
```

Parameters

target GameObject

Returns

[bool](#)

Destroy(GameObject)

```
public void Destroy(GameObject gameObject)
```

Parameters

gameObject GameObject

FindGameObject(int)

```
public GameObject FindGameObject(int uniqueId)
```

Parameters

uniqueId [int](#)

Returns

GameObject

GetCustomProperty(string)

```
public object GetCustomProperty(string key)
```

Parameters

key [string](#)

Returns

[object](#)

GetUniqueId(GameObject)

```
public int GetUniqueId(GameObject target)
```

Parameters

target GameObject

Returns

[int](#)

Instantiate(string, Vector3, Quaternion)

```
public GameObject Instantiate(string prefabPath, Vector3 position,  
Quaternion rotation)
```

Parameters

prefabPath [string](#)

position [Vector3](#)

rotation [Quaternion](#)

Returns

[GameObject](#)

IsMasterClient()

```
public bool IsMasterClient()
```

Returns

[bool](#)

IsSameViewOwner(GameObject, GameObject)

```
public bool IsSameViewOwner(GameObject go1, GameObject go2)
```

Parameters

go1 [GameObject](#)

go2 [GameObject](#)

Returns

[bool](#)

RPC(MonoBehaviour, string, RpcTargetType, object[])

```
public void RPC(MonoBehaviour caller, string methodName, RpcTargetType target,  
object[] parameters)
```

Parameters

caller MonoBehaviour

methodName [string](#)

target [RpcTargetType](#)

parameters [object](#)[]

RaiseEvent(EventType, BasePayload)

```
public void RaiseEvent(EventType eventType, BasePayload data)
```

Parameters

eventType [EventType](#)

data [BasePayload](#)

SetCustomProperty(string, object)

```
public void SetCustomProperty(string key, object value)
```

Parameters

key [string](#)

value [object](#)

TransferOwnership(GameObject, Avatar)

```
public void TransferOwnership(GameObject go, Avatar newOwnerAvatar)
```

Parameters

go GameObject

newOwnerAvatar [Avatar](#)

TransferOwnershipToMaster(GameObject)

```
public void TransferOwnershipToMaster(GameObject go)
```

Parameters

go GameObject

Class EnumNamedArrayAttribute

Namespace: [DEAL](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
public class EnumNamedArrayAttribute : PropertyAttribute
```

Inheritance

[object](#) ← [Attribute](#) ← [PropertyAttribute](#) ← [EnumNamedArrayAttribute](#)

Inherited Members

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

Constructors

EnumNamedArrayAttribute(Type)

```
public EnumNamedArrayAttribute(Type names_enum_type)
```

Parameters

names_enum_type [Type](#)

Fields

names

```
public string[] names
```

Field Value

[string](#)[]

Class EventMsg

Namespace: [DEAL](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
public class EventMsg
```

Inheritance

[object](#) ← EventMsg

Properties

Data

```
public BasePayload Data { get; set; }
```

Property Value

[BasePayload](#)

Type

```
public EventType Type { get; set; }
```

Property Value

[EventType](#)

Enum EventType

Namespace: [DEAL](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
public enum EventType : byte
```

Fields

ACTION_EVENT = 1

STATE_EVENT = 0

VIEW_EVENT = 2

Class GlobalEnum

Namespace: [DEAL](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
public class GlobalEnum
```

Inheritance

[object](#) ← GlobalEnum

Enum GlobalEnum.AvatarType

Namespace: [DEAL](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
public enum GlobalEnum.AvatarType
```

Fields

Npc = 2

OtherNpc = 3

OtherPlayer = 1

Player = 0

Enum GlobalEnum.PokerSuit

Namespace: [DEAL](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
public enum GlobalEnum.PokerSuit
```

Fields

Club = 3

Diamond = 2

Heart = 1

Joker = 4

None = 5

Spade = 0

Enum GlobalEnum.PropertyType

Namespace: [DEAL](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
public enum GlobalEnum.PropertyType
```

Fields

ActorArgs = 10

Bool = 4

Color = 8

Float = 2

Int = 1

Object = 9

String = 3

Vector2 = 5

Vector3 = 6

Vector4 = 7

Void = 0

Enum GlobalEnum.XRAction

Namespace: [DEAL](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
public enum GlobalEnum.XRAction
```

Fields

Grab = 0

Move = 3

Release = 1

TakeSeat = 2

Class GlobalInfoSO

Namespace: [DEAL](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[CreateAssetMenu(fileName = "GlobalInfo", menuName = "DealToolkit/Global Info")]
public class GlobalInfoSO : ScriptableObject
```

Inheritance

[Object](#) ← Object ← ScriptableObject ← GlobalInfoSO

Inherited Members

ScriptableObject.SetDirty() , [ScriptableObject.CreateInstance\(string\)](#) ,
[ScriptableObject.CreateInstance\(Type\)](#) , ScriptableObject.CreateInstance<T>()

Fields

AvatarPrefabPath

```
[Header("Player Settings")]
public string AvatarPrefabPath
```

Field Value

[string](#)

EnableLocalMultiplayer

```
public bool EnableLocalMultiplayer
```

Field Value

[bool](#)

GameName

```
public string GameName
```

Field Value

[string](#)

MaxPlayerCount

```
public int MaxPlayerCount
```

Field Value

[int](#)

PlayerDecks

```
public DeckSO[] PlayerDecks
```

Field Value

[DeckSO\[\]](#)

SystemDecks

```
[Header("Deck Settings")]
public DeckSO[] SystemDecks
```

Field Value

[DeckSO\[\]](#)

Tiles

```
[Header("Tile Settings")]
public TileSO[] Tiles
```

Field Value

[TileSO\[\]](#)

cardPrefabPath

```
[Header("Card Settings")]
public string cardPrefabPath
```

Field Value

[string](#)

Properties

ABkey

```
public string ABkey { get; }
```

Property Value

[string](#)

StateMachine

```
public ScriptableStateMachine StateMachine { get; }
```

Property Value

[ScriptableStateMachine](#)

Class HandEvaluator

Namespace: [DEAL](#)

Assembly: Mustaverse.DEAL.Runtime.dll

Utility class for evaluating poker hands.

```
public class HandEvaluator
```

Inheritance

[object](#) ← HandEvaluator

Fields

RankMap

```
public static readonly char[] RankMap
```

Field Value

[char](#)[]

SuitMap

```
public static readonly Dictionary<GlobalEnum.PokerSuit, char> SuitMap
```

Field Value

[Dictionary](#)<[GlobalEnum](#).PokerSuit, [char](#)>

Methods

DescribeCard(CardSO)

Describes a card by combining its rank and suit.

```
public static string DescribeCard(CardSO card)
```

Parameters

card [CardSO](#)

The card to describe.

Returns

[string](#)

A string representation of the card.

Eval(Card[])

Evaluates the strength of a poker hand represented by an array of PHEval.Card objects.

```
public static int Eval(Card[] cardsArray)
```

Parameters

cardsArray [Card\[\]](#)

The array of PHEval.Card objects representing the hand.

Returns

[int](#)

The strength of the hand.

Eval(IList<BaseCard>)

Evaluates the strength of a poker hand represented by a list of Card objects.

```
public static int Eval(IList<BaseCard> cards)
```

Parameters

cards [IList<BaseCard>](#)

The list of Card objects representing the hand.

Returns

[int](#)

The strength of the hand.

Eval(IList<CardSO>)

Evaluates the strength of a poker hand represented by a list of CardSO objects.

```
public static int Eval(IList<CardSO> cardDatas)
```

Parameters

cardDatas [IList<CardSO>](#)

The list of CardSO objects representing the hand.

Returns

[int](#)

The strength of the hand.

Interface IDealInstantiateCallback

Namespace: [DEAL](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
public interface IDealInstantiateCallback
```

Methods

OnInstantiate()

```
void OnInstantiate()
```

Interface IEventListener

Namespace: [DEAL](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
public interface IEventListener
```

Methods

OnEvent(EventMsg)

```
void OnEvent(EventMsg e)
```

Parameters

e [EventMsg](#)

Interface INetworkAdapter

Namespace: [DEAL](#)

Assembly: Mustaverse.DEAL.Runtime.dll

Interface for network adapter

Implement this interface to adapt to different network solutions

The default method is used for local, an example of photon implementation can be found in sample package

```
public interface INetworkAdapter
```

Methods

CheckLocalView(GameObject)

```
bool CheckLocalView(GameObject target)
```

Parameters

target GameObject

Returns

[bool](#)

Destroy(GameObject)

```
void Destroy(GameObject gameObject)
```

Parameters

gameObject GameObject

FindGameObject(int)

```
GameObject FindGameObject(int uniqueId)
```

Parameters

uniqueId [int](#)

Returns

GameObject

GetCustomProperty(string)

```
object GetCustomProperty(string key)
```

Parameters

key [string](#)

Returns

[object](#)

GetUniqueId(GameObject)

```
int GetUniqueId(GameObject target)
```

Parameters

target GameObject

Returns

[int](#)

Instantiate(string, Vector3, Quaternion)

```
GameObject Instantiate(string prefabId, Vector3 position, Quaternion rotation)
```

Parameters

prefabId [string](#)

position Vector3

rotation Quaternion

Returns

GameObject

IsMasterClient()

```
bool IsMasterClient()
```

Returns

[bool](#)

IsSameViewOwner(GameObject, GameObject)

```
bool IsSameViewOwner(GameObject go1, GameObject go2)
```

Parameters

go1 GameObject

go2 GameObject

Returns

[bool](#)

RPC(MonoBehaviour, string, RpcTargetType, object[])

```
void RPC(MonoBehaviour caller, string methodName, RpcTargetType target,  
object[] parameters)
```

Parameters

caller MonoBehaviour

methodName [string](#)

target [RpcTargetType](#)

parameters [object](#)[]

RaiseEvent(EventType, BasePayload)

```
void RaiseEvent(EventType eventType, BasePayload data)
```

Parameters

eventType [EventType](#)

data [BasePayload](#)

SetCustomProperty(string, object)

```
void SetCustomProperty(string key, object value)
```

Parameters

key [string](#)

value [object](#)

TransferOwnership(GameObject, Avatar)

```
void TransferOwnership(GameObject go, Avatar newOwnerAvatar)
```

Parameters

go **GameObject**

newOwnerAvatar [Avatar](#)

TransferOwnershipToMaster(**GameObject**)

```
void TransferOwnershipToMaster(GameObject go)
```

Parameters

go **GameObject**

Class JsonConverter

Namespace: [DEAL](#)

Assembly: Mustaverse.DEAL.Runtime.dll

A utility class to convert objects to and from JSON strings.

```
public static class JsonConverter
```

Inheritance

[object](#) ← JsonConverter

Methods

FromJson(string, Type)

Converts a JSON string to an object of the specified type.

```
public static object FromJson(string json, Type type)
```

Parameters

json [string](#)

The JSON string to convert.

type [Type](#)

The type of the object to convert to.

Returns

[object](#)

The converted object.

FromJsonArray(string, Type)

Converts a JSON string to an array of objects of the specified type.

```
public static object FromJsonArray(string json, Type type)
```

Parameters

json [string](#)

The JSON string to convert.

type [Type](#)

The type of the objects in the array.

Returns

[object](#)

The converted array of objects.

FromJsonArray<T>(string)

Converts a JSON string to an array of objects of type T.

```
public static T[] FromJsonArray<T>(string json)
```

Parameters

json [string](#)

The JSON string to convert.

Returns

T[]

The converted array of objects.

Type Parameters

T

The type of the objects in the array.

FromJsonDict(string, Type, Type)

Converts a JSON string to a dictionary object with specified key and value types.

```
public static object FromJsonDict(string json, Type keyType, Type valueType)
```

Parameters

json [string](#)

The JSON string to convert.

keyType [Type](#)

The type of the dictionary keys.

valueType [Type](#)

The type of the dictionary values.

Returns

[object](#)

The converted dictionary object.

ToJson(object)

Converts an object to its JSON representation.

```
public static string ToJson(object obj)
```

Parameters

obj [object](#)

The object to convert.

Returns

[string](#) ↗

The JSON representation of the object.

UsedOnlyForAOTCodeGeneration()

```
public static void UsedOnlyForAOTCodeGeneration()
```

Class NetworkEventSystem

Namespace: [DEAL](#)

Assembly: Mustaverse.DEAL.Runtime.dll

The NetworkEventSystem class provides a centralized event system for network events. It allows attaching and detaching event listeners, broadcasting events, and handling network-related operations.

```
public static class NetworkEventSystem
```

Inheritance

[object](#) ← NetworkEventSystem

Fields

EventPayloadMap

```
public static readonly Dictionary<EventType, Type> EventPayloadMap
```

Field Value

[Dictionary](#)<[EventType](#), [Type](#)>

Properties

IsMasterClient

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

Property Value

[bool](#)

NetworkAdapter

```
public static INetworkAdapter NetworkAdapter { get; set; }
```

Property Value

[INetworkAdapter](#)

Methods

AttachListener(EventType, IEventListener)

Attach a listener to an event type.

```
public static void AttachListener(EventType eventType, IEventListener listener)
```

Parameters

eventType [EventType](#)

The event type to attach the listener to.

listener [IEventListener](#)

The listener to attach to, must implement IEventListener.

AttachListener(string, IEventListener)

Attach a listener to an event type.

```
public static void AttachListener(string eventName, IEventListener listener)
```

Parameters

eventName [string](#)

The string event name to attach the listener to.

listener [IEventListener](#)

The listener to attach to, must implement IEventListener.

BroadcastEvent(EventType, BasePayload)

Broadcast an event to all connected clients, can also be used to send events to the local client.

```
public static void BroadcastEvent(EventType eventType, BasePayload data)
```

Parameters

eventType [EventType](#)

The event type to broadcast.

data [BasePayload](#)

The data to send with the event.

CheckLocalView(Component)

Check if the owner of a GameObject is the local client.

```
public static bool CheckLocalView(Component target)
```

Parameters

target Component

The Component to check the owner of.

Returns

[bool](#) ↗

True if the owner of the GameObject is the local client, false otherwise.

CheckLocalView(GameObject)

Check if the owner of a GameObject is the local client.

```
public static bool CheckLocalView(GameObject target)
```

Parameters

target GameObject

The GameObject to check the owner of.

Returns

[bool](#)

True if the owner of the GameObject is the local client, false otherwise.

DetachListener(EventType, IEventListener)

Detach a listener from an event type.

```
public static void DetachListener(EventType eventType, IEventListener listener)
```

Parameters

eventType [EventType](#)

The event type to detach the listener from.

listener [IEventListener](#)

The listener to detach, must implement IEventListener.

DetachListener(string, IEventListener)

Detach a listener from an event type.

```
public static void DetachListener(string eventName, IEventListener listener)
```

Parameters

`eventName` [string](#)

The string event name to detach the listener from.

`listener` [IEventListener](#)

The listener to detach, must implement IEventListener.

Find(int)

Find a GameObject by its uniqueId.

```
public static GameObject Find(int uniqueId)
```

Parameters

`uniqueId` [int](#)

The uniqueId of the GameObject to find.

Returns

GameObject

The GameObject found.

Find<T>(int)

Find a Component via its GameObject uniqueId.

```
public static T Find<T>(int uniqueId) where T : Component
```

Parameters

`uniqueId` [int](#)

The uniqueId of the GameObject to find.

Returns

T

The Component found.

Type Parameters

T

The type of Component to find.

GetCustomProperty(string)

```
public static object GetCustomProperty(string key)
```

Parameters

key [string](#)

Returns

[object](#)

GetLocalCustomProperty(string)

```
public static object GetLocalCustomProperty(string key)
```

Parameters

key [string](#)

Returns

[object](#)

GetUniqueId(Component)

Get the uniqueId of a GameObject.

```
public static int GetUniqueId(Component target)
```

Parameters

target Component

The Component to get the uniqueId of.

Returns

[int](#)

The uniqueId of the Component's GameObject.

GetUniqueId(GameObject)

Get the uniqueId of a GameObject.

```
public static int GetUniqueId(GameObject target)
```

Parameters

target GameObject

The GameObject to get the uniqueId of.

Returns

[int](#)

The uniqueId of the GameObject.

Instantiate(string, Vector3, Quaternion)

Instantiate a prefab on the network.

```
public static GameObject Instantiate(string prefabPath, Vector3 position,  
Quaternion rotation)
```

Parameters

prefabPath [string](#)

The path to the prefab to instantiate.

position [Vector3](#)

The position to instantiate the prefab at.

rotation [Quaternion](#)

The rotation to instantiate the prefab with.

Returns

[GameObject](#)

The instantiated [GameObject](#).

InvokeCachedEvent<T>(T, string, PropertyType, object)

```
public static void InvokeCachedEvent<T>(T component, string eventName,  
GlobalEnum.PropertyType dataType, object data) where T : Object
```

Parameters

component [T](#)

eventName [string](#)

dataType [GlobalEnum.PropertyType](#)

data [object](#)

Type Parameters

T

IsSameViewOwner(Component, Component)

Check if two GameObjects are owned by the same client.

```
public static bool IsSameViewOwner(Component a, Component b)
```

Parameters

a Component

The first Component to check the owner of.

b Component

The second Component to check the owner of.

Returns

bool

True if the GameObjects are owned by the same client, false otherwise.

IsSameViewOwner(GameObject, GameObject)

Check if two GameObjects are owned by the same client.

```
public static bool IsSameViewOwner(GameObject a, GameObject b)
```

Parameters

a GameObject

The first GameObject to check the owner of.

b GameObject

The second GameObject to check the owner of.

Returns

bool

True if the GameObjects are owned by the same client, false otherwise.

RPC(MonoBehaviour, string, RpcTargetType, params object[])

```
public static void RPC(MonoBehaviour caller, string methodName, RpcTargetType target, params object[] parameters)
```

Parameters

caller MonoBehaviour

methodName [string](#)

target [RpcTargetType](#)

parameters [object](#)[]

ReceiveEvent(EventType, string)

Called when an event is received from the selected network adapter.

```
public static void ReceiveEvent(EventType eventType, string data)
```

Parameters

eventType [EventType](#)

The event type received.

data [string](#)

The data received with the event.

SetCustomProperty(string, object)

```
public static void SetCustomProperty(string key, object value)
```

Parameters

key [string](#)

value [object](#)

SetLocalCustomProperty(string, object)

```
public static void SetLocalCustomProperty(string key, object value)
```

Parameters

key [string](#)

value [object](#)

TransferOwnership(GameObject, Avatar)

Transfer ownership of a GameObject to a new client.

```
public static void TransferOwnership(GameObject go, Avatar newOwnerAvatar)
```

Parameters

go [GameObject](#)

The GameObject to transfer ownership of.

newOwnerAvatar [Avatar](#)

The Avatar of the new owner.

TransferOwnershipToMaster(GameObject)

Transfer ownership of a GameObject to the master client.

```
public static void TransferOwnershipToMaster(GameObject go)
```

Parameters

go GameObject

The GameObject to transfer ownership of.

Class PlayerChipHolder

Namespace: [DEAL](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
public class PlayerChipHolder : ChipHolder
```

Inheritance

[Object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← [ChipHolder](#) ← PlayerChipHolder

Inherited Members

[ChipHolder.virtualChip](#) , [ChipHolder.value](#) , [ChipHolder.Value](#) , [ChipHolder.bufferValue](#) ,
[ChipHolder.TransferChip\(ChipHolder\)](#) , [ChipHolder.PickChipToBuffer\(int\)](#) ,
[ChipHolder.RetrieveChipFromBuffer\(int\)](#) , [ChipHolder.RetrieveAllChipFromBuffer\(\)](#) ,
[ChipHolder.PickAllChipToBuffer\(\)](#) , [ChipHolder.Start\(\)](#)

Methods

UpdateBufferDisplay()

```
public override void UpdateBufferDisplay()
```

UpdateValueDisplay()

```
public override void UpdateValueDisplay()
```

Enum RpcTargetType

Namespace: [DEAL](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
public enum RpcTargetType : byte
```

Fields

All = 0

AllBuffered = 3

AllBufferedViaServer = 6

AllViaServer = 5

MasterClient = 2

Others = 1

OthersBuffered = 4

Class TileSO

Namespace: [DEAL](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[CreateAssetMenu(fileName = "NewTile", menuName = "DealToolkit/Tile Data")]
public class TileSO : ScriptableObject
```

Inheritance

[object](#) ← Object ← ScriptableObject ← TileSO

Inherited Members

ScriptableObject.SetDirty() , [ScriptableObject.CreateInstance\(string\)](#) ,
[ScriptableObject.CreateInstance\(Type\)](#) , ScriptableObject.CreateInstance<T>()

Fields

CardPool

```
public List<CardSO> CardPool
```

Field Value

[List](#)<[CardSO](#)>

Index

```
public int Index
```

Field Value

[int](#)

OnAddCardEvent

```
public TileSO.AddCardEvent OnAddCardEvent
```

Field Value

[TileSO.AddCardEvent](#)

OnDealEvent

```
public TileSO.DealEvent OnDealEvent
```

Field Value

[TileSO.DealEvent](#)

OnShuffleEvent

```
public TileSO.ShuffleEvent OnShuffleEvent
```

Field Value

[TileSO.ShuffleEvent](#)

Delegate TileSO.AddCardEvent

Namespace: [DEAL](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
public delegate void TileSO.AddCardEvent(BaseCard card)
```

Parameters

card [BaseCard](#)

Delegate TileSO.DealEvent

Namespace: [DEAL](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
public delegate void TileSO.DealEvent(int index)
```

Parameters

index [int](#)

Delegate TileSO.ShuffleEvent

Namespace: [DEAL](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
public delegate void TileSO.ShuffleEvent()
```

Class TweenHelper

Namespace: [DEAL](#)

Assembly: Mustaverse.DEAL.Runtime.dll

TweenHelper is a singleton class that provides a set of helper functions for tweening. will use facade pattern to hide the implementation of DOTween in the future.

```
public class TweenHelper : MonoBehaviour
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← TweenHelper

Properties

Instance

```
public static TweenHelper Instance { get; }
```

Property Value

[TweenHelper](#)

Methods

BufferChipToHolder(Chip, ChipHolder, Action)

Moves a chip to a specified chip holder.

```
public virtual void BufferChipToHolder(Chip c, ChipHolder h, Action onComplete  
= null)
```

Parameters

c [Chip](#)

The chip to move.

[h](#) [ChipHolder](#)

The chip holder to move the chip to.

[onComplete](#) [Action](#)

An optional callback to invoke when the movement is complete.

CardToHolder(BaseCard, CardHolder, Action)

Moves a card to a specified card holder.

```
public virtual void CardToHolder(BaseCard c, CardHolder h, Action onComplete = null)
```

Parameters

[c](#) [BaseCard](#)

The card to be moved.

[h](#) [CardHolder](#)

The card holder to move the card to.

[onComplete](#) [Action](#)

An optional callback to be invoked when the sequence completes.

CardsToHolder(IEnumerable<BaseCard>, CardHolder, Action<BaseCard>, Action)

Moves a group of cards to a specified card holder.

```
public virtual void CardsToHolder(IEnumerable<BaseCard> cds, CardHolder h, Action<BaseCard> onComplete = null, Action onCompleteAll = null)
```

Parameters

`cds` [IEnumerable](#)<BaseCard>

The cards to be moved.

`h` [CardHolder](#)

The card holder to move the cards to.

`onComplete` [Action](#)<BaseCard>

An optional callback to be invoked everytime a card has been moved.

`onCompleteAll` [Action](#)

An optional callback to be invoked when all cards have been moved.

DeckSlotMove(BaseCard, int, int)

Moves a card to a specified deck slot.

```
public virtual void DeckSlotMove(BaseCard c, int col, int row)
```

Parameters

`c` [BaseCard](#)

The card to move.

`col` [int](#)

The column index of the deck slot.

`row` [int](#)

The row index of the deck slot.

ShowCard(BaseCard)

Reveal the specified card by flipping it.

```
public virtual void ShowCard(BaseCard c)
```

Parameters

c [BaseCard](#)

The card to show.

Namespace DEAL.Dialog

Classes

[DialogPropertyItemActorArgs](#)

[DialogPropertyItemBool](#)

[DialogPropertyItemColor](#)

[DialogPropertyItemFloat](#)

[DialogPropertyItemInt](#)

[DialogPropertyItemObject](#)

[DialogPropertyItemQuaternion](#)

[DialogPropertyItemString](#)

[DialogPropertyItemVector2](#)

[DialogPropertyItemVector3](#)

[DialogPropertyItemVector4](#)

Class DialogPropertyItemActorArgs

Namespace: [DEAL.Dialog](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[Serializable]
public class DialogPropertyItemActorArgs : DialogPropertyItem<ActorArgs>
```

Inheritance

[object](#) ↴ ← Object ← ScriptableObject ← [DialogPropertyItem](#) ← [DialogPropertyItem<ActorArgs>](#) ← DialogPropertyItemActorArgs

Inherited Members

[DialogPropertyItem<ActorArgs>.Value](#) , [DialogPropertyItem<ActorArgs>.BaseValue](#) ,
ScriptableObject.SetDirty() , [ScriptableObject.CreateInstance\(string\)](#) ↴ ,
[ScriptableObject.CreateInstance\(Type\)](#) ↴ , ScriptableObject.CreateInstance<T>()

Class DialogPropertyItemBool

Namespace: [DEAL.Dialog](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[Serializable]
public class DialogPropertyItemBool : DialogPropertyItem<bool>
```

Inheritance

[object](#) ← Object ← ScriptableObject ← [DialogPropertyItem](#) ← [DialogPropertyItem<bool](#) ← DialogPropertyItemBool

Inherited Members

[DialogPropertyItem<bool>.Value](#) , [DialogPropertyItem<bool>.BaseValue](#) , [ScriptableObject.SetDirty\(\)](#) ,
[ScriptableObject.CreateInstance\(string\)](#) , [ScriptableObject.CreateInstance\(Type\)](#) ,
ScriptableObject.CreateInstance<T>()

Class DialogPropertyItemColor

Namespace: [DEAL.Dialog](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[Serializable]
public class DialogPropertyItemColor : DialogPropertyItem<Color>
```

Inheritance

[object](#) ↳ Object ↳ ScriptableObject ↳ [DialogPropertyItem](#) ↳ [DialogPropertyItem<Color>](#) ↳ DialogPropertyItemColor

Inherited Members

[DialogPropertyItem<Color>.Value](#) , [DialogPropertyItem<Color>.BaseValue](#) ,
ScriptableObject.SetDirty() , [ScriptableObject.CreateInstance\(string\)](#) ↳ ,
[ScriptableObject.CreateInstance\(Type\)](#) ↳ , ScriptableObject.CreateInstance<T>()

Class DialogPropertyItemFloat

Namespace: [DEAL.Dialog](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[Serializable]
public class DialogPropertyItemFloat : DialogPropertyItem<float>
```

Inheritance

[object](#) ← Object ← ScriptableObject ← [DialogPropertyItem](#) ← [DialogPropertyItem<float](#) → ← DialogPropertyItemFloat

Inherited Members

[DialogPropertyItem<float>.Value](#) , [DialogPropertyItem<float>.BaseValue](#) , [ScriptableObject.SetDirty\(\)](#) ,
[ScriptableObject.CreateInstance\(string\)](#) , [ScriptableObject.CreateInstance\(Type\)](#) ,
ScriptableObject.CreateInstance<T>()

Class DialogPropertyItemInt

Namespace: [DEAL.Dialog](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[Serializable]
public class DialogPropertyItemInt : DialogPropertyItem<int>
```

Inheritance

[object](#) ← Object ← ScriptableObject ← [DialogPropertyItem](#) ← [DialogPropertyItem<int](#) → ← DialogPropertyItemInt

Inherited Members

[DialogPropertyItem<int>.Value](#) , [DialogPropertyItem<int>.BaseValue](#) , [ScriptableObject.SetDirty\(\)](#) ,
[ScriptableObject.CreateInstance\(string\)](#) , [ScriptableObject.CreateInstance\(Type\)](#) ,
ScriptableObject.CreateInstance<T>()

Class DialogPropertyItemObject

Namespace: [DEAL.Dialog](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[Serializable]
public class DialogPropertyItemObject : DialogPropertyItem<Object>
```

Inheritance

[object](#) ↳ Object ↳ ScriptableObject ↳ [DialogPropertyItem](#) ↳ [DialogPropertyItem<Object>](#) ↳ DialogPropertyItemObject

Inherited Members

[DialogPropertyItem<Object>.Value](#) , [DialogPropertyItem<Object>.BaseValue](#) ,
ScriptableObject.SetDirty() , [ScriptableObject.CreateInstance\(string\)](#) ↳ ,
[ScriptableObject.CreateInstance\(Type\)](#) ↳ , ScriptableObject.CreateInstance<T>()

Class DialogPropertyItemQuaternion

Namespace: [DEAL.Dialog](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[Serializable]
public class DialogPropertyItemQuaternion : DialogPropertyItem<Quaternion>
```

Inheritance

[Object](#) ↗ ← Object ← ScriptableObject ← [DialogPropertyItem](#) ← [DialogPropertyItem<Quaternion>](#) ← DialogPropertyItemQuaternion

Inherited Members

[DialogPropertyItem<Quaternion>.Value](#) , [DialogPropertyItem<Quaternion>.BaseValue](#) ,
ScriptableObject.SetDirty() , [ScriptableObject.CreateInstance\(string\)](#) ↗ ,
[ScriptableObject.CreateInstance\(Type\)](#) ↗ , ScriptableObject.CreateInstance<T>()

Class DialogPropertyItemString

Namespace: [DEAL.Dialog](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[Serializable]
public class DialogPropertyItemString : DialogPropertyItem<string>
```

Inheritance

[object](#) ↳ Object ↳ ScriptableObject ↳ [DialogPropertyItem](#) ↳ [DialogPropertyItem<string](#) ↳ ↳ DialogPropertyItemString

Inherited Members

[DialogPropertyItem<string>.Value](#) , [DialogPropertyItem<string>.BaseValue](#) ,
ScriptableObject.SetDirty() , [ScriptableObject.CreateInstance\(string\)](#) ,
[ScriptableObject.CreateInstance\(Type\)](#) , ScriptableObject.CreateInstance<T>()

Class DialogPropertyItemVector2

Namespace: [DEAL.Dialog](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[Serializable]
public class DialogPropertyItemVector2 : DialogPropertyItem<Vector2>
```

Inheritance

[object](#) ↗ ← Object ← ScriptableObject ← [DialogPropertyItem](#) ← [DialogPropertyItem<Vector2>](#) ← DialogPropertyItemVector2

Inherited Members

[DialogPropertyItem<Vector2>.Value](#) , [DialogPropertyItem<Vector2>.BaseValue](#) ,
ScriptableObject.SetDirty() , [ScriptableObject.CreateInstance\(string\)](#) ↗ ,
[ScriptableObject.CreateInstance\(Type\)](#) ↗ , ScriptableObject.CreateInstance<T>()

Class DialogPropertyItemVector3

Namespace: [DEAL.Dialog](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[Serializable]
public class DialogPropertyItemVector3 : DialogPropertyItem<Vector3>
```

Inheritance

[Object](#) ↗ ← Object ← ScriptableObject ← [DialogPropertyItem](#) ← [DialogPropertyItem<Vector3>](#) ← DialogPropertyItemVector3

Inherited Members

[DialogPropertyItem<Vector3>.Value](#) , [DialogPropertyItem<Vector3>.BaseValue](#) ,
ScriptableObject.SetDirty() , [ScriptableObject.CreateInstance\(string\)](#) ↗ ,
[ScriptableObject.CreateInstance\(Type\)](#) ↗ , ScriptableObject.CreateInstance<T>()

Class DialogPropertyItemVector4

Namespace: [DEAL.Dialog](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[Serializable]
public class DialogPropertyItemVector4 : DialogPropertyItem<Vector4>
```

Inheritance

[Object](#) ↗ ← Object ← ScriptableObject ← [DialogPropertyItem](#) ← [DialogPropertyItem<Vector4>](#) ← DialogPropertyItemVector4

Inherited Members

[DialogPropertyItem<Vector4>.Value](#) , [DialogPropertyItem<Vector4>.BaseValue](#) ,
ScriptableObject.SetDirty() , [ScriptableObject.CreateInstance\(string\)](#) ↗ ,
[ScriptableObject.CreateInstance\(Type\)](#) ↗ , ScriptableObject.CreateInstance<T>()

Namespace DEAL.Event

Classes

[ActionPayload](#)

Action Payload

[ActorArgs](#)

[BasePayload](#)

[CardSOJsonData](#)

[CountdownData](#)

[PopDialogData](#)

[ServerPayload](#)

[StateEventPayload](#)

[TargetActorData](#)

[ViewEventPayload](#)

Class ActionPayload

Namespace: [DEAL.Event](#)

Assembly: Mustaverse.DEAL.Runtime.dll

Action Payload

```
[Serializable]  
public class ActionPayload : BasePayload
```

Inheritance

[object](#) ← [BasePayload](#) ← ActionPayload

Inherited Members

[BasePayload.eventKey](#) , [BasePayload.senderViewId](#) , [BasePayload.receiverViewIds](#) ,
[BasePayload.timestamp](#) , [BasePayload.dataType](#) , [BasePayload.data](#) , [BasePayload.json_data](#)

Fields

actionName

the name of the action, which should be same as the name of the method on the target

```
public string actionName
```

Field Value

[string](#)

actionTargetId

the target of the action

```
public int actionTargetId
```

Field Value

[int ↗](#)

Class ActorArgs

Namespace: [DEAL.Event](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[Serializable]
public class ActorArgs
```

Inheritance

[object](#) ← ActorArgs

Fields

actor

```
public ActionActor actor
```

Field Value

[ActionActor](#)

actorParams

```
public int actorParams
```

Field Value

[int](#)

Class BasePayload

Namespace: [DEAL.Event](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[Serializable]  
public class BasePayload
```

Inheritance

[object](#) ← BasePayload

Derived

[ActionPayload](#), [ServerPayload](#), [StateEventPayload](#), [ViewEventPayload](#)

Constructors

BasePayload()

```
public BasePayload()
```

Fields

_json_data

```
public string _json_data
```

Field Value

[string](#)

data

```
public object data
```

Field Value

[object](#)

dataType

```
public GlobalEnum.PropertyType dataType
```

Field Value

[GlobalEnum.PropertyType](#)

eventKey

```
public string eventKey
```

Field Value

[string](#)

receiverViewIds

```
public int[] receiverViewIds
```

Field Value

[int](#)[]

senderViewId

```
public int senderViewId
```

Field Value

[int ↗](#)

timestamp

`public long timestamp`

Field Value

[long ↗](#)

Class CardSOJsonData

Namespace: [DEAL.Event](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[Serializable]
public class CardSOJsonData
```

Inheritance

[object](#) ← CardSOJsonData

Fields

IsSpecialCard

```
public bool IsSpecialCard
```

Field Value

[bool](#)

Number

```
public int Number
```

Field Value

[int](#)

SpecialCardData

```
public CardData[] SpecialCardData
```

Field Value

[CardData\[\]](#)

Suit

`public string Suit`

Field Value

[string](#)

_json_SpecialCardData

`public string _json_SpecialCardData`

Field Value

[string](#)

Class CountdownData

Namespace: [DEAL.Event](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[Serializable]  
public class CountdownData
```

Inheritance

[object](#) ← CountdownData

Fields

duration

```
public float duration
```

Field Value

[float](#)

Class PopDialogData

Namespace: [DEAL.Event](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[Serializable]
public class PopDialogData
```

Inheritance

[object](#) ← PopDialogData

Fields

CallbackActionName

```
public string CallbackActionName
```

Field Value

[string](#)

CallbackActionTargetId

```
public int CallbackActionTargetId
```

Field Value

[int](#)

CallbackEventKey

```
public string CallbackEventKey
```

Field Value

[string ↗](#)

DialogProperties

```
[SerializeField]
public DialogProperty[] DialogProperties
```

Field Value

[DialogProperty\[\]](#)

DialogType

```
public DialogType DialogType
```

Field Value

[DialogType](#)

DisplayText

```
public string[] DisplayText
```

Field Value

[string\[\] \[\]](#)

TargetParams

```
public Avatar[] TargetParams
```

Field Value

[Avatar\[\]](#)

_json_DialogProperties

`public string _json_DialogProperties`

Field Value

[string](#) ↗

Class ServerPayload

Namespace: [DEAL.Event](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[Serializable]  
public class ServerPayload : BasePayload
```

Inheritance

[object](#) ← [BasePayload](#) ← ServerPayload

Inherited Members

[BasePayload.eventKey](#) , [BasePayload.senderViewId](#) , [BasePayload.receiverViewIds](#) ,
[BasePayload.timestamp](#) , [BasePayload.dataType](#) , [BasePayload.data](#) , [BasePayload.json_data](#)

Fields

_responseData

```
public string _responseData
```

Field Value

[string](#)

responseData

```
public object responseData
```

Field Value

[object](#)

Class StateEventPayload

Namespace: [DEAL.Event](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[Serializable]  
public class StateEventPayload : BasePayload
```

Inheritance

[object](#) ← [BasePayload](#) ← StateEventPayload

Inherited Members

[BasePayload.eventKey](#) , [BasePayload.senderViewId](#) , [BasePayload.receiverViewIds](#) ,
[BasePayload.timestamp](#) , [BasePayload.dataType](#) , [BasePayload.data](#) , [BasePayload.json_data](#)

Fields

additionalEventValue

```
public int additionalEventValue
```

Field Value

[int](#)

Class TargetActorData

Namespace: [DEAL.Event](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[Serializable]
public class TargetActorData
```

Inheritance

[object](#) ← TargetActorData

Fields

actor

```
public ActionActor actor
```

Field Value

[ActionActor](#)

actorParams

```
public int[] actorParams
```

Field Value

[int](#)[]

actorSeatIndex

```
public int actorSeatIndex
```

Field Value

[int ↗](#)

Class ViewEventPayload

Namespace: [DEAL.Event](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[Serializable]  
public class ViewEventPayload : BasePayload
```

Inheritance

[object](#) ← [BasePayload](#) ← ViewEventPayload

Inherited Members

[BasePayload.eventKey](#) , [BasePayload.senderViewId](#) , [BasePayload.receiverViewIds](#) ,
[BasePayload.timestamp](#) , [BasePayload.dataType](#) , [BasePayload.data](#) , [BasePayload.json_data](#)

Namespace DEAL.FSM

Classes

[DealFSM](#)

State machine component that manages card state transitions and player turns

[ScriptableAction](#)

[ScriptableCondition](#)

[ScriptableNode](#)

[ScriptableState](#)

[ScriptableStateMachine](#)

Structs

[CardChoice](#)

[CardData](#)

[PatternCard](#)

[StateTransition](#)

Enums

[ActionActor](#)

[CardChoiceRule](#)

[CheckScale](#)

[ComparePatternType](#)

[DialogType](#)

[NumberModifyType](#)

[OrderType](#)

[ScoreCounterType](#)

[SystemProperty](#)

Enum ActionActor

Namespace: [DEAL.FSM](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
public enum ActionActor
```

Fields

AllPlayer = 4

CurrentPlayer = 1

Host = 7

LastPlayer = 2

NextPlayer = 0

SpecificPlayer = 3

SystemDeck = 6

SystemTile = 5

Struct CardChoice

Namespace: [DEAL.FSM](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[Serializable]
public struct CardChoice
```

Inherited Members

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

Fields

count

```
public int count
```

Field Value

[int](#)

isRevealedToPicker

```
public bool isRevealedToPicker
```

Field Value

[bool](#)

rule

```
public CardChoiceRule rule
```

Field Value

[CardChoiceRule](#)

Enum CardChoiceRule

Namespace: [DEAL.FSM](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
public enum CardChoiceRule
```

Fields

All = 3

FromTop = 1

Random = 2

Specific = 0

Struct CardData

Namespace: [DEAL.FSM](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[Serializable]
public struct CardData
```

Inherited Members

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

Fields

enumValue

```
public string enumValue
```

Field Value

[string](#)

id

```
public int id
```

Field Value

[int](#)

name

```
public string name
```

Field Value

[string](#) ↗

Enum CheckScale

Namespace: [DEAL.FSM](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
public enum CheckScale
```

Fields

CurrentBuffer = 0

WholeDeck = 1

Enum ComparePatternType

Namespace: [DEAL.FSM](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[Flags]
public enum ComparePatternType
```

Fields

None = 0

PointEqual = 2

PointLarger = 1

PointSmaller = 4

Class DealFSM

Namespace: [DEAL.FSM](#)

Assembly: Mustaverse.DEAL.Runtime.dll

State machine component that manages card state transitions and player turns

```
public class DealFSM : MonoBehaviour, IEventListener
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← DealFSM

Implements

[IEventListener](#)

Fields

FixedPlayerOrderStack

```
public Stack<Tuple<ActionActor, int[]>> FixedPlayerOrderStack
```

Field Value

[Stack](#)<[Tuple](#)<ActionActor, [int](#)[]>>

OnStateChanged

Callback when the state of the state machine changes

```
public Action<ScriptableState, ScriptableState> OnStateChanged
```

Field Value

[Action](#)<ScriptableState, ScriptableState>

WaitDialogLock

```
public bool WaitDialogLock
```

Field Value

[bool](#)

WaitSystemLock

```
public bool WaitSystemLock
```

Field Value

[bool](#)

eventDictionary

```
public Dictionary<string, bool> eventDictionary
```

Field Value

[Dictionary](#)<[string](#), [bool](#)>

eventValueDictionary

```
public Dictionary<string, int> eventValueDictionary
```

Field Value

[Dictionary](#)<[string](#), [int](#)>

Properties

AlivePlayerCount

The number of players that are still alive

```
public int AlivePlayerCount { get; }
```

Property Value

[int](#)

CardChoiceBuffer

The buffer of cards that are currently being chosen

```
public ReadOnlyCollection<BaseCard> CardChoiceBuffer { get; }
```

Property Value

[ReadOnlyCollection](#)<[BaseCard](#)>

CurrentAvatar

```
public Avatar CurrentAvatar { get; }
```

Property Value

[Avatar](#)

CurrentPlayerDeck

```
public BaseDeck CurrentPlayerDeck { get; }
```

Property Value

[BaseDeck](#)

CurrentState

```
public ScriptableState CurrentState { get; }
```

Property Value

[ScriptableState](#)

LastExecutedCards

The cards that were last dealt

```
public ReadOnlyCollection<BaseCard> LastExecutedCards { get; }
```

Property Value

[ReadOnlyCollection](#)<[BaseCard](#)>

NextPlayerMultiplier

```
public int NextPlayerMultiplier { get; }
```

Property Value

[int](#)

WaitTurnLock

```
public bool WaitTurnLock { get; }
```

Property Value

[bool](#)

Methods

ChangePlayer(int)

Change the current player

```
public void ChangePlayer(int newIndex)
```

Parameters

`newPlayerIndex` [int](#)

The index of the new player

DebugCancelWait()

Debug function to cancel waiting of dialogs

```
public void DebugCancelWait()
```

EliminatePlayer(Avatar)

Eliminate the player by given avatar

```
public void EliminatePlayer(Avatar eliminateAvatar)
```

Parameters

`eliminateAvatar` [Avatar](#)

The avatar to eliminate

EliminatePlayer(ActionActor, int[])

Eliminate the player by given actor and actor parameters

```
public void EliminatePlayer(ActionActor eliminateActor, int[] eliminateActorParams)
```

Parameters

eliminateActor [ActionActor](#)

The actor to eliminate the player

eliminateActorParams [int\[\]](#)

Additional parameters for the actor

ExecuteCardTransfer(Avatar, CardHolder)

Execute the card transfer based on the card choice rule

Will only be executed on the specific player's local client

```
public void ExecuteCardTransfer(Avatar actorPlayer, CardHolder newOwner)
```

Parameters

actorPlayer [Avatar](#)

The player to execute the card transfer

newOwner [CardHolder](#)

The new owner of the cards

GetActorAvatar(ActionActor, int[])

Get the avatar of the player by given actor and actor parameters

```
public Avatar GetActorAvatar(ActionActor actor, int[] actorParams = null)
```

Parameters

actor [ActionActor](#)

The actor to get the avatar

actorParams `int[]`

Additional parameters for the actor

Returns

[Avatar](#)

The avatar of the player

GetActorAvatars(ActionActor, int[])

Get the avatars of players selected by given actor and actor parameters

```
public Avatar[] GetActorAvatars(ActionActor actor, int[] actorParams = null)
```

Parameters

actor [ActionActor](#)

The actor to get the avatar

actorParams `int[]`

Additional parameters for the actor

Returns

[Avatar\[\]](#)

The avatars of the players

GetActorChipHolder(ActionActor, int[])

Get the chip holder of the player by given actor and actor parameters

```
public ChipHolder[] GetActorChipHolder(ActionActor actor, int[] actorParams)
```

Parameters

actor [ActionActor](#)

ActionActor enum to specify picking rules

actorParams [int\[\]](#)

Additional parameters for ActionActor

Returns

[ChipHolder\[\]](#)

The chip holder of the player

GetActorDeck(ActionActor, int[])

Get the card holder of the player by given actor and actor parameters

```
public CardHolder[] GetActorDeck(ActionActor actor, int[] actorParams)
```

Parameters

actor [ActionActor](#)

ActionActor enum to specify picking rules

actorParams [int\[\]](#)

Additional parameters for ActionActor

Returns

[CardHolder\[\]](#)

The card holder of the player

GetActorDeckById(int)

Get the card holder of the player by given unique id

```
public CardHolder GetActorDeckById(int id)
```

Parameters

`id int`

The unique id of the player

Returns

[CardHolder](#)

The card holder of the player

GetPlayerActorIndex(ActionActor, int[])

Get the index of the player by given actor and actor parameters

```
public int GetPlayerActorIndex(ActionActor actor, int[] actorParams)
```

Parameters

`actor ActionActor`

ActionActor enum to specify picking rules

`actorParams int[]`

Additional parameters for ActionActor

Returns

`int`

The index of the player

OnConfirmSpecialAction()

Trigger special action when the card is confirmed

```
public void OnConfirmSpecialAction()
```

OnEvent(EventMsg)

Event handler for attached event types

```
public void OnEvent(EventMsg e)
```

Parameters

e [EventMsg](#)

Exceptions

[ArgumentOutOfRangeException](#)

OnPickSpecialAction(BaseCard)

Trigger special action when the card is picked

```
public void OnPickSpecialAction(BaseCard card)
```

Parameters

card [BaseCard](#)

The card that is picked

RequestCardPick(Avatar, CardHolder, CardChoice)

State machine for requesting specific player to pick cards based on the card choice rule

Will only be executed on the specific player's local client

```
public void RequestCardPick(Avatar actorPlayer, CardHolder pickingDeck,  
CardChoice newCardChoice)
```

Parameters

actorPlayer [Avatar](#)

The player to pick the cards

pickingDeck [CardHolder](#)

The deck to pick the cards from

newCardChoice [CardChoice](#)

The card choice rule

RequestTimedLock(float)

Request to lock the system for a certain amount of time

```
public void RequestTimedLock(float time)
```

Parameters

time [float](#)

The time to lock the system, in seconds

SetNextPlayer(int)

```
public void SetNextPlayer(int playerIndex)
```

Parameters

playerIndex [int](#)

SetPlayerOrder(OrderType, int[])

Change the current player rotation

```
public void SetPlayerOrder(OrderType orderType, int[] orderParams)
```

Parameters

orderType [OrderType](#)

If reverse, the player order will be reversed. If specific, the player order will be set to the specified index

orderParams [int\[\]](#)

Additional parameters for the order type

StartFSM()

Start the state machine.

This method should be called after the state machine is initialized with a valid global info scriptable object.

```
public void StartFSM()
```

TerminateFSM()

Terminate the state machine.

```
public void TerminateFSM()
```

TryPick(BaseCard)

Try to pick a card based on the card choice rule

```
public bool TryPick(BaseCard card)
```

Parameters

card [BaseCard](#)

The card to pick

Returns

bool ↗

True if the card is picked, false otherwise

UpdateAlivePlayerCount()

Update the alive player count

```
public void UpdateAlivePlayerCount()
```

Enum DialogType

Namespace: [DEAL.FSM](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
public enum DialogType
```

Fields

Confirm = 0

IntSlider = 2

SingleDropdown = 3

SingleSelect = 1

Enum NumberModifyType

Namespace: [DEAL.FSM](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
public enum NumberModifyType
```

Fields

Add = 0

Divide = 3

Minus = 1

Multiply = 2

Set = 4

Enum OrderType

Namespace: [DEAL.FSM](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
public enum OrderType
```

Fields

Reverse = 0

Specific = 1

Struct PatternCard

Namespace: [DEAL.FSM](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[Serializable]
public struct PatternCard
```

Inherited Members

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

Constructors

PatternCard(PokerSuit, int)

```
public PatternCard(GlobalEnum.PokerSuit suit, int number)
```

Parameters

suit [GlobalEnum.PokerSuit](#)

number [int](#)

Fields

Number

```
public int Number
```

Field Value

[int](#)

Suit

```
public GlobalEnum.PokerSuit Suit
```

Field Value

[GlobalEnum.PokerSuit](#)

Enum ScoreCounterType

Namespace: [DEAL.FSM](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
public enum ScoreCounterType
```

Fields

Average = 4

BaccaratRangeSum = 8

GivenMinusSumNumber = 6

Max = 1

Mid = 5

Min = 2

MostOccuredNumber = 3

PokerEval = 7

SumNumber = 0

Class ScriptableAction

Namespace: [DEAL.FSM](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
public abstract class ScriptableAction : ScriptableObject
```

Inheritance

[object](#) ↵ Object ↵ ScriptableObject ↵ ScriptableAction

Derived

[ChangePlayerAction](#), [ClearDeckAction](#), [CombineEvalScoreAction](#), [DealPostAction](#), [DealPreAction](#),
[DrawPostAction](#), [DrawPreAction](#), [EliminatePlayerAction](#), [ModifyPlayerPropertyAction](#),
[RequestServerAction](#), [ShowDialogAction](#), [StartCountDownAction](#), [TransferPostAction](#),
[TransferPreAction](#), [UpdateBlackBoardAction](#), [UpdatePlayerPropertyAction](#), [UpdateStateEventAction](#)

Inherited Members

ScriptableObject.SetDirty() , [ScriptableObject.CreateInstance\(string\)](#) ↵ ,
[ScriptableObject.CreateInstance\(Type\)](#) ↵ , ScriptableObject.CreateInstance<T>()

Methods

Execute(DealFSM)

```
public abstract void Execute(DealFSM smc)
```

Parameters

smc [DealFSM](#)

Class ScriptableCondition

Namespace: [DEAL.FSM](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
public abstract class ScriptableCondition : ScriptableObject
```

Inheritance

[object](#) ← Object ← ScriptableObject ← ScriptableCondition

Derived

[CheckDeckCountCondition](#), [CheckDefeatedCondition](#), [CheckGameOverCondition](#),
[CheckPlayerPropertyCondition](#), [ComparePlayerPropertyCondition](#), [CompareScoreCondition](#),
[EndOfSystemLockCondition](#), [EndOfTurnCondition](#), [MatchScoreMultipleCondition](#), [WaitEventCondition](#)

Inherited Members

ScriptableObject.SetDirty() , [ScriptableObject.CreateInstance\(string\)](#) ,
[ScriptableObject.CreateInstance\(Type\)](#) , ScriptableObject.CreateInstance<T>()

Methods

Verify(DealFSM)

```
public abstract bool Verify(DealFSM smc)
```

Parameters

smc [DealFSM](#)

Returns

[bool](#)

Class ScriptableNode

Namespace: [DEAL.FSM](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
public class ScriptableNode : ScriptableObject
```

Inheritance

[Object](#) ↗ ← Object ← ScriptableObject ← ScriptableNode

Inherited Members

ScriptableObject.SetDirty() , [ScriptableObject.CreateInstance\(string\)](#) ↗ ,
[ScriptableObject.CreateInstance\(Type\)](#) ↗ , ScriptableObject.CreateInstance<T>()

Fields

Expanded

```
public bool Expanded
```

Field Value

[bool](#) ↗

Guid

```
public string Guid
```

Field Value

[string](#) ↗

Pos

```
public Rect Pos
```

Field Value

Rect

Methods

OnValidate()

```
public void OnValidate()
```

Events

OnNodeValueChanged

```
public event Action<ScriptableNode> OnNodeValueChanged
```

Event Type

[Action](#)<[ScriptableNode](#)>

Class ScriptableState

Namespace: [DEAL.FSM](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[CreateAssetMenu(menuName = "DealToolkit/FSM/State", fileName = "State")]
public class ScriptableState : ScriptableObject
```

Inheritance

[Object](#) ← Object ← ScriptableObject ← ScriptableState

Inherited Members

ScriptableObject.SetDirty() , [ScriptableObject.CreateInstance\(string\)](#) ,
[ScriptableObject.CreateInstance\(Type\)](#) , ScriptableObject.CreateInstance<T>()

Methods

OnEnterState(DealFSM)

```
public void OnEnterState(DealFSM smc)
```

Parameters

smc [DealFSM](#)

OnExitState(DealFSM)

```
public void OnExitState(DealFSM smc)
```

Parameters

smc [DealFSM](#)

OnUpdateState(DealFSM)

```
public void OnUpdateState(DealFSM smc)
```

Parameters

smc [DealFSM](#)

Class ScriptableStateMachine

Namespace: [DEAL.FSM](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[CreateAssetMenu(menuName = "DealToolkit/FSM/StateMachine", fileName  
= "StateMachine")]  
public class ScriptableStateMachine : ScriptableObject
```

Inheritance

[Object](#) ← Object ← ScriptableObject ← ScriptableStateMachine

Inherited Members

ScriptableObject.SetDirty() , [ScriptableObject.CreateInstance\(string\)](#) ,
[ScriptableObject.CreateInstance\(Type\)](#) , ScriptableObject.CreateInstance<T>()

Properties

InitialState

```
public ScriptableState InitialState { get; }
```

Property Value

[ScriptableState](#)

Methods

CheckTransitions(DealFSM, ScriptableState)

```
public ScriptableState CheckTransitions(DealFSM smc, ScriptableState currentState)
```

Parameters

smc [DealFSM](#)

`currentState` [ScriptableState](#)

Returns

[ScriptableState](#)

Struct StateTransition

Namespace: [DEAL.FSM](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[Serializable]
public struct StateTransition
```

Inherited Members

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

Fields

Condition

```
public ScriptableCondition Condition
```

Field Value

[ScriptableCondition](#)

FalseState

```
public ScriptableState FalseState
```

Field Value

[ScriptableState](#)

OriginState

```
public ScriptableState OriginState
```

Field Value

[ScriptableState](#)

TrueState

```
public ScriptableState TrueState
```

Field Value

[ScriptableState](#)

Enum SystemProperty

Namespace: [DEAL.FSM](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
public enum SystemProperty
```

Fields

AlivePlayer = 0

Namespace DEAL.FSM.Action

Classes

[ChangePlayerAction](#)

[ClearDeckAction](#)

[CombineEvalScoreAction](#)

[CombineEvalScoreAction.Argument](#)

[DealPostAction](#)

[DealPreAction](#)

[DrawPostAction](#)

[DrawPreAction](#)

[EliminatePlayerAction](#)

[ModifyPlayerPropertyAction](#)

[ModifyPlayerPropertyIntAction](#)

[RequestServerAction](#)

[ShowDialogAction](#)

[StartCountDownAction](#)

[TransferPostAction](#)

[TransferPreAction](#)

[UpdateBlackBoardAction](#)

[UpdatePlayerPropertyAction](#)

[UpdatePlayerPropertyFetchSystemAction](#)

[UpdatePlayerPropertyIntAction](#)

[UpdateStateEventAction](#)

Class ChangePlayerAction

Namespace: [DEAL.FSM.Action](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[CreateAssetMenu(menuName = "DealToolkit/FSM/Action/ChangePlayer", fileName  
= "ChangePlayerAction")]  
public class ChangePlayerAction : ScriptableAction
```

Inheritance

[Object](#) ↗ ← Object ← ScriptableObject ← [ScriptableAction](#) ← ChangePlayerAction

Inherited Members

ScriptableObject.SetDirty() , [ScriptableObject.CreateInstance\(string\)](#) ↗ ,
[ScriptableObject.CreateInstance\(Type\)](#) ↗ , ScriptableObject.CreateInstance<T>()

Methods

Execute(DealFSM)

```
public override void Execute(DealFSM smc)
```

Parameters

smc [DealFSM](#)

Class ClearDeckAction

Namespace: [DEAL.FSM.Action](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[CreateAssetMenu(menuName = "DealToolkit/FSM/Action/ClearDeck", fileName  
= "ClearDeckAction")]  
public class ClearDeckAction : ScriptableAction
```

Inheritance

[object](#) ← Object ← ScriptableObject ← [ScriptableAction](#) ← ClearDeckAction

Inherited Members

ScriptableObject.SetDirty() , [ScriptableObject.CreateInstance\(string\)](#) ,
[ScriptableObject.CreateInstance\(Type\)](#) , ScriptableObject.CreateInstance<T>()

Methods

Execute(DealFSM)

```
public override void Execute(DealFSM smc)
```

Parameters

smc [DealFSM](#)

Class CombineEvalScoreAction

Namespace: [DEAL.FSM.Action](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[CreateAssetMenu(menuName = "DealToolkit/FSM/Action/CombineEvalScore", fileName  
= "CombineEvalScoreAction")]  
public class CombineEvalScoreAction : ScriptableAction
```

Inheritance

[Object](#) ↗ ← Object ← ScriptableObject ← [ScriptableAction](#) ← CombineEvalScoreAction

Inherited Members

ScriptableObject.SetDirty() , [ScriptableObject.CreateInstance\(string\)](#) ↗ ,
[ScriptableObject.CreateInstance\(Type\)](#) ↗ , ScriptableObject.CreateInstance<T>()

Methods

CountScore(ScoreCounterType, int[], BaseCard[])

```
public int CountScore(ScoreCounterType type, int[] counterParams,  
BaseCard[] cardSet)
```

Parameters

type [ScoreCounterType](#)

counterParams [int](#) []

cardSet [BaseCard](#)[]

Returns

[int](#) ↗

Execute(DealFSM)

```
public override void Execute(DealFSM smc)
```

Parameters

smc [DealFSM](#)

Class CombineEvalScoreAction.Argument

Namespace: [DEAL.FSM.Action](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[Serializable]
public class CombineEvalScoreAction.Argument
```

Inheritance

[object](#) ← CombineEvalScoreAction.Argument

Fields

actor

```
public ActionActor actor
```

Field Value

[ActionActor](#)

actorParams

```
public int[] actorParams
```

Field Value

[int](#)[]

subjectCheckScale

```
public CheckScale subjectCheckScale
```

Field Value

[CheckScale](#)

Class DealPostAction

Namespace: [DEAL.FSM.Action](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[CreateAssetMenu(menuName = "DealToolkit/FSM/Action/DealPost", fileName  
= "DealPostAction")]  
public class DealPostAction : ScriptableAction
```

Inheritance

[Object](#) ↗ ← Object ← ScriptableObject ← [ScriptableAction](#) ← DealPostAction

Inherited Members

ScriptableObject.SetDirty() , [ScriptableObject.CreateInstance\(string\)](#) ↗ ,
[ScriptableObject.CreateInstance\(Type\)](#) ↗ , ScriptableObject.CreateInstance<T>()

Methods

Execute(DealFSM)

```
public override void Execute(DealFSM smc)
```

Parameters

smc [DealFSM](#)

Class DealPreAction

Namespace: [DEAL.FSM.Action](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[CreateAssetMenu(menuName = "DealToolkit/FSM/Action/DealPre", fileName  
= "DealPreAction")]  
public class DealPreAction : ScriptableAction
```

Inheritance

[Object](#) ↗ ← Object ← ScriptableObject ← [ScriptableAction](#) ← DealPreAction

Inherited Members

ScriptableObject.SetDirty() , [ScriptableObject.CreateInstance\(string\)](#) ↗ ,
[ScriptableObject.CreateInstance\(Type\)](#) ↗ , ScriptableObject.CreateInstance<T>()

Methods

Execute(DealFSM)

```
public override void Execute(DealFSM smc)
```

Parameters

smc [DealFSM](#)

Class DrawPostAction

Namespace: [DEAL.FSM.Action](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[CreateAssetMenu(menuName = "DealToolkit/FSM/Action/DrawPost", fileName  
= "DrawPostAction")]  
public class DrawPostAction : ScriptableAction
```

Inheritance

[Object](#) ← Object ← ScriptableObject ← [ScriptableAction](#) ← DrawPostAction

Inherited Members

ScriptableObject.SetDirty() , [ScriptableObject.CreateInstance\(string\)](#) ,
[ScriptableObject.CreateInstance\(Type\)](#) , ScriptableObject.CreateInstance<T>()

Methods

Execute(DealFSM)

```
public override void Execute(DealFSM smc)
```

Parameters

smc [DealFSM](#)

Class DrawPreAction

Namespace: [DEAL.FSM.Action](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[CreateAssetMenu(menuName = "DealToolkit/FSM/Action/DrawPre", fileName  
= "DrawPreAction")]  
public class DrawPreAction : ScriptableAction
```

Inheritance

[Object](#) ↗ ← Object ← ScriptableObject ← [ScriptableAction](#) ← DrawPreAction

Inherited Members

ScriptableObject.SetDirty() , [ScriptableObject.CreateInstance\(string\)](#) ↗ ,
[ScriptableObject.CreateInstance\(Type\)](#) ↗ , ScriptableObject.CreateInstance<T>()

Methods

Execute(DealFSM)

```
public override void Execute(DealFSM smc)
```

Parameters

smc [DealFSM](#)

Class EliminatePlayerAction

Namespace: [DEAL.FSM.Action](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[CreateAssetMenu(menuName = "DealToolkit/FSM/Action/EliminatePlayer", fileName  
= "EliminatePlayerAction")]  
public class EliminatePlayerAction : ScriptableAction
```

Inheritance

[Object](#) ↗ ← Object ← ScriptableObject ← [ScriptableAction](#) ← EliminatePlayerAction

Inherited Members

ScriptableObject.SetDirty() , [ScriptableObject.CreateInstance\(string\)](#) ↗ ,
[ScriptableObject.CreateInstance\(Type\)](#) ↗ , ScriptableObject.CreateInstance<T>()

Methods

Execute(DealFSM)

```
public override void Execute(DealFSM smc)
```

Parameters

smc [DealFSM](#)

Class ModifyPlayerPropertyAction

Namespace: [DEAL.FSM.Action](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
public abstract class ModifyPlayerPropertyAction : ScriptableAction
```

Inheritance

[Object](#) ↗ ← Object ← ScriptableObject ← [ScriptableAction](#) ← ModifyPlayerPropertyAction

Derived

[ModifyPlayerPropertyIntAction](#)

Inherited Members

ScriptableObject.SetDirty() , [ScriptableObject.CreateInstance\(string\)](#) ↗ ,
[ScriptableObject.CreateInstance\(Type\)](#) ↗ , ScriptableObject.CreateInstance<T>()

Methods

Execute(DealFSM)

```
public override void Execute(DealFSM smc)
```

Parameters

smc [DealFSM](#)

GetUpdatedPropertyValue(int, int)

```
protected abstract int GetUpdatedPropertyValue(int originalValue, int refValue)
```

Parameters

originalValue [int](#) ↗

refValue [int](#) ↗

Returns

[int ↗](#)

Class ModifyPlayerPropertyIntAction

Namespace: [DEAL.FSM.Action](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[CreateAssetMenu(menuName = "DealToolkit/FSM/Action/ModifyPlayerPropertyInt",
    fileName = "ModifyPlayerPropertyIntAction")]
public class ModifyPlayerPropertyIntAction : ModifyPlayerPropertyAction
```

Inheritance

[Object](#) ↗ ← Object ← ScriptableObject ← [ScriptableAction](#) ← [ModifyPlayerPropertyAction](#) ← ModifyPlayerPropertyIntAction

Inherited Members

[ModifyPlayerPropertyAction.Execute\(DealFSM\)](#) , ScriptableObject.SetDirty() ,
[ScriptableObject.CreateInstance\(string\)](#) ↗ , [ScriptableObject.CreateInstance\(Type\)](#) ↗ ,
ScriptableObject.CreateInstance<T>()

Methods

GetUpdatedPropertyValue(int, int)

```
protected override int GetUpdatedPropertyValue(int originalValue, int refValue)
```

Parameters

originalValue [int](#) ↗

refValue [int](#) ↗

Returns

[int](#) ↗

Class RequestServerAction

Namespace: [DEAL.FSM.Action](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[CreateAssetMenu(menuName = "DealToolkit/FSM/Action/RequestServerAction", fileName  
= "RequestServerAction")]  
public class RequestServerAction : ScriptableAction
```

Inheritance

[Object](#) ↗ ← Object ← ScriptableObject ← [ScriptableAction](#) ← RequestServerAction

Inherited Members

ScriptableObject.SetDirty() , [ScriptableObject.CreateInstance\(string\)](#) ↗ ,
[ScriptableObject.CreateInstance\(Type\)](#) ↗ , ScriptableObject.CreateInstance<T>()

Methods

Execute(DealFSM)

```
public override void Execute(DealFSM smc)
```

Parameters

smc [DealFSM](#)

Class ShowDialogAction

Namespace: [DEAL.FSM.Action](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[CreateAssetMenu(menuName = "DealToolkit/FSM/Action/ShowDialog", fileName  
= "ShowDialogAction")]  
public class ShowDialogAction : ScriptableAction
```

Inheritance

[Object](#) ↗ ← Object ← ScriptableObject ← [ScriptableAction](#) ← ShowDialogAction

Inherited Members

ScriptableObject.SetDirty() , [ScriptableObject.CreateInstance\(string\)](#) ↗ ,
[ScriptableObject.CreateInstance\(Type\)](#) ↗ , ScriptableObject.CreateInstance<T>()

Methods

Execute(DealFSM)

```
public override void Execute(DealFSM smc)
```

Parameters

smc [DealFSM](#)

Class StartCountDownAction

Namespace: [DEAL.FSM.Action](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[CreateAssetMenu(menuName = "DealToolkit/FSM/Action/StartCountDown", fileName  
= "StartCountDownAction")]  
public class StartCountDownAction : ScriptableAction
```

Inheritance

[Object](#) ↗ ← Object ← ScriptableObject ← [ScriptableAction](#) ← StartCountDownAction

Inherited Members

ScriptableObject.SetDirty() , [ScriptableObject.CreateInstance\(string\)](#) ↗ ,
[ScriptableObject.CreateInstance\(Type\)](#) ↗ , ScriptableObject.CreateInstance<T>()

Methods

Execute(DealFSM)

```
public override void Execute(DealFSM smc)
```

Parameters

smc [DealFSM](#)

Class TransferPostAction

Namespace: [DEAL.FSM.Action](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[CreateAssetMenu(menuName = "DealToolkit/FSM/Action/TransferPost", fileName  
= "TransferPostAction")]  
public class TransferPostAction : ScriptableAction
```

Inheritance

[Object](#) ↗ ← Object ← ScriptableObject ← [ScriptableAction](#) ← TransferPostAction

Inherited Members

ScriptableObject.SetDirty() , [ScriptableObject.CreateInstance\(string\)](#) ↗ ,
[ScriptableObject.CreateInstance\(Type\)](#) ↗ , ScriptableObject.CreateInstance<T>()

Methods

Execute(DealFSM)

```
public override void Execute(DealFSM smc)
```

Parameters

smc [DealFSM](#)

Class TransferPreAction

Namespace: [DEAL.FSM.Action](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[CreateAssetMenu(menuName = "DealToolkit/FSM/Action/TransferPre", fileName  
= "TransferPreAction")]  
public class TransferPreAction : ScriptableAction
```

Inheritance

[Object](#) ↗ ← Object ← ScriptableObject ← [ScriptableAction](#) ← TransferPreAction

Inherited Members

ScriptableObject.SetDirty() , [ScriptableObject.CreateInstance\(string\)](#) ↗ ,
[ScriptableObject.CreateInstance\(Type\)](#) ↗ , ScriptableObject.CreateInstance<T>()

Methods

Execute(DealFSM)

```
public override void Execute(DealFSM smc)
```

Parameters

smc [DealFSM](#)

Class UpdateBlackBoardAction

Namespace: [DEAL.FSM.Action](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[CreateAssetMenu(menuName = "DealToolkit/FSM/Action/UpdateBlackBoard", fileName  
= "UpdateBlackBoardAction")]  
public class UpdateBlackBoardAction : ScriptableAction
```

Inheritance

[Object](#) ↗ ← Object ← ScriptableObject ← [ScriptableAction](#) ← UpdateBlackBoardAction

Inherited Members

ScriptableObject.SetDirty() , [ScriptableObject.CreateInstance\(string\)](#) ↗ ,
[ScriptableObject.CreateInstance\(Type\)](#) ↗ , ScriptableObject.CreateInstance<T>()

Methods

Execute(DealFSM)

```
public override void Execute(DealFSM smc)
```

Parameters

smc [DealFSM](#)

Class UpdatePlayerPropertyAction

Namespace: [DEAL.FSM.Action](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
public abstract class UpdatePlayerPropertyAction : ScriptableAction
```

Inheritance

[Object](#) ↗ ← Object ← ScriptableObject ← [ScriptableAction](#) ← UpdatePlayerPropertyAction

Derived

[UpdatePlayerPropertyFetchSystemAction](#), [UpdatePlayerPropertyIntAction](#)

Inherited Members

ScriptableObject.SetDirty() , [ScriptableObject.CreateInstance\(string\)](#) ↗ ,
[ScriptableObject.CreateInstance\(Type\)](#) ↗ , ScriptableObject.CreateInstance<T>()

Fields

smcReference

```
protected DealFSM smcReference
```

Field Value

[DealFSM](#)

Methods

Execute(DealFSM)

```
public override void Execute(DealFSM smc)
```

Parameters

smc [DealFSM](#)

GetUpdatedPropertyValue(int)

```
protected abstract int GetUpdatedPropertyValue(int originalValue)
```

Parameters

originalValue [int](#)

Returns

[int](#)

Class UpdatePlayerPropertyFetchSystemAction

Namespace: [DEAL.FSM.Action](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[CreateAssetMenu(menuName =
    "DealToolkit/FSM/Action/UpdatePlayerPropertyFetchSystem", fileName =
    "UpdatePlayerPropertyFetchSystem_Action")]
public class UpdatePlayerPropertyFetchSystemAction : UpdatePlayerPropertyAction
```

Inheritance

[object](#) ↴ ← Object ← ScriptableObject ← [ScriptableAction](#) ← [UpdatePlayerPropertyAction](#) ← UpdatePlayerPropertyFetchSystemAction

Inherited Members

[UpdatePlayerPropertyAction.smcReference](#) , [UpdatePlayerPropertyAction.Execute\(DealFSM\)](#) ,
ScriptableObject.SetDirty() , [ScriptableObject.CreateInstance\(string\)](#) ↴ ,
[ScriptableObject.CreateInstance\(Type\)](#) ↴ , ScriptableObject.CreateInstance<T>()

Methods

GetUpdatedPropertyValue(int)

```
protected override int GetUpdatedPropertyValue(int originalValue)
```

Parameters

originalValue [int](#) ↴

Returns

[int](#) ↴

Class UpdatePlayerPropertyIntAction

Namespace: [DEAL.FSM.Action](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[CreateAssetMenu(menuName = "DealToolkit/FSM/Action/UpdatePlayerPropertyInt",
    fileName = "UpdatePlayerPropertyInt_Action")]
public class UpdatePlayerPropertyIntAction : UpdatePlayerPropertyAction
```

Inheritance

[Object](#) ↗ ← Object ← ScriptableObject ← [ScriptableAction](#) ← [UpdatePlayerPropertyAction](#) ← UpdatePlayerPropertyIntAction

Inherited Members

[UpdatePlayerPropertyAction.smcReference](#) , [UpdatePlayerPropertyAction.Execute\(DealFSM\)](#) ,
ScriptableObject.SetDirty() , [ScriptableObject.CreateInstance\(string\)](#) ↗ ,
[ScriptableObject.CreateInstance\(Type\)](#) ↗ , ScriptableObject.CreateInstance<T>()

Methods

GetUpdatedPropertyValue(int)

```
protected override int GetUpdatedPropertyValue(int originalValue)
```

Parameters

originalValue [int](#) ↗

Returns

[int](#) ↗

Class UpdateStateEventAction

Namespace: [DEAL.FSM.Action](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[CreateAssetMenu(menuName = "DealToolkit/FSM/Action/UpdateStateEvent", fileName  
= "UpdateStateEventAction")]  
public class UpdateStateEventAction : ScriptableAction
```

Inheritance

[Object](#) ↗ ← Object ← ScriptableObject ← [ScriptableAction](#) ← UpdateStateEventAction

Inherited Members

ScriptableObject.SetDirty() , [ScriptableObject.CreateInstance\(string\)](#) ↗ ,
[ScriptableObject.CreateInstance\(Type\)](#) ↗ , ScriptableObject.CreateInstance<T>()

Methods

Execute(DealFSM)

```
public override void Execute(DealFSM smc)
```

Parameters

smc [DealFSM](#)

Namespace DEAL.FSM.Condition

Classes

[CheckDeckCountCondition](#)

[CheckDefeatedCondition](#)

[CheckGameOverCondition](#)

[CheckPlayerPropertyCondition](#)

[CheckPlayerPropertyIntCondition](#)

[ComparePlayerPropertyCondition](#)

[CompareScoreAgainstMultipleCondition](#)

[CompareScoreCondition](#)

[EndOfSystemLockCondition](#)

[EndOfTurnCondition](#)

[MatchRule](#)

[MatchRuleSet](#)

[MatchScoreMultipleCondition](#)

[WaitEventCondition](#)

[WaitForGroupEventCondition](#)

Class CheckDeckCountCondition

Namespace: [DEAL.FSM.Condition](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[CreateAssetMenu(menuName = "DealToolkit/FSM/Condition/CheckDeckCountCondition",
    fileName = "CheckDeckCount_Condition")]
public class CheckDeckCountCondition : ScriptableCondition
```

Inheritance

[object](#) ← Object ← ScriptableObject ← [ScriptableCondition](#) ← CheckDeckCountCondition

Inherited Members

ScriptableObject.SetDirty() , [ScriptableObject.CreateInstance\(string\)](#) ,
[ScriptableObject.CreateInstance\(Type\)](#) , ScriptableObject.CreateInstance<T>()

Methods

Verify(DealFSM)

```
public override bool Verify(DealFSM smc)
```

Parameters

smc [DealFSM](#)

Returns

[bool](#)

Class CheckDefeatedCondition

Namespace: [DEAL.FSM.Condition](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[CreateAssetMenu(menuName = "DealToolkit/FSM/Condition/CheckDefeatedCondition",
    fileName = "CheckDefeated_Condition")]
public class CheckDefeatedCondition : ScriptableCondition
```

Inheritance

[object](#) ↗ ← Object ← ScriptableObject ← [ScriptableCondition](#) ← CheckDefeatedCondition

Inherited Members

ScriptableObject.SetDirty() , [ScriptableObject.CreateInstance\(string\)](#) ↗ ,
[ScriptableObject.CreateInstance\(Type\)](#) ↗ , ScriptableObject.CreateInstance<T>()

Methods

Verify(DealFSM)

```
public override bool Verify(DealFSM smc)
```

Parameters

smc [DealFSM](#)

Returns

[bool](#) ↗

Class CheckGameOverCondition

Namespace: [DEAL.FSM.Condition](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[CreateAssetMenu(menuName = "DealToolkit/FSM/Condition/CheckGameOverCondition",
    fileName = "CheckGameOver_Condition")]
public class CheckGameOverCondition : ScriptableCondition
```

Inheritance

[object](#) ← Object ← ScriptableObject ← [ScriptableCondition](#) ← CheckGameOverCondition

Inherited Members

ScriptableObject.SetDirty() , [ScriptableObject.CreateInstance\(string\)](#) ,
[ScriptableObject.CreateInstance\(Type\)](#) , ScriptableObject.CreateInstance<T>()

Methods

Verify(DealFSM)

```
public override bool Verify(DealFSM smc)
```

Parameters

smc [DealFSM](#)

Returns

[bool](#)

Class CheckPlayerPropertyCondition

Namespace: [DEAL.FSM.Condition](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
public abstract class CheckPlayerPropertyCondition : ScriptableCondition
```

Inheritance

[object](#) ↴ ← Object ← ScriptableObject ← [ScriptableCondition](#) ← CheckPlayerPropertyCondition

Derived

[CheckPlayerPropertyIntCondition](#)

Inherited Members

ScriptableObject.SetDirty() , [ScriptableObject.CreateInstance\(string\)](#) ↴ ,
[ScriptableObject.CreateInstance\(Type\)](#) ↴ , ScriptableObject.CreateInstance<T>()

Properties

rawPropertyValue

```
protected abstract int rawPropertyValue { get; }
```

Property Value

[int](#) ↴

Methods

Verify(DealFSM)

```
public override bool Verify(DealFSM smc)
```

Parameters

smc [DealFSM](#)

Returns

[bool](#) ↗

Class CheckPlayerPropertyIntCondition

Namespace: [DEAL.FSM.Condition](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[CreateAssetMenu(menuName =
    "DealToolkit/FSM/Condition/CheckPlayerPropertyIntCondition", fileName =
    "CheckPlayerPropertyInt_Condition")]
public class CheckPlayerPropertyIntCondition : CheckPlayerPropertyCondition
```

Inheritance

[object](#) ↴ ← Object ← ScriptableObject ← [ScriptableCondition](#) ← [CheckPlayerPropertyCondition](#) ← CheckPlayerPropertyIntCondition

Inherited Members

[CheckPlayerPropertyCondition.Verify\(DealFSM\)](#) , ScriptableObject.SetDirty() ,
[ScriptableObject.CreateInstance\(string\)](#) ↴ , [ScriptableObject.CreateInstance\(Type\)](#) ↴ ,
ScriptableObject.CreateInstance<T>()

Properties

rawPropertyValue

```
protected override int rawPropertyValue { get; }
```

Property Value

[int](#) ↴

Class ComparePlayerPropertyCondition

Namespace: [DEAL.FSM.Condition](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[CreateAssetMenu(menuName =
"DealToolkit/FSM/Condition/ComparePlayerPropertyCondition", fileName =
"ComparePlayerProperty_Condition")]
public class ComparePlayerPropertyCondition : ScriptableCondition
```

Inheritance

[object](#) ← Object ← ScriptableObject ← [ScriptableCondition](#) ← ComparePlayerPropertyCondition

Inherited Members

ScriptableObject.SetDirty() , [ScriptableObject.CreateInstance\(string\)](#) ,
[ScriptableObject.CreateInstance\(Type\)](#) , ScriptableObject.CreateInstance<T>()

Methods

Verify(DealFSM)

```
public override bool Verify(DealFSM smc)
```

Parameters

smc [DealFSM](#)

Returns

[bool](#)

Class CompareScoreAgainstMultipleCondition

Namespace: [DEAL.FSM.Condition](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[CreateAssetMenu(menuName =
    "DealToolkit/FSM/Condition/CompareScoreAgainstMultipleCondition", fileName =
    "CompareScoreAgainstMultiple_Condition")]
public class CompareScoreAgainstMultipleCondition : CompareScoreCondition
```

Inheritance

[object](#) ← Object ← ScriptableObject ← [ScriptableCondition](#) ← [CompareScoreCondition](#) ← CompareScoreAgainstMultipleCondition

Inherited Members

[CompareScoreCondition.subject](#) , [CompareScoreCondition.subjectParams](#) ,
[CompareScoreCondition.subjectCheckScale](#) , [CompareScoreCondition.subjectCounter](#) ,
[CompareScoreCondition.subjectCounterParams](#) , [CompareScoreCondition.compareType](#) ,
[CompareScoreCondition.control](#) , [CompareScoreCondition.controlParams](#) ,
[CompareScoreCondition.controlCheckScale](#) , [CompareScoreCondition.controlCounter](#) ,
[CompareScoreCondition.controlCounterParams](#) ,
[CompareScoreCondition.CountScore\(ScoreCounterType, int\[\], BaseCard\[\]\)](#) ,
[CompareScoreCondition.AddCardToScore\(BaseCard, ref int\)](#) , ScriptableObject.SetDirty() ,
[ScriptableObject.CreateInstance\(string\)](#) , [ScriptableObject.CreateInstance\(Type\)](#) ,
ScriptableObject.CreateInstance<T>()

Fields

SupportedControlActors

```
public static readonly ActionActor[] SupportedControlActors
```

Field Value

[ActionActor\[\]](#)

Methods

Verify(DealFSM)

```
public override bool Verify(DealFSM smc)
```

Parameters

smc [DealFSM](#)

Returns

[bool](#) ↗

Class CompareScoreCondition

Namespace: [DEAL.FSM.Condition](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[CreateAssetMenu(menuName = "DealToolkit/FSM/Condition/CompareScoreCondition",
    fileName = "CompareScore_Condition")]
public class CompareScoreCondition : ScriptableCondition
```

Inheritance

[object](#) ↵ Object ↵ ScriptableObject ↵ [ScriptableCondition](#) ↵ CompareScoreCondition

Derived

[CompareScoreAgainstMultipleCondition](#)

Inherited Members

ScriptableObject.SetDirty() , [ScriptableObject.CreateInstance\(string\)](#) ↵ ,
[ScriptableObject.CreateInstance\(Type\)](#) ↵ , ScriptableObject.CreateInstance<T>()

Fields

compareType

```
[SerializeField]
protected ComparePatternType compareType
```

Field Value

[ComparePatternType](#)

control

```
[SerializeField]
protected ActionActor control
```

Field Value

[ActionActor](#)

controlCheckScale

```
[SerializeField]  
protected CheckScale controlCheckScale
```

Field Value

[CheckScale](#)

controlCounter

```
[SerializeField]  
protected ScoreCounterType controlCounter
```

Field Value

[ScoreCounterType](#)

controlCounterParams

```
[SerializeField]  
protected int[] controlCounterParams
```

Field Value

[int\[\]](#)

controlParams

```
[SerializeField]  
protected int[] controlParams
```

Field Value

[int](#)[]

subject

```
[SerializeField]  
protected ActionActor subject
```

Field Value

[ActionActor](#)

subjectCheckScale

```
[SerializeField]  
protected CheckScale subjectCheckScale
```

Field Value

[CheckScale](#)

subjectCounter

```
[SerializeField]  
protected ScoreCounterType subjectCounter
```

Field Value

[ScoreCounterType](#)

subjectCounterParams

```
[SerializeField]
```

```
protected int[] subjectCounterParams
```

Field Value

[int](#)[]

subjectParams

```
[SerializeField]  
protected int[] subjectParams
```

Field Value

[int](#)[]

Methods

AddCardToScore(BaseCard, ref int)

```
public void AddCardToScore(BaseCard card, ref int originalScore)
```

Parameters

card [BaseCard](#)

originalScore [int](#)[]

CountScore(ScoreCounterType, int[], BaseCard[])

```
public int CountScore(ScoreCounterType type, int[] counterParams,  
BaseCard[] cardSet)
```

Parameters

type [ScoreCounterType](#)

counterParams [int](#)[]

cardSet [BaseCard](#)[]

Returns

[int](#)

Verify(DealFSM)

```
public override bool Verify(DealFSM smc)
```

Parameters

smc [DealFSM](#)

Returns

[bool](#)

Class EndOfSystemLockCondition

Namespace: [DEAL.FSM.Condition](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[CreateAssetMenu(menuName = "DealToolkit/FSM/Condition/EndOfSystemLock", fileName =
"EndOfSystemLock_Condition")]
public class EndOfSystemLockCondition : ScriptableCondition
```

Inheritance

[object](#) ↵ Object ↵ ScriptableObject ↵ [ScriptableCondition](#) ↵ EndOfSystemLockCondition

Inherited Members

ScriptableObject.SetDirty() , [ScriptableObject.CreateInstance\(string\)](#) ↵ ,
[ScriptableObject.CreateInstance\(Type\)](#) ↵ , ScriptableObject.CreateInstance<T>()

Methods

Verify(DealFSM)

```
public override bool Verify(DealFSM smc)
```

Parameters

smc [DealFSM](#)

Returns

[bool](#) ↵

Class EndOfTurnCondition

Namespace: [DEAL.FSM.Condition](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[CreateAssetMenu(menuName = "DealToolkit/FSM/Condition/EndOfTurn", fileName  
= "EndOfTurn_Condition")]  
public class EndOfTurnCondition : ScriptableCondition
```

Inheritance

[object](#) ← Object ← ScriptableObject ← [ScriptableCondition](#) ← EndOfTurnCondition

Inherited Members

ScriptableObject.SetDirty() , [ScriptableObject.CreateInstance\(string\)](#) ,
[ScriptableObject.CreateInstance\(Type\)](#) , ScriptableObject.CreateInstance<T>()

Methods

Verify(DealFSM)

```
public override bool Verify(DealFSM smc)
```

Parameters

smc [DealFSM](#)

Returns

[bool](#)

Class MatchRule

Namespace: [DEAL.FSM.Condition](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[Serializable]  
public class MatchRule
```

Inheritance

[object](#) ← MatchRule

Fields

compareType

```
public ComparePatternType compareType
```

Field Value

[ComparePatternType](#)

matchScore

```
public int matchScore
```

Field Value

[int](#)

subject

```
public ActionActor subject
```

Field Value

[ActionActor](#)

subjectCheckScale

`public CheckScale subjectCheckScale`

Field Value

[CheckScale](#)

subjectCounter

`public ScoreCounterType subjectCounter`

Field Value

[ScoreCounterType](#)

subjectCounterParams

`public int[] subjectCounterParams`

Field Value

[int\[\]](#)

subjectParams

`public int[] subjectParams`

Field Value

int []

Class MatchRuleSet

Namespace: [DEAL.FSM.Condition](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[Serializable]
public class MatchRuleSet
```

Inheritance

[object](#) ← MatchRuleSet

Fields

rules

```
public MatchRule[] rules
```

Field Value

[MatchRule\[\]](#)

Class MatchScoreMultipleCondition

Namespace: [DEAL.FSM.Condition](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[CreateAssetMenu(menuName = "DealToolkit/FSM/Condition/MatchScoreMultipleCondition",
    fileName = "MatchScoreMultiple_Condition")]
public class MatchScoreMultipleCondition : ScriptableCondition
```

Inheritance

[object](#) ← Object ← ScriptableObject ← [ScriptableCondition](#) ← MatchScoreMultipleCondition

Inherited Members

ScriptableObject.SetDirty() , [ScriptableObject.CreateInstance\(string\)](#) ,
[ScriptableObject.CreateInstance\(Type\)](#) , ScriptableObject.CreateInstance<T>()

Fields

ruleSets

```
public MatchRuleSet[] ruleSets
```

Field Value

[MatchRuleSet\[\]](#)

Methods

AddCardToScore(BaseCard, ref int)

```
public void AddCardToScore(BaseCard card, ref int originalScore)
```

Parameters

card [BaseCard](#)

originalScore [int](#)

CountScore(ScoreCounterType, int[], BaseCard[])

```
public int CountScore(ScoreCounterType type, int[] counterParams,  
BaseCard[] cardSet)
```

Parameters

type [ScoreCounterType](#)

counterParams [int](#)[]

cardSet [BaseCard](#)[]

Returns

[int](#)

Verify(DealFSM)

```
public override bool Verify(DealFSM smc)
```

Parameters

smc [DealFSM](#)

Returns

[bool](#)

VerifyMatchRule(MatchRule, DealFSM)

```
public bool VerifyMatchRule(MatchRule rule, DealFSM smc)
```

Parameters

rule [MatchRule](#)

smc [DealFSM](#)

Returns

[bool](#) ↗

Class WaitEventCondition

Namespace: [DEAL.FSM.Condition](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[CreateAssetMenu(menuName = "DealToolkit/FSM/Condition/WaitEventCondition", fileName  
= "WaitEvent_Condition")]  
public class WaitEventCondition : ScriptableCondition
```

Inheritance

[object](#) ↗ ← Object ← ScriptableObject ← [ScriptableCondition](#) ← WaitEventCondition

Derived

[WaitForGroupEventCondition](#)

Inherited Members

ScriptableObject.SetDirty() , [ScriptableObject.CreateInstance\(string\)](#) ↗ ,
[ScriptableObject.CreateInstance\(Type\)](#) ↗ , ScriptableObject.CreateInstance<T>()

Fields

eventName

```
[SerializeField]  
protected string eventName
```

Field Value

[string](#) ↗

Methods

Verify(DealFSM)

```
public override bool Verify(DealFSM smc)
```

Parameters

smc [DealFSM](#)

Returns

[bool](#) ↗

Class WaitForGroupEventCondition

Namespace: [DEAL.FSM.Condition](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[CreateAssetMenu(menuName = "DealToolkit/FSM/Condition/WaitForGroupEventCondition",
    fileName = "WaitForGroupEvent_Condition")]
public class WaitForGroupEventCondition : WaitEventCondition
```

Inheritance

[object](#) ← Object ← ScriptableObject ← [ScriptableCondition](#) ← [WaitEventCondition](#) ← WaitForGroupEventCondition

Inherited Members

[WaitEventCondition.eventName](#) , ScriptableObject.SetDirty() ,
[ScriptableObject.CreateInstance\(string\)](#) , [ScriptableObject.CreateInstance\(Type\)](#) ,
ScriptableObject.CreateInstance<T>()

Fields

target

```
[SerializeField]
protected ActionActor target
```

Field Value

[ActionActor](#)

targetParams

```
[SerializeField]
protected int[] targetParams
```

Field Value

[int](#)[]

Methods

Verify(DealFSM)

```
public override bool Verify(DealFSM smc)
```

Parameters

smc [DealFSM](#)

Returns

[bool](#)[]

Namespace DEAL.Helper

Classes

[TileHelper](#)

Helper class for manipulating tiles.

[TileHelper.ThreadSafeRandom](#)

Provides a thread-safe random number generator.

Class TileHelper

Namespace: [DEAL.Helper](#)

Assembly: Mustaverse.DEAL.Runtime.dll

Helper class for manipulating tiles.

```
public static class TileHelper
```

Inheritance

[object](#) ← TileHelper

Methods

Shuffle<T>(IList<T>)

```
public static void Shuffle<T>(this IList<T> list) where T : CardSO
```

Parameters

list [IList](#)<T>

Type Parameters

T

Class TileHelper.ThreadSafeRandom

Namespace: [DEAL.Helper](#)

Assembly: Mustaverse.DEAL.Runtime.dll

Provides a thread-safe random number generator.

```
public static class TileHelper.ThreadSafeRandom
```

Inheritance

[object](#) ← TileHelper.ThreadSafeRandom

Properties

ThisThreadsRandom

Gets the random number generator instance for the current thread.

```
public static Random ThisThreadsRandom { get; }
```

Property Value

[Random](#)

Namespace DEAL.UI

Classes

[ConfirmDialog](#)

Represents a dialog box that prompts the user for confirmation.

[DealEngineDialog](#)

[DialogBase](#)

Base class for dialog UI components.

[DialogManager](#)

Represents the UI for a card player.

[DialogMask](#)

[DialogPair](#)

[DialogProperty](#)

[DialogPropertyArray](#)

[DialogPropertyItem](#)

[DialogPropertyItem<T>](#)

[GameInfoView](#)

Represents a view that displays game information.

[SelectButton](#)

Represents a selectable button in the user interface.

[SelectDialog](#)

Represents a dialog that displays a list of selectable buttons.

[ViewManager](#)

Delegates

[ViewManager.ViewEventHandler](#)

Class ConfirmDialog

Namespace: [DEAL.UI](#)

Assembly: Mustaverse.DEAL.Runtime.dll

Represents a dialog box that prompts the user for confirmation.

```
public class ConfirmDialog : DealEngineDialog
```

Inheritance

[object](#) ↗ ← Object ← Component ← Behaviour ← MonoBehaviour ← [DialogBase](#) ← [DealEngineDialog](#) ← ConfirmDialog

Inherited Members

[DealEngineDialog.animator](#) , [DealEngineDialog.ShowDialog\(\)](#) ,
[DealEngineDialog.OnDialogInComplete\(\)](#) , [DealEngineDialog.OnDialogOutComplete\(\)](#) ,
[DealEngineDialog.HideDialog\(\)](#) , [DialogBase.OnOpenDialog](#) , [DialogBase.OnOpenDialogComplete](#) ,
[DialogBase.OnCloseDialog](#) , [DialogBase.OnCloseDialogComplete](#) , [DialogBase.IsShown](#)

Methods

CloseDialog()

Closes the confirm dialog.

```
public override void CloseDialog()
```

DebugCloseDialog()

Simulates clicking the confirm button to close the dialog.

```
public void DebugCloseDialog()
```

InitDialog(Avatar, PopDialogData)

```
public override void InitDialog(Avatar avatar, PopDialogData data)
```

Parameters

avatar [Avatar](#)

data [PopDialogData](#)

Class DealEngineDialog

Namespace: [DEAL.UI](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
public abstract class DealEngineDialog : DialogBase
```

Inheritance

[Object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← [DialogBase](#) ← DealEngineDialog

Derived

[ConfirmDialog](#), [SelectDialog](#)

Inherited Members

[DialogBase.OnOpenDialog](#), [DialogBase.OnOpenDialogComplete](#), [DialogBase.OnCloseDialog](#),
[DialogBase.OnCloseDialogComplete](#), [DialogBase.IsShown](#),
[DialogBase.InitDialog\(Avatar, PopDialogData\)](#).

Fields

animator

```
[SerializeField]  
protected Animator animator
```

Field Value

Animator

Methods

CloseDialog()

Closes the dialog.

```
public override void CloseDialog()
```

HideDialog()

```
public override void HideDialog()
```

OnDialogInComplete()

```
public virtual void OnDialogInComplete()
```

OnDialogOutComplete()

```
public virtual void OnDialogOutComplete()
```

ShowDialog()

Shows the dialog.

```
public override void ShowDialog()
```

Class DialogBase

Namespace: [DEAL.UI](#)

Assembly: Mustaverse.DEAL.Runtime.dll

Base class for dialog UI components.

```
public abstract class DialogBase : MonoBehaviour
```

Inheritance

[object](#) ↗ ← Object ← Component ← Behaviour ← MonoBehaviour ← DialogBase

Derived

[DealEngineDialog](#)

Fields

OnCloseDialog

```
public Action OnCloseDialog
```

Field Value

[Action](#) ↗

OnCloseDialogComplete

```
public Action OnCloseDialogComplete
```

Field Value

[Action](#) ↗

OnOpenDialog

```
public Action OnOpenDialog
```

Field Value

[Action](#)

OnOpenDialogComplete

```
public Action OnOpenDialogComplete
```

Field Value

[Action](#)

Properties

IsShown

Gets a value indicating whether the dialog is currently shown.

```
public bool IsShown { get; }
```

Property Value

[bool](#)

Methods

CloseDialog()

Closes the dialog.

```
public virtual void CloseDialog()
```

HideDialog()

```
public virtual void HideDialog()
```

InitDialog(Avatar, PopDialogData)

```
public abstract void InitDialog(Avatar avatar, PopDialogData data)
```

Parameters

avatar [Avatar](#)

data [PopDialogData](#)

ShowDialog()

Shows the dialog.

```
public virtual void ShowDialog()
```

Class DialogManager

Namespace: [DEAL.UI](#)

Assembly: Mustaverse.DEAL.Runtime.dll

Represents the UI for a card player.

```
public class DialogManager : MonoBehaviour
```

Inheritance

[object](#) ↗ ← Object ← Component ← Behaviour ← MonoBehaviour ← DialogManager

Methods

CloseAllDialogs()

Closes all open dialogs.

```
public void CloseAllDialogs()
```

DebugSelect(int)

Simulates selecting a button in the select dialog by index.

```
public void DebugSelect(int choice)
```

Parameters

choice [int](#) ↗

The index of the button to select.

DebugSelect(string)

Simulates selecting a button in the select dialog by text.

```
public void DebugSelect(string choiceText)
```

Parameters

choiceText [string](#)

The text of the button to select.

OpenDialog(Avatar, PopDialogData)

```
public void OpenDialog(Avatar avatar, PopDialogData data)
```

Parameters

avatar [Avatar](#)

data [PopDialogData](#)

OpenDialogCoroutine(DialogBase)

```
public IEnumerator OpenDialogCoroutine(DialogBase dialog)
```

Parameters

dialog [DialogBase](#)

Returns

[IEnumerator](#)

Class DialogMask

Namespace: [DEAL.UI](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
public class DialogMask : MonoBehaviour
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← DialogMask

Methods

HideMask()

```
public void HideMask()
```

ShowMask()

```
public void ShowMask()
```

Class DialogPair

Namespace: [DEAL.UI](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[Serializable]
public class DialogPair
```

Inheritance

[Object](#) ← DialogPair

Fields

key

```
public DialogType key
```

Field Value

[DialogType](#)

value

```
public DialogBase value
```

Field Value

[DialogBase](#)

Class DialogProperty

Namespace: [DEAL.UI](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[Serializable]
public class DialogProperty
```

Inheritance

[object](#) ← DialogProperty

Fields

property

```
[SerializeReference]
public DialogPropertyItem property
```

Field Value

[DialogPropertyItem](#)

propertyType

```
public GlobalEnum.PropertyType propertyType
```

Field Value

[GlobalEnum.PropertyType](#)

Class DialogPropertyArray

Namespace: [DEAL.UI](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[Serializable]
public class DialogPropertyArray
```

Inheritance

[object](#) ← DialogPropertyArray

Fields

props

```
[SerializeField]
public List<DialogProperty> props
```

Field Value

[List](#)<[DialogProperty](#)>

Class DialogPropertyItem

Namespace: [DEAL.UI](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[Serializable]
public abstract class DialogPropertyItem : ScriptableObject
```

Inheritance

[object](#) ← Object ← ScriptableObject ← DialogPropertyItem

Derived

[DialogPropertyItem<T>](#)

Inherited Members

ScriptableObject.SetDirty() , [ScriptableObject.CreateInstance\(string\)](#) ,
[ScriptableObject.CreateInstance\(Type\)](#) , ScriptableObject.CreateInstance<T>()

Properties

BaseValue

```
public abstract object BaseValue { get; }
```

Property Value

[object](#)

Class DialogPropertyItem<T>

Namespace: [DEAL.UI](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[Serializable]
public abstract class DialogPropertyItem<T> : DialogPropertyItem
```

Type Parameters

T

Inheritance

[object](#) ← Object ← ScriptableObject ← [DialogPropertyItem](#) ← DialogPropertyItem<T>

Derived

[DialogPropertyItemActorArgs](#), [DialogPropertyItemBool](#), [DialogPropertyItemColor](#),
[DialogPropertyItemFloat](#), [DialogPropertyItemInt](#), [DialogPropertyItemObject](#),
[DialogPropertyItemQuaternion](#), [DialogPropertyItemString](#), [DialogPropertyItemVector2](#),
[DialogPropertyItemVector3](#), [DialogPropertyItemVector4](#)

Inherited Members

ScriptableObject.SetDirty() , [ScriptableObject.CreateInstance\(string\)](#) ,
[ScriptableObject.CreateInstance\(Type\)](#) , ScriptableObject.CreateInstance<T>()

Properties

BaseValue

```
public override object BaseValue { get; }
```

Property Value

[object](#)

Value

```
public T Value { get; set; }
```

Property Value

T

Class GameInfoView

Namespace: [DEAL.UI](#)

Assembly: Mustaverse.DEAL.Runtime.dll

Represents a view that displays game information.

```
public class GameInfoView : MonoBehaviour
```

Inheritance

[object](#) ↗ ← Object ← Component ← Behaviour ← MonoBehaviour ← GameInfoView

Class SelectButton

Namespace: [DEAL.UI](#)

Assembly: Mustaverse.DEAL.Runtime.dll

Represents a selectable button in the user interface.

```
public class SelectButton : MonoBehaviour
```

Inheritance

[object](#) ↗ ← Object ← Component ← Behaviour ← MonoBehaviour ← SelectButton

Fields

buttonComponent

```
public Button buttonComponent
```

Field Value

Button

buttonImage

```
public Image buttonImage
```

Field Value

Image

buttonText

```
public TMP_Text buttonText
```

Field Value

TMP_Text

Class SelectDialog

Namespace: [DEAL.UI](#)

Assembly: Mustaverse.DEAL.Runtime.dll

Represents a dialog that displays a list of selectable buttons.

```
public class SelectDialog : DealEngineDialog
```

Inheritance

[object](#) ↗ ← Object ← Component ← Behaviour ← MonoBehaviour ← [DialogBase](#) ← [DealEngineDialog](#) ← SelectDialog

Inherited Members

[DealEngineDialog.animator](#) , [DealEngineDialog.ShowDialog\(\)](#) ,
[DealEngineDialog.OnDialogInComplete\(\)](#) , [DealEngineDialog.OnDialogOutComplete\(\)](#) ,
[DealEngineDialog.HideDialog\(\)](#) , [DialogBase.OnOpenDialog](#) , [DialogBase.OnOpenDialogComplete](#) ,
[DialogBase.OnCloseDialog](#) , [DialogBase.OnCloseDialogComplete](#) , [DialogBase.IsShown](#)

Methods

CloseDialog()

Closes the select dialog.

```
public override void CloseDialog()
```

DebugSelectDialog(int)

Simulates selecting a button in the dialog by index for debugging purposes.

```
public void DebugSelectDialog(int i)
```

Parameters

i [int](#) ↗

The index of the button to select.

DebugSelectDialog(string)

Simulates selecting a button in the dialog by choice text for debugging purposes.

```
public bool DebugSelectDialog(string choiceText)
```

Parameters

choiceText [string](#)

The text of the button to select.

Returns

[bool](#)

True if a button with the specified text is found and selected, false otherwise.

InitDialog(Avatar, PopDialogData)

```
public override void InitDialog(Avatar avatar, PopDialogData data)
```

Parameters

avatar [Avatar](#)

data [PopDialogData](#)

Class ViewManager

Namespace: [DEAL.UI](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
public class ViewManager : MonoBehaviour, IEventListener
```

Inheritance

[Object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← ViewManager

Implements

[IEventListener](#)

Fields

mDialogManager

```
[FormerlySerializedAs("m_cardPlayerUI")]
[SerializeField]
protected DialogManager mDialogManager
```

Field Value

[DialogManager](#)

Properties

Instance

```
public static ViewManager Instance { get; }
```

Property Value

[ViewManager](#)

Methods

AttachViewEventListener(string, ViewEventHandler)

```
protected void AttachViewEventListener(string eventKey, ViewManager.ViewEventHandler  
callback)
```

Parameters

eventKey [string](#)

callback [ViewManager.ViewEventHandler](#)

AttachViewEventListeners()

```
protected virtual void AttachViewEventListeners()
```

OnEvent(EventMsg)

```
public void OnEvent(EventMsg e)
```

Parameters

e [EventMsg](#)

Delegate ViewManager.ViewEventHandler

Namespace: [DEAL.UI](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
protected delegate void ViewManager.ViewEventHandler(ViewEventPayload payload)
```

Parameters

payload [ViewEventPayload](#)

Namespace DEAL.UI.Editor

Classes

[DialogPropertyArrayDrawer](#)

Class DialogPropertyArrayDrawer

Namespace: [DEAL.UI.Editor](#)

Assembly: Mustaverse.DEAL.Runtime.dll

```
[CustomPropertyDrawer(typeof(DialogPropertyArray), true)]
public class DialogPropertyArrayDrawer : PropertyDrawer
```

Inheritance

[object](#) ← GUIDrawer ← PropertyDrawer ← DialogPropertyArrayDrawer

Inherited Members

PropertyDrawer.CreatePropertyGUI(SerializedProperty) ,
PropertyDrawer.CanCacheInInspectorGUI(SerializedProperty) , PropertyDrawer.attribute ,
PropertyDrawer.fieldInfo

Methods

GetPropertyHeight(SerializedProperty, GUIContent)

Override this method to specify how tall the GUI for this field is in pixels.

```
public override float GetPropertyHeight(SerializedProperty property,
GUIContent label)
```

Parameters

property SerializedProperty

The SerializedProperty to make the custom GUI for.

label GUIContent

The label of this property.

Returns

[float](#)

The height in pixels.

OnGUI(Rect, SerializedProperty, GUIContent)

Override this method to make your own IMGUI based GUI for the property.

```
public override void OnGUI(Rect position, SerializedProperty property,  
                           GUIContent label)
```

Parameters

position Rect

Rectangle on the screen to use for the property GUI.

property SerializedProperty

The SerializedProperty to make the custom GUI for.

label GUIContent

The label of this property.