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| --- |
| [Type the company name] |
| GearVRGame-Proeve Reference |
| [Type the document subtitle] |

|  |
| --- |
| [Type the author name]  [Pick the date] |

Table of Contents

[Press ALT+A and F9 to update the TOC and other fields]

GearVRGame-Proeve Reference

Namespaces

[<default>](#topic_00000000000001A5), [Curves](#topic_0000000000000112), [EnemyNav](#topic_00000000000000F1)

<default> Namespace

Classes

[AudioAnimatedObject](#topic_0000000000000000), [AudioData](#topic_000000000000000B), [AudioVisualizerSpawner](#topic_0000000000000013), [AudioVolumeHolder](#topic_000000000000001D), [Bezier](#topic_0000000000000104), [Building](#topic_000000000000005F), [CamControls](#topic_000000000000017A), [CheckSettings](#topic_0000000000000161), [DontDestroyOnLoad](#topic_0000000000000086), [Drone](#topic_00000000000000B6), [FollowObject](#topic_000000000000007F), [GameFreeze](#topic_000000000000013C), [GameSettings](#topic_0000000000000166), [GazeButton](#topic_0000000000000141), [GazeInput](#topic_000000000000014E), [GraphicsToggle](#topic_000000000000016B), [LoadAdditive](#topic_000000000000019A), [NextSceneButton](#topic_000000000000019C), [Node](#topic_0000000000000076), [PathCreator](#topic_0000000000000128), [PathPlacer](#topic_0000000000000107), [QuitGame](#topic_000000000000019F), [RaycastLaser](#topic_0000000000000180), [RoadCreator](#topic_000000000000010B), [RotateTurret](#topic_000000000000018F), [RotateWithTarget](#topic_000000000000015D), [ScoreDisplay](#topic_0000000000000089), [ScoreManager](#topic_000000000000008E), [SettingsToggle](#topic_0000000000000170), [ShowAndHide](#topic_00000000000001A1), [SoundController](#topic_0000000000000025), [SoundManager](#topic_0000000000000040), [Swarm](#topic_00000000000000C3), [SwarmAttack](#topic_00000000000000D1), [SwarmContainer](#topic_00000000000000DA), [SwarmNavigation](#topic_00000000000000E3), [SwarmSpawner](#topic_00000000000000F7), [Test](#topic_0000000000000096), [Timer](#topic_000000000000009A), [TimerTest](#topic_00000000000000AE), [ToggleColor](#topic_0000000000000174), [TrainWaypoint](#topic_0000000000000133), [UpdateVolumeSlider](#topic_0000000000000049), [VolumeChanger](#topic_0000000000000052)

Interfaces

[IDamagable](#topic_0000000000000158)

AudioAnimatedObject Class

Influences the animatior normalizedTime based on the AudioData.GetFloat(range) height \* amplify.
To create a smoother animation it uses MoveTowards with barSpeed so the speed can be edited in
the inspector.

[System.Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)

[UnityEngine.Object](http://msdn.microsoft.com/en-us/library/unityengine.object.aspx)

[UnityEngine.Component](http://msdn.microsoft.com/en-us/library/unityengine.component.aspx)

[UnityEngine.Behaviour](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.aspx)

[UnityEngine.MonoBehaviour](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.aspx)

**AudioAnimatedObject**

|  |
| --- |
| **[JScript]**  public class AudioAnimatedObject  extends **MonoBehaviour** |

Requirements

**Namespace:**[<default>](#topic_00000000000001A5)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](http://msdn.microsoft.com/en-us/library/unityengine.component.animation.aspx) (inherited from **Component**), [audio](http://msdn.microsoft.com/en-us/library/unityengine.component.audio.aspx) (inherited from **Component**), [camera](http://msdn.microsoft.com/en-us/library/unityengine.component.camera.aspx) (inherited from **Component**), [collider](http://msdn.microsoft.com/en-us/library/unityengine.component.collider.aspx) (inherited from **Component**), [collider2D](http://msdn.microsoft.com/en-us/library/unityengine.component.collider2d.aspx) (inherited from **Component**), [constantForce](http://msdn.microsoft.com/en-us/library/unityengine.component.constantforce.aspx) (inherited from **Component**), [enabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.enabled.aspx) (inherited from **Behaviour**), [gameObject](http://msdn.microsoft.com/en-us/library/unityengine.component.gameobject.aspx) (inherited from **Component**), [guiElement](http://msdn.microsoft.com/en-us/library/unityengine.component.guielement.aspx) (inherited from **Component**), [guiText](http://msdn.microsoft.com/en-us/library/unityengine.component.guitext.aspx) (inherited from **Component**), [guiTexture](http://msdn.microsoft.com/en-us/library/unityengine.component.guitexture.aspx) (inherited from **Component**), [hideFlags](http://msdn.microsoft.com/en-us/library/unityengine.object.hideflags.aspx) (inherited from **Object**), [hingeJoint](http://msdn.microsoft.com/en-us/library/unityengine.component.hingejoint.aspx) (inherited from **Component**), [isActiveAndEnabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.isactiveandenabled.aspx) (inherited from **Behaviour**), [light](http://msdn.microsoft.com/en-us/library/unityengine.component.light.aspx) (inherited from **Component**), [meshRendererAvailable](#topic_0000000000000008), [name](http://msdn.microsoft.com/en-us/library/unityengine.object.name.aspx) (inherited from **Object**), [networkView](http://msdn.microsoft.com/en-us/library/unityengine.component.networkview.aspx) (inherited from **Component**), [particleEmitter](http://msdn.microsoft.com/en-us/library/unityengine.component.particleemitter.aspx) (inherited from **Component**), [particleSystem](http://msdn.microsoft.com/en-us/library/unityengine.component.particlesystem.aspx) (inherited from **Component**), [renderer](http://msdn.microsoft.com/en-us/library/unityengine.component.renderer.aspx) (inherited from **Component**), [rigidbody](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody.aspx) (inherited from **Component**), [rigidbody2D](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody2d.aspx) (inherited from **Component**), [runInEditMode](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.runineditmode.aspx) (inherited from **MonoBehaviour**), [tag](http://msdn.microsoft.com/en-us/library/unityengine.component.tag.aspx) (inherited from **Component**), [transform](http://msdn.microsoft.com/en-us/library/unityengine.component.transform.aspx) (inherited from **Component**), [useGUILayout](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.useguilayout.aspx) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.broadcastmessage.aspx) (inherited from **Component**), [CancelInvoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.cancelinvoke.aspx) (inherited from **MonoBehaviour**), [CompareTag](http://msdn.microsoft.com/en-us/library/unityengine.component.comparetag.aspx) (inherited from **Component**), [Equals](http://msdn.microsoft.com/en-us/library/unityengine.object.equals.aspx) (inherited from **Object**), [Finalize](http://msdn.microsoft.com/en-us/library/system.object.finalize.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [FixedUpdate](#topic_000000000000000A), [GetComponent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponent.aspx) (inherited from **Component**), [GetComponentInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinchildren.aspx) (inherited from **Component**), [GetComponentInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinparent%60%601.aspx) (inherited from **Component**), [GetComponents](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponents%60%601.aspx) (inherited from **Component**), [GetComponentsInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinchildren.aspx) (inherited from **Component**), [GetComponentsInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinparent%60%601.aspx) (inherited from **Component**), [GetHashCode](http://msdn.microsoft.com/en-us/library/unityengine.object.gethashcode.aspx) (inherited from **Object**), [GetInstanceID](http://msdn.microsoft.com/en-us/library/unityengine.object.getinstanceid.aspx) (inherited from **Object**), [GetType](http://msdn.microsoft.com/en-us/library/system.object.gettype.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Invoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invoke.aspx) (inherited from **MonoBehaviour**), [InvokeRepeating](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invokerepeating.aspx) (inherited from **MonoBehaviour**), [IsInvoking](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.isinvoking.aspx) (inherited from **MonoBehaviour**), [MemberwiseClone](http://msdn.microsoft.com/en-us/library/system.object.memberwiseclone.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [SendMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessage.aspx) (inherited from **Component**), [SendMessageUpwards](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessageupwards.aspx) (inherited from **Component**), [Start](#topic_0000000000000009), [StartCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine.aspx) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine_auto.aspx) (inherited from **MonoBehaviour**), [StopAllCoroutines](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopallcoroutines.aspx) (inherited from **MonoBehaviour**), [StopCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopcoroutine.aspx) (inherited from **MonoBehaviour**), [ToString](http://msdn.microsoft.com/en-us/library/unityengine.object.tostring.aspx) (inherited from **Object**)

Fields

[amplify](#topic_0000000000000003), [animator](#topic_0000000000000001), [barSpeed](#topic_0000000000000004), [color](#topic_0000000000000005), [mat](#topic_0000000000000007), [meshRenderer](#topic_0000000000000006), [range](#topic_0000000000000002)

AudioAnimatedObject.meshRendererAvailable Property

If no MeshRenderer was set, this is false to prevent errors.

|  |  |
| --- | --- |
| C# |  |
| private [bool](http://msdn.microsoft.com/en-us/library/system.boolean.aspx) meshRendererAvailable {get;} | |

|  |
| --- |
| **[JScript]**  private function get meshRendererAvailable() : [boolean](http://msdn.microsoft.com/en-us/library/system.boolean.aspx); |

See Also

Applies to: [AudioAnimatedObject](#topic_0000000000000000)

AudioAnimatedObject.FixedUpdate Method

Gets the current volume at range, amplfies it by amplfy and gives it to the animator.
Sets the material's color too.

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) FixedUpdate() | |

|  |
| --- |
| **[JScript]**  private function FixedUpdate(); |

See Also

Applies to: [AudioAnimatedObject](#topic_0000000000000000)

AudioAnimatedObject.Start Method

Set up the animator and check if there is a MeshRenderer available
to edit the material of.

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Start() | |

|  |
| --- |
| **[JScript]**  private function Start(); |

See Also

Applies to: [AudioAnimatedObject](#topic_0000000000000000)

amplify Field

How strong will the float from AudioData be?

|  |  |
| --- | --- |
| C# |  |
| public [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) amplify | |

|  |
| --- |
| **[JScript]**  public amplify : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) |

See Also

Applies to: [AudioAnimatedObject](#topic_0000000000000000)

animator Field

To SetFloat the normalizedTime.

|  |  |
| --- | --- |
| C# |  |
| private **Animator** animator | |

|  |
| --- |
| **[JScript]**  private animator : **Animator** |

See Also

Applies to: [AudioAnimatedObject](#topic_0000000000000000)

barSpeed Field

How fast can the animation move?

|  |  |
| --- | --- |
| C# |  |
| public [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) barSpeed | |

|  |
| --- |
| **[JScript]**  public barSpeed : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) |

See Also

Applies to: [AudioAnimatedObject](#topic_0000000000000000)

color Field

To animate the Material color.

|  |  |
| --- | --- |
| C# |  |
| public **Color** color | |

|  |
| --- |
| **[JScript]**  public color : **Color** |

See Also

Applies to: [AudioAnimatedObject](#topic_0000000000000000)

mat Field

To store a reference to the instance of the material
we're editing.

|  |  |
| --- | --- |
| C# |  |
| private **Material** mat | |

|  |
| --- |
| **[JScript]**  private mat : **Material** |

See Also

Applies to: [AudioAnimatedObject](#topic_0000000000000000)

meshRenderer Field

To grab the material.

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **MeshRenderer** meshRenderer | |

|  |
| --- |
| **[JScript]**  private   SerializeField() meshRenderer : **MeshRenderer** |

See Also

Applies to: [AudioAnimatedObject](#topic_0000000000000000)

range Field

What range on the AudioData?

|  |  |
| --- | --- |
| C# |  |
| public [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) range | |

|  |
| --- |
| **[JScript]**  public range : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) |

See Also

Applies to: [AudioAnimatedObject](#topic_0000000000000000)

AudioData Class

Get the SpectrumData from an AudioSource and allows other components to listen to it.

[System.Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)

[UnityEngine.Object](http://msdn.microsoft.com/en-us/library/unityengine.object.aspx)

[UnityEngine.Component](http://msdn.microsoft.com/en-us/library/unityengine.component.aspx)

[UnityEngine.Behaviour](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.aspx)

[UnityEngine.MonoBehaviour](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.aspx)

**AudioData**

|  |  |
| --- | --- |
| C# |  |
| public class AudioData : **MonoBehaviour** | |

|  |
| --- |
| **[JScript]**  public class AudioData  extends **MonoBehaviour** |

Requirements

**Namespace:**[<default>](#topic_00000000000001A5)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](http://msdn.microsoft.com/en-us/library/unityengine.component.animation.aspx) (inherited from **Component**), [audio](http://msdn.microsoft.com/en-us/library/unityengine.component.audio.aspx) (inherited from **Component**), [camera](http://msdn.microsoft.com/en-us/library/unityengine.component.camera.aspx) (inherited from **Component**), [collider](http://msdn.microsoft.com/en-us/library/unityengine.component.collider.aspx) (inherited from **Component**), [collider2D](http://msdn.microsoft.com/en-us/library/unityengine.component.collider2d.aspx) (inherited from **Component**), [constantForce](http://msdn.microsoft.com/en-us/library/unityengine.component.constantforce.aspx) (inherited from **Component**), [enabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.enabled.aspx) (inherited from **Behaviour**), [gameObject](http://msdn.microsoft.com/en-us/library/unityengine.component.gameobject.aspx) (inherited from **Component**), [guiElement](http://msdn.microsoft.com/en-us/library/unityengine.component.guielement.aspx) (inherited from **Component**), [guiText](http://msdn.microsoft.com/en-us/library/unityengine.component.guitext.aspx) (inherited from **Component**), [guiTexture](http://msdn.microsoft.com/en-us/library/unityengine.component.guitexture.aspx) (inherited from **Component**), [hideFlags](http://msdn.microsoft.com/en-us/library/unityengine.object.hideflags.aspx) (inherited from **Object**), [hingeJoint](http://msdn.microsoft.com/en-us/library/unityengine.component.hingejoint.aspx) (inherited from **Component**), [isActiveAndEnabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.isactiveandenabled.aspx) (inherited from **Behaviour**), [light](http://msdn.microsoft.com/en-us/library/unityengine.component.light.aspx) (inherited from **Component**), [name](http://msdn.microsoft.com/en-us/library/unityengine.object.name.aspx) (inherited from **Object**), [networkView](http://msdn.microsoft.com/en-us/library/unityengine.component.networkview.aspx) (inherited from **Component**), [particleEmitter](http://msdn.microsoft.com/en-us/library/unityengine.component.particleemitter.aspx) (inherited from **Component**), [particleSystem](http://msdn.microsoft.com/en-us/library/unityengine.component.particlesystem.aspx) (inherited from **Component**), [renderer](http://msdn.microsoft.com/en-us/library/unityengine.component.renderer.aspx) (inherited from **Component**), [rigidbody](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody.aspx) (inherited from **Component**), [rigidbody2D](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody2d.aspx) (inherited from **Component**), [runInEditMode](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.runineditmode.aspx) (inherited from **MonoBehaviour**), [tag](http://msdn.microsoft.com/en-us/library/unityengine.component.tag.aspx) (inherited from **Component**), [transform](http://msdn.microsoft.com/en-us/library/unityengine.component.transform.aspx) (inherited from **Component**), [useGUILayout](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.useguilayout.aspx) (inherited from **MonoBehaviour**)

Methods

[Awake](#topic_0000000000000010), [BroadcastMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.broadcastmessage.aspx) (inherited from **Component**), [CancelInvoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.cancelinvoke.aspx) (inherited from **MonoBehaviour**), [CompareTag](http://msdn.microsoft.com/en-us/library/unityengine.component.comparetag.aspx) (inherited from **Component**), [Equals](http://msdn.microsoft.com/en-us/library/unityengine.object.equals.aspx) (inherited from **Object**), [Finalize](http://msdn.microsoft.com/en-us/library/system.object.finalize.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [FixedUpdate](#topic_0000000000000011), [GetComponent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponent.aspx) (inherited from **Component**), [GetComponentInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinchildren.aspx) (inherited from **Component**), [GetComponentInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinparent%60%601.aspx) (inherited from **Component**), [GetComponents](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponents%60%601.aspx) (inherited from **Component**), [GetComponentsInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinchildren.aspx) (inherited from **Component**), [GetComponentsInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinparent%60%601.aspx) (inherited from **Component**), [GetFloat](#topic_0000000000000012), [GetHashCode](http://msdn.microsoft.com/en-us/library/unityengine.object.gethashcode.aspx) (inherited from **Object**), [GetInstanceID](http://msdn.microsoft.com/en-us/library/unityengine.object.getinstanceid.aspx) (inherited from **Object**), [GetType](http://msdn.microsoft.com/en-us/library/system.object.gettype.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Invoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invoke.aspx) (inherited from **MonoBehaviour**), [InvokeRepeating](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invokerepeating.aspx) (inherited from **MonoBehaviour**), [IsInvoking](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.isinvoking.aspx) (inherited from **MonoBehaviour**), [MemberwiseClone](http://msdn.microsoft.com/en-us/library/system.object.memberwiseclone.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [SendMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessage.aspx) (inherited from **Component**), [SendMessageUpwards](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessageupwards.aspx) (inherited from **Component**), [StartCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine.aspx) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine_auto.aspx) (inherited from **MonoBehaviour**), [StopAllCoroutines](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopallcoroutines.aspx) (inherited from **MonoBehaviour**), [StopCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopcoroutine.aspx) (inherited from **MonoBehaviour**), [ToString](http://msdn.microsoft.com/en-us/library/unityengine.object.tostring.aspx) (inherited from **Object**)

Fields

[audioRange](#topic_000000000000000C), [audioSource](#topic_000000000000000E), [audioSpectrumData](#topic_000000000000000F), [instance](#topic_000000000000000D)

AudioData.Awake Method

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Awake() | |

|  |
| --- |
| **[JScript]**  private function Awake(); |

See Also

Applies to: [AudioData](#topic_000000000000000B)

AudioData.FixedUpdate Method

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) FixedUpdate() | |

|  |
| --- |
| **[JScript]**  private function FixedUpdate(); |

See Also

Applies to: [AudioData](#topic_000000000000000B)

AudioData.GetFloat Method

|  |  |
| --- | --- |
| C# |  |
| public static [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) GetFloat(  [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) *range* ) | |

|  |
| --- |
| **[JScript]**  public static function GetFloat(  *range* : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) ) : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx); |

Parameters

range

|  |
| --- |
|  |

See Also

Applies to: [AudioData](#topic_000000000000000B)

audioRange Field

|  |  |
| --- | --- |
| C# |  |
| [Header("MUST BE A POWER OF TWO!")] public [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) audioRange | |

|  |
| --- |
| **[JScript]**  public   Header("MUST BE A POWER OF TWO!") audioRange : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) |

See Also

Applies to: [AudioData](#topic_000000000000000B)

audioSource Field

|  |  |
| --- | --- |
| C# |  |
| private **AudioSource** audioSource | |

|  |
| --- |
| **[JScript]**  private audioSource : **AudioSource** |

See Also

Applies to: [AudioData](#topic_000000000000000B)

audioSpectrumData Field

|  |  |
| --- | --- |
| C# |  |
| private [float](http://msdn.microsoft.com/en-us/library/system.single.aspx)[] audioSpectrumData | |

|  |
| --- |
| **[JScript]**  private audioSpectrumData : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx)[] |

See Also

Applies to: [AudioData](#topic_000000000000000B)

instance Field

|  |  |
| --- | --- |
| C# |  |
| private static [AudioData](#topic_000000000000000B) instance | |

|  |
| --- |
| **[JScript]**  private static instance : [AudioData](#topic_000000000000000B) |

See Also

Applies to: [AudioData](#topic_000000000000000B)

AudioVisualizerSpawner Class

Used to easily create a visualizer.
Can be extended to allow more visualizer types.

[System.Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)

[UnityEngine.Object](http://msdn.microsoft.com/en-us/library/unityengine.object.aspx)

[UnityEngine.Component](http://msdn.microsoft.com/en-us/library/unityengine.component.aspx)

[UnityEngine.Behaviour](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.aspx)

[UnityEngine.MonoBehaviour](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.aspx)

**AudioVisualizerSpawner**

|  |  |
| --- | --- |
| C# |  |
| public class AudioVisualizerSpawner : **MonoBehaviour** | |

|  |
| --- |
| **[JScript]**  public class AudioVisualizerSpawner  extends **MonoBehaviour** |

Requirements

**Namespace:**[<default>](#topic_00000000000001A5)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](http://msdn.microsoft.com/en-us/library/unityengine.component.animation.aspx) (inherited from **Component**), [audio](http://msdn.microsoft.com/en-us/library/unityengine.component.audio.aspx) (inherited from **Component**), [camera](http://msdn.microsoft.com/en-us/library/unityengine.component.camera.aspx) (inherited from **Component**), [collider](http://msdn.microsoft.com/en-us/library/unityengine.component.collider.aspx) (inherited from **Component**), [collider2D](http://msdn.microsoft.com/en-us/library/unityengine.component.collider2d.aspx) (inherited from **Component**), [constantForce](http://msdn.microsoft.com/en-us/library/unityengine.component.constantforce.aspx) (inherited from **Component**), [enabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.enabled.aspx) (inherited from **Behaviour**), [gameObject](http://msdn.microsoft.com/en-us/library/unityengine.component.gameobject.aspx) (inherited from **Component**), [guiElement](http://msdn.microsoft.com/en-us/library/unityengine.component.guielement.aspx) (inherited from **Component**), [guiText](http://msdn.microsoft.com/en-us/library/unityengine.component.guitext.aspx) (inherited from **Component**), [guiTexture](http://msdn.microsoft.com/en-us/library/unityengine.component.guitexture.aspx) (inherited from **Component**), [hideFlags](http://msdn.microsoft.com/en-us/library/unityengine.object.hideflags.aspx) (inherited from **Object**), [hingeJoint](http://msdn.microsoft.com/en-us/library/unityengine.component.hingejoint.aspx) (inherited from **Component**), [isActiveAndEnabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.isactiveandenabled.aspx) (inherited from **Behaviour**), [light](http://msdn.microsoft.com/en-us/library/unityengine.component.light.aspx) (inherited from **Component**), [name](http://msdn.microsoft.com/en-us/library/unityengine.object.name.aspx) (inherited from **Object**), [networkView](http://msdn.microsoft.com/en-us/library/unityengine.component.networkview.aspx) (inherited from **Component**), [particleEmitter](http://msdn.microsoft.com/en-us/library/unityengine.component.particleemitter.aspx) (inherited from **Component**), [particleSystem](http://msdn.microsoft.com/en-us/library/unityengine.component.particlesystem.aspx) (inherited from **Component**), [renderer](http://msdn.microsoft.com/en-us/library/unityengine.component.renderer.aspx) (inherited from **Component**), [rigidbody](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody.aspx) (inherited from **Component**), [rigidbody2D](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody2d.aspx) (inherited from **Component**), [runInEditMode](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.runineditmode.aspx) (inherited from **MonoBehaviour**), [tag](http://msdn.microsoft.com/en-us/library/unityengine.component.tag.aspx) (inherited from **Component**), [transform](http://msdn.microsoft.com/en-us/library/unityengine.component.transform.aspx) (inherited from **Component**), [useGUILayout](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.useguilayout.aspx) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.broadcastmessage.aspx) (inherited from **Component**), [CancelInvoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.cancelinvoke.aspx) (inherited from **MonoBehaviour**), [CompareTag](http://msdn.microsoft.com/en-us/library/unityengine.component.comparetag.aspx) (inherited from **Component**), [CreateObject](#topic_000000000000001C), [Equals](http://msdn.microsoft.com/en-us/library/unityengine.object.equals.aspx) (inherited from **Object**), [Finalize](http://msdn.microsoft.com/en-us/library/system.object.finalize.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [GetComponent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponent.aspx) (inherited from **Component**), [GetComponentInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinchildren.aspx) (inherited from **Component**), [GetComponentInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinparent%60%601.aspx) (inherited from **Component**), [GetComponents](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponents%60%601.aspx) (inherited from **Component**), [GetComponentsInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinchildren.aspx) (inherited from **Component**), [GetComponentsInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinparent%60%601.aspx) (inherited from **Component**), [GetHashCode](http://msdn.microsoft.com/en-us/library/unityengine.object.gethashcode.aspx) (inherited from **Object**), [GetInstanceID](http://msdn.microsoft.com/en-us/library/unityengine.object.getinstanceid.aspx) (inherited from **Object**), [GetType](http://msdn.microsoft.com/en-us/library/system.object.gettype.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Invoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invoke.aspx) (inherited from **MonoBehaviour**), [InvokeRepeating](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invokerepeating.aspx) (inherited from **MonoBehaviour**), [IsInvoking](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.isinvoking.aspx) (inherited from **MonoBehaviour**), [MemberwiseClone](http://msdn.microsoft.com/en-us/library/system.object.memberwiseclone.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [SendMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessage.aspx) (inherited from **Component**), [SendMessageUpwards](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessageupwards.aspx) (inherited from **Component**), [Start](#topic_000000000000001B), [StartCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine.aspx) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine_auto.aspx) (inherited from **MonoBehaviour**), [StopAllCoroutines](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopallcoroutines.aspx) (inherited from **MonoBehaviour**), [StopCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopcoroutine.aspx) (inherited from **MonoBehaviour**), [ToString](http://msdn.microsoft.com/en-us/library/unityengine.object.tostring.aspx) (inherited from **Object**)

Enumerations

[VisualizerType](#topic_0000000000000018)

Fields

[audioVisualizerPrefab](#topic_0000000000000016), [moduloDivider](#topic_0000000000000015), [visualizerType](#topic_0000000000000017), [width](#topic_0000000000000014)

AudioVisualizerSpawner.CreateObject Method

The instantiating and placing of the prefabs is identical for each VisualizerType
so having it seperate from the for loops in Start() is much better.

|  |  |
| --- | --- |
| C# |  |
| private **GameObject** CreateObject(  **Vector3** *localPosition*,  **Quaternion** *localRotation*,  [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) *range* ) | |

|  |
| --- |
| **[JScript]**  private function CreateObject(  *localPosition* : **Vector3**,  *localRotation* : **Quaternion**,  *range* : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) ) : **GameObject**; |

Parameters

localPosition

|  |
| --- |
| Position it's set to. |

localRotation

|  |
| --- |
| Rotation it's set to. |

range

|  |
| --- |
| The range it will listen to. |

See Also

Applies to: [AudioVisualizerSpawner](#topic_0000000000000013)

AudioVisualizerSpawner.Start Method

Gets the selected visualzer typer and
genererates it accordingly.

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Start() | |

|  |
| --- |
| **[JScript]**  private function Start(); |

See Also

Applies to: [AudioVisualizerSpawner](#topic_0000000000000013)

VisualizerType Enumeration

A list of VisualizerTypes,
enum to make it easier to understand
what you're selecting.

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| StraightMiddleToOuter | 1 |  |
| StraightOuterToMiddle | 0 |  |

Requirements

**Namespace:**[<default>](#topic_00000000000001A5)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

See Also

Applies to: [AudioVisualizerSpawner](#topic_0000000000000013)

audioVisualizerPrefab Field

A reference to the prefab used to instantiate all visualizers.

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **GameObject** audioVisualizerPrefab | |

|  |
| --- |
| **[JScript]**  private   SerializeField() audioVisualizerPrefab : **GameObject** |

See Also

Applies to: [AudioVisualizerSpawner](#topic_0000000000000013)

moduloDivider Field

The divider used by the modulo to have multiple visulizer prefabs be the same range.

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) moduloDivider | |

|  |
| --- |
| **[JScript]**  private   SerializeField() moduloDivider : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) |

See Also

Applies to: [AudioVisualizerSpawner](#topic_0000000000000013)

visualizerType Field

The type we will be spawned.

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [VisualizerType](#topic_0000000000000018) visualizerType | |

|  |
| --- |
| **[JScript]**  private   SerializeField() visualizerType : [VisualizerType](#topic_0000000000000018) |

See Also

Applies to: [AudioVisualizerSpawner](#topic_0000000000000013)

width Field

How big will it be?

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) width | |

|  |
| --- |
| **[JScript]**  private   SerializeField() width : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) |

See Also

Applies to: [AudioVisualizerSpawner](#topic_0000000000000013)

AudioVolumeHolder Class

[System.Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)

[UnityEngine.Object](http://msdn.microsoft.com/en-us/library/unityengine.object.aspx)

[UnityEngine.Component](http://msdn.microsoft.com/en-us/library/unityengine.component.aspx)

[UnityEngine.Behaviour](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.aspx)

[UnityEngine.MonoBehaviour](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.aspx)

**AudioVolumeHolder**

|  |  |
| --- | --- |
| C# |  |
| public class AudioVolumeHolder : **MonoBehaviour** | |

|  |
| --- |
| **[JScript]**  public class AudioVolumeHolder  extends **MonoBehaviour** |

Requirements

**Namespace:**[<default>](#topic_00000000000001A5)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[MusicVolume](#topic_0000000000000023), [SFXVolume](#topic_0000000000000024), [animation](http://msdn.microsoft.com/en-us/library/unityengine.component.animation.aspx) (inherited from **Component**), [audio](http://msdn.microsoft.com/en-us/library/unityengine.component.audio.aspx) (inherited from **Component**), [camera](http://msdn.microsoft.com/en-us/library/unityengine.component.camera.aspx) (inherited from **Component**), [collider](http://msdn.microsoft.com/en-us/library/unityengine.component.collider.aspx) (inherited from **Component**), [collider2D](http://msdn.microsoft.com/en-us/library/unityengine.component.collider2d.aspx) (inherited from **Component**), [constantForce](http://msdn.microsoft.com/en-us/library/unityengine.component.constantforce.aspx) (inherited from **Component**), [enabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.enabled.aspx) (inherited from **Behaviour**), [gameObject](http://msdn.microsoft.com/en-us/library/unityengine.component.gameobject.aspx) (inherited from **Component**), [guiElement](http://msdn.microsoft.com/en-us/library/unityengine.component.guielement.aspx) (inherited from **Component**), [guiText](http://msdn.microsoft.com/en-us/library/unityengine.component.guitext.aspx) (inherited from **Component**), [guiTexture](http://msdn.microsoft.com/en-us/library/unityengine.component.guitexture.aspx) (inherited from **Component**), [hideFlags](http://msdn.microsoft.com/en-us/library/unityengine.object.hideflags.aspx) (inherited from **Object**), [hingeJoint](http://msdn.microsoft.com/en-us/library/unityengine.component.hingejoint.aspx) (inherited from **Component**), [isActiveAndEnabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.isactiveandenabled.aspx) (inherited from **Behaviour**), [light](http://msdn.microsoft.com/en-us/library/unityengine.component.light.aspx) (inherited from **Component**), [name](http://msdn.microsoft.com/en-us/library/unityengine.object.name.aspx) (inherited from **Object**), [networkView](http://msdn.microsoft.com/en-us/library/unityengine.component.networkview.aspx) (inherited from **Component**), [particleEmitter](http://msdn.microsoft.com/en-us/library/unityengine.component.particleemitter.aspx) (inherited from **Component**), [particleSystem](http://msdn.microsoft.com/en-us/library/unityengine.component.particlesystem.aspx) (inherited from **Component**), [renderer](http://msdn.microsoft.com/en-us/library/unityengine.component.renderer.aspx) (inherited from **Component**), [rigidbody](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody.aspx) (inherited from **Component**), [rigidbody2D](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody2d.aspx) (inherited from **Component**), [runInEditMode](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.runineditmode.aspx) (inherited from **MonoBehaviour**), [tag](http://msdn.microsoft.com/en-us/library/unityengine.component.tag.aspx) (inherited from **Component**), [transform](http://msdn.microsoft.com/en-us/library/unityengine.component.transform.aspx) (inherited from **Component**), [useGUILayout](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.useguilayout.aspx) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.broadcastmessage.aspx) (inherited from **Component**), [CancelInvoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.cancelinvoke.aspx) (inherited from **MonoBehaviour**), [CompareTag](http://msdn.microsoft.com/en-us/library/unityengine.component.comparetag.aspx) (inherited from **Component**), [Equals](http://msdn.microsoft.com/en-us/library/unityengine.object.equals.aspx) (inherited from **Object**), [Finalize](http://msdn.microsoft.com/en-us/library/system.object.finalize.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [GetComponent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponent.aspx) (inherited from **Component**), [GetComponentInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinchildren.aspx) (inherited from **Component**), [GetComponentInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinparent%60%601.aspx) (inherited from **Component**), [GetComponents](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponents%60%601.aspx) (inherited from **Component**), [GetComponentsInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinchildren.aspx) (inherited from **Component**), [GetComponentsInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinparent%60%601.aspx) (inherited from **Component**), [GetHashCode](http://msdn.microsoft.com/en-us/library/unityengine.object.gethashcode.aspx) (inherited from **Object**), [GetInstanceID](http://msdn.microsoft.com/en-us/library/unityengine.object.getinstanceid.aspx) (inherited from **Object**), [GetType](http://msdn.microsoft.com/en-us/library/system.object.gettype.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Invoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invoke.aspx) (inherited from **MonoBehaviour**), [InvokeRepeating](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invokerepeating.aspx) (inherited from **MonoBehaviour**), [IsInvoking](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.isinvoking.aspx) (inherited from **MonoBehaviour**), [MemberwiseClone](http://msdn.microsoft.com/en-us/library/system.object.memberwiseclone.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [SendMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessage.aspx) (inherited from **Component**), [SendMessageUpwards](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessageupwards.aspx) (inherited from **Component**), [StartCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine.aspx) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine_auto.aspx) (inherited from **MonoBehaviour**), [StopAllCoroutines](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopallcoroutines.aspx) (inherited from **MonoBehaviour**), [StopCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopcoroutine.aspx) (inherited from **MonoBehaviour**), [ToString](http://msdn.microsoft.com/en-us/library/unityengine.object.tostring.aspx) (inherited from **Object**)

Classes

[VolumeChangeEvent](#topic_0000000000000020)

Fields

[OnMusicChange](#topic_0000000000000022), [OnSFXChange](#topic_0000000000000021), [musicVolume](#topic_000000000000001E), [sfxVolume](#topic_000000000000001F)

AudioVolumeHolder.MusicVolume Property

|  |  |
| --- | --- |
| C# |  |
| public [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) MusicVolume {get; set;} | |

|  |
| --- |
| **[JScript]**  public function get MusicVolume() : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx); public function set MusicVolume(value : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx)); |

See Also

Applies to: [AudioVolumeHolder](#topic_000000000000001D)

AudioVolumeHolder.SFXVolume Property

|  |  |
| --- | --- |
| C# |  |
| public [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) SFXVolume {get; set;} | |

|  |
| --- |
| **[JScript]**  public function get SFXVolume() : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx); public function set SFXVolume(value : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx)); |

See Also

Applies to: [AudioVolumeHolder](#topic_000000000000001D)

VolumeChangeEvent Class

[System.Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)

[UnityEngine.Events.UnityEventBase](http://msdn.microsoft.com/en-us/library/unityengine.events.unityeventbase.aspx)

[UnityEngine.Events.UnityEvent<T0>](http://msdn.microsoft.com/en-us/library/unityengine.events.unityevent%601.aspx)

**AudioVolumeHolder.VolumeChangeEvent**

|  |  |
| --- | --- |
| C# |  |
| [System.Serializable()] public class VolumeChangeEvent : **UnityEvent**<[float](http://msdn.microsoft.com/en-us/library/system.single.aspx)> | |

|  |
| --- |
| **[JScript]**  JScript does not support generic types and methods. |

Requirements

**Namespace:**[<default>](#topic_00000000000001A5)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[AddListener](http://msdn.microsoft.com/en-us/library/unityengine.events.unityevent%601.addlistener.aspx) (inherited from **UnityEvent<T0>**), [Equals](http://msdn.microsoft.com/en-us/library/bsc2ak47.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Finalize](http://msdn.microsoft.com/en-us/library/system.object.finalize.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [FindMethod\_Impl](http://msdn.microsoft.com/en-us/library/unityengine.events.unityevent%601.findmethod_impl.aspx) (inherited from **UnityEvent<T0>**), [GetHashCode](http://msdn.microsoft.com/en-us/library/system.object.gethashcode.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [GetPersistentEventCount](http://msdn.microsoft.com/en-us/library/unityengine.events.unityeventbase.getpersistenteventcount.aspx) (inherited from **UnityEventBase**), [GetPersistentMethodName](http://msdn.microsoft.com/en-us/library/unityengine.events.unityeventbase.getpersistentmethodname.aspx) (inherited from **UnityEventBase**), [GetPersistentTarget](http://msdn.microsoft.com/en-us/library/unityengine.events.unityeventbase.getpersistenttarget.aspx) (inherited from **UnityEventBase**), [GetType](http://msdn.microsoft.com/en-us/library/system.object.gettype.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Invoke](http://msdn.microsoft.com/en-us/library/unityengine.events.unityevent%601.invoke.aspx) (inherited from **UnityEvent<T0>**), [MemberwiseClone](http://msdn.microsoft.com/en-us/library/system.object.memberwiseclone.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [RegisterPersistentListener](http://msdn.microsoft.com/en-us/library/unityengine.events.unityeventbase.registerpersistentlistener.aspx) (inherited from **UnityEventBase**), [RemoveAllListeners](http://msdn.microsoft.com/en-us/library/unityengine.events.unityeventbase.removealllisteners.aspx) (inherited from **UnityEventBase**), [RemoveListener](http://msdn.microsoft.com/en-us/library/unityengine.events.unityevent%601.removelistener.aspx) (inherited from **UnityEvent<T0>**), [SetPersistentListenerState](http://msdn.microsoft.com/en-us/library/unityengine.events.unityeventbase.setpersistentlistenerstate.aspx) (inherited from **UnityEventBase**), [ToString](http://msdn.microsoft.com/en-us/library/unityengine.events.unityeventbase.tostring.aspx) (inherited from **UnityEventBase**), [ValidateRegistration](http://msdn.microsoft.com/en-us/library/unityengine.events.unityeventbase.validateregistration.aspx) (inherited from **UnityEventBase**)

See Also

Applies to: [AudioVolumeHolder](#topic_000000000000001D)

OnMusicChange Field

|  |  |
| --- | --- |
| C# |  |
| new public [VolumeChangeEvent](#topic_0000000000000020) OnMusicChange | |

|  |
| --- |
| **[JScript]**  public OnMusicChange : [VolumeChangeEvent](#topic_0000000000000020) |

See Also

Applies to: [AudioVolumeHolder](#topic_000000000000001D)

OnSFXChange Field

|  |  |
| --- | --- |
| C# |  |
| new public [VolumeChangeEvent](#topic_0000000000000020) OnSFXChange | |

|  |
| --- |
| **[JScript]**  public OnSFXChange : [VolumeChangeEvent](#topic_0000000000000020) |

See Also

Applies to: [AudioVolumeHolder](#topic_000000000000001D)

musicVolume Field

|  |  |
| --- | --- |
| C# |  |
| private [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) musicVolume | |

|  |
| --- |
| **[JScript]**  private musicVolume : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) |

See Also

Applies to: [AudioVolumeHolder](#topic_000000000000001D)

sfxVolume Field

|  |  |
| --- | --- |
| C# |  |
| private [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) sfxVolume | |

|  |
| --- |
| **[JScript]**  private sfxVolume : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) |

See Also

Applies to: [AudioVolumeHolder](#topic_000000000000001D)

Bezier Class

[System.Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)

**Bezier**

|  |  |
| --- | --- |
| C# |  |
| public static class Bezier | |

|  |
| --- |
| **[JScript]**  public class Bezier |

Requirements

**Namespace:**[<default>](#topic_00000000000001A5)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Equals](http://msdn.microsoft.com/en-us/library/bsc2ak47.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [EvaluateCubic](#topic_0000000000000106), [EvaluateQuadratic](#topic_0000000000000105), [Finalize](http://msdn.microsoft.com/en-us/library/system.object.finalize.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [GetHashCode](http://msdn.microsoft.com/en-us/library/system.object.gethashcode.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [GetType](http://msdn.microsoft.com/en-us/library/system.object.gettype.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [MemberwiseClone](http://msdn.microsoft.com/en-us/library/system.object.memberwiseclone.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [ToString](http://msdn.microsoft.com/en-us/library/system.object.tostring.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx))

Bezier.EvaluateCubic Method

|  |  |
| --- | --- |
| C# |  |
| public static **Vector2** EvaluateCubic(  **Vector2** *a*,  **Vector2** *b*,  **Vector2** *c*,  **Vector2** *d*,  [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) *t* ) | |

|  |
| --- |
| **[JScript]**  public static function EvaluateCubic(  *a* : **Vector2**,  *b* : **Vector2**,  *c* : **Vector2**,  *d* : **Vector2**,  *t* : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) ) : **Vector2**; |

Parameters

a

|  |
| --- |
|  |

b

|  |
| --- |
|  |

c

|  |
| --- |
|  |

d

|  |
| --- |
|  |

t

|  |
| --- |
|  |

See Also

Applies to: [Bezier](#topic_0000000000000104)

Bezier.EvaluateQuadratic Method

|  |  |
| --- | --- |
| C# |  |
| public static **Vector2** EvaluateQuadratic(  **Vector2** *a*,  **Vector2** *b*,  **Vector2** *c*,  [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) *t* ) | |

|  |
| --- |
| **[JScript]**  public static function EvaluateQuadratic(  *a* : **Vector2**,  *b* : **Vector2**,  *c* : **Vector2**,  *t* : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) ) : **Vector2**; |

Parameters

a

|  |
| --- |
|  |

b

|  |
| --- |
|  |

c

|  |
| --- |
|  |

t

|  |
| --- |
|  |

See Also

Applies to: [Bezier](#topic_0000000000000104)

Building Class

This Script basicly holds the current lvl of Power for the animator to work with.
Using that lvlOfPower in order to influence the animator of both the building itself and the radarDot

[System.Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)

[UnityEngine.Object](http://msdn.microsoft.com/en-us/library/unityengine.object.aspx)

[UnityEngine.Component](http://msdn.microsoft.com/en-us/library/unityengine.component.aspx)

[UnityEngine.Behaviour](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.aspx)

[UnityEngine.MonoBehaviour](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.aspx)

**Building**

|  |  |
| --- | --- |
| C# |  |
| public class Building : **MonoBehaviour**,  [IDamagable](#topic_0000000000000158) | |

|  |
| --- |
| **[JScript]**  public class Building  extends **MonoBehaviour**  implements [IDamagable](#topic_0000000000000158) |

Requirements

**Namespace:**[<default>](#topic_00000000000001A5)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[Health](#topic_000000000000006D), [LvlOfPower](#topic_000000000000006B), [MaxHealth](#topic_000000000000006C), [UnderAttack](#topic_000000000000006E), [animation](http://msdn.microsoft.com/en-us/library/unityengine.component.animation.aspx) (inherited from **Component**), [audio](http://msdn.microsoft.com/en-us/library/unityengine.component.audio.aspx) (inherited from **Component**), [camera](http://msdn.microsoft.com/en-us/library/unityengine.component.camera.aspx) (inherited from **Component**), [collider](http://msdn.microsoft.com/en-us/library/unityengine.component.collider.aspx) (inherited from **Component**), [collider2D](http://msdn.microsoft.com/en-us/library/unityengine.component.collider2d.aspx) (inherited from **Component**), [constantForce](http://msdn.microsoft.com/en-us/library/unityengine.component.constantforce.aspx) (inherited from **Component**), [enabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.enabled.aspx) (inherited from **Behaviour**), [gameObject](http://msdn.microsoft.com/en-us/library/unityengine.component.gameobject.aspx) (inherited from **Component**), [guiElement](http://msdn.microsoft.com/en-us/library/unityengine.component.guielement.aspx) (inherited from **Component**), [guiText](http://msdn.microsoft.com/en-us/library/unityengine.component.guitext.aspx) (inherited from **Component**), [guiTexture](http://msdn.microsoft.com/en-us/library/unityengine.component.guitexture.aspx) (inherited from **Component**), [hideFlags](http://msdn.microsoft.com/en-us/library/unityengine.object.hideflags.aspx) (inherited from **Object**), [hingeJoint](http://msdn.microsoft.com/en-us/library/unityengine.component.hingejoint.aspx) (inherited from **Component**), [isActiveAndEnabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.isactiveandenabled.aspx) (inherited from **Behaviour**), [light](http://msdn.microsoft.com/en-us/library/unityengine.component.light.aspx) (inherited from **Component**), [name](http://msdn.microsoft.com/en-us/library/unityengine.object.name.aspx) (inherited from **Object**), [networkView](http://msdn.microsoft.com/en-us/library/unityengine.component.networkview.aspx) (inherited from **Component**), [particleEmitter](http://msdn.microsoft.com/en-us/library/unityengine.component.particleemitter.aspx) (inherited from **Component**), [particleSystem](http://msdn.microsoft.com/en-us/library/unityengine.component.particlesystem.aspx) (inherited from **Component**), [renderer](http://msdn.microsoft.com/en-us/library/unityengine.component.renderer.aspx) (inherited from **Component**), [rigidbody](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody.aspx) (inherited from **Component**), [rigidbody2D](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody2d.aspx) (inherited from **Component**), [runInEditMode](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.runineditmode.aspx) (inherited from **MonoBehaviour**), [tag](http://msdn.microsoft.com/en-us/library/unityengine.component.tag.aspx) (inherited from **Component**), [transform](http://msdn.microsoft.com/en-us/library/unityengine.component.transform.aspx) (inherited from **Component**), [useGUILayout](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.useguilayout.aspx) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.broadcastmessage.aspx) (inherited from **Component**), [CancelInvoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.cancelinvoke.aspx) (inherited from **MonoBehaviour**), [CompareTag](http://msdn.microsoft.com/en-us/library/unityengine.component.comparetag.aspx) (inherited from **Component**), [Damage](#topic_0000000000000073), [Equals](http://msdn.microsoft.com/en-us/library/unityengine.object.equals.aspx) (inherited from **Object**), [Finalize](http://msdn.microsoft.com/en-us/library/system.object.finalize.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [FixedUpdate](#topic_0000000000000070), [GetComponent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponent.aspx) (inherited from **Component**), [GetComponentInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinchildren.aspx) (inherited from **Component**), [GetComponentInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinparent%60%601.aspx) (inherited from **Component**), [GetComponents](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponents%60%601.aspx) (inherited from **Component**), [GetComponentsInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinchildren.aspx) (inherited from **Component**), [GetComponentsInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinparent%60%601.aspx) (inherited from **Component**), [GetHashCode](http://msdn.microsoft.com/en-us/library/unityengine.object.gethashcode.aspx) (inherited from **Object**), [GetInstanceID](http://msdn.microsoft.com/en-us/library/unityengine.object.getinstanceid.aspx) (inherited from **Object**), [GetType](http://msdn.microsoft.com/en-us/library/system.object.gettype.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Heal](#topic_0000000000000074), [Invoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invoke.aspx) (inherited from **MonoBehaviour**), [InvokeRepeating](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invokerepeating.aspx) (inherited from **MonoBehaviour**), [IsInvoking](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.isinvoking.aspx) (inherited from **MonoBehaviour**), [MemberwiseClone](http://msdn.microsoft.com/en-us/library/system.object.memberwiseclone.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [SendMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessage.aspx) (inherited from **Component**), [SendMessageUpwards](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessageupwards.aspx) (inherited from **Component**), [Start](#topic_000000000000006F), [StartCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine.aspx) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine_auto.aspx) (inherited from **MonoBehaviour**), [StopAllCoroutines](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopallcoroutines.aspx) (inherited from **MonoBehaviour**), [StopCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopcoroutine.aspx) (inherited from **MonoBehaviour**), [SwitchFase](#topic_0000000000000071), [ToString](http://msdn.microsoft.com/en-us/library/unityengine.object.tostring.aspx) (inherited from **Object**), [UpdateLvlOfPower](#topic_0000000000000072), [sfxPlayer](#topic_0000000000000075)

Classes

[BuildingFullyChargedEvent](#topic_0000000000000068)

Fields

[OnFullCharge](#topic_0000000000000069), [buildingAnimator](#topic_0000000000000060), [buildingSfx](#topic_0000000000000067), [fullyHealed](#topic_000000000000006A), [lvlOfPower](#topic_0000000000000062), [maxLvlOfPower](#topic_0000000000000063), [radarDotAnimator](#topic_0000000000000061), [sM](#topic_0000000000000066), [timeSinceLastAttack](#topic_0000000000000065), [underAttackCooldown](#topic_0000000000000064)

Building.Health Property

|  |  |
| --- | --- |
| C# |  |
| public [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) Health {get;} | |

|  |
| --- |
| **[JScript]**  public function get Health() : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx); |

Implements

[IDamagable.Health](#topic_000000000000015A)

See Also

Applies to: [Building](#topic_000000000000005F)

Building.LvlOfPower Property

|  |  |
| --- | --- |
| C# |  |
| public [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) LvlOfPower {get; set;} | |

|  |
| --- |
| **[JScript]**  public function get LvlOfPower() : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx); public function set LvlOfPower(value : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx)); |

See Also

Applies to: [Building](#topic_000000000000005F)

Building.MaxHealth Property

|  |  |
| --- | --- |
| C# |  |
| public [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) MaxHealth {get;} | |

|  |
| --- |
| **[JScript]**  public function get MaxHealth() : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx); |

Implements

[IDamagable.MaxHealth](#topic_0000000000000159)

See Also

Applies to: [Building](#topic_000000000000005F)

Building.UnderAttack Property

|  |  |
| --- | --- |
| C# |  |
| public [bool](http://msdn.microsoft.com/en-us/library/system.boolean.aspx) UnderAttack {get;} | |

|  |
| --- |
| **[JScript]**  public function get UnderAttack() : [boolean](http://msdn.microsoft.com/en-us/library/system.boolean.aspx); |

See Also

Applies to: [Building](#topic_000000000000005F)

Building.Damage Method

|  |  |
| --- | --- |
| C# |  |
| public [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Damage(  [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) *value* ) | |

|  |
| --- |
| **[JScript]**  public function Damage(  *value* : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) ); |

Parameters

value

|  |
| --- |
| <default> |

Implements

[IDamagable.Damage](#topic_000000000000015B)

See Also

Applies to: [Building](#topic_000000000000005F)

Building.FixedUpdate Method

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) FixedUpdate() | |

|  |
| --- |
| **[JScript]**  private function FixedUpdate(); |

See Also

Applies to: [Building](#topic_000000000000005F)

Building.Heal Method

|  |  |
| --- | --- |
| C# |  |
| public [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Heal(  [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) *value* ) | |

|  |
| --- |
| **[JScript]**  public function Heal(  *value* : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) ); |

Parameters

value

|  |
| --- |
| <default> |

Implements

[IDamagable.Heal](#topic_000000000000015C)

See Also

Applies to: [Building](#topic_000000000000005F)

Building.Start Method

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Start() | |

|  |
| --- |
| **[JScript]**  private function Start(); |

See Also

Applies to: [Building](#topic_000000000000005F)

Building.SwitchFase Method

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) SwitchFase() | |

|  |
| --- |
| **[JScript]**  private function SwitchFase(); |

See Also

Applies to: [Building](#topic_000000000000005F)

Building.UpdateLvlOfPower Method

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) UpdateLvlOfPower() | |

|  |
| --- |
| **[JScript]**  private function UpdateLvlOfPower(); |

See Also

Applies to: [Building](#topic_000000000000005F)

Building.sfxPlayer Method

|  |  |
| --- | --- |
| C# |  |
| private [IEnumerator](http://msdn.microsoft.com/en-us/library/system.collections.ienumerator.aspx) sfxPlayer(  [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) *whatSong* ) | |

|  |
| --- |
| **[JScript]**  private function sfxPlayer(  *whatSong* : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) ) : [IEnumerator](http://msdn.microsoft.com/en-us/library/system.collections.ienumerator.aspx); |

Parameters

whatSong

|  |
| --- |
|  |

See Also

Applies to: [Building](#topic_000000000000005F)

BuildingFullyChargedEvent Class

[System.Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)

[UnityEngine.Events.UnityEventBase](http://msdn.microsoft.com/en-us/library/unityengine.events.unityeventbase.aspx)

[UnityEngine.Events.UnityEvent](http://msdn.microsoft.com/en-us/library/unityengine.events.unityevent.aspx)

**Building.BuildingFullyChargedEvent**

|  |  |
| --- | --- |
| C# |  |
| [Serializable()] public class BuildingFullyChargedEvent : **UnityEvent** | |

|  |
| --- |
| **[JScript]**  public   Serializable() class BuildingFullyChargedEvent  extends **UnityEvent** |

Requirements

**Namespace:**[<default>](#topic_00000000000001A5)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[AddListener](http://msdn.microsoft.com/en-us/library/unityengine.events.unityevent.addlistener.aspx) (inherited from **UnityEvent**), [Equals](http://msdn.microsoft.com/en-us/library/bsc2ak47.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Finalize](http://msdn.microsoft.com/en-us/library/system.object.finalize.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [FindMethod\_Impl](http://msdn.microsoft.com/en-us/library/unityengine.events.unityevent.findmethod_impl.aspx) (inherited from **UnityEvent**), [GetHashCode](http://msdn.microsoft.com/en-us/library/system.object.gethashcode.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [GetPersistentEventCount](http://msdn.microsoft.com/en-us/library/unityengine.events.unityeventbase.getpersistenteventcount.aspx) (inherited from **UnityEventBase**), [GetPersistentMethodName](http://msdn.microsoft.com/en-us/library/unityengine.events.unityeventbase.getpersistentmethodname.aspx) (inherited from **UnityEventBase**), [GetPersistentTarget](http://msdn.microsoft.com/en-us/library/unityengine.events.unityeventbase.getpersistenttarget.aspx) (inherited from **UnityEventBase**), [GetType](http://msdn.microsoft.com/en-us/library/system.object.gettype.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Invoke](http://msdn.microsoft.com/en-us/library/unityengine.events.unityevent.invoke.aspx) (inherited from **UnityEvent**), [MemberwiseClone](http://msdn.microsoft.com/en-us/library/system.object.memberwiseclone.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [RegisterPersistentListener](http://msdn.microsoft.com/en-us/library/unityengine.events.unityeventbase.registerpersistentlistener.aspx) (inherited from **UnityEventBase**), [RemoveAllListeners](http://msdn.microsoft.com/en-us/library/unityengine.events.unityeventbase.removealllisteners.aspx) (inherited from **UnityEventBase**), [RemoveListener](http://msdn.microsoft.com/en-us/library/unityengine.events.unityevent.removelistener.aspx) (inherited from **UnityEvent**), [SetPersistentListenerState](http://msdn.microsoft.com/en-us/library/unityengine.events.unityeventbase.setpersistentlistenerstate.aspx) (inherited from **UnityEventBase**), [ToString](http://msdn.microsoft.com/en-us/library/unityengine.events.unityeventbase.tostring.aspx) (inherited from **UnityEventBase**), [ValidateRegistration](http://msdn.microsoft.com/en-us/library/unityengine.events.unityeventbase.validateregistration.aspx) (inherited from **UnityEventBase**)

See Also

Applies to: [Building](#topic_000000000000005F)

OnFullCharge Field

|  |  |
| --- | --- |
| C# |  |
| new public [BuildingFullyChargedEvent](#topic_0000000000000068) OnFullCharge | |

|  |
| --- |
| **[JScript]**  public OnFullCharge : [BuildingFullyChargedEvent](#topic_0000000000000068) |

See Also

Applies to: [Building](#topic_000000000000005F)

buildingAnimator Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] public **Animator** buildingAnimator | |

|  |
| --- |
| **[JScript]**  public   SerializeField() buildingAnimator : **Animator** |

See Also

Applies to: [Building](#topic_000000000000005F)

buildingSfx Field

|  |  |
| --- | --- |
| C# |  |
| private **AudioSource** buildingSfx | |

|  |
| --- |
| **[JScript]**  private buildingSfx : **AudioSource** |

See Also

Applies to: [Building](#topic_000000000000005F)

fullyHealed Field

|  |  |
| --- | --- |
| C# |  |
| private [bool](http://msdn.microsoft.com/en-us/library/system.boolean.aspx) fullyHealed | |

|  |
| --- |
| **[JScript]**  private fullyHealed : [boolean](http://msdn.microsoft.com/en-us/library/system.boolean.aspx) |

See Also

Applies to: [Building](#topic_000000000000005F)

lvlOfPower Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) lvlOfPower | |

|  |
| --- |
| **[JScript]**  private   SerializeField() lvlOfPower : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) |

See Also

Applies to: [Building](#topic_000000000000005F)

maxLvlOfPower Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) maxLvlOfPower | |

|  |
| --- |
| **[JScript]**  private   SerializeField() maxLvlOfPower : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) |

See Also

Applies to: [Building](#topic_000000000000005F)

radarDotAnimator Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] public **Animator** radarDotAnimator | |

|  |
| --- |
| **[JScript]**  public   SerializeField() radarDotAnimator : **Animator** |

See Also

Applies to: [Building](#topic_000000000000005F)

sM Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [SoundManager](#topic_0000000000000040) sM | |

|  |
| --- |
| **[JScript]**  private   SerializeField() sM : [SoundManager](#topic_0000000000000040) |

See Also

Applies to: [Building](#topic_000000000000005F)

timeSinceLastAttack Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) timeSinceLastAttack | |

|  |
| --- |
| **[JScript]**  private   SerializeField() timeSinceLastAttack : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) |

See Also

Applies to: [Building](#topic_000000000000005F)

underAttackCooldown Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) underAttackCooldown | |

|  |
| --- |
| **[JScript]**  private   SerializeField() underAttackCooldown : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) |

See Also

Applies to: [Building](#topic_000000000000005F)

CamControls Class

[System.Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)

[UnityEngine.Object](http://msdn.microsoft.com/en-us/library/unityengine.object.aspx)

[UnityEngine.Component](http://msdn.microsoft.com/en-us/library/unityengine.component.aspx)

[UnityEngine.Behaviour](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.aspx)

[UnityEngine.MonoBehaviour](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.aspx)

**CamControls**

|  |  |
| --- | --- |
| C# |  |
| public class CamControls : **MonoBehaviour** | |

|  |
| --- |
| **[JScript]**  public class CamControls  extends **MonoBehaviour** |

Requirements

**Namespace:**[<default>](#topic_00000000000001A5)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](http://msdn.microsoft.com/en-us/library/unityengine.component.animation.aspx) (inherited from **Component**), [audio](http://msdn.microsoft.com/en-us/library/unityengine.component.audio.aspx) (inherited from **Component**), [camera](http://msdn.microsoft.com/en-us/library/unityengine.component.camera.aspx) (inherited from **Component**), [collider](http://msdn.microsoft.com/en-us/library/unityengine.component.collider.aspx) (inherited from **Component**), [collider2D](http://msdn.microsoft.com/en-us/library/unityengine.component.collider2d.aspx) (inherited from **Component**), [constantForce](http://msdn.microsoft.com/en-us/library/unityengine.component.constantforce.aspx) (inherited from **Component**), [enabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.enabled.aspx) (inherited from **Behaviour**), [gameObject](http://msdn.microsoft.com/en-us/library/unityengine.component.gameobject.aspx) (inherited from **Component**), [guiElement](http://msdn.microsoft.com/en-us/library/unityengine.component.guielement.aspx) (inherited from **Component**), [guiText](http://msdn.microsoft.com/en-us/library/unityengine.component.guitext.aspx) (inherited from **Component**), [guiTexture](http://msdn.microsoft.com/en-us/library/unityengine.component.guitexture.aspx) (inherited from **Component**), [hideFlags](http://msdn.microsoft.com/en-us/library/unityengine.object.hideflags.aspx) (inherited from **Object**), [hingeJoint](http://msdn.microsoft.com/en-us/library/unityengine.component.hingejoint.aspx) (inherited from **Component**), [isActiveAndEnabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.isactiveandenabled.aspx) (inherited from **Behaviour**), [light](http://msdn.microsoft.com/en-us/library/unityengine.component.light.aspx) (inherited from **Component**), [name](http://msdn.microsoft.com/en-us/library/unityengine.object.name.aspx) (inherited from **Object**), [networkView](http://msdn.microsoft.com/en-us/library/unityengine.component.networkview.aspx) (inherited from **Component**), [particleEmitter](http://msdn.microsoft.com/en-us/library/unityengine.component.particleemitter.aspx) (inherited from **Component**), [particleSystem](http://msdn.microsoft.com/en-us/library/unityengine.component.particlesystem.aspx) (inherited from **Component**), [renderer](http://msdn.microsoft.com/en-us/library/unityengine.component.renderer.aspx) (inherited from **Component**), [rigidbody](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody.aspx) (inherited from **Component**), [rigidbody2D](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody2d.aspx) (inherited from **Component**), [runInEditMode](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.runineditmode.aspx) (inherited from **MonoBehaviour**), [tag](http://msdn.microsoft.com/en-us/library/unityengine.component.tag.aspx) (inherited from **Component**), [transform](http://msdn.microsoft.com/en-us/library/unityengine.component.transform.aspx) (inherited from **Component**), [useGUILayout](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.useguilayout.aspx) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.broadcastmessage.aspx) (inherited from **Component**), [CancelInvoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.cancelinvoke.aspx) (inherited from **MonoBehaviour**), [CompareTag](http://msdn.microsoft.com/en-us/library/unityengine.component.comparetag.aspx) (inherited from **Component**), [Equals](http://msdn.microsoft.com/en-us/library/unityengine.object.equals.aspx) (inherited from **Object**), [Finalize](http://msdn.microsoft.com/en-us/library/system.object.finalize.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [GetComponent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponent.aspx) (inherited from **Component**), [GetComponentInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinchildren.aspx) (inherited from **Component**), [GetComponentInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinparent%60%601.aspx) (inherited from **Component**), [GetComponents](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponents%60%601.aspx) (inherited from **Component**), [GetComponentsInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinchildren.aspx) (inherited from **Component**), [GetComponentsInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinparent%60%601.aspx) (inherited from **Component**), [GetHashCode](http://msdn.microsoft.com/en-us/library/unityengine.object.gethashcode.aspx) (inherited from **Object**), [GetInstanceID](http://msdn.microsoft.com/en-us/library/unityengine.object.getinstanceid.aspx) (inherited from **Object**), [GetType](http://msdn.microsoft.com/en-us/library/system.object.gettype.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Invoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invoke.aspx) (inherited from **MonoBehaviour**), [InvokeRepeating](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invokerepeating.aspx) (inherited from **MonoBehaviour**), [IsInvoking](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.isinvoking.aspx) (inherited from **MonoBehaviour**), [MemberwiseClone](http://msdn.microsoft.com/en-us/library/system.object.memberwiseclone.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [SendMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessage.aspx) (inherited from **Component**), [SendMessageUpwards](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessageupwards.aspx) (inherited from **Component**), [StartCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine.aspx) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine_auto.aspx) (inherited from **MonoBehaviour**), [StopAllCoroutines](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopallcoroutines.aspx) (inherited from **MonoBehaviour**), [StopCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopcoroutine.aspx) (inherited from **MonoBehaviour**), [ToString](http://msdn.microsoft.com/en-us/library/unityengine.object.tostring.aspx) (inherited from **Object**), [Update](#topic_000000000000017F)

Fields

[pitch](#topic_000000000000017E), [speedH](#topic_000000000000017B), [speedV](#topic_000000000000017C), [yaw](#topic_000000000000017D)

CamControls.Update Method

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Update() | |

|  |
| --- |
| **[JScript]**  private function Update(); |

See Also

Applies to: [CamControls](#topic_000000000000017A)

pitch Field

|  |  |
| --- | --- |
| C# |  |
| private [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) pitch | |

|  |
| --- |
| **[JScript]**  private pitch : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) |

See Also

Applies to: [CamControls](#topic_000000000000017A)

speedH Field

|  |  |
| --- | --- |
| C# |  |
| public [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) speedH | |

|  |
| --- |
| **[JScript]**  public speedH : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) |

See Also

Applies to: [CamControls](#topic_000000000000017A)

speedV Field

|  |  |
| --- | --- |
| C# |  |
| public [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) speedV | |

|  |
| --- |
| **[JScript]**  public speedV : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) |

See Also

Applies to: [CamControls](#topic_000000000000017A)

yaw Field

|  |  |
| --- | --- |
| C# |  |
| private [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) yaw | |

|  |
| --- |
| **[JScript]**  private yaw : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) |

See Also

Applies to: [CamControls](#topic_000000000000017A)

CheckSettings Class

Checks if a settings flag exists and reacts accordingly.

[System.Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)

[UnityEngine.Object](http://msdn.microsoft.com/en-us/library/unityengine.object.aspx)

[UnityEngine.Component](http://msdn.microsoft.com/en-us/library/unityengine.component.aspx)

[UnityEngine.Behaviour](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.aspx)

[UnityEngine.MonoBehaviour](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.aspx)

**CheckSettings**

|  |  |
| --- | --- |
| C# |  |
| public class CheckSettings : **MonoBehaviour** | |

|  |
| --- |
| **[JScript]**  public class CheckSettings  extends **MonoBehaviour** |

Requirements

**Namespace:**[<default>](#topic_00000000000001A5)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](http://msdn.microsoft.com/en-us/library/unityengine.component.animation.aspx) (inherited from **Component**), [audio](http://msdn.microsoft.com/en-us/library/unityengine.component.audio.aspx) (inherited from **Component**), [camera](http://msdn.microsoft.com/en-us/library/unityengine.component.camera.aspx) (inherited from **Component**), [collider](http://msdn.microsoft.com/en-us/library/unityengine.component.collider.aspx) (inherited from **Component**), [collider2D](http://msdn.microsoft.com/en-us/library/unityengine.component.collider2d.aspx) (inherited from **Component**), [constantForce](http://msdn.microsoft.com/en-us/library/unityengine.component.constantforce.aspx) (inherited from **Component**), [enabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.enabled.aspx) (inherited from **Behaviour**), [gameObject](http://msdn.microsoft.com/en-us/library/unityengine.component.gameobject.aspx) (inherited from **Component**), [guiElement](http://msdn.microsoft.com/en-us/library/unityengine.component.guielement.aspx) (inherited from **Component**), [guiText](http://msdn.microsoft.com/en-us/library/unityengine.component.guitext.aspx) (inherited from **Component**), [guiTexture](http://msdn.microsoft.com/en-us/library/unityengine.component.guitexture.aspx) (inherited from **Component**), [hideFlags](http://msdn.microsoft.com/en-us/library/unityengine.object.hideflags.aspx) (inherited from **Object**), [hingeJoint](http://msdn.microsoft.com/en-us/library/unityengine.component.hingejoint.aspx) (inherited from **Component**), [isActiveAndEnabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.isactiveandenabled.aspx) (inherited from **Behaviour**), [light](http://msdn.microsoft.com/en-us/library/unityengine.component.light.aspx) (inherited from **Component**), [name](http://msdn.microsoft.com/en-us/library/unityengine.object.name.aspx) (inherited from **Object**), [networkView](http://msdn.microsoft.com/en-us/library/unityengine.component.networkview.aspx) (inherited from **Component**), [particleEmitter](http://msdn.microsoft.com/en-us/library/unityengine.component.particleemitter.aspx) (inherited from **Component**), [particleSystem](http://msdn.microsoft.com/en-us/library/unityengine.component.particlesystem.aspx) (inherited from **Component**), [renderer](http://msdn.microsoft.com/en-us/library/unityengine.component.renderer.aspx) (inherited from **Component**), [rigidbody](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody.aspx) (inherited from **Component**), [rigidbody2D](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody2d.aspx) (inherited from **Component**), [runInEditMode](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.runineditmode.aspx) (inherited from **MonoBehaviour**), [tag](http://msdn.microsoft.com/en-us/library/unityengine.component.tag.aspx) (inherited from **Component**), [transform](http://msdn.microsoft.com/en-us/library/unityengine.component.transform.aspx) (inherited from **Component**), [useGUILayout](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.useguilayout.aspx) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.broadcastmessage.aspx) (inherited from **Component**), [CancelInvoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.cancelinvoke.aspx) (inherited from **MonoBehaviour**), [CompareTag](http://msdn.microsoft.com/en-us/library/unityengine.component.comparetag.aspx) (inherited from **Component**), [Equals](http://msdn.microsoft.com/en-us/library/unityengine.object.equals.aspx) (inherited from **Object**), [Finalize](http://msdn.microsoft.com/en-us/library/system.object.finalize.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [GetComponent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponent.aspx) (inherited from **Component**), [GetComponentInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinchildren.aspx) (inherited from **Component**), [GetComponentInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinparent%60%601.aspx) (inherited from **Component**), [GetComponents](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponents%60%601.aspx) (inherited from **Component**), [GetComponentsInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinchildren.aspx) (inherited from **Component**), [GetComponentsInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinparent%60%601.aspx) (inherited from **Component**), [GetHashCode](http://msdn.microsoft.com/en-us/library/unityengine.object.gethashcode.aspx) (inherited from **Object**), [GetInstanceID](http://msdn.microsoft.com/en-us/library/unityengine.object.getinstanceid.aspx) (inherited from **Object**), [GetType](http://msdn.microsoft.com/en-us/library/system.object.gettype.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Invoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invoke.aspx) (inherited from **MonoBehaviour**), [InvokeRepeating](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invokerepeating.aspx) (inherited from **MonoBehaviour**), [IsInvoking](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.isinvoking.aspx) (inherited from **MonoBehaviour**), [MemberwiseClone](http://msdn.microsoft.com/en-us/library/system.object.memberwiseclone.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [SendMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessage.aspx) (inherited from **Component**), [SendMessageUpwards](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessageupwards.aspx) (inherited from **Component**), [Start](#topic_0000000000000165), [StartCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine.aspx) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine_auto.aspx) (inherited from **MonoBehaviour**), [StopAllCoroutines](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopallcoroutines.aspx) (inherited from **MonoBehaviour**), [StopCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopcoroutine.aspx) (inherited from **MonoBehaviour**), [ToString](http://msdn.microsoft.com/en-us/library/unityengine.object.tostring.aspx) (inherited from **Object**)

Fields

[OnFalse](#topic_0000000000000164), [OnTrue](#topic_0000000000000163), [value](#topic_0000000000000162)

CheckSettings.Start Method

Checks if the setting exists and triggers the right event.

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Start() | |

|  |
| --- |
| **[JScript]**  private function Start(); |

See Also

Applies to: [CheckSettings](#topic_0000000000000161)

OnFalse Field

If it does not exist this triggers.

|  |  |
| --- | --- |
| C# |  |
| new public **UnityEvent** OnFalse | |

|  |
| --- |
| **[JScript]**  public OnFalse : **UnityEvent** |

See Also

Applies to: [CheckSettings](#topic_0000000000000161)

OnTrue Field

If it exists this triggers.

|  |  |
| --- | --- |
| C# |  |
| new public **UnityEvent** OnTrue | |

|  |
| --- |
| **[JScript]**  public OnTrue : **UnityEvent** |

See Also

Applies to: [CheckSettings](#topic_0000000000000161)

value Field

The value to check.

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [string](http://msdn.microsoft.com/en-us/library/system.string.aspx) value | |

|  |
| --- |
| **[JScript]**  private   SerializeField() value : [String](http://msdn.microsoft.com/en-us/library/system.string.aspx) |

See Also

Applies to: [CheckSettings](#topic_0000000000000161)

DontDestroyOnLoad Class

[System.Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)

[UnityEngine.Object](http://msdn.microsoft.com/en-us/library/unityengine.object.aspx)

[UnityEngine.Component](http://msdn.microsoft.com/en-us/library/unityengine.component.aspx)

[UnityEngine.Behaviour](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.aspx)

[UnityEngine.MonoBehaviour](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.aspx)

**DontDestroyOnLoad**

|  |  |
| --- | --- |
| C# |  |
| public class DontDestroyOnLoad : **MonoBehaviour** | |

|  |
| --- |
| **[JScript]**  public class DontDestroyOnLoad  extends **MonoBehaviour** |

Requirements

**Namespace:**[<default>](#topic_00000000000001A5)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](http://msdn.microsoft.com/en-us/library/unityengine.component.animation.aspx) (inherited from **Component**), [audio](http://msdn.microsoft.com/en-us/library/unityengine.component.audio.aspx) (inherited from **Component**), [camera](http://msdn.microsoft.com/en-us/library/unityengine.component.camera.aspx) (inherited from **Component**), [collider](http://msdn.microsoft.com/en-us/library/unityengine.component.collider.aspx) (inherited from **Component**), [collider2D](http://msdn.microsoft.com/en-us/library/unityengine.component.collider2d.aspx) (inherited from **Component**), [constantForce](http://msdn.microsoft.com/en-us/library/unityengine.component.constantforce.aspx) (inherited from **Component**), [enabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.enabled.aspx) (inherited from **Behaviour**), [gameObject](http://msdn.microsoft.com/en-us/library/unityengine.component.gameobject.aspx) (inherited from **Component**), [guiElement](http://msdn.microsoft.com/en-us/library/unityengine.component.guielement.aspx) (inherited from **Component**), [guiText](http://msdn.microsoft.com/en-us/library/unityengine.component.guitext.aspx) (inherited from **Component**), [guiTexture](http://msdn.microsoft.com/en-us/library/unityengine.component.guitexture.aspx) (inherited from **Component**), [hideFlags](http://msdn.microsoft.com/en-us/library/unityengine.object.hideflags.aspx) (inherited from **Object**), [hingeJoint](http://msdn.microsoft.com/en-us/library/unityengine.component.hingejoint.aspx) (inherited from **Component**), [isActiveAndEnabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.isactiveandenabled.aspx) (inherited from **Behaviour**), [light](http://msdn.microsoft.com/en-us/library/unityengine.component.light.aspx) (inherited from **Component**), [name](http://msdn.microsoft.com/en-us/library/unityengine.object.name.aspx) (inherited from **Object**), [networkView](http://msdn.microsoft.com/en-us/library/unityengine.component.networkview.aspx) (inherited from **Component**), [particleEmitter](http://msdn.microsoft.com/en-us/library/unityengine.component.particleemitter.aspx) (inherited from **Component**), [particleSystem](http://msdn.microsoft.com/en-us/library/unityengine.component.particlesystem.aspx) (inherited from **Component**), [renderer](http://msdn.microsoft.com/en-us/library/unityengine.component.renderer.aspx) (inherited from **Component**), [rigidbody](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody.aspx) (inherited from **Component**), [rigidbody2D](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody2d.aspx) (inherited from **Component**), [runInEditMode](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.runineditmode.aspx) (inherited from **MonoBehaviour**), [tag](http://msdn.microsoft.com/en-us/library/unityengine.component.tag.aspx) (inherited from **Component**), [transform](http://msdn.microsoft.com/en-us/library/unityengine.component.transform.aspx) (inherited from **Component**), [useGUILayout](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.useguilayout.aspx) (inherited from **MonoBehaviour**)

Methods

[Awake](#topic_0000000000000088), [BroadcastMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.broadcastmessage.aspx) (inherited from **Component**), [CancelInvoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.cancelinvoke.aspx) (inherited from **MonoBehaviour**), [CompareTag](http://msdn.microsoft.com/en-us/library/unityengine.component.comparetag.aspx) (inherited from **Component**), [Equals](http://msdn.microsoft.com/en-us/library/unityengine.object.equals.aspx) (inherited from **Object**), [Finalize](http://msdn.microsoft.com/en-us/library/system.object.finalize.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [GetComponent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponent.aspx) (inherited from **Component**), [GetComponentInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinchildren.aspx) (inherited from **Component**), [GetComponentInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinparent%60%601.aspx) (inherited from **Component**), [GetComponents](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponents%60%601.aspx) (inherited from **Component**), [GetComponentsInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinchildren.aspx) (inherited from **Component**), [GetComponentsInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinparent%60%601.aspx) (inherited from **Component**), [GetHashCode](http://msdn.microsoft.com/en-us/library/unityengine.object.gethashcode.aspx) (inherited from **Object**), [GetInstanceID](http://msdn.microsoft.com/en-us/library/unityengine.object.getinstanceid.aspx) (inherited from **Object**), [GetType](http://msdn.microsoft.com/en-us/library/system.object.gettype.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Invoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invoke.aspx) (inherited from **MonoBehaviour**), [InvokeRepeating](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invokerepeating.aspx) (inherited from **MonoBehaviour**), [IsInvoking](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.isinvoking.aspx) (inherited from **MonoBehaviour**), [MemberwiseClone](http://msdn.microsoft.com/en-us/library/system.object.memberwiseclone.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [SendMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessage.aspx) (inherited from **Component**), [SendMessageUpwards](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessageupwards.aspx) (inherited from **Component**), [StartCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine.aspx) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine_auto.aspx) (inherited from **MonoBehaviour**), [StopAllCoroutines](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopallcoroutines.aspx) (inherited from **MonoBehaviour**), [StopCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopcoroutine.aspx) (inherited from **MonoBehaviour**), [ToString](http://msdn.microsoft.com/en-us/library/unityengine.object.tostring.aspx) (inherited from **Object**)

Fields

[created](#topic_0000000000000087)

DontDestroyOnLoad.Awake Method

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Awake() | |

|  |
| --- |
| **[JScript]**  private function Awake(); |

See Also

Applies to: [DontDestroyOnLoad](#topic_0000000000000086)

created Field

|  |  |
| --- | --- |
| C# |  |
| private static [bool](http://msdn.microsoft.com/en-us/library/system.boolean.aspx) created | |

|  |
| --- |
| **[JScript]**  private static created : [boolean](http://msdn.microsoft.com/en-us/library/system.boolean.aspx) |

See Also

Applies to: [DontDestroyOnLoad](#topic_0000000000000086)

Drone Class

The drone body component.

[System.Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)

[UnityEngine.Object](http://msdn.microsoft.com/en-us/library/unityengine.object.aspx)

[UnityEngine.Component](http://msdn.microsoft.com/en-us/library/unityengine.component.aspx)

[UnityEngine.Behaviour](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.aspx)

[UnityEngine.MonoBehaviour](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.aspx)

**Drone**

|  |  |
| --- | --- |
| C# |  |
| public class Drone : **MonoBehaviour** | |

|  |
| --- |
| **[JScript]**  public class Drone  extends **MonoBehaviour** |

Requirements

**Namespace:**[<default>](#topic_00000000000001A5)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](http://msdn.microsoft.com/en-us/library/unityengine.component.animation.aspx) (inherited from **Component**), [audio](http://msdn.microsoft.com/en-us/library/unityengine.component.audio.aspx) (inherited from **Component**), [camera](http://msdn.microsoft.com/en-us/library/unityengine.component.camera.aspx) (inherited from **Component**), [collider](http://msdn.microsoft.com/en-us/library/unityengine.component.collider.aspx) (inherited from **Component**), [collider2D](http://msdn.microsoft.com/en-us/library/unityengine.component.collider2d.aspx) (inherited from **Component**), [constantForce](http://msdn.microsoft.com/en-us/library/unityengine.component.constantforce.aspx) (inherited from **Component**), [enabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.enabled.aspx) (inherited from **Behaviour**), [gameObject](http://msdn.microsoft.com/en-us/library/unityengine.component.gameobject.aspx) (inherited from **Component**), [guiElement](http://msdn.microsoft.com/en-us/library/unityengine.component.guielement.aspx) (inherited from **Component**), [guiText](http://msdn.microsoft.com/en-us/library/unityengine.component.guitext.aspx) (inherited from **Component**), [guiTexture](http://msdn.microsoft.com/en-us/library/unityengine.component.guitexture.aspx) (inherited from **Component**), [hideFlags](http://msdn.microsoft.com/en-us/library/unityengine.object.hideflags.aspx) (inherited from **Object**), [hingeJoint](http://msdn.microsoft.com/en-us/library/unityengine.component.hingejoint.aspx) (inherited from **Component**), [isActiveAndEnabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.isactiveandenabled.aspx) (inherited from **Behaviour**), [light](http://msdn.microsoft.com/en-us/library/unityengine.component.light.aspx) (inherited from **Component**), [name](http://msdn.microsoft.com/en-us/library/unityengine.object.name.aspx) (inherited from **Object**), [networkView](http://msdn.microsoft.com/en-us/library/unityengine.component.networkview.aspx) (inherited from **Component**), [particleEmitter](http://msdn.microsoft.com/en-us/library/unityengine.component.particleemitter.aspx) (inherited from **Component**), [particleSystem](http://msdn.microsoft.com/en-us/library/unityengine.component.particlesystem.aspx) (inherited from **Component**), [renderer](http://msdn.microsoft.com/en-us/library/unityengine.component.renderer.aspx) (inherited from **Component**), [rigidbody](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody.aspx) (inherited from **Component**), [rigidbody2D](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody2d.aspx) (inherited from **Component**), [runInEditMode](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.runineditmode.aspx) (inherited from **MonoBehaviour**), [tag](http://msdn.microsoft.com/en-us/library/unityengine.component.tag.aspx) (inherited from **Component**), [transform](http://msdn.microsoft.com/en-us/library/unityengine.component.transform.aspx) (inherited from **Component**), [useGUILayout](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.useguilayout.aspx) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.broadcastmessage.aspx) (inherited from **Component**), [CancelInvoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.cancelinvoke.aspx) (inherited from **MonoBehaviour**), [CompareTag](http://msdn.microsoft.com/en-us/library/unityengine.component.comparetag.aspx) (inherited from **Component**), [Equals](http://msdn.microsoft.com/en-us/library/unityengine.object.equals.aspx) (inherited from **Object**), [Finalize](http://msdn.microsoft.com/en-us/library/system.object.finalize.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Flight](#topic_00000000000000C2), [GetComponent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponent.aspx) (inherited from **Component**), [GetComponentInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinchildren.aspx) (inherited from **Component**), [GetComponentInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinparent%60%601.aspx) (inherited from **Component**), [GetComponents](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponents%60%601.aspx) (inherited from **Component**), [GetComponentsInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinchildren.aspx) (inherited from **Component**), [GetComponentsInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinparent%60%601.aspx) (inherited from **Component**), [GetHashCode](http://msdn.microsoft.com/en-us/library/unityengine.object.gethashcode.aspx) (inherited from **Object**), [GetInstanceID](http://msdn.microsoft.com/en-us/library/unityengine.object.getinstanceid.aspx) (inherited from **Object**), [GetType](http://msdn.microsoft.com/en-us/library/system.object.gettype.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Invoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invoke.aspx) (inherited from **MonoBehaviour**), [InvokeRepeating](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invokerepeating.aspx) (inherited from **MonoBehaviour**), [IsInvoking](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.isinvoking.aspx) (inherited from **MonoBehaviour**), [Kill](#topic_00000000000000C0), [MemberwiseClone](http://msdn.microsoft.com/en-us/library/system.object.memberwiseclone.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [OnCollisionEnter](#topic_00000000000000C1), [SendMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessage.aspx) (inherited from **Component**), [SendMessageUpwards](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessageupwards.aspx) (inherited from **Component**), [Start](#topic_00000000000000BF), [StartCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine.aspx) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine_auto.aspx) (inherited from **MonoBehaviour**), [StopAllCoroutines](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopallcoroutines.aspx) (inherited from **MonoBehaviour**), [StopCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopcoroutine.aspx) (inherited from **MonoBehaviour**), [ToString](http://msdn.microsoft.com/en-us/library/unityengine.object.tostring.aspx) (inherited from **Object**)

Fields

[dying](#topic_00000000000000BD), [explosionParticles](#topic_00000000000000BB), [groundLayer](#topic_00000000000000B8), [inTheAir](#topic_00000000000000B7), [rb](#topic_00000000000000BC), [rotationSpeed](#topic_00000000000000BE), [smoke](#topic_00000000000000BA), [smokeParticlePrefab](#topic_00000000000000B9)

Drone.Flight Method

Used to control my downwards spiral and after that death explosion.

|  |  |
| --- | --- |
| C# |  |
| private [IEnumerator](http://msdn.microsoft.com/en-us/library/system.collections.ienumerator.aspx) Flight() | |

|  |
| --- |
| **[JScript]**  private function Flight() : [IEnumerator](http://msdn.microsoft.com/en-us/library/system.collections.ienumerator.aspx); |

See Also

Applies to: [Drone](#topic_00000000000000B6)

Drone.Kill Method

Start my death animation.

|  |  |
| --- | --- |
| C# |  |
| public [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Kill() | |

|  |
| --- |
| **[JScript]**  public function Kill(); |

See Also

Applies to: [Drone](#topic_00000000000000B6)

Drone.OnCollisionEnter Method

When I hit something check if it's the ground to finish my death anim off.

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) OnCollisionEnter(  **Collision** *coll* ) | |

|  |
| --- |
| **[JScript]**  private function OnCollisionEnter(  *coll* : **Collision** ); |

Parameters

coll

|  |
| --- |
| The collision I had with another object. |

See Also

Applies to: [Drone](#topic_00000000000000B6)

Drone.Start Method

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Start() | |

|  |
| --- |
| **[JScript]**  private function Start(); |

See Also

Applies to: [Drone](#topic_00000000000000B6)

dying Field

Has Kill been called on me?

|  |  |
| --- | --- |
| C# |  |
| private [bool](http://msdn.microsoft.com/en-us/library/system.boolean.aspx) dying | |

|  |
| --- |
| **[JScript]**  private dying : [boolean](http://msdn.microsoft.com/en-us/library/system.boolean.aspx) |

See Also

Applies to: [Drone](#topic_00000000000000B6)

explosionParticles Field

When I've hit the ground spawn this.

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **GameObject** explosionParticles | |

|  |
| --- |
| **[JScript]**  private   SerializeField() explosionParticles : **GameObject** |

See Also

Applies to: [Drone](#topic_00000000000000B6)

groundLayer Field

Used to see when I've hit the ground.

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **LayerMask** groundLayer | |

|  |
| --- |
| **[JScript]**  private   SerializeField() groundLayer : **LayerMask** |

See Also

Applies to: [Drone](#topic_00000000000000B6)

inTheAir Field

Am I currently in the air?

|  |  |
| --- | --- |
| C# |  |
| private [bool](http://msdn.microsoft.com/en-us/library/system.boolean.aspx) inTheAir | |

|  |
| --- |
| **[JScript]**  private inTheAir : [boolean](http://msdn.microsoft.com/en-us/library/system.boolean.aspx) |

See Also

Applies to: [Drone](#topic_00000000000000B6)

rb Field

A variable to store a reference to my Rigidbody.

|  |  |
| --- | --- |
| C# |  |
| private **Rigidbody** rb | |

|  |
| --- |
| **[JScript]**  private rb : **Rigidbody** |

See Also

Applies to: [Drone](#topic_00000000000000B6)

rotationSpeed Field

How fast I will spin when I go down.

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) rotationSpeed | |

|  |
| --- |
| **[JScript]**  private   SerializeField() rotationSpeed : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) |

See Also

Applies to: [Drone](#topic_00000000000000B6)

smoke Field

To store a reference to the smoke so I can stop it.

|  |  |
| --- | --- |
| C# |  |
| private **ParticleSystem** smoke | |

|  |
| --- |
| **[JScript]**  private smoke : **ParticleSystem** |

See Also

Applies to: [Drone](#topic_00000000000000B6)

smokeParticlePrefab Field

To spawn my descending smoke.

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **GameObject** smokeParticlePrefab | |

|  |
| --- |
| **[JScript]**  private   SerializeField() smokeParticlePrefab : **GameObject** |

See Also

Applies to: [Drone](#topic_00000000000000B6)

FollowObject Class

Follow a transform.position + transform.forward.
Useful for HUDs and reticles.

[System.Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)

[UnityEngine.Object](http://msdn.microsoft.com/en-us/library/unityengine.object.aspx)

[UnityEngine.Component](http://msdn.microsoft.com/en-us/library/unityengine.component.aspx)

[UnityEngine.Behaviour](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.aspx)

[UnityEngine.MonoBehaviour](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.aspx)

**FollowObject**

|  |  |
| --- | --- |
| C# |  |
| public class FollowObject : **MonoBehaviour** | |

|  |
| --- |
| **[JScript]**  public class FollowObject  extends **MonoBehaviour** |

Requirements

**Namespace:**[<default>](#topic_00000000000001A5)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](http://msdn.microsoft.com/en-us/library/unityengine.component.animation.aspx) (inherited from **Component**), [audio](http://msdn.microsoft.com/en-us/library/unityengine.component.audio.aspx) (inherited from **Component**), [camera](http://msdn.microsoft.com/en-us/library/unityengine.component.camera.aspx) (inherited from **Component**), [collider](http://msdn.microsoft.com/en-us/library/unityengine.component.collider.aspx) (inherited from **Component**), [collider2D](http://msdn.microsoft.com/en-us/library/unityengine.component.collider2d.aspx) (inherited from **Component**), [constantForce](http://msdn.microsoft.com/en-us/library/unityengine.component.constantforce.aspx) (inherited from **Component**), [enabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.enabled.aspx) (inherited from **Behaviour**), [gameObject](http://msdn.microsoft.com/en-us/library/unityengine.component.gameobject.aspx) (inherited from **Component**), [guiElement](http://msdn.microsoft.com/en-us/library/unityengine.component.guielement.aspx) (inherited from **Component**), [guiText](http://msdn.microsoft.com/en-us/library/unityengine.component.guitext.aspx) (inherited from **Component**), [guiTexture](http://msdn.microsoft.com/en-us/library/unityengine.component.guitexture.aspx) (inherited from **Component**), [hideFlags](http://msdn.microsoft.com/en-us/library/unityengine.object.hideflags.aspx) (inherited from **Object**), [hingeJoint](http://msdn.microsoft.com/en-us/library/unityengine.component.hingejoint.aspx) (inherited from **Component**), [isActiveAndEnabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.isactiveandenabled.aspx) (inherited from **Behaviour**), [light](http://msdn.microsoft.com/en-us/library/unityengine.component.light.aspx) (inherited from **Component**), [name](http://msdn.microsoft.com/en-us/library/unityengine.object.name.aspx) (inherited from **Object**), [networkView](http://msdn.microsoft.com/en-us/library/unityengine.component.networkview.aspx) (inherited from **Component**), [particleEmitter](http://msdn.microsoft.com/en-us/library/unityengine.component.particleemitter.aspx) (inherited from **Component**), [particleSystem](http://msdn.microsoft.com/en-us/library/unityengine.component.particlesystem.aspx) (inherited from **Component**), [renderer](http://msdn.microsoft.com/en-us/library/unityengine.component.renderer.aspx) (inherited from **Component**), [rigidbody](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody.aspx) (inherited from **Component**), [rigidbody2D](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody2d.aspx) (inherited from **Component**), [runInEditMode](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.runineditmode.aspx) (inherited from **MonoBehaviour**), [tag](http://msdn.microsoft.com/en-us/library/unityengine.component.tag.aspx) (inherited from **Component**), [transform](http://msdn.microsoft.com/en-us/library/unityengine.component.transform.aspx) (inherited from **Component**), [useGUILayout](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.useguilayout.aspx) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.broadcastmessage.aspx) (inherited from **Component**), [CancelInvoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.cancelinvoke.aspx) (inherited from **MonoBehaviour**), [CompareTag](http://msdn.microsoft.com/en-us/library/unityengine.component.comparetag.aspx) (inherited from **Component**), [Equals](http://msdn.microsoft.com/en-us/library/unityengine.object.equals.aspx) (inherited from **Object**), [Finalize](http://msdn.microsoft.com/en-us/library/system.object.finalize.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [FixedUpdate](#topic_0000000000000085), [GetComponent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponent.aspx) (inherited from **Component**), [GetComponentInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinchildren.aspx) (inherited from **Component**), [GetComponentInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinparent%60%601.aspx) (inherited from **Component**), [GetComponents](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponents%60%601.aspx) (inherited from **Component**), [GetComponentsInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinchildren.aspx) (inherited from **Component**), [GetComponentsInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinparent%60%601.aspx) (inherited from **Component**), [GetHashCode](http://msdn.microsoft.com/en-us/library/unityengine.object.gethashcode.aspx) (inherited from **Object**), [GetInstanceID](http://msdn.microsoft.com/en-us/library/unityengine.object.getinstanceid.aspx) (inherited from **Object**), [GetType](http://msdn.microsoft.com/en-us/library/system.object.gettype.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Invoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invoke.aspx) (inherited from **MonoBehaviour**), [InvokeRepeating](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invokerepeating.aspx) (inherited from **MonoBehaviour**), [IsInvoking](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.isinvoking.aspx) (inherited from **MonoBehaviour**), [MemberwiseClone](http://msdn.microsoft.com/en-us/library/system.object.memberwiseclone.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [SendMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessage.aspx) (inherited from **Component**), [SendMessageUpwards](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessageupwards.aspx) (inherited from **Component**), [SetStickToY](#topic_0000000000000084), [StartCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine.aspx) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine_auto.aspx) (inherited from **MonoBehaviour**), [StopAllCoroutines](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopallcoroutines.aspx) (inherited from **MonoBehaviour**), [StopCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopcoroutine.aspx) (inherited from **MonoBehaviour**), [ToString](http://msdn.microsoft.com/en-us/library/unityengine.object.tostring.aspx) (inherited from **Object**)

Fields

[distanceForward](#topic_0000000000000082), [followSpeed](#topic_0000000000000081), [stickToY](#topic_0000000000000083), [target](#topic_0000000000000080)

FollowObject.FixedUpdate Method

Handles the following and rotation with the target.

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) FixedUpdate() | |

|  |
| --- |
| **[JScript]**  private function FixedUpdate(); |

See Also

Applies to: [FollowObject](#topic_000000000000007F)

FollowObject.SetStickToY Method

Set my stickToY bool to newValue.

|  |  |
| --- | --- |
| C# |  |
| public [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) SetStickToY(  [bool](http://msdn.microsoft.com/en-us/library/system.boolean.aspx) *newValue* ) | |

|  |
| --- |
| **[JScript]**  public function SetStickToY(  *newValue* : [boolean](http://msdn.microsoft.com/en-us/library/system.boolean.aspx) ); |

Parameters

newValue

|  |
| --- |
| What stickToY will be. |

See Also

Applies to: [FollowObject](#topic_000000000000007F)

distanceForward Field

How far forward will I follow?

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) distanceForward | |

|  |
| --- |
| **[JScript]**  private   SerializeField() distanceForward : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) |

See Also

Applies to: [FollowObject](#topic_000000000000007F)

followSpeed Field

How fast am I following?

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) followSpeed | |

|  |
| --- |
| **[JScript]**  private   SerializeField() followSpeed : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) |

See Also

Applies to: [FollowObject](#topic_000000000000007F)

stickToY Field

Not follow in the Y axis.

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [bool](http://msdn.microsoft.com/en-us/library/system.boolean.aspx) stickToY | |

|  |
| --- |
| **[JScript]**  private   SerializeField() stickToY : [boolean](http://msdn.microsoft.com/en-us/library/system.boolean.aspx) |

See Also

Applies to: [FollowObject](#topic_000000000000007F)

target Field

What am I following?

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **Transform** target | |

|  |
| --- |
| **[JScript]**  private   SerializeField() target : **Transform** |

See Also

Applies to: [FollowObject](#topic_000000000000007F)

GameFreeze Class

Freeze game on call.

[System.Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)

[UnityEngine.Object](http://msdn.microsoft.com/en-us/library/unityengine.object.aspx)

[UnityEngine.Component](http://msdn.microsoft.com/en-us/library/unityengine.component.aspx)

[UnityEngine.Behaviour](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.aspx)

[UnityEngine.MonoBehaviour](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.aspx)

**GameFreeze**

|  |  |
| --- | --- |
| C# |  |
| public class GameFreeze : **MonoBehaviour** | |

|  |
| --- |
| **[JScript]**  public class GameFreeze  extends **MonoBehaviour** |

Requirements

**Namespace:**[<default>](#topic_00000000000001A5)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](http://msdn.microsoft.com/en-us/library/unityengine.component.animation.aspx) (inherited from **Component**), [audio](http://msdn.microsoft.com/en-us/library/unityengine.component.audio.aspx) (inherited from **Component**), [camera](http://msdn.microsoft.com/en-us/library/unityengine.component.camera.aspx) (inherited from **Component**), [collider](http://msdn.microsoft.com/en-us/library/unityengine.component.collider.aspx) (inherited from **Component**), [collider2D](http://msdn.microsoft.com/en-us/library/unityengine.component.collider2d.aspx) (inherited from **Component**), [constantForce](http://msdn.microsoft.com/en-us/library/unityengine.component.constantforce.aspx) (inherited from **Component**), [enabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.enabled.aspx) (inherited from **Behaviour**), [gameObject](http://msdn.microsoft.com/en-us/library/unityengine.component.gameobject.aspx) (inherited from **Component**), [guiElement](http://msdn.microsoft.com/en-us/library/unityengine.component.guielement.aspx) (inherited from **Component**), [guiText](http://msdn.microsoft.com/en-us/library/unityengine.component.guitext.aspx) (inherited from **Component**), [guiTexture](http://msdn.microsoft.com/en-us/library/unityengine.component.guitexture.aspx) (inherited from **Component**), [hideFlags](http://msdn.microsoft.com/en-us/library/unityengine.object.hideflags.aspx) (inherited from **Object**), [hingeJoint](http://msdn.microsoft.com/en-us/library/unityengine.component.hingejoint.aspx) (inherited from **Component**), [isActiveAndEnabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.isactiveandenabled.aspx) (inherited from **Behaviour**), [light](http://msdn.microsoft.com/en-us/library/unityengine.component.light.aspx) (inherited from **Component**), [name](http://msdn.microsoft.com/en-us/library/unityengine.object.name.aspx) (inherited from **Object**), [networkView](http://msdn.microsoft.com/en-us/library/unityengine.component.networkview.aspx) (inherited from **Component**), [particleEmitter](http://msdn.microsoft.com/en-us/library/unityengine.component.particleemitter.aspx) (inherited from **Component**), [particleSystem](http://msdn.microsoft.com/en-us/library/unityengine.component.particlesystem.aspx) (inherited from **Component**), [renderer](http://msdn.microsoft.com/en-us/library/unityengine.component.renderer.aspx) (inherited from **Component**), [rigidbody](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody.aspx) (inherited from **Component**), [rigidbody2D](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody2d.aspx) (inherited from **Component**), [runInEditMode](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.runineditmode.aspx) (inherited from **MonoBehaviour**), [tag](http://msdn.microsoft.com/en-us/library/unityengine.component.tag.aspx) (inherited from **Component**), [transform](http://msdn.microsoft.com/en-us/library/unityengine.component.transform.aspx) (inherited from **Component**), [useGUILayout](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.useguilayout.aspx) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.broadcastmessage.aspx) (inherited from **Component**), [CancelInvoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.cancelinvoke.aspx) (inherited from **MonoBehaviour**), [CompareTag](http://msdn.microsoft.com/en-us/library/unityengine.component.comparetag.aspx) (inherited from **Component**), [Equals](http://msdn.microsoft.com/en-us/library/unityengine.object.equals.aspx) (inherited from **Object**), [Finalize](http://msdn.microsoft.com/en-us/library/system.object.finalize.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [GetComponent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponent.aspx) (inherited from **Component**), [GetComponentInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinchildren.aspx) (inherited from **Component**), [GetComponentInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinparent%60%601.aspx) (inherited from **Component**), [GetComponents](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponents%60%601.aspx) (inherited from **Component**), [GetComponentsInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinchildren.aspx) (inherited from **Component**), [GetComponentsInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinparent%60%601.aspx) (inherited from **Component**), [GetHashCode](http://msdn.microsoft.com/en-us/library/unityengine.object.gethashcode.aspx) (inherited from **Object**), [GetInstanceID](http://msdn.microsoft.com/en-us/library/unityengine.object.getinstanceid.aspx) (inherited from **Object**), [GetType](http://msdn.microsoft.com/en-us/library/system.object.gettype.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Invoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invoke.aspx) (inherited from **MonoBehaviour**), [InvokeRepeating](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invokerepeating.aspx) (inherited from **MonoBehaviour**), [IsInvoking](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.isinvoking.aspx) (inherited from **MonoBehaviour**), [MemberwiseClone](http://msdn.microsoft.com/en-us/library/system.object.memberwiseclone.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [PauseFor](#topic_0000000000000140), [PauseUntil](#topic_000000000000013F), [SendMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessage.aspx) (inherited from **Component**), [SendMessageUpwards](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessageupwards.aspx) (inherited from **Component**), [Start](#topic_000000000000013E), [StartCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine.aspx) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine_auto.aspx) (inherited from **MonoBehaviour**), [StopAllCoroutines](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopallcoroutines.aspx) (inherited from **MonoBehaviour**), [StopCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopcoroutine.aspx) (inherited from **MonoBehaviour**), [ToString](http://msdn.microsoft.com/en-us/library/unityengine.object.tostring.aspx) (inherited from **Object**)

Fields

[instance](#topic_000000000000013D)

GameFreeze.PauseFor Method

Pause until time to freeze has passed.

|  |  |
| --- | --- |
| C# |  |
| public [IEnumerator](http://msdn.microsoft.com/en-us/library/system.collections.ienumerator.aspx) PauseFor(  [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) *timeToFreeze* ) | |

|  |
| --- |
| **[JScript]**  public function PauseFor(  *timeToFreeze* : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) ) : [IEnumerator](http://msdn.microsoft.com/en-us/library/system.collections.ienumerator.aspx); |

Parameters

timeToFreeze

|  |
| --- |
| <default> |

See Also

Applies to: [GameFreeze](#topic_000000000000013C)

GameFreeze.PauseUntil Method

A public method to stop time until condition is met.

|  |  |
| --- | --- |
| C# |  |
| public [IEnumerator](http://msdn.microsoft.com/en-us/library/system.collections.ienumerator.aspx) PauseUntil(  [Func](http://msdn.microsoft.com/en-us/library/bb534960.aspx)<[bool](http://msdn.microsoft.com/en-us/library/system.boolean.aspx)> *condition* ) | |

|  |
| --- |
| **[JScript]**  JScript does not support generic types and methods. |

Parameters

condition

|  |
| --- |
| A condition that needs to be met before restarting time. |

See Also

Applies to: [GameFreeze](#topic_000000000000013C)

GameFreeze.Start Method

Set up the singleton for calling me.

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Start() | |

|  |
| --- |
| **[JScript]**  private function Start(); |

See Also

Applies to: [GameFreeze](#topic_000000000000013C)

instance Field

Public instance to call my methods.

|  |  |
| --- | --- |
| C# |  |
| public [GameFreeze](#topic_000000000000013C) instance | |

|  |
| --- |
| **[JScript]**  public instance : [GameFreeze](#topic_000000000000013C) |

See Also

Applies to: [GameFreeze](#topic_000000000000013C)

GameSettings Class

Holds all the game setting flags.
And allows access to check for them.

[System.Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)

**GameSettings**

|  |  |
| --- | --- |
| C# |  |
| public class GameSettings | |

|  |
| --- |
| **[JScript]**  public class GameSettings |

Requirements

**Namespace:**[<default>](#topic_00000000000001A5)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Equals](http://msdn.microsoft.com/en-us/library/bsc2ak47.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Finalize](http://msdn.microsoft.com/en-us/library/system.object.finalize.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [GetHashCode](http://msdn.microsoft.com/en-us/library/system.object.gethashcode.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [GetType](http://msdn.microsoft.com/en-us/library/system.object.gettype.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Has](#topic_000000000000016A), [MemberwiseClone](http://msdn.microsoft.com/en-us/library/system.object.memberwiseclone.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Remove](#topic_0000000000000169), [Set](#topic_0000000000000168), [ToString](http://msdn.microsoft.com/en-us/library/system.object.tostring.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx))

Fields

[settings](#topic_0000000000000167)

GameSettings.Has Method

Do I have this setting?

|  |  |
| --- | --- |
| C# |  |
| public static [bool](http://msdn.microsoft.com/en-us/library/system.boolean.aspx) Has(  [string](http://msdn.microsoft.com/en-us/library/system.string.aspx) *value* ) | |

|  |
| --- |
| **[JScript]**  public static function Has(  *value* : [String](http://msdn.microsoft.com/en-us/library/system.string.aspx) ) : [boolean](http://msdn.microsoft.com/en-us/library/system.boolean.aspx); |

Parameters

value

|  |
| --- |
| name to check |

Returns

if name exists

See Also

Applies to: [GameSettings](#topic_0000000000000166)

GameSettings.Remove Method

Remove a setting.

|  |  |
| --- | --- |
| C# |  |
| public static [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Remove(  [string](http://msdn.microsoft.com/en-us/library/system.string.aspx) *value* ) | |

|  |
| --- |
| **[JScript]**  public static function Remove(  *value* : [String](http://msdn.microsoft.com/en-us/library/system.string.aspx) ); |

Parameters

value

|  |
| --- |
| name to remove |

See Also

Applies to: [GameSettings](#topic_0000000000000166)

GameSettings.Set Method

Add a setting

|  |  |
| --- | --- |
| C# |  |
| public static [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Set(  [string](http://msdn.microsoft.com/en-us/library/system.string.aspx) *value* ) | |

|  |
| --- |
| **[JScript]**  public static function Set(  *value* : [String](http://msdn.microsoft.com/en-us/library/system.string.aspx) ); |

Parameters

value

|  |
| --- |
| name to add |

See Also

Applies to: [GameSettings](#topic_0000000000000166)

settings Field

The settings currently set.

|  |  |
| --- | --- |
| C# |  |
| new private static [List](http://msdn.microsoft.com/en-us/library/6sh2ey19.aspx)<[string](http://msdn.microsoft.com/en-us/library/system.string.aspx)> settings | |

|  |
| --- |
| **[JScript]**  JScript does not support generic types and methods. |

See Also

Applies to: [GameSettings](#topic_0000000000000166)

GazeButton Class

A object waiting for select and deselect messages.

[System.Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)

[UnityEngine.Object](http://msdn.microsoft.com/en-us/library/unityengine.object.aspx)

[UnityEngine.Component](http://msdn.microsoft.com/en-us/library/unityengine.component.aspx)

[UnityEngine.Behaviour](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.aspx)

[UnityEngine.MonoBehaviour](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.aspx)

**GazeButton**

|  |  |
| --- | --- |
| C# |  |
| public class GazeButton : **MonoBehaviour** | |

|  |
| --- |
| **[JScript]**  public class GazeButton  extends **MonoBehaviour** |

Requirements

**Namespace:**[<default>](#topic_00000000000001A5)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](http://msdn.microsoft.com/en-us/library/unityengine.component.animation.aspx) (inherited from **Component**), [audio](http://msdn.microsoft.com/en-us/library/unityengine.component.audio.aspx) (inherited from **Component**), [camera](http://msdn.microsoft.com/en-us/library/unityengine.component.camera.aspx) (inherited from **Component**), [collider](http://msdn.microsoft.com/en-us/library/unityengine.component.collider.aspx) (inherited from **Component**), [collider2D](http://msdn.microsoft.com/en-us/library/unityengine.component.collider2d.aspx) (inherited from **Component**), [constantForce](http://msdn.microsoft.com/en-us/library/unityengine.component.constantforce.aspx) (inherited from **Component**), [enabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.enabled.aspx) (inherited from **Behaviour**), [gameObject](http://msdn.microsoft.com/en-us/library/unityengine.component.gameobject.aspx) (inherited from **Component**), [guiElement](http://msdn.microsoft.com/en-us/library/unityengine.component.guielement.aspx) (inherited from **Component**), [guiText](http://msdn.microsoft.com/en-us/library/unityengine.component.guitext.aspx) (inherited from **Component**), [guiTexture](http://msdn.microsoft.com/en-us/library/unityengine.component.guitexture.aspx) (inherited from **Component**), [hideFlags](http://msdn.microsoft.com/en-us/library/unityengine.object.hideflags.aspx) (inherited from **Object**), [hingeJoint](http://msdn.microsoft.com/en-us/library/unityengine.component.hingejoint.aspx) (inherited from **Component**), [isActiveAndEnabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.isactiveandenabled.aspx) (inherited from **Behaviour**), [light](http://msdn.microsoft.com/en-us/library/unityengine.component.light.aspx) (inherited from **Component**), [name](http://msdn.microsoft.com/en-us/library/unityengine.object.name.aspx) (inherited from **Object**), [networkView](http://msdn.microsoft.com/en-us/library/unityengine.component.networkview.aspx) (inherited from **Component**), [normalizedCurrTime](#topic_0000000000000149), [particleEmitter](http://msdn.microsoft.com/en-us/library/unityengine.component.particleemitter.aspx) (inherited from **Component**), [particleSystem](http://msdn.microsoft.com/en-us/library/unityengine.component.particlesystem.aspx) (inherited from **Component**), [renderer](http://msdn.microsoft.com/en-us/library/unityengine.component.renderer.aspx) (inherited from **Component**), [rigidbody](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody.aspx) (inherited from **Component**), [rigidbody2D](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody2d.aspx) (inherited from **Component**), [runInEditMode](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.runineditmode.aspx) (inherited from **MonoBehaviour**), [tag](http://msdn.microsoft.com/en-us/library/unityengine.component.tag.aspx) (inherited from **Component**), [transform](http://msdn.microsoft.com/en-us/library/unityengine.component.transform.aspx) (inherited from **Component**), [useGUILayout](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.useguilayout.aspx) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.broadcastmessage.aspx) (inherited from **Component**), [CancelInvoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.cancelinvoke.aspx) (inherited from **MonoBehaviour**), [CompareTag](http://msdn.microsoft.com/en-us/library/unityengine.component.comparetag.aspx) (inherited from **Component**), [Deselected](#topic_000000000000014C), [Equals](http://msdn.microsoft.com/en-us/library/unityengine.object.equals.aspx) (inherited from **Object**), [Finalize](http://msdn.microsoft.com/en-us/library/system.object.finalize.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [FixedUpdate](#topic_000000000000014D), [GetComponent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponent.aspx) (inherited from **Component**), [GetComponentInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinchildren.aspx) (inherited from **Component**), [GetComponentInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinparent%60%601.aspx) (inherited from **Component**), [GetComponents](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponents%60%601.aspx) (inherited from **Component**), [GetComponentsInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinchildren.aspx) (inherited from **Component**), [GetComponentsInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinparent%60%601.aspx) (inherited from **Component**), [GetHashCode](http://msdn.microsoft.com/en-us/library/unityengine.object.gethashcode.aspx) (inherited from **Object**), [GetInstanceID](http://msdn.microsoft.com/en-us/library/unityengine.object.getinstanceid.aspx) (inherited from **Object**), [GetType](http://msdn.microsoft.com/en-us/library/system.object.gettype.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Invoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invoke.aspx) (inherited from **MonoBehaviour**), [InvokeRepeating](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invokerepeating.aspx) (inherited from **MonoBehaviour**), [IsInvoking](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.isinvoking.aspx) (inherited from **MonoBehaviour**), [MemberwiseClone](http://msdn.microsoft.com/en-us/library/system.object.memberwiseclone.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Selected](#topic_000000000000014B), [SendMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessage.aspx) (inherited from **Component**), [SendMessageUpwards](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessageupwards.aspx) (inherited from **Component**), [StartCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine.aspx) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine_auto.aspx) (inherited from **MonoBehaviour**), [StopAllCoroutines](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopallcoroutines.aspx) (inherited from **MonoBehaviour**), [StopCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopcoroutine.aspx) (inherited from **MonoBehaviour**), [ToString](http://msdn.microsoft.com/en-us/library/unityengine.object.tostring.aspx) (inherited from **Object**)

Classes

[GazeFinishedEvent](#topic_0000000000000142), [GazeTimeEvent](#topic_0000000000000143)

Fields

[OnGazeFinished](#topic_0000000000000144), [OnGazeTimeChanged](#topic_0000000000000145), [active](#topic_000000000000014A), [currTime](#topic_0000000000000147), [looping](#topic_0000000000000148), [maxTime](#topic_0000000000000146)

GazeButton.normalizedCurrTime Property

A getter to quickly calculate the normalized time.

|  |  |
| --- | --- |
| C# |  |
| private [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) normalizedCurrTime {get;} | |

|  |
| --- |
| **[JScript]**  private function get normalizedCurrTime() : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx); |

See Also

Applies to: [GazeButton](#topic_0000000000000141)

GazeButton.Deselected Method

No longer being gazed at.

|  |  |
| --- | --- |
| C# |  |
| public [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Deselected() | |

|  |
| --- |
| **[JScript]**  public function Deselected(); |

See Also

Applies to: [GazeButton](#topic_0000000000000141)

GazeButton.FixedUpdate Method

Handles all the events and time based events depending on wether or not I am active.
Sends events if max time is reached and every moment the current time is changed.

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) FixedUpdate() | |

|  |
| --- |
| **[JScript]**  private function FixedUpdate(); |

See Also

Applies to: [GazeButton](#topic_0000000000000141)

GazeButton.Selected Method

Being gazed at.

|  |  |
| --- | --- |
| C# |  |
| public [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Selected() | |

|  |
| --- |
| **[JScript]**  public function Selected(); |

See Also

Applies to: [GazeButton](#topic_0000000000000141)

GazeFinishedEvent Class

The class used to send the event on finish.

[System.Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)

[UnityEngine.Events.UnityEventBase](http://msdn.microsoft.com/en-us/library/unityengine.events.unityeventbase.aspx)

[UnityEngine.Events.UnityEvent](http://msdn.microsoft.com/en-us/library/unityengine.events.unityevent.aspx)

**GazeButton.GazeFinishedEvent**

|  |  |
| --- | --- |
| C# |  |
| [Serializable()] public class GazeFinishedEvent : **UnityEvent** | |

|  |
| --- |
| **[JScript]**  public   Serializable() class GazeFinishedEvent  extends **UnityEvent** |

Requirements

**Namespace:**[<default>](#topic_00000000000001A5)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[AddListener](http://msdn.microsoft.com/en-us/library/unityengine.events.unityevent.addlistener.aspx) (inherited from **UnityEvent**), [Equals](http://msdn.microsoft.com/en-us/library/bsc2ak47.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Finalize](http://msdn.microsoft.com/en-us/library/system.object.finalize.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [FindMethod\_Impl](http://msdn.microsoft.com/en-us/library/unityengine.events.unityevent.findmethod_impl.aspx) (inherited from **UnityEvent**), [GetHashCode](http://msdn.microsoft.com/en-us/library/system.object.gethashcode.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [GetPersistentEventCount](http://msdn.microsoft.com/en-us/library/unityengine.events.unityeventbase.getpersistenteventcount.aspx) (inherited from **UnityEventBase**), [GetPersistentMethodName](http://msdn.microsoft.com/en-us/library/unityengine.events.unityeventbase.getpersistentmethodname.aspx) (inherited from **UnityEventBase**), [GetPersistentTarget](http://msdn.microsoft.com/en-us/library/unityengine.events.unityeventbase.getpersistenttarget.aspx) (inherited from **UnityEventBase**), [GetType](http://msdn.microsoft.com/en-us/library/system.object.gettype.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Invoke](http://msdn.microsoft.com/en-us/library/unityengine.events.unityevent.invoke.aspx) (inherited from **UnityEvent**), [MemberwiseClone](http://msdn.microsoft.com/en-us/library/system.object.memberwiseclone.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [RegisterPersistentListener](http://msdn.microsoft.com/en-us/library/unityengine.events.unityeventbase.registerpersistentlistener.aspx) (inherited from **UnityEventBase**), [RemoveAllListeners](http://msdn.microsoft.com/en-us/library/unityengine.events.unityeventbase.removealllisteners.aspx) (inherited from **UnityEventBase**), [RemoveListener](http://msdn.microsoft.com/en-us/library/unityengine.events.unityevent.removelistener.aspx) (inherited from **UnityEvent**), [SetPersistentListenerState](http://msdn.microsoft.com/en-us/library/unityengine.events.unityeventbase.setpersistentlistenerstate.aspx) (inherited from **UnityEventBase**), [ToString](http://msdn.microsoft.com/en-us/library/unityengine.events.unityeventbase.tostring.aspx) (inherited from **UnityEventBase**), [ValidateRegistration](http://msdn.microsoft.com/en-us/library/unityengine.events.unityeventbase.validateregistration.aspx) (inherited from **UnityEventBase**)

See Also

Applies to: [GazeButton](#topic_0000000000000141)

GazeTimeEvent Class

The class used to send the every moment the time changes.

[System.Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)

[UnityEngine.Events.UnityEventBase](http://msdn.microsoft.com/en-us/library/unityengine.events.unityeventbase.aspx)

[UnityEngine.Events.UnityEvent<T0>](http://msdn.microsoft.com/en-us/library/unityengine.events.unityevent%601.aspx)

**GazeButton.GazeTimeEvent**

|  |  |
| --- | --- |
| C# |  |
| [Serializable()] public class GazeTimeEvent : **UnityEvent**<[float](http://msdn.microsoft.com/en-us/library/system.single.aspx)> | |

|  |
| --- |
| **[JScript]**  JScript does not support generic types and methods. |

Requirements

**Namespace:**[<default>](#topic_00000000000001A5)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[AddListener](http://msdn.microsoft.com/en-us/library/unityengine.events.unityevent%601.addlistener.aspx) (inherited from **UnityEvent<T0>**), [Equals](http://msdn.microsoft.com/en-us/library/bsc2ak47.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Finalize](http://msdn.microsoft.com/en-us/library/system.object.finalize.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [FindMethod\_Impl](http://msdn.microsoft.com/en-us/library/unityengine.events.unityevent%601.findmethod_impl.aspx) (inherited from **UnityEvent<T0>**), [GetHashCode](http://msdn.microsoft.com/en-us/library/system.object.gethashcode.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [GetPersistentEventCount](http://msdn.microsoft.com/en-us/library/unityengine.events.unityeventbase.getpersistenteventcount.aspx) (inherited from **UnityEventBase**), [GetPersistentMethodName](http://msdn.microsoft.com/en-us/library/unityengine.events.unityeventbase.getpersistentmethodname.aspx) (inherited from **UnityEventBase**), [GetPersistentTarget](http://msdn.microsoft.com/en-us/library/unityengine.events.unityeventbase.getpersistenttarget.aspx) (inherited from **UnityEventBase**), [GetType](http://msdn.microsoft.com/en-us/library/system.object.gettype.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Invoke](http://msdn.microsoft.com/en-us/library/unityengine.events.unityevent%601.invoke.aspx) (inherited from **UnityEvent<T0>**), [MemberwiseClone](http://msdn.microsoft.com/en-us/library/system.object.memberwiseclone.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [RegisterPersistentListener](http://msdn.microsoft.com/en-us/library/unityengine.events.unityeventbase.registerpersistentlistener.aspx) (inherited from **UnityEventBase**), [RemoveAllListeners](http://msdn.microsoft.com/en-us/library/unityengine.events.unityeventbase.removealllisteners.aspx) (inherited from **UnityEventBase**), [RemoveListener](http://msdn.microsoft.com/en-us/library/unityengine.events.unityevent%601.removelistener.aspx) (inherited from **UnityEvent<T0>**), [SetPersistentListenerState](http://msdn.microsoft.com/en-us/library/unityengine.events.unityeventbase.setpersistentlistenerstate.aspx) (inherited from **UnityEventBase**), [ToString](http://msdn.microsoft.com/en-us/library/unityengine.events.unityeventbase.tostring.aspx) (inherited from **UnityEventBase**), [ValidateRegistration](http://msdn.microsoft.com/en-us/library/unityengine.events.unityeventbase.validateregistration.aspx) (inherited from **UnityEventBase**)

See Also

Applies to: [GazeButton](#topic_0000000000000141)

OnGazeFinished Field

The variable used to listen to the event.

|  |  |
| --- | --- |
| C# |  |
| new public [GazeFinishedEvent](#topic_0000000000000142) OnGazeFinished | |

|  |
| --- |
| **[JScript]**  public OnGazeFinished : [GazeFinishedEvent](#topic_0000000000000142) |

See Also

Applies to: [GazeButton](#topic_0000000000000141)

OnGazeTimeChanged Field

Triggered every time the current gaze time changes.
Sends a normalized number based on currTime and maxTime.

|  |  |
| --- | --- |
| C# |  |
| new public [GazeTimeEvent](#topic_0000000000000143) OnGazeTimeChanged | |

|  |
| --- |
| **[JScript]**  public OnGazeTimeChanged : [GazeTimeEvent](#topic_0000000000000143) |

See Also

Applies to: [GazeButton](#topic_0000000000000141)

active Field

Am I currently gazed at?

|  |  |
| --- | --- |
| C# |  |
| private [bool](http://msdn.microsoft.com/en-us/library/system.boolean.aspx) active | |

|  |
| --- |
| **[JScript]**  private active : [boolean](http://msdn.microsoft.com/en-us/library/system.boolean.aspx) |

See Also

Applies to: [GazeButton](#topic_0000000000000141)

currTime Field

How long have I been gazed at.

|  |  |
| --- | --- |
| C# |  |
| private [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) currTime | |

|  |
| --- |
| **[JScript]**  private currTime : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) |

See Also

Applies to: [GazeButton](#topic_0000000000000141)

looping Field

Restart when finished, useful for raising numbers and such.

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [bool](http://msdn.microsoft.com/en-us/library/system.boolean.aspx) looping | |

|  |
| --- |
| **[JScript]**  private   SerializeField() looping : [boolean](http://msdn.microsoft.com/en-us/library/system.boolean.aspx) |

See Also

Applies to: [GazeButton](#topic_0000000000000141)

maxTime Field

How long does the user have to gaze to trigger me.

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) maxTime | |

|  |
| --- |
| **[JScript]**  private   SerializeField() maxTime : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) |

See Also

Applies to: [GazeButton](#topic_0000000000000141)

GazeInput Class

Sends all the gaze related messages.

[System.Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)

[UnityEngine.Object](http://msdn.microsoft.com/en-us/library/unityengine.object.aspx)

[UnityEngine.Component](http://msdn.microsoft.com/en-us/library/unityengine.component.aspx)

[UnityEngine.Behaviour](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.aspx)

[UnityEngine.MonoBehaviour](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.aspx)

**GazeInput**

|  |  |
| --- | --- |
| C# |  |
| public class GazeInput : **MonoBehaviour** | |

|  |
| --- |
| **[JScript]**  public class GazeInput  extends **MonoBehaviour** |

Requirements

**Namespace:**[<default>](#topic_00000000000001A5)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](http://msdn.microsoft.com/en-us/library/unityengine.component.animation.aspx) (inherited from **Component**), [audio](http://msdn.microsoft.com/en-us/library/unityengine.component.audio.aspx) (inherited from **Component**), [camera](http://msdn.microsoft.com/en-us/library/unityengine.component.camera.aspx) (inherited from **Component**), [collider](http://msdn.microsoft.com/en-us/library/unityengine.component.collider.aspx) (inherited from **Component**), [collider2D](http://msdn.microsoft.com/en-us/library/unityengine.component.collider2d.aspx) (inherited from **Component**), [constantForce](http://msdn.microsoft.com/en-us/library/unityengine.component.constantforce.aspx) (inherited from **Component**), [enabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.enabled.aspx) (inherited from **Behaviour**), [gameObject](http://msdn.microsoft.com/en-us/library/unityengine.component.gameobject.aspx) (inherited from **Component**), [guiElement](http://msdn.microsoft.com/en-us/library/unityengine.component.guielement.aspx) (inherited from **Component**), [guiText](http://msdn.microsoft.com/en-us/library/unityengine.component.guitext.aspx) (inherited from **Component**), [guiTexture](http://msdn.microsoft.com/en-us/library/unityengine.component.guitexture.aspx) (inherited from **Component**), [hideFlags](http://msdn.microsoft.com/en-us/library/unityengine.object.hideflags.aspx) (inherited from **Object**), [hingeJoint](http://msdn.microsoft.com/en-us/library/unityengine.component.hingejoint.aspx) (inherited from **Component**), [isActiveAndEnabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.isactiveandenabled.aspx) (inherited from **Behaviour**), [light](http://msdn.microsoft.com/en-us/library/unityengine.component.light.aspx) (inherited from **Component**), [name](http://msdn.microsoft.com/en-us/library/unityengine.object.name.aspx) (inherited from **Object**), [networkView](http://msdn.microsoft.com/en-us/library/unityengine.component.networkview.aspx) (inherited from **Component**), [particleEmitter](http://msdn.microsoft.com/en-us/library/unityengine.component.particleemitter.aspx) (inherited from **Component**), [particleSystem](http://msdn.microsoft.com/en-us/library/unityengine.component.particlesystem.aspx) (inherited from **Component**), [renderer](http://msdn.microsoft.com/en-us/library/unityengine.component.renderer.aspx) (inherited from **Component**), [rigidbody](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody.aspx) (inherited from **Component**), [rigidbody2D](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody2d.aspx) (inherited from **Component**), [runInEditMode](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.runineditmode.aspx) (inherited from **MonoBehaviour**), [tag](http://msdn.microsoft.com/en-us/library/unityengine.component.tag.aspx) (inherited from **Component**), [transform](http://msdn.microsoft.com/en-us/library/unityengine.component.transform.aspx) (inherited from **Component**), [useGUILayout](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.useguilayout.aspx) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.broadcastmessage.aspx) (inherited from **Component**), [CancelInvoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.cancelinvoke.aspx) (inherited from **MonoBehaviour**), [CompareTag](http://msdn.microsoft.com/en-us/library/unityengine.component.comparetag.aspx) (inherited from **Component**), [Equals](http://msdn.microsoft.com/en-us/library/unityengine.object.equals.aspx) (inherited from **Object**), [Finalize](http://msdn.microsoft.com/en-us/library/system.object.finalize.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [FixedUpdate](#topic_0000000000000154), [GetComponent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponent.aspx) (inherited from **Component**), [GetComponentInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinchildren.aspx) (inherited from **Component**), [GetComponentInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinparent%60%601.aspx) (inherited from **Component**), [GetComponents](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponents%60%601.aspx) (inherited from **Component**), [GetComponentsInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinchildren.aspx) (inherited from **Component**), [GetComponentsInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinparent%60%601.aspx) (inherited from **Component**), [GetHashCode](http://msdn.microsoft.com/en-us/library/unityengine.object.gethashcode.aspx) (inherited from **Object**), [GetInstanceID](http://msdn.microsoft.com/en-us/library/unityengine.object.getinstanceid.aspx) (inherited from **Object**), [GetType](http://msdn.microsoft.com/en-us/library/system.object.gettype.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Invoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invoke.aspx) (inherited from **MonoBehaviour**), [InvokeRepeating](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invokerepeating.aspx) (inherited from **MonoBehaviour**), [IsInvoking](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.isinvoking.aspx) (inherited from **MonoBehaviour**), [MemberwiseClone](http://msdn.microsoft.com/en-us/library/system.object.memberwiseclone.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [OnRaycastEnter](#topic_0000000000000155), [OnRaycastExit](#topic_0000000000000157), [OnRaycastStay](#topic_0000000000000156), [SendMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessage.aspx) (inherited from **Component**), [SendMessageUpwards](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessageupwards.aspx) (inherited from **Component**), [StartCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine.aspx) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine_auto.aspx) (inherited from **MonoBehaviour**), [StopAllCoroutines](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopallcoroutines.aspx) (inherited from **MonoBehaviour**), [StopCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopcoroutine.aspx) (inherited from **MonoBehaviour**), [ToString](http://msdn.microsoft.com/en-us/library/unityengine.object.tostring.aspx) (inherited from **Object**)

Fields

[currentTarget](#topic_0000000000000153), [gazeLayerMask](#topic_000000000000014F), [gazeRange](#topic_0000000000000152), [gazeReticle](#topic_0000000000000151), [gazeSource](#topic_0000000000000150)

GazeInput.FixedUpdate Method

Handles the gaze per frame. Checks if it is on the same object, a new one, or none at all.
And react accordingly using OnEnter, OnStay and OnExit.

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) FixedUpdate() | |

|  |
| --- |
| **[JScript]**  private function FixedUpdate(); |

See Also

Applies to: [GazeInput](#topic_000000000000014E)

GazeInput.OnRaycastEnter Method

Sends the other collider a message that it is being gazed at.

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) OnRaycastEnter(  **Collider** *other* ) | |

|  |
| --- |
| **[JScript]**  private function OnRaycastEnter(  *other* : **Collider** ); |

Parameters

other

|  |
| --- |
| Gazed object |

See Also

Applies to: [GazeInput](#topic_000000000000014E)

GazeInput.OnRaycastExit Method

Sends the other collider a message that it is no longer being gazed at.

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) OnRaycastExit(  **Collider** *other* ) | |

|  |
| --- |
| **[JScript]**  private function OnRaycastExit(  *other* : **Collider** ); |

Parameters

other

|  |
| --- |
| Ungazed object |

See Also

Applies to: [GazeInput](#topic_000000000000014E)

GazeInput.OnRaycastStay Method

Does nothing.

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) OnRaycastStay(  **Collider** *other* ) | |

|  |
| --- |
| **[JScript]**  private function OnRaycastStay(  *other* : **Collider** ); |

Parameters

other

|  |
| --- |
| Gazed object |

See Also

Applies to: [GazeInput](#topic_000000000000014E)

currentTarget Field

Currently gazing at?

|  |  |
| --- | --- |
| C# |  |
| private **Collider** currentTarget | |

|  |
| --- |
| **[JScript]**  private currentTarget : **Collider** |

See Also

Applies to: [GazeInput](#topic_000000000000014E)

gazeLayerMask Field

What can I gaze at?

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **LayerMask** gazeLayerMask | |

|  |
| --- |
| **[JScript]**  private   SerializeField() gazeLayerMask : **LayerMask** |

See Also

Applies to: [GazeInput](#topic_000000000000014E)

gazeRange Field

How far can I gaze?

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) gazeRange | |

|  |
| --- |
| **[JScript]**  private   SerializeField() gazeRange : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) |

See Also

Applies to: [GazeInput](#topic_000000000000014E)

gazeReticle Field

The direction of the gaze ray, usually a reticle
with smooth follow.

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **Transform** gazeReticle | |

|  |
| --- |
| **[JScript]**  private   SerializeField() gazeReticle : **Transform** |

See Also

Applies to: [GazeInput](#topic_000000000000014E)

gazeSource Field

The source of the gaze ray, usually the camera.

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **Transform** gazeSource | |

|  |
| --- |
| **[JScript]**  private   SerializeField() gazeSource : **Transform** |

See Also

Applies to: [GazeInput](#topic_000000000000014E)

GraphicsToggle Class

Changes a PostProcessing setting based on the influence list.
Allows extension for more post settings when neccesary.

[System.Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)

[UnityEngine.Object](http://msdn.microsoft.com/en-us/library/unityengine.object.aspx)

[UnityEngine.Component](http://msdn.microsoft.com/en-us/library/unityengine.component.aspx)

[UnityEngine.Behaviour](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.aspx)

[UnityEngine.MonoBehaviour](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.aspx)

**GraphicsToggle**

|  |  |
| --- | --- |
| C# |  |
| public class GraphicsToggle : **MonoBehaviour** | |

|  |
| --- |
| **[JScript]**  public class GraphicsToggle  extends **MonoBehaviour** |

Requirements

**Namespace:**[<default>](#topic_00000000000001A5)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](http://msdn.microsoft.com/en-us/library/unityengine.component.animation.aspx) (inherited from **Component**), [audio](http://msdn.microsoft.com/en-us/library/unityengine.component.audio.aspx) (inherited from **Component**), [camera](http://msdn.microsoft.com/en-us/library/unityengine.component.camera.aspx) (inherited from **Component**), [collider](http://msdn.microsoft.com/en-us/library/unityengine.component.collider.aspx) (inherited from **Component**), [collider2D](http://msdn.microsoft.com/en-us/library/unityengine.component.collider2d.aspx) (inherited from **Component**), [constantForce](http://msdn.microsoft.com/en-us/library/unityengine.component.constantforce.aspx) (inherited from **Component**), [enabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.enabled.aspx) (inherited from **Behaviour**), [gameObject](http://msdn.microsoft.com/en-us/library/unityengine.component.gameobject.aspx) (inherited from **Component**), [guiElement](http://msdn.microsoft.com/en-us/library/unityengine.component.guielement.aspx) (inherited from **Component**), [guiText](http://msdn.microsoft.com/en-us/library/unityengine.component.guitext.aspx) (inherited from **Component**), [guiTexture](http://msdn.microsoft.com/en-us/library/unityengine.component.guitexture.aspx) (inherited from **Component**), [hideFlags](http://msdn.microsoft.com/en-us/library/unityengine.object.hideflags.aspx) (inherited from **Object**), [hingeJoint](http://msdn.microsoft.com/en-us/library/unityengine.component.hingejoint.aspx) (inherited from **Component**), [isActiveAndEnabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.isactiveandenabled.aspx) (inherited from **Behaviour**), [light](http://msdn.microsoft.com/en-us/library/unityengine.component.light.aspx) (inherited from **Component**), [name](http://msdn.microsoft.com/en-us/library/unityengine.object.name.aspx) (inherited from **Object**), [networkView](http://msdn.microsoft.com/en-us/library/unityengine.component.networkview.aspx) (inherited from **Component**), [particleEmitter](http://msdn.microsoft.com/en-us/library/unityengine.component.particleemitter.aspx) (inherited from **Component**), [particleSystem](http://msdn.microsoft.com/en-us/library/unityengine.component.particlesystem.aspx) (inherited from **Component**), [renderer](http://msdn.microsoft.com/en-us/library/unityengine.component.renderer.aspx) (inherited from **Component**), [rigidbody](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody.aspx) (inherited from **Component**), [rigidbody2D](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody2d.aspx) (inherited from **Component**), [runInEditMode](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.runineditmode.aspx) (inherited from **MonoBehaviour**), [tag](http://msdn.microsoft.com/en-us/library/unityengine.component.tag.aspx) (inherited from **Component**), [transform](http://msdn.microsoft.com/en-us/library/unityengine.component.transform.aspx) (inherited from **Component**), [useGUILayout](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.useguilayout.aspx) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.broadcastmessage.aspx) (inherited from **Component**), [CancelInvoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.cancelinvoke.aspx) (inherited from **MonoBehaviour**), [CompareTag](http://msdn.microsoft.com/en-us/library/unityengine.component.comparetag.aspx) (inherited from **Component**), [Equals](http://msdn.microsoft.com/en-us/library/unityengine.object.equals.aspx) (inherited from **Object**), [Finalize](http://msdn.microsoft.com/en-us/library/system.object.finalize.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [GetComponent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponent.aspx) (inherited from **Component**), [GetComponentInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinchildren.aspx) (inherited from **Component**), [GetComponentInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinparent%60%601.aspx) (inherited from **Component**), [GetComponents](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponents%60%601.aspx) (inherited from **Component**), [GetComponentsInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinchildren.aspx) (inherited from **Component**), [GetComponentsInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinparent%60%601.aspx) (inherited from **Component**), [GetHashCode](http://msdn.microsoft.com/en-us/library/unityengine.object.gethashcode.aspx) (inherited from **Object**), [GetInstanceID](http://msdn.microsoft.com/en-us/library/unityengine.object.getinstanceid.aspx) (inherited from **Object**), [GetType](http://msdn.microsoft.com/en-us/library/system.object.gettype.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Invoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invoke.aspx) (inherited from **MonoBehaviour**), [InvokeRepeating](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invokerepeating.aspx) (inherited from **MonoBehaviour**), [IsInvoking](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.isinvoking.aspx) (inherited from **MonoBehaviour**), [MemberwiseClone](http://msdn.microsoft.com/en-us/library/system.object.memberwiseclone.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [SendMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessage.aspx) (inherited from **Component**), [SendMessageUpwards](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessageupwards.aspx) (inherited from **Component**), [StartCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine.aspx) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine_auto.aspx) (inherited from **MonoBehaviour**), [StopAllCoroutines](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopallcoroutines.aspx) (inherited from **MonoBehaviour**), [StopCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopcoroutine.aspx) (inherited from **MonoBehaviour**), [ToString](http://msdn.microsoft.com/en-us/library/unityengine.object.tostring.aspx) (inherited from **Object**), [Toggle](#topic_000000000000016F)

Enumerations

[GraphicsSettings](#topic_000000000000016C)

Fields

[toInfluence](#topic_000000000000016E)

GraphicsToggle.Toggle Method

To trigger the option changes.

|  |  |
| --- | --- |
| C# |  |
| public [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Toggle(  [bool](http://msdn.microsoft.com/en-us/library/system.boolean.aspx) *value* ) | |

|  |
| --- |
| **[JScript]**  public function Toggle(  *value* : [boolean](http://msdn.microsoft.com/en-us/library/system.boolean.aspx) ); |

Parameters

value

|  |
| --- |
| <default> |

See Also

Applies to: [GraphicsToggle](#topic_000000000000016B)

GraphicsSettings Enumeration

The enum list of available, can be expanded to allow more.

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| Bloom | 0 |  |

Requirements

**Namespace:**[<default>](#topic_00000000000001A5)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

See Also

Applies to: [GraphicsToggle](#topic_000000000000016B)

toInfluence Field

An array of options to influence at trigger.

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [GraphicsSettings](#topic_000000000000016C)[] toInfluence | |

|  |
| --- |
| **[JScript]**  private   SerializeField() toInfluence : [GraphicsSettings](#topic_000000000000016C)[] |

See Also

Applies to: [GraphicsToggle](#topic_000000000000016B)

LoadAdditive Class

[System.Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)

[UnityEngine.Object](http://msdn.microsoft.com/en-us/library/unityengine.object.aspx)

[UnityEngine.Component](http://msdn.microsoft.com/en-us/library/unityengine.component.aspx)

[UnityEngine.Behaviour](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.aspx)

[UnityEngine.MonoBehaviour](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.aspx)

**LoadAdditive**

|  |  |
| --- | --- |
| C# |  |
| public class LoadAdditive : **MonoBehaviour** | |

|  |
| --- |
| **[JScript]**  public class LoadAdditive  extends **MonoBehaviour** |

Requirements

**Namespace:**[<default>](#topic_00000000000001A5)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](http://msdn.microsoft.com/en-us/library/unityengine.component.animation.aspx) (inherited from **Component**), [audio](http://msdn.microsoft.com/en-us/library/unityengine.component.audio.aspx) (inherited from **Component**), [camera](http://msdn.microsoft.com/en-us/library/unityengine.component.camera.aspx) (inherited from **Component**), [collider](http://msdn.microsoft.com/en-us/library/unityengine.component.collider.aspx) (inherited from **Component**), [collider2D](http://msdn.microsoft.com/en-us/library/unityengine.component.collider2d.aspx) (inherited from **Component**), [constantForce](http://msdn.microsoft.com/en-us/library/unityengine.component.constantforce.aspx) (inherited from **Component**), [enabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.enabled.aspx) (inherited from **Behaviour**), [gameObject](http://msdn.microsoft.com/en-us/library/unityengine.component.gameobject.aspx) (inherited from **Component**), [guiElement](http://msdn.microsoft.com/en-us/library/unityengine.component.guielement.aspx) (inherited from **Component**), [guiText](http://msdn.microsoft.com/en-us/library/unityengine.component.guitext.aspx) (inherited from **Component**), [guiTexture](http://msdn.microsoft.com/en-us/library/unityengine.component.guitexture.aspx) (inherited from **Component**), [hideFlags](http://msdn.microsoft.com/en-us/library/unityengine.object.hideflags.aspx) (inherited from **Object**), [hingeJoint](http://msdn.microsoft.com/en-us/library/unityengine.component.hingejoint.aspx) (inherited from **Component**), [isActiveAndEnabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.isactiveandenabled.aspx) (inherited from **Behaviour**), [light](http://msdn.microsoft.com/en-us/library/unityengine.component.light.aspx) (inherited from **Component**), [name](http://msdn.microsoft.com/en-us/library/unityengine.object.name.aspx) (inherited from **Object**), [networkView](http://msdn.microsoft.com/en-us/library/unityengine.component.networkview.aspx) (inherited from **Component**), [particleEmitter](http://msdn.microsoft.com/en-us/library/unityengine.component.particleemitter.aspx) (inherited from **Component**), [particleSystem](http://msdn.microsoft.com/en-us/library/unityengine.component.particlesystem.aspx) (inherited from **Component**), [renderer](http://msdn.microsoft.com/en-us/library/unityengine.component.renderer.aspx) (inherited from **Component**), [rigidbody](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody.aspx) (inherited from **Component**), [rigidbody2D](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody2d.aspx) (inherited from **Component**), [runInEditMode](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.runineditmode.aspx) (inherited from **MonoBehaviour**), [tag](http://msdn.microsoft.com/en-us/library/unityengine.component.tag.aspx) (inherited from **Component**), [transform](http://msdn.microsoft.com/en-us/library/unityengine.component.transform.aspx) (inherited from **Component**), [useGUILayout](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.useguilayout.aspx) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.broadcastmessage.aspx) (inherited from **Component**), [CancelInvoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.cancelinvoke.aspx) (inherited from **MonoBehaviour**), [CompareTag](http://msdn.microsoft.com/en-us/library/unityengine.component.comparetag.aspx) (inherited from **Component**), [Equals](http://msdn.microsoft.com/en-us/library/unityengine.object.equals.aspx) (inherited from **Object**), [Finalize](http://msdn.microsoft.com/en-us/library/system.object.finalize.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [GetComponent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponent.aspx) (inherited from **Component**), [GetComponentInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinchildren.aspx) (inherited from **Component**), [GetComponentInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinparent%60%601.aspx) (inherited from **Component**), [GetComponents](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponents%60%601.aspx) (inherited from **Component**), [GetComponentsInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinchildren.aspx) (inherited from **Component**), [GetComponentsInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinparent%60%601.aspx) (inherited from **Component**), [GetHashCode](http://msdn.microsoft.com/en-us/library/unityengine.object.gethashcode.aspx) (inherited from **Object**), [GetInstanceID](http://msdn.microsoft.com/en-us/library/unityengine.object.getinstanceid.aspx) (inherited from **Object**), [GetType](http://msdn.microsoft.com/en-us/library/system.object.gettype.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Invoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invoke.aspx) (inherited from **MonoBehaviour**), [InvokeRepeating](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invokerepeating.aspx) (inherited from **MonoBehaviour**), [IsInvoking](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.isinvoking.aspx) (inherited from **MonoBehaviour**), [LoadInNextScene](#topic_000000000000019B), [MemberwiseClone](http://msdn.microsoft.com/en-us/library/system.object.memberwiseclone.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [SendMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessage.aspx) (inherited from **Component**), [SendMessageUpwards](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessageupwards.aspx) (inherited from **Component**), [StartCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine.aspx) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine_auto.aspx) (inherited from **MonoBehaviour**), [StopAllCoroutines](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopallcoroutines.aspx) (inherited from **MonoBehaviour**), [StopCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopcoroutine.aspx) (inherited from **MonoBehaviour**), [ToString](http://msdn.microsoft.com/en-us/library/unityengine.object.tostring.aspx) (inherited from **Object**)

LoadAdditive.LoadInNextScene Method

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) LoadInNextScene(  [string](http://msdn.microsoft.com/en-us/library/system.string.aspx) *sceneToLoad* ) | |

|  |
| --- |
| **[JScript]**  private function LoadInNextScene(  *sceneToLoad* : [String](http://msdn.microsoft.com/en-us/library/system.string.aspx) ); |

Parameters

sceneToLoad

|  |
| --- |
|  |

See Also

Applies to: [LoadAdditive](#topic_000000000000019A)

NextSceneButton Class

[System.Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)

[UnityEngine.Object](http://msdn.microsoft.com/en-us/library/unityengine.object.aspx)

[UnityEngine.Component](http://msdn.microsoft.com/en-us/library/unityengine.component.aspx)

[UnityEngine.Behaviour](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.aspx)

[UnityEngine.MonoBehaviour](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.aspx)

**NextSceneButton**

|  |  |
| --- | --- |
| C# |  |
| public class NextSceneButton : **MonoBehaviour** | |

|  |
| --- |
| **[JScript]**  public class NextSceneButton  extends **MonoBehaviour** |

Requirements

**Namespace:**[<default>](#topic_00000000000001A5)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](http://msdn.microsoft.com/en-us/library/unityengine.component.animation.aspx) (inherited from **Component**), [audio](http://msdn.microsoft.com/en-us/library/unityengine.component.audio.aspx) (inherited from **Component**), [camera](http://msdn.microsoft.com/en-us/library/unityengine.component.camera.aspx) (inherited from **Component**), [collider](http://msdn.microsoft.com/en-us/library/unityengine.component.collider.aspx) (inherited from **Component**), [collider2D](http://msdn.microsoft.com/en-us/library/unityengine.component.collider2d.aspx) (inherited from **Component**), [constantForce](http://msdn.microsoft.com/en-us/library/unityengine.component.constantforce.aspx) (inherited from **Component**), [enabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.enabled.aspx) (inherited from **Behaviour**), [gameObject](http://msdn.microsoft.com/en-us/library/unityengine.component.gameobject.aspx) (inherited from **Component**), [guiElement](http://msdn.microsoft.com/en-us/library/unityengine.component.guielement.aspx) (inherited from **Component**), [guiText](http://msdn.microsoft.com/en-us/library/unityengine.component.guitext.aspx) (inherited from **Component**), [guiTexture](http://msdn.microsoft.com/en-us/library/unityengine.component.guitexture.aspx) (inherited from **Component**), [hideFlags](http://msdn.microsoft.com/en-us/library/unityengine.object.hideflags.aspx) (inherited from **Object**), [hingeJoint](http://msdn.microsoft.com/en-us/library/unityengine.component.hingejoint.aspx) (inherited from **Component**), [isActiveAndEnabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.isactiveandenabled.aspx) (inherited from **Behaviour**), [light](http://msdn.microsoft.com/en-us/library/unityengine.component.light.aspx) (inherited from **Component**), [name](http://msdn.microsoft.com/en-us/library/unityengine.object.name.aspx) (inherited from **Object**), [networkView](http://msdn.microsoft.com/en-us/library/unityengine.component.networkview.aspx) (inherited from **Component**), [particleEmitter](http://msdn.microsoft.com/en-us/library/unityengine.component.particleemitter.aspx) (inherited from **Component**), [particleSystem](http://msdn.microsoft.com/en-us/library/unityengine.component.particlesystem.aspx) (inherited from **Component**), [renderer](http://msdn.microsoft.com/en-us/library/unityengine.component.renderer.aspx) (inherited from **Component**), [rigidbody](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody.aspx) (inherited from **Component**), [rigidbody2D](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody2d.aspx) (inherited from **Component**), [runInEditMode](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.runineditmode.aspx) (inherited from **MonoBehaviour**), [tag](http://msdn.microsoft.com/en-us/library/unityengine.component.tag.aspx) (inherited from **Component**), [transform](http://msdn.microsoft.com/en-us/library/unityengine.component.transform.aspx) (inherited from **Component**), [useGUILayout](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.useguilayout.aspx) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.broadcastmessage.aspx) (inherited from **Component**), [CancelInvoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.cancelinvoke.aspx) (inherited from **MonoBehaviour**), [CompareTag](http://msdn.microsoft.com/en-us/library/unityengine.component.comparetag.aspx) (inherited from **Component**), [Equals](http://msdn.microsoft.com/en-us/library/unityengine.object.equals.aspx) (inherited from **Object**), [Finalize](http://msdn.microsoft.com/en-us/library/system.object.finalize.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [GetComponent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponent.aspx) (inherited from **Component**), [GetComponentInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinchildren.aspx) (inherited from **Component**), [GetComponentInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinparent%60%601.aspx) (inherited from **Component**), [GetComponents](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponents%60%601.aspx) (inherited from **Component**), [GetComponentsInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinchildren.aspx) (inherited from **Component**), [GetComponentsInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinparent%60%601.aspx) (inherited from **Component**), [GetHashCode](http://msdn.microsoft.com/en-us/library/unityengine.object.gethashcode.aspx) (inherited from **Object**), [GetInstanceID](http://msdn.microsoft.com/en-us/library/unityengine.object.getinstanceid.aspx) (inherited from **Object**), [GetType](http://msdn.microsoft.com/en-us/library/system.object.gettype.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Invoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invoke.aspx) (inherited from **MonoBehaviour**), [InvokeRepeating](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invokerepeating.aspx) (inherited from **MonoBehaviour**), [IsInvoking](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.isinvoking.aspx) (inherited from **MonoBehaviour**), [MemberwiseClone](http://msdn.microsoft.com/en-us/library/system.object.memberwiseclone.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [NextScene](#topic_000000000000019D), [SendMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessage.aspx) (inherited from **Component**), [SendMessageUpwards](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessageupwards.aspx) (inherited from **Component**), [StartCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine.aspx) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine_auto.aspx) (inherited from **MonoBehaviour**), [StopAllCoroutines](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopallcoroutines.aspx) (inherited from **MonoBehaviour**), [StopCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopcoroutine.aspx) (inherited from **MonoBehaviour**), [ToString](http://msdn.microsoft.com/en-us/library/unityengine.object.tostring.aspx) (inherited from **Object**)

NextSceneButton.NextScene (Int32) Method

|  |  |
| --- | --- |
| C# |  |
| public [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) NextScene(  [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) *sceneIndex* ) | |

|  |
| --- |
| **[JScript]**  public function NextScene(  *sceneIndex* : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) ); |

Parameters

sceneIndex

|  |
| --- |
|  |

See Also

Applies to: [NextSceneButton](#topic_000000000000019C)

NextSceneButton.NextScene (String) Method

|  |  |
| --- | --- |
| C# |  |
| public [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) NextScene(  [string](http://msdn.microsoft.com/en-us/library/system.string.aspx) *sceneName* ) | |

|  |
| --- |
| **[JScript]**  public function NextScene(  *sceneName* : [String](http://msdn.microsoft.com/en-us/library/system.string.aspx) ); |

Parameters

sceneName

|  |
| --- |
|  |

See Also

Applies to: [NextSceneButton](#topic_000000000000019C)

Node Class

This script will act as a "Node" or "Target" and when it is hit it will "charge" the "Tower" or "Building" its connected to.

[System.Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)

[UnityEngine.Object](http://msdn.microsoft.com/en-us/library/unityengine.object.aspx)

[UnityEngine.Component](http://msdn.microsoft.com/en-us/library/unityengine.component.aspx)

[UnityEngine.Behaviour](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.aspx)

[UnityEngine.MonoBehaviour](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.aspx)

**Node**

|  |  |
| --- | --- |
| C# |  |
| public class Node : **MonoBehaviour**,  [IDamagable](#topic_0000000000000158) | |

|  |
| --- |
| **[JScript]**  public class Node  extends **MonoBehaviour**  implements [IDamagable](#topic_0000000000000158) |

Requirements

**Namespace:**[<default>](#topic_00000000000001A5)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[Health](#topic_000000000000007A), [MaxHealth](#topic_0000000000000079), [animation](http://msdn.microsoft.com/en-us/library/unityengine.component.animation.aspx) (inherited from **Component**), [audio](http://msdn.microsoft.com/en-us/library/unityengine.component.audio.aspx) (inherited from **Component**), [camera](http://msdn.microsoft.com/en-us/library/unityengine.component.camera.aspx) (inherited from **Component**), [collider](http://msdn.microsoft.com/en-us/library/unityengine.component.collider.aspx) (inherited from **Component**), [collider2D](http://msdn.microsoft.com/en-us/library/unityengine.component.collider2d.aspx) (inherited from **Component**), [constantForce](http://msdn.microsoft.com/en-us/library/unityengine.component.constantforce.aspx) (inherited from **Component**), [enabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.enabled.aspx) (inherited from **Behaviour**), [gameObject](http://msdn.microsoft.com/en-us/library/unityengine.component.gameobject.aspx) (inherited from **Component**), [guiElement](http://msdn.microsoft.com/en-us/library/unityengine.component.guielement.aspx) (inherited from **Component**), [guiText](http://msdn.microsoft.com/en-us/library/unityengine.component.guitext.aspx) (inherited from **Component**), [guiTexture](http://msdn.microsoft.com/en-us/library/unityengine.component.guitexture.aspx) (inherited from **Component**), [hideFlags](http://msdn.microsoft.com/en-us/library/unityengine.object.hideflags.aspx) (inherited from **Object**), [hingeJoint](http://msdn.microsoft.com/en-us/library/unityengine.component.hingejoint.aspx) (inherited from **Component**), [isActiveAndEnabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.isactiveandenabled.aspx) (inherited from **Behaviour**), [light](http://msdn.microsoft.com/en-us/library/unityengine.component.light.aspx) (inherited from **Component**), [name](http://msdn.microsoft.com/en-us/library/unityengine.object.name.aspx) (inherited from **Object**), [networkView](http://msdn.microsoft.com/en-us/library/unityengine.component.networkview.aspx) (inherited from **Component**), [particleEmitter](http://msdn.microsoft.com/en-us/library/unityengine.component.particleemitter.aspx) (inherited from **Component**), [particleSystem](http://msdn.microsoft.com/en-us/library/unityengine.component.particlesystem.aspx) (inherited from **Component**), [renderer](http://msdn.microsoft.com/en-us/library/unityengine.component.renderer.aspx) (inherited from **Component**), [rigidbody](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody.aspx) (inherited from **Component**), [rigidbody2D](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody2d.aspx) (inherited from **Component**), [runInEditMode](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.runineditmode.aspx) (inherited from **MonoBehaviour**), [tag](http://msdn.microsoft.com/en-us/library/unityengine.component.tag.aspx) (inherited from **Component**), [transform](http://msdn.microsoft.com/en-us/library/unityengine.component.transform.aspx) (inherited from **Component**), [useGUILayout](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.useguilayout.aspx) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.broadcastmessage.aspx) (inherited from **Component**), [CancelInvoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.cancelinvoke.aspx) (inherited from **MonoBehaviour**), [CompareTag](http://msdn.microsoft.com/en-us/library/unityengine.component.comparetag.aspx) (inherited from **Component**), [Damage](#topic_000000000000007D), [Equals](http://msdn.microsoft.com/en-us/library/unityengine.object.equals.aspx) (inherited from **Object**), [Finalize](http://msdn.microsoft.com/en-us/library/system.object.finalize.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [GetComponent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponent.aspx) (inherited from **Component**), [GetComponentInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinchildren.aspx) (inherited from **Component**), [GetComponentInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinparent%60%601.aspx) (inherited from **Component**), [GetComponents](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponents%60%601.aspx) (inherited from **Component**), [GetComponentsInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinchildren.aspx) (inherited from **Component**), [GetComponentsInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinparent%60%601.aspx) (inherited from **Component**), [GetHashCode](http://msdn.microsoft.com/en-us/library/unityengine.object.gethashcode.aspx) (inherited from **Object**), [GetInstanceID](http://msdn.microsoft.com/en-us/library/unityengine.object.getinstanceid.aspx) (inherited from **Object**), [GetType](http://msdn.microsoft.com/en-us/library/system.object.gettype.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Heal](#topic_000000000000007E), [Invoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invoke.aspx) (inherited from **MonoBehaviour**), [InvokeRepeating](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invokerepeating.aspx) (inherited from **MonoBehaviour**), [IsInvoking](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.isinvoking.aspx) (inherited from **MonoBehaviour**), [MemberwiseClone](http://msdn.microsoft.com/en-us/library/system.object.memberwiseclone.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [OnHitStay](#topic_000000000000007C), [SendMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessage.aspx) (inherited from **Component**), [SendMessageUpwards](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessageupwards.aspx) (inherited from **Component**), [Start](#topic_000000000000007B), [StartCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine.aspx) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine_auto.aspx) (inherited from **MonoBehaviour**), [StopAllCoroutines](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopallcoroutines.aspx) (inherited from **MonoBehaviour**), [StopCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopcoroutine.aspx) (inherited from **MonoBehaviour**), [ToString](http://msdn.microsoft.com/en-us/library/unityengine.object.tostring.aspx) (inherited from **Object**)

Fields

[energyBoost](#topic_0000000000000078), [parentBuilding](#topic_0000000000000077)

Node.Health Property

|  |  |
| --- | --- |
| C# |  |
| public [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) Health {get;} | |

|  |
| --- |
| **[JScript]**  public function get Health() : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx); |

Implements

[IDamagable.Health](#topic_000000000000015A)

See Also

Applies to: [Node](#topic_0000000000000076)

Node.MaxHealth Property

MaxHealth is nodig voor de IDamagable class

|  |  |
| --- | --- |
| C# |  |
| public [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) MaxHealth {get;} | |

|  |
| --- |
| **[JScript]**  public function get MaxHealth() : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx); |

Implements

[IDamagable.MaxHealth](#topic_0000000000000159)

See Also

Applies to: [Node](#topic_0000000000000076)

Node.Damage Method

|  |  |
| --- | --- |
| C# |  |
| public [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Damage(  [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) *value* ) | |

|  |
| --- |
| **[JScript]**  public function Damage(  *value* : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) ); |

Parameters

value

|  |
| --- |
| <default> |

Implements

[IDamagable.Damage](#topic_000000000000015B)

See Also

Applies to: [Node](#topic_0000000000000076)

Node.Heal Method

|  |  |
| --- | --- |
| C# |  |
| public [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Heal(  [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) *value* = 0 ) | |

|  |
| --- |
| **[JScript]**  public function Heal(  *value* : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) ); |

Parameters

value

|  |
| --- |
| <default> |

Implements

[IDamagable.Heal](#topic_000000000000015C)

See Also

Applies to: [Node](#topic_0000000000000076)

Node.OnHitStay Method

|  |  |
| --- | --- |
| C# |  |
| public [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) OnHitStay() | |

|  |
| --- |
| **[JScript]**  public function OnHitStay(); |

See Also

Applies to: [Node](#topic_0000000000000076)

Node.Start Method

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Start() | |

|  |
| --- |
| **[JScript]**  private function Start(); |

See Also

Applies to: [Node](#topic_0000000000000076)

energyBoost Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) energyBoost | |

|  |
| --- |
| **[JScript]**  private   SerializeField() energyBoost : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) |

See Also

Applies to: [Node](#topic_0000000000000076)

parentBuilding Field

|  |  |
| --- | --- |
| C# |  |
| public [Building](#topic_000000000000005F) parentBuilding | |

|  |
| --- |
| **[JScript]**  public parentBuilding : [Building](#topic_000000000000005F) |

See Also

Applies to: [Node](#topic_0000000000000076)

PathCreator Class

[System.Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)

[UnityEngine.Object](http://msdn.microsoft.com/en-us/library/unityengine.object.aspx)

[UnityEngine.Component](http://msdn.microsoft.com/en-us/library/unityengine.component.aspx)

[UnityEngine.Behaviour](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.aspx)

[UnityEngine.MonoBehaviour](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.aspx)

**PathCreator**

|  |  |
| --- | --- |
| C# |  |
| public class PathCreator : **MonoBehaviour** | |

|  |
| --- |
| **[JScript]**  public class PathCreator  extends **MonoBehaviour** |

Requirements

**Namespace:**[<default>](#topic_00000000000001A5)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](http://msdn.microsoft.com/en-us/library/unityengine.component.animation.aspx) (inherited from **Component**), [audio](http://msdn.microsoft.com/en-us/library/unityengine.component.audio.aspx) (inherited from **Component**), [camera](http://msdn.microsoft.com/en-us/library/unityengine.component.camera.aspx) (inherited from **Component**), [collider](http://msdn.microsoft.com/en-us/library/unityengine.component.collider.aspx) (inherited from **Component**), [collider2D](http://msdn.microsoft.com/en-us/library/unityengine.component.collider2d.aspx) (inherited from **Component**), [constantForce](http://msdn.microsoft.com/en-us/library/unityengine.component.constantforce.aspx) (inherited from **Component**), [enabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.enabled.aspx) (inherited from **Behaviour**), [gameObject](http://msdn.microsoft.com/en-us/library/unityengine.component.gameobject.aspx) (inherited from **Component**), [guiElement](http://msdn.microsoft.com/en-us/library/unityengine.component.guielement.aspx) (inherited from **Component**), [guiText](http://msdn.microsoft.com/en-us/library/unityengine.component.guitext.aspx) (inherited from **Component**), [guiTexture](http://msdn.microsoft.com/en-us/library/unityengine.component.guitexture.aspx) (inherited from **Component**), [hideFlags](http://msdn.microsoft.com/en-us/library/unityengine.object.hideflags.aspx) (inherited from **Object**), [hingeJoint](http://msdn.microsoft.com/en-us/library/unityengine.component.hingejoint.aspx) (inherited from **Component**), [isActiveAndEnabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.isactiveandenabled.aspx) (inherited from **Behaviour**), [light](http://msdn.microsoft.com/en-us/library/unityengine.component.light.aspx) (inherited from **Component**), [name](http://msdn.microsoft.com/en-us/library/unityengine.object.name.aspx) (inherited from **Object**), [networkView](http://msdn.microsoft.com/en-us/library/unityengine.component.networkview.aspx) (inherited from **Component**), [particleEmitter](http://msdn.microsoft.com/en-us/library/unityengine.component.particleemitter.aspx) (inherited from **Component**), [particleSystem](http://msdn.microsoft.com/en-us/library/unityengine.component.particlesystem.aspx) (inherited from **Component**), [renderer](http://msdn.microsoft.com/en-us/library/unityengine.component.renderer.aspx) (inherited from **Component**), [rigidbody](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody.aspx) (inherited from **Component**), [rigidbody2D](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody2d.aspx) (inherited from **Component**), [runInEditMode](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.runineditmode.aspx) (inherited from **MonoBehaviour**), [tag](http://msdn.microsoft.com/en-us/library/unityengine.component.tag.aspx) (inherited from **Component**), [transform](http://msdn.microsoft.com/en-us/library/unityengine.component.transform.aspx) (inherited from **Component**), [useGUILayout](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.useguilayout.aspx) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.broadcastmessage.aspx) (inherited from **Component**), [CancelInvoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.cancelinvoke.aspx) (inherited from **MonoBehaviour**), [CompareTag](http://msdn.microsoft.com/en-us/library/unityengine.component.comparetag.aspx) (inherited from **Component**), [CreatePath](#topic_0000000000000131), [Equals](http://msdn.microsoft.com/en-us/library/unityengine.object.equals.aspx) (inherited from **Object**), [Finalize](http://msdn.microsoft.com/en-us/library/system.object.finalize.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [GetComponent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponent.aspx) (inherited from **Component**), [GetComponentInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinchildren.aspx) (inherited from **Component**), [GetComponentInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinparent%60%601.aspx) (inherited from **Component**), [GetComponents](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponents%60%601.aspx) (inherited from **Component**), [GetComponentsInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinchildren.aspx) (inherited from **Component**), [GetComponentsInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinparent%60%601.aspx) (inherited from **Component**), [GetHashCode](http://msdn.microsoft.com/en-us/library/unityengine.object.gethashcode.aspx) (inherited from **Object**), [GetInstanceID](http://msdn.microsoft.com/en-us/library/unityengine.object.getinstanceid.aspx) (inherited from **Object**), [GetType](http://msdn.microsoft.com/en-us/library/system.object.gettype.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Invoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invoke.aspx) (inherited from **MonoBehaviour**), [InvokeRepeating](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invokerepeating.aspx) (inherited from **MonoBehaviour**), [IsInvoking](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.isinvoking.aspx) (inherited from **MonoBehaviour**), [MemberwiseClone](http://msdn.microsoft.com/en-us/library/system.object.memberwiseclone.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Reset](#topic_0000000000000132), [SendMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessage.aspx) (inherited from **Component**), [SendMessageUpwards](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessageupwards.aspx) (inherited from **Component**), [StartCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine.aspx) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine_auto.aspx) (inherited from **MonoBehaviour**), [StopAllCoroutines](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopallcoroutines.aspx) (inherited from **MonoBehaviour**), [StopCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopcoroutine.aspx) (inherited from **MonoBehaviour**), [ToString](http://msdn.microsoft.com/en-us/library/unityengine.object.tostring.aspx) (inherited from **Object**)

Fields

[anchorCol](#topic_000000000000012A), [anchorDiameter](#topic_000000000000012E), [controlCol](#topic_000000000000012B), [controlDiameter](#topic_000000000000012F), [displayControlPoints](#topic_0000000000000130), [path](#topic_0000000000000129), [segmentCol](#topic_000000000000012C), [selectedSegmentCol](#topic_000000000000012D)

PathCreator.CreatePath Method

|  |  |
| --- | --- |
| C# |  |
| public [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) CreatePath() | |

|  |
| --- |
| **[JScript]**  public function CreatePath(); |

See Also

Applies to: [PathCreator](#topic_0000000000000128)

PathCreator.Reset Method

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Reset() | |

|  |
| --- |
| **[JScript]**  private function Reset(); |

See Also

Applies to: [PathCreator](#topic_0000000000000128)

anchorCol Field

|  |  |
| --- | --- |
| C# |  |
| public **Color** anchorCol | |

|  |
| --- |
| **[JScript]**  public anchorCol : **Color** |

See Also

Applies to: [PathCreator](#topic_0000000000000128)

anchorDiameter Field

|  |  |
| --- | --- |
| C# |  |
| public [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) anchorDiameter | |

|  |
| --- |
| **[JScript]**  public anchorDiameter : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) |

See Also

Applies to: [PathCreator](#topic_0000000000000128)

controlCol Field

|  |  |
| --- | --- |
| C# |  |
| public **Color** controlCol | |

|  |
| --- |
| **[JScript]**  public controlCol : **Color** |

See Also

Applies to: [PathCreator](#topic_0000000000000128)

controlDiameter Field

|  |  |
| --- | --- |
| C# |  |
| public [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) controlDiameter | |

|  |
| --- |
| **[JScript]**  public controlDiameter : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) |

See Also

Applies to: [PathCreator](#topic_0000000000000128)

displayControlPoints Field

|  |  |
| --- | --- |
| C# |  |
| public [bool](http://msdn.microsoft.com/en-us/library/system.boolean.aspx) displayControlPoints | |

|  |
| --- |
| **[JScript]**  public displayControlPoints : [boolean](http://msdn.microsoft.com/en-us/library/system.boolean.aspx) |

See Also

Applies to: [PathCreator](#topic_0000000000000128)

path Field

|  |  |
| --- | --- |
| C# |  |
| [HideInInspector()] public [Path](#topic_0000000000000113) path | |

|  |
| --- |
| **[JScript]**  public   HideInInspector() path : [Path](#topic_0000000000000113) |

See Also

Applies to: [PathCreator](#topic_0000000000000128)

segmentCol Field

|  |  |
| --- | --- |
| C# |  |
| public **Color** segmentCol | |

|  |
| --- |
| **[JScript]**  public segmentCol : **Color** |

See Also

Applies to: [PathCreator](#topic_0000000000000128)

selectedSegmentCol Field

|  |  |
| --- | --- |
| C# |  |
| public **Color** selectedSegmentCol | |

|  |
| --- |
| **[JScript]**  public selectedSegmentCol : **Color** |

See Also

Applies to: [PathCreator](#topic_0000000000000128)

PathPlacer Class

[System.Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)

[UnityEngine.Object](http://msdn.microsoft.com/en-us/library/unityengine.object.aspx)

[UnityEngine.Component](http://msdn.microsoft.com/en-us/library/unityengine.component.aspx)

[UnityEngine.Behaviour](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.aspx)

[UnityEngine.MonoBehaviour](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.aspx)

**PathPlacer**

|  |  |
| --- | --- |
| C# |  |
| public class PathPlacer : **MonoBehaviour** | |

|  |
| --- |
| **[JScript]**  public class PathPlacer  extends **MonoBehaviour** |

Requirements

**Namespace:**[<default>](#topic_00000000000001A5)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](http://msdn.microsoft.com/en-us/library/unityengine.component.animation.aspx) (inherited from **Component**), [audio](http://msdn.microsoft.com/en-us/library/unityengine.component.audio.aspx) (inherited from **Component**), [camera](http://msdn.microsoft.com/en-us/library/unityengine.component.camera.aspx) (inherited from **Component**), [collider](http://msdn.microsoft.com/en-us/library/unityengine.component.collider.aspx) (inherited from **Component**), [collider2D](http://msdn.microsoft.com/en-us/library/unityengine.component.collider2d.aspx) (inherited from **Component**), [constantForce](http://msdn.microsoft.com/en-us/library/unityengine.component.constantforce.aspx) (inherited from **Component**), [enabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.enabled.aspx) (inherited from **Behaviour**), [gameObject](http://msdn.microsoft.com/en-us/library/unityengine.component.gameobject.aspx) (inherited from **Component**), [guiElement](http://msdn.microsoft.com/en-us/library/unityengine.component.guielement.aspx) (inherited from **Component**), [guiText](http://msdn.microsoft.com/en-us/library/unityengine.component.guitext.aspx) (inherited from **Component**), [guiTexture](http://msdn.microsoft.com/en-us/library/unityengine.component.guitexture.aspx) (inherited from **Component**), [hideFlags](http://msdn.microsoft.com/en-us/library/unityengine.object.hideflags.aspx) (inherited from **Object**), [hingeJoint](http://msdn.microsoft.com/en-us/library/unityengine.component.hingejoint.aspx) (inherited from **Component**), [isActiveAndEnabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.isactiveandenabled.aspx) (inherited from **Behaviour**), [light](http://msdn.microsoft.com/en-us/library/unityengine.component.light.aspx) (inherited from **Component**), [name](http://msdn.microsoft.com/en-us/library/unityengine.object.name.aspx) (inherited from **Object**), [networkView](http://msdn.microsoft.com/en-us/library/unityengine.component.networkview.aspx) (inherited from **Component**), [particleEmitter](http://msdn.microsoft.com/en-us/library/unityengine.component.particleemitter.aspx) (inherited from **Component**), [particleSystem](http://msdn.microsoft.com/en-us/library/unityengine.component.particlesystem.aspx) (inherited from **Component**), [renderer](http://msdn.microsoft.com/en-us/library/unityengine.component.renderer.aspx) (inherited from **Component**), [rigidbody](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody.aspx) (inherited from **Component**), [rigidbody2D](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody2d.aspx) (inherited from **Component**), [runInEditMode](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.runineditmode.aspx) (inherited from **MonoBehaviour**), [tag](http://msdn.microsoft.com/en-us/library/unityengine.component.tag.aspx) (inherited from **Component**), [transform](http://msdn.microsoft.com/en-us/library/unityengine.component.transform.aspx) (inherited from **Component**), [useGUILayout](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.useguilayout.aspx) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.broadcastmessage.aspx) (inherited from **Component**), [CancelInvoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.cancelinvoke.aspx) (inherited from **MonoBehaviour**), [CompareTag](http://msdn.microsoft.com/en-us/library/unityengine.component.comparetag.aspx) (inherited from **Component**), [Equals](http://msdn.microsoft.com/en-us/library/unityengine.object.equals.aspx) (inherited from **Object**), [Finalize](http://msdn.microsoft.com/en-us/library/system.object.finalize.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [GetComponent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponent.aspx) (inherited from **Component**), [GetComponentInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinchildren.aspx) (inherited from **Component**), [GetComponentInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinparent%60%601.aspx) (inherited from **Component**), [GetComponents](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponents%60%601.aspx) (inherited from **Component**), [GetComponentsInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinchildren.aspx) (inherited from **Component**), [GetComponentsInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinparent%60%601.aspx) (inherited from **Component**), [GetHashCode](http://msdn.microsoft.com/en-us/library/unityengine.object.gethashcode.aspx) (inherited from **Object**), [GetInstanceID](http://msdn.microsoft.com/en-us/library/unityengine.object.getinstanceid.aspx) (inherited from **Object**), [GetType](http://msdn.microsoft.com/en-us/library/system.object.gettype.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Invoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invoke.aspx) (inherited from **MonoBehaviour**), [InvokeRepeating](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invokerepeating.aspx) (inherited from **MonoBehaviour**), [IsInvoking](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.isinvoking.aspx) (inherited from **MonoBehaviour**), [MemberwiseClone](http://msdn.microsoft.com/en-us/library/system.object.memberwiseclone.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [SendMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessage.aspx) (inherited from **Component**), [SendMessageUpwards](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessageupwards.aspx) (inherited from **Component**), [Start](#topic_000000000000010A), [StartCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine.aspx) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine_auto.aspx) (inherited from **MonoBehaviour**), [StopAllCoroutines](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopallcoroutines.aspx) (inherited from **MonoBehaviour**), [StopCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopcoroutine.aspx) (inherited from **MonoBehaviour**), [ToString](http://msdn.microsoft.com/en-us/library/unityengine.object.tostring.aspx) (inherited from **Object**)

Fields

[resolution](#topic_0000000000000109), [spacing](#topic_0000000000000108)

PathPlacer.Start Method

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Start() | |

|  |
| --- |
| **[JScript]**  private function Start(); |

See Also

Applies to: [PathPlacer](#topic_0000000000000107)

resolution Field

|  |  |
| --- | --- |
| C# |  |
| public [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) resolution | |

|  |
| --- |
| **[JScript]**  public resolution : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) |

See Also

Applies to: [PathPlacer](#topic_0000000000000107)

spacing Field

|  |  |
| --- | --- |
| C# |  |
| public [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) spacing | |

|  |
| --- |
| **[JScript]**  public spacing : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) |

See Also

Applies to: [PathPlacer](#topic_0000000000000107)

QuitGame Class

[System.Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)

[UnityEngine.Object](http://msdn.microsoft.com/en-us/library/unityengine.object.aspx)

[UnityEngine.Component](http://msdn.microsoft.com/en-us/library/unityengine.component.aspx)

[UnityEngine.Behaviour](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.aspx)

[UnityEngine.MonoBehaviour](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.aspx)

**QuitGame**

|  |  |
| --- | --- |
| C# |  |
| public class QuitGame : **MonoBehaviour** | |

|  |
| --- |
| **[JScript]**  public class QuitGame  extends **MonoBehaviour** |

Requirements

**Namespace:**[<default>](#topic_00000000000001A5)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](http://msdn.microsoft.com/en-us/library/unityengine.component.animation.aspx) (inherited from **Component**), [audio](http://msdn.microsoft.com/en-us/library/unityengine.component.audio.aspx) (inherited from **Component**), [camera](http://msdn.microsoft.com/en-us/library/unityengine.component.camera.aspx) (inherited from **Component**), [collider](http://msdn.microsoft.com/en-us/library/unityengine.component.collider.aspx) (inherited from **Component**), [collider2D](http://msdn.microsoft.com/en-us/library/unityengine.component.collider2d.aspx) (inherited from **Component**), [constantForce](http://msdn.microsoft.com/en-us/library/unityengine.component.constantforce.aspx) (inherited from **Component**), [enabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.enabled.aspx) (inherited from **Behaviour**), [gameObject](http://msdn.microsoft.com/en-us/library/unityengine.component.gameobject.aspx) (inherited from **Component**), [guiElement](http://msdn.microsoft.com/en-us/library/unityengine.component.guielement.aspx) (inherited from **Component**), [guiText](http://msdn.microsoft.com/en-us/library/unityengine.component.guitext.aspx) (inherited from **Component**), [guiTexture](http://msdn.microsoft.com/en-us/library/unityengine.component.guitexture.aspx) (inherited from **Component**), [hideFlags](http://msdn.microsoft.com/en-us/library/unityengine.object.hideflags.aspx) (inherited from **Object**), [hingeJoint](http://msdn.microsoft.com/en-us/library/unityengine.component.hingejoint.aspx) (inherited from **Component**), [isActiveAndEnabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.isactiveandenabled.aspx) (inherited from **Behaviour**), [light](http://msdn.microsoft.com/en-us/library/unityengine.component.light.aspx) (inherited from **Component**), [name](http://msdn.microsoft.com/en-us/library/unityengine.object.name.aspx) (inherited from **Object**), [networkView](http://msdn.microsoft.com/en-us/library/unityengine.component.networkview.aspx) (inherited from **Component**), [particleEmitter](http://msdn.microsoft.com/en-us/library/unityengine.component.particleemitter.aspx) (inherited from **Component**), [particleSystem](http://msdn.microsoft.com/en-us/library/unityengine.component.particlesystem.aspx) (inherited from **Component**), [renderer](http://msdn.microsoft.com/en-us/library/unityengine.component.renderer.aspx) (inherited from **Component**), [rigidbody](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody.aspx) (inherited from **Component**), [rigidbody2D](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody2d.aspx) (inherited from **Component**), [runInEditMode](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.runineditmode.aspx) (inherited from **MonoBehaviour**), [tag](http://msdn.microsoft.com/en-us/library/unityengine.component.tag.aspx) (inherited from **Component**), [transform](http://msdn.microsoft.com/en-us/library/unityengine.component.transform.aspx) (inherited from **Component**), [useGUILayout](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.useguilayout.aspx) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.broadcastmessage.aspx) (inherited from **Component**), [CancelInvoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.cancelinvoke.aspx) (inherited from **MonoBehaviour**), [CompareTag](http://msdn.microsoft.com/en-us/library/unityengine.component.comparetag.aspx) (inherited from **Component**), [Equals](http://msdn.microsoft.com/en-us/library/unityengine.object.equals.aspx) (inherited from **Object**), [Finalize](http://msdn.microsoft.com/en-us/library/system.object.finalize.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [GetComponent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponent.aspx) (inherited from **Component**), [GetComponentInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinchildren.aspx) (inherited from **Component**), [GetComponentInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinparent%60%601.aspx) (inherited from **Component**), [GetComponents](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponents%60%601.aspx) (inherited from **Component**), [GetComponentsInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinchildren.aspx) (inherited from **Component**), [GetComponentsInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinparent%60%601.aspx) (inherited from **Component**), [GetHashCode](http://msdn.microsoft.com/en-us/library/unityengine.object.gethashcode.aspx) (inherited from **Object**), [GetInstanceID](http://msdn.microsoft.com/en-us/library/unityengine.object.getinstanceid.aspx) (inherited from **Object**), [GetType](http://msdn.microsoft.com/en-us/library/system.object.gettype.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Invoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invoke.aspx) (inherited from **MonoBehaviour**), [InvokeRepeating](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invokerepeating.aspx) (inherited from **MonoBehaviour**), [IsInvoking](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.isinvoking.aspx) (inherited from **MonoBehaviour**), [MemberwiseClone](http://msdn.microsoft.com/en-us/library/system.object.memberwiseclone.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Quit](#topic_00000000000001A0), [SendMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessage.aspx) (inherited from **Component**), [SendMessageUpwards](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessageupwards.aspx) (inherited from **Component**), [StartCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine.aspx) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine_auto.aspx) (inherited from **MonoBehaviour**), [StopAllCoroutines](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopallcoroutines.aspx) (inherited from **MonoBehaviour**), [StopCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopcoroutine.aspx) (inherited from **MonoBehaviour**), [ToString](http://msdn.microsoft.com/en-us/library/unityengine.object.tostring.aspx) (inherited from **Object**)

QuitGame.Quit Method

|  |  |
| --- | --- |
| C# |  |
| public [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Quit() | |

|  |
| --- |
| **[JScript]**  public function Quit(); |

See Also

Applies to: [QuitGame](#topic_000000000000019F)

RaycastLaser Class

This script creates the laser and the controls for space and touch.

[System.Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)

[UnityEngine.Object](http://msdn.microsoft.com/en-us/library/unityengine.object.aspx)

[UnityEngine.Component](http://msdn.microsoft.com/en-us/library/unityengine.component.aspx)

[UnityEngine.Behaviour](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.aspx)

[UnityEngine.MonoBehaviour](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.aspx)

**RaycastLaser**

|  |  |
| --- | --- |
| C# |  |
| public class RaycastLaser : **MonoBehaviour** | |

|  |
| --- |
| **[JScript]**  public class RaycastLaser  extends **MonoBehaviour** |

Requirements

**Namespace:**[<default>](#topic_00000000000001A5)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](http://msdn.microsoft.com/en-us/library/unityengine.component.animation.aspx) (inherited from **Component**), [audio](http://msdn.microsoft.com/en-us/library/unityengine.component.audio.aspx) (inherited from **Component**), [camera](http://msdn.microsoft.com/en-us/library/unityengine.component.camera.aspx) (inherited from **Component**), [collider](http://msdn.microsoft.com/en-us/library/unityengine.component.collider.aspx) (inherited from **Component**), [collider2D](http://msdn.microsoft.com/en-us/library/unityengine.component.collider2d.aspx) (inherited from **Component**), [constantForce](http://msdn.microsoft.com/en-us/library/unityengine.component.constantforce.aspx) (inherited from **Component**), [enabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.enabled.aspx) (inherited from **Behaviour**), [gameObject](http://msdn.microsoft.com/en-us/library/unityengine.component.gameobject.aspx) (inherited from **Component**), [guiElement](http://msdn.microsoft.com/en-us/library/unityengine.component.guielement.aspx) (inherited from **Component**), [guiText](http://msdn.microsoft.com/en-us/library/unityengine.component.guitext.aspx) (inherited from **Component**), [guiTexture](http://msdn.microsoft.com/en-us/library/unityengine.component.guitexture.aspx) (inherited from **Component**), [hideFlags](http://msdn.microsoft.com/en-us/library/unityengine.object.hideflags.aspx) (inherited from **Object**), [hingeJoint](http://msdn.microsoft.com/en-us/library/unityengine.component.hingejoint.aspx) (inherited from **Component**), [isActiveAndEnabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.isactiveandenabled.aspx) (inherited from **Behaviour**), [light](http://msdn.microsoft.com/en-us/library/unityengine.component.light.aspx) (inherited from **Component**), [name](http://msdn.microsoft.com/en-us/library/unityengine.object.name.aspx) (inherited from **Object**), [networkView](http://msdn.microsoft.com/en-us/library/unityengine.component.networkview.aspx) (inherited from **Component**), [particleEmitter](http://msdn.microsoft.com/en-us/library/unityengine.component.particleemitter.aspx) (inherited from **Component**), [particleSystem](http://msdn.microsoft.com/en-us/library/unityengine.component.particlesystem.aspx) (inherited from **Component**), [renderer](http://msdn.microsoft.com/en-us/library/unityengine.component.renderer.aspx) (inherited from **Component**), [rigidbody](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody.aspx) (inherited from **Component**), [rigidbody2D](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody2d.aspx) (inherited from **Component**), [runInEditMode](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.runineditmode.aspx) (inherited from **MonoBehaviour**), [tag](http://msdn.microsoft.com/en-us/library/unityengine.component.tag.aspx) (inherited from **Component**), [transform](http://msdn.microsoft.com/en-us/library/unityengine.component.transform.aspx) (inherited from **Component**), [useGUILayout](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.useguilayout.aspx) (inherited from **MonoBehaviour**)

Methods

[Awake](#topic_0000000000000188), [BroadcastMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.broadcastmessage.aspx) (inherited from **Component**), [CancelInvoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.cancelinvoke.aspx) (inherited from **MonoBehaviour**), [CompareTag](http://msdn.microsoft.com/en-us/library/unityengine.component.comparetag.aspx) (inherited from **Component**), [DisableEffects](#topic_000000000000018C), [EnableEffects](#topic_000000000000018D), [Equals](http://msdn.microsoft.com/en-us/library/unityengine.object.equals.aspx) (inherited from **Object**), [Finalize](http://msdn.microsoft.com/en-us/library/system.object.finalize.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [FixedUpdate](#topic_000000000000018B), [GetComponent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponent.aspx) (inherited from **Component**), [GetComponentInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinchildren.aspx) (inherited from **Component**), [GetComponentInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinparent%60%601.aspx) (inherited from **Component**), [GetComponents](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponents%60%601.aspx) (inherited from **Component**), [GetComponentsInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinchildren.aspx) (inherited from **Component**), [GetComponentsInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinparent%60%601.aspx) (inherited from **Component**), [GetHashCode](http://msdn.microsoft.com/en-us/library/unityengine.object.gethashcode.aspx) (inherited from **Object**), [GetInstanceID](http://msdn.microsoft.com/en-us/library/unityengine.object.getinstanceid.aspx) (inherited from **Object**), [GetType](http://msdn.microsoft.com/en-us/library/system.object.gettype.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Invoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invoke.aspx) (inherited from **MonoBehaviour**), [InvokeRepeating](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invokerepeating.aspx) (inherited from **MonoBehaviour**), [IsInvoking](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.isinvoking.aspx) (inherited from **MonoBehaviour**), [LaserOn](#topic_000000000000018A), [MemberwiseClone](http://msdn.microsoft.com/en-us/library/system.object.memberwiseclone.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [SendMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessage.aspx) (inherited from **Component**), [SendMessageUpwards](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessageupwards.aspx) (inherited from **Component**), [Shoot](#topic_000000000000018E), [Start](#topic_0000000000000189), [StartCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine.aspx) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine_auto.aspx) (inherited from **MonoBehaviour**), [StopAllCoroutines](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopallcoroutines.aspx) (inherited from **MonoBehaviour**), [StopCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopcoroutine.aspx) (inherited from **MonoBehaviour**), [ToString](http://msdn.microsoft.com/en-us/library/unityengine.object.tostring.aspx) (inherited from **Object**)

Fields

[damagePerFrame](#topic_0000000000000185), [hitMask](#topic_0000000000000182), [isShooting](#topic_0000000000000187), [laserLine](#topic_0000000000000184), [laserOn](#topic_0000000000000183), [range](#topic_0000000000000186), [sM](#topic_0000000000000181)

RaycastLaser.Awake Method

Set laser line and make sure it's turned off.

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Awake() | |

|  |
| --- |
| **[JScript]**  private function Awake(); |

See Also

Applies to: [RaycastLaser](#topic_0000000000000180)

RaycastLaser.DisableEffects Method

Disable the laser.

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) DisableEffects() | |

|  |
| --- |
| **[JScript]**  private function DisableEffects(); |

See Also

Applies to: [RaycastLaser](#topic_0000000000000180)

RaycastLaser.EnableEffects Method

Enable the laser.

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) EnableEffects() | |

|  |
| --- |
| **[JScript]**  private function EnableEffects(); |

See Also

Applies to: [RaycastLaser](#topic_0000000000000180)

RaycastLaser.FixedUpdate Method

runs Shoot();

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) FixedUpdate() | |

|  |
| --- |
| **[JScript]**  private function FixedUpdate(); |

See Also

Applies to: [RaycastLaser](#topic_0000000000000180)

RaycastLaser.LaserOn Method

Wait until tutorial part is done and turn on the laser and play laserOn sfx.

|  |  |
| --- | --- |
| C# |  |
| private [IEnumerator](http://msdn.microsoft.com/en-us/library/system.collections.ienumerator.aspx) LaserOn() | |

|  |
| --- |
| **[JScript]**  private function LaserOn() : [IEnumerator](http://msdn.microsoft.com/en-us/library/system.collections.ienumerator.aspx); |

Returns

Wait until tutorial part is done.

See Also

Applies to: [RaycastLaser](#topic_0000000000000180)

RaycastLaser.Shoot Method

Creates the line visable in game if laserLine.enabled = true.

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Shoot() | |

|  |
| --- |
| **[JScript]**  private function Shoot(); |

See Also

Applies to: [RaycastLaser](#topic_0000000000000180)

RaycastLaser.Start Method

Gets the laserLine component and enables it true at start of the scene.

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Start() | |

|  |
| --- |
| **[JScript]**  private function Start(); |

See Also

Applies to: [RaycastLaser](#topic_0000000000000180)

damagePerFrame Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) damagePerFrame | |

|  |
| --- |
| **[JScript]**  private   SerializeField() damagePerFrame : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) |

See Also

Applies to: [RaycastLaser](#topic_0000000000000180)

hitMask Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **LayerMask** hitMask | |

|  |
| --- |
| **[JScript]**  private   SerializeField() hitMask : **LayerMask** |

See Also

Applies to: [RaycastLaser](#topic_0000000000000180)

isShooting Field

|  |  |
| --- | --- |
| C# |  |
| private [bool](http://msdn.microsoft.com/en-us/library/system.boolean.aspx) isShooting | |

|  |
| --- |
| **[JScript]**  private isShooting : [boolean](http://msdn.microsoft.com/en-us/library/system.boolean.aspx) |

See Also

Applies to: [RaycastLaser](#topic_0000000000000180)

laserLine Field

|  |  |
| --- | --- |
| C# |  |
| private **LineRenderer** laserLine | |

|  |
| --- |
| **[JScript]**  private laserLine : **LineRenderer** |

See Also

Applies to: [RaycastLaser](#topic_0000000000000180)

laserOn Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **AudioSource** laserOn | |

|  |
| --- |
| **[JScript]**  private   SerializeField() laserOn : **AudioSource** |

See Also

Applies to: [RaycastLaser](#topic_0000000000000180)

range Field

|  |  |
| --- | --- |
| C# |  |
| public [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) range | |

|  |
| --- |
| **[JScript]**  public range : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) |

See Also

Applies to: [RaycastLaser](#topic_0000000000000180)

sM Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [SoundManager](#topic_0000000000000040) sM | |

|  |
| --- |
| **[JScript]**  private   SerializeField() sM : [SoundManager](#topic_0000000000000040) |

See Also

Applies to: [RaycastLaser](#topic_0000000000000180)

RoadCreator Class

[System.Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)

[UnityEngine.Object](http://msdn.microsoft.com/en-us/library/unityengine.object.aspx)

[UnityEngine.Component](http://msdn.microsoft.com/en-us/library/unityengine.component.aspx)

[UnityEngine.Behaviour](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.aspx)

[UnityEngine.MonoBehaviour](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.aspx)

**RoadCreator**

|  |  |
| --- | --- |
| C# |  |
| [RequireComponent(typeof(PathCreator))] [RequireComponent(typeof(MeshFilter))] [RequireComponent(typeof(MeshRenderer))] public class RoadCreator : **MonoBehaviour** | |

|  |
| --- |
| **[JScript]**  public   RequireComponent(typeof(PathCreator))  RequireComponent(typeof(MeshFilter))  RequireComponent(typeof(MeshRenderer)) class RoadCreator  extends **MonoBehaviour** |

Requirements

**Namespace:**[<default>](#topic_00000000000001A5)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](http://msdn.microsoft.com/en-us/library/unityengine.component.animation.aspx) (inherited from **Component**), [audio](http://msdn.microsoft.com/en-us/library/unityengine.component.audio.aspx) (inherited from **Component**), [camera](http://msdn.microsoft.com/en-us/library/unityengine.component.camera.aspx) (inherited from **Component**), [collider](http://msdn.microsoft.com/en-us/library/unityengine.component.collider.aspx) (inherited from **Component**), [collider2D](http://msdn.microsoft.com/en-us/library/unityengine.component.collider2d.aspx) (inherited from **Component**), [constantForce](http://msdn.microsoft.com/en-us/library/unityengine.component.constantforce.aspx) (inherited from **Component**), [enabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.enabled.aspx) (inherited from **Behaviour**), [gameObject](http://msdn.microsoft.com/en-us/library/unityengine.component.gameobject.aspx) (inherited from **Component**), [guiElement](http://msdn.microsoft.com/en-us/library/unityengine.component.guielement.aspx) (inherited from **Component**), [guiText](http://msdn.microsoft.com/en-us/library/unityengine.component.guitext.aspx) (inherited from **Component**), [guiTexture](http://msdn.microsoft.com/en-us/library/unityengine.component.guitexture.aspx) (inherited from **Component**), [hideFlags](http://msdn.microsoft.com/en-us/library/unityengine.object.hideflags.aspx) (inherited from **Object**), [hingeJoint](http://msdn.microsoft.com/en-us/library/unityengine.component.hingejoint.aspx) (inherited from **Component**), [isActiveAndEnabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.isactiveandenabled.aspx) (inherited from **Behaviour**), [light](http://msdn.microsoft.com/en-us/library/unityengine.component.light.aspx) (inherited from **Component**), [name](http://msdn.microsoft.com/en-us/library/unityengine.object.name.aspx) (inherited from **Object**), [networkView](http://msdn.microsoft.com/en-us/library/unityengine.component.networkview.aspx) (inherited from **Component**), [particleEmitter](http://msdn.microsoft.com/en-us/library/unityengine.component.particleemitter.aspx) (inherited from **Component**), [particleSystem](http://msdn.microsoft.com/en-us/library/unityengine.component.particlesystem.aspx) (inherited from **Component**), [renderer](http://msdn.microsoft.com/en-us/library/unityengine.component.renderer.aspx) (inherited from **Component**), [rigidbody](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody.aspx) (inherited from **Component**), [rigidbody2D](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody2d.aspx) (inherited from **Component**), [runInEditMode](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.runineditmode.aspx) (inherited from **MonoBehaviour**), [tag](http://msdn.microsoft.com/en-us/library/unityengine.component.tag.aspx) (inherited from **Component**), [transform](http://msdn.microsoft.com/en-us/library/unityengine.component.transform.aspx) (inherited from **Component**), [useGUILayout](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.useguilayout.aspx) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.broadcastmessage.aspx) (inherited from **Component**), [CancelInvoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.cancelinvoke.aspx) (inherited from **MonoBehaviour**), [CompareTag](http://msdn.microsoft.com/en-us/library/unityengine.component.comparetag.aspx) (inherited from **Component**), [CreateRoadMesh](#topic_0000000000000111), [Equals](http://msdn.microsoft.com/en-us/library/unityengine.object.equals.aspx) (inherited from **Object**), [Finalize](http://msdn.microsoft.com/en-us/library/system.object.finalize.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [GetComponent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponent.aspx) (inherited from **Component**), [GetComponentInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinchildren.aspx) (inherited from **Component**), [GetComponentInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinparent%60%601.aspx) (inherited from **Component**), [GetComponents](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponents%60%601.aspx) (inherited from **Component**), [GetComponentsInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinchildren.aspx) (inherited from **Component**), [GetComponentsInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinparent%60%601.aspx) (inherited from **Component**), [GetHashCode](http://msdn.microsoft.com/en-us/library/unityengine.object.gethashcode.aspx) (inherited from **Object**), [GetInstanceID](http://msdn.microsoft.com/en-us/library/unityengine.object.getinstanceid.aspx) (inherited from **Object**), [GetType](http://msdn.microsoft.com/en-us/library/system.object.gettype.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Invoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invoke.aspx) (inherited from **MonoBehaviour**), [InvokeRepeating](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invokerepeating.aspx) (inherited from **MonoBehaviour**), [IsInvoking](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.isinvoking.aspx) (inherited from **MonoBehaviour**), [MemberwiseClone](http://msdn.microsoft.com/en-us/library/system.object.memberwiseclone.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [SendMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessage.aspx) (inherited from **Component**), [SendMessageUpwards](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessageupwards.aspx) (inherited from **Component**), [StartCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine.aspx) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine_auto.aspx) (inherited from **MonoBehaviour**), [StopAllCoroutines](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopallcoroutines.aspx) (inherited from **MonoBehaviour**), [StopCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopcoroutine.aspx) (inherited from **MonoBehaviour**), [ToString](http://msdn.microsoft.com/en-us/library/unityengine.object.tostring.aspx) (inherited from **Object**), [UpdateRoad](#topic_0000000000000110)

Fields

[autoUpdate](#topic_000000000000010E), [roadWidth](#topic_000000000000010D), [spacing](#topic_000000000000010C), [tiling](#topic_000000000000010F)

RoadCreator.CreateRoadMesh Method

|  |  |
| --- | --- |
| C# |  |
| private **Mesh** CreateRoadMesh(  **Vector2**[] *points*,  [bool](http://msdn.microsoft.com/en-us/library/system.boolean.aspx) *isClosed* ) | |

|  |
| --- |
| **[JScript]**  private function CreateRoadMesh(  *points* : **Vector2**[],  *isClosed* : [boolean](http://msdn.microsoft.com/en-us/library/system.boolean.aspx) ) : **Mesh**; |

Parameters

points

|  |
| --- |
|  |

isClosed

|  |
| --- |
|  |

See Also

Applies to: [RoadCreator](#topic_000000000000010B)

RoadCreator.UpdateRoad Method

|  |  |
| --- | --- |
| C# |  |
| public [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) UpdateRoad() | |

|  |
| --- |
| **[JScript]**  public function UpdateRoad(); |

See Also

Applies to: [RoadCreator](#topic_000000000000010B)

autoUpdate Field

|  |  |
| --- | --- |
| C# |  |
| public [bool](http://msdn.microsoft.com/en-us/library/system.boolean.aspx) autoUpdate | |

|  |
| --- |
| **[JScript]**  public autoUpdate : [boolean](http://msdn.microsoft.com/en-us/library/system.boolean.aspx) |

See Also

Applies to: [RoadCreator](#topic_000000000000010B)

roadWidth Field

|  |  |
| --- | --- |
| C# |  |
| public [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) roadWidth | |

|  |
| --- |
| **[JScript]**  public roadWidth : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) |

See Also

Applies to: [RoadCreator](#topic_000000000000010B)

spacing Field

|  |  |
| --- | --- |
| C# |  |
| [Range(.05f, 1.5f)] public [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) spacing | |

|  |
| --- |
| **[JScript]**  public   Range(.05f, 1.5f) spacing : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) |

See Also

Applies to: [RoadCreator](#topic_000000000000010B)

tiling Field

|  |  |
| --- | --- |
| C# |  |
| public [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) tiling | |

|  |
| --- |
| **[JScript]**  public tiling : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) |

See Also

Applies to: [RoadCreator](#topic_000000000000010B)

RotateTurret Class

This script is to track where the camera center looks at and lerp the Turret to it.

[System.Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)

[UnityEngine.Object](http://msdn.microsoft.com/en-us/library/unityengine.object.aspx)

[UnityEngine.Component](http://msdn.microsoft.com/en-us/library/unityengine.component.aspx)

[UnityEngine.Behaviour](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.aspx)

[UnityEngine.MonoBehaviour](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.aspx)

**RotateTurret**

|  |  |
| --- | --- |
| C# |  |
| public class RotateTurret : **MonoBehaviour** | |

|  |
| --- |
| **[JScript]**  public class RotateTurret  extends **MonoBehaviour** |

Requirements

**Namespace:**[<default>](#topic_00000000000001A5)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](http://msdn.microsoft.com/en-us/library/unityengine.component.animation.aspx) (inherited from **Component**), [audio](http://msdn.microsoft.com/en-us/library/unityengine.component.audio.aspx) (inherited from **Component**), [camera](http://msdn.microsoft.com/en-us/library/unityengine.component.camera.aspx) (inherited from **Component**), [collider](http://msdn.microsoft.com/en-us/library/unityengine.component.collider.aspx) (inherited from **Component**), [collider2D](http://msdn.microsoft.com/en-us/library/unityengine.component.collider2d.aspx) (inherited from **Component**), [constantForce](http://msdn.microsoft.com/en-us/library/unityengine.component.constantforce.aspx) (inherited from **Component**), [enabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.enabled.aspx) (inherited from **Behaviour**), [gameObject](http://msdn.microsoft.com/en-us/library/unityengine.component.gameobject.aspx) (inherited from **Component**), [guiElement](http://msdn.microsoft.com/en-us/library/unityengine.component.guielement.aspx) (inherited from **Component**), [guiText](http://msdn.microsoft.com/en-us/library/unityengine.component.guitext.aspx) (inherited from **Component**), [guiTexture](http://msdn.microsoft.com/en-us/library/unityengine.component.guitexture.aspx) (inherited from **Component**), [hideFlags](http://msdn.microsoft.com/en-us/library/unityengine.object.hideflags.aspx) (inherited from **Object**), [hingeJoint](http://msdn.microsoft.com/en-us/library/unityengine.component.hingejoint.aspx) (inherited from **Component**), [isActiveAndEnabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.isactiveandenabled.aspx) (inherited from **Behaviour**), [light](http://msdn.microsoft.com/en-us/library/unityengine.component.light.aspx) (inherited from **Component**), [name](http://msdn.microsoft.com/en-us/library/unityengine.object.name.aspx) (inherited from **Object**), [networkView](http://msdn.microsoft.com/en-us/library/unityengine.component.networkview.aspx) (inherited from **Component**), [particleEmitter](http://msdn.microsoft.com/en-us/library/unityengine.component.particleemitter.aspx) (inherited from **Component**), [particleSystem](http://msdn.microsoft.com/en-us/library/unityengine.component.particlesystem.aspx) (inherited from **Component**), [renderer](http://msdn.microsoft.com/en-us/library/unityengine.component.renderer.aspx) (inherited from **Component**), [rigidbody](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody.aspx) (inherited from **Component**), [rigidbody2D](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody2d.aspx) (inherited from **Component**), [runInEditMode](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.runineditmode.aspx) (inherited from **MonoBehaviour**), [tag](http://msdn.microsoft.com/en-us/library/unityengine.component.tag.aspx) (inherited from **Component**), [transform](http://msdn.microsoft.com/en-us/library/unityengine.component.transform.aspx) (inherited from **Component**), [useGUILayout](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.useguilayout.aspx) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.broadcastmessage.aspx) (inherited from **Component**), [CancelInvoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.cancelinvoke.aspx) (inherited from **MonoBehaviour**), [CompareTag](http://msdn.microsoft.com/en-us/library/unityengine.component.comparetag.aspx) (inherited from **Component**), [Equals](http://msdn.microsoft.com/en-us/library/unityengine.object.equals.aspx) (inherited from **Object**), [Finalize](http://msdn.microsoft.com/en-us/library/system.object.finalize.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [FixedUpdate](#topic_0000000000000196), [GetComponent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponent.aspx) (inherited from **Component**), [GetComponentInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinchildren.aspx) (inherited from **Component**), [GetComponentInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinparent%60%601.aspx) (inherited from **Component**), [GetComponents](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponents%60%601.aspx) (inherited from **Component**), [GetComponentsInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinchildren.aspx) (inherited from **Component**), [GetComponentsInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinparent%60%601.aspx) (inherited from **Component**), [GetHashCode](http://msdn.microsoft.com/en-us/library/unityengine.object.gethashcode.aspx) (inherited from **Object**), [GetInstanceID](http://msdn.microsoft.com/en-us/library/unityengine.object.getinstanceid.aspx) (inherited from **Object**), [GetType](http://msdn.microsoft.com/en-us/library/system.object.gettype.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [IndependantTurret](#topic_0000000000000199), [Invoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invoke.aspx) (inherited from **MonoBehaviour**), [InvokeRepeating](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invokerepeating.aspx) (inherited from **MonoBehaviour**), [IsInvoking](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.isinvoking.aspx) (inherited from **MonoBehaviour**), [MemberwiseClone](http://msdn.microsoft.com/en-us/library/system.object.memberwiseclone.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [SendMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessage.aspx) (inherited from **Component**), [SendMessageUpwards](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessageupwards.aspx) (inherited from **Component**), [Start](#topic_0000000000000195), [StartCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine.aspx) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine_auto.aspx) (inherited from **MonoBehaviour**), [StopAllCoroutines](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopallcoroutines.aspx) (inherited from **MonoBehaviour**), [StopCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopcoroutine.aspx) (inherited from **MonoBehaviour**), [ToString](http://msdn.microsoft.com/en-us/library/unityengine.object.tostring.aspx) (inherited from **Object**), [TurnPieceRotation](#topic_0000000000000198), [TurretRotation](#topic_0000000000000197)

Fields

[isIndependant](#topic_0000000000000193), [speed](#topic_0000000000000192), [target](#topic_0000000000000191), [turnPiece](#topic_0000000000000190), [turretMove](#topic_0000000000000194)

RotateTurret.FixedUpdate Method

Makes the Lerp follows smoothly.

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) FixedUpdate() | |

|  |
| --- |
| **[JScript]**  private function FixedUpdate(); |

See Also

Applies to: [RotateTurret](#topic_000000000000018F)

RotateTurret.IndependantTurret Method

Makes the Turret independantly able to target enemies automatically if isIndependant is true.

|  |  |
| --- | --- |
| C# |  |
| private [IEnumerator](http://msdn.microsoft.com/en-us/library/system.collections.ienumerator.aspx) IndependantTurret() | |

|  |
| --- |
| **[JScript]**  private function IndependantTurret() : [IEnumerator](http://msdn.microsoft.com/en-us/library/system.collections.ienumerator.aspx); |

See Also

Applies to: [RotateTurret](#topic_000000000000018F)

RotateTurret.Start Method

If the turret is independant call IndependantTurret Ienumerator.

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Start() | |

|  |
| --- |
| **[JScript]**  private function Start(); |

See Also

Applies to: [RotateTurret](#topic_000000000000018F)

RotateTurret.TurnPieceRotation Method

Rotate the turnpiece of the laser.

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) TurnPieceRotation() | |

|  |
| --- |
| **[JScript]**  private function TurnPieceRotation(); |

See Also

Applies to: [RotateTurret](#topic_000000000000018F)

RotateTurret.TurretRotation Method

// Lerps this object to look at target.

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) TurretRotation() | |

|  |
| --- |
| **[JScript]**  private function TurretRotation(); |

See Also

Applies to: [RotateTurret](#topic_000000000000018F)

isIndependant Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [bool](http://msdn.microsoft.com/en-us/library/system.boolean.aspx) isIndependant | |

|  |
| --- |
| **[JScript]**  private   SerializeField() isIndependant : [boolean](http://msdn.microsoft.com/en-us/library/system.boolean.aspx) |

See Also

Applies to: [RotateTurret](#topic_000000000000018F)

speed Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) speed | |

|  |
| --- |
| **[JScript]**  private   SerializeField() speed : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) |

See Also

Applies to: [RotateTurret](#topic_000000000000018F)

target Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **Transform** target | |

|  |
| --- |
| **[JScript]**  private   SerializeField() target : **Transform** |

See Also

Applies to: [RotateTurret](#topic_000000000000018F)

turnPiece Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **Transform** turnPiece | |

|  |
| --- |
| **[JScript]**  private   SerializeField() turnPiece : **Transform** |

See Also

Applies to: [RotateTurret](#topic_000000000000018F)

turretMove Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **AudioSource** turretMove | |

|  |
| --- |
| **[JScript]**  private   SerializeField() turretMove : **AudioSource** |

See Also

Applies to: [RotateTurret](#topic_000000000000018F)

RotateWithTarget Class

Follow the targets rotation without following position.

[System.Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)

[UnityEngine.Object](http://msdn.microsoft.com/en-us/library/unityengine.object.aspx)

[UnityEngine.Component](http://msdn.microsoft.com/en-us/library/unityengine.component.aspx)

[UnityEngine.Behaviour](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.aspx)

[UnityEngine.MonoBehaviour](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.aspx)

**RotateWithTarget**

|  |  |
| --- | --- |
| C# |  |
| public class RotateWithTarget : **MonoBehaviour** | |

|  |
| --- |
| **[JScript]**  public class RotateWithTarget  extends **MonoBehaviour** |

Requirements

**Namespace:**[<default>](#topic_00000000000001A5)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](http://msdn.microsoft.com/en-us/library/unityengine.component.animation.aspx) (inherited from **Component**), [audio](http://msdn.microsoft.com/en-us/library/unityengine.component.audio.aspx) (inherited from **Component**), [camera](http://msdn.microsoft.com/en-us/library/unityengine.component.camera.aspx) (inherited from **Component**), [collider](http://msdn.microsoft.com/en-us/library/unityengine.component.collider.aspx) (inherited from **Component**), [collider2D](http://msdn.microsoft.com/en-us/library/unityengine.component.collider2d.aspx) (inherited from **Component**), [constantForce](http://msdn.microsoft.com/en-us/library/unityengine.component.constantforce.aspx) (inherited from **Component**), [enabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.enabled.aspx) (inherited from **Behaviour**), [gameObject](http://msdn.microsoft.com/en-us/library/unityengine.component.gameobject.aspx) (inherited from **Component**), [guiElement](http://msdn.microsoft.com/en-us/library/unityengine.component.guielement.aspx) (inherited from **Component**), [guiText](http://msdn.microsoft.com/en-us/library/unityengine.component.guitext.aspx) (inherited from **Component**), [guiTexture](http://msdn.microsoft.com/en-us/library/unityengine.component.guitexture.aspx) (inherited from **Component**), [hideFlags](http://msdn.microsoft.com/en-us/library/unityengine.object.hideflags.aspx) (inherited from **Object**), [hingeJoint](http://msdn.microsoft.com/en-us/library/unityengine.component.hingejoint.aspx) (inherited from **Component**), [isActiveAndEnabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.isactiveandenabled.aspx) (inherited from **Behaviour**), [light](http://msdn.microsoft.com/en-us/library/unityengine.component.light.aspx) (inherited from **Component**), [name](http://msdn.microsoft.com/en-us/library/unityengine.object.name.aspx) (inherited from **Object**), [networkView](http://msdn.microsoft.com/en-us/library/unityengine.component.networkview.aspx) (inherited from **Component**), [particleEmitter](http://msdn.microsoft.com/en-us/library/unityengine.component.particleemitter.aspx) (inherited from **Component**), [particleSystem](http://msdn.microsoft.com/en-us/library/unityengine.component.particlesystem.aspx) (inherited from **Component**), [renderer](http://msdn.microsoft.com/en-us/library/unityengine.component.renderer.aspx) (inherited from **Component**), [rigidbody](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody.aspx) (inherited from **Component**), [rigidbody2D](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody2d.aspx) (inherited from **Component**), [runInEditMode](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.runineditmode.aspx) (inherited from **MonoBehaviour**), [tag](http://msdn.microsoft.com/en-us/library/unityengine.component.tag.aspx) (inherited from **Component**), [transform](http://msdn.microsoft.com/en-us/library/unityengine.component.transform.aspx) (inherited from **Component**), [useGUILayout](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.useguilayout.aspx) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.broadcastmessage.aspx) (inherited from **Component**), [CancelInvoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.cancelinvoke.aspx) (inherited from **MonoBehaviour**), [CompareTag](http://msdn.microsoft.com/en-us/library/unityengine.component.comparetag.aspx) (inherited from **Component**), [Equals](http://msdn.microsoft.com/en-us/library/unityengine.object.equals.aspx) (inherited from **Object**), [Finalize](http://msdn.microsoft.com/en-us/library/system.object.finalize.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [FixedUpdate](#topic_0000000000000160), [GetComponent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponent.aspx) (inherited from **Component**), [GetComponentInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinchildren.aspx) (inherited from **Component**), [GetComponentInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinparent%60%601.aspx) (inherited from **Component**), [GetComponents](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponents%60%601.aspx) (inherited from **Component**), [GetComponentsInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinchildren.aspx) (inherited from **Component**), [GetComponentsInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinparent%60%601.aspx) (inherited from **Component**), [GetHashCode](http://msdn.microsoft.com/en-us/library/unityengine.object.gethashcode.aspx) (inherited from **Object**), [GetInstanceID](http://msdn.microsoft.com/en-us/library/unityengine.object.getinstanceid.aspx) (inherited from **Object**), [GetType](http://msdn.microsoft.com/en-us/library/system.object.gettype.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Invoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invoke.aspx) (inherited from **MonoBehaviour**), [InvokeRepeating](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invokerepeating.aspx) (inherited from **MonoBehaviour**), [IsInvoking](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.isinvoking.aspx) (inherited from **MonoBehaviour**), [MemberwiseClone](http://msdn.microsoft.com/en-us/library/system.object.memberwiseclone.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [SendMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessage.aspx) (inherited from **Component**), [SendMessageUpwards](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessageupwards.aspx) (inherited from **Component**), [StartCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine.aspx) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine_auto.aspx) (inherited from **MonoBehaviour**), [StopAllCoroutines](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopallcoroutines.aspx) (inherited from **MonoBehaviour**), [StopCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopcoroutine.aspx) (inherited from **MonoBehaviour**), [ToString](http://msdn.microsoft.com/en-us/library/unityengine.object.tostring.aspx) (inherited from **Object**)

Fields

[rotateSpeed](#topic_000000000000015F), [target](#topic_000000000000015E)

RotateWithTarget.FixedUpdate Method

Make the rotation happen.

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) FixedUpdate() | |

|  |
| --- |
| **[JScript]**  private function FixedUpdate(); |

See Also

Applies to: [RotateWithTarget](#topic_000000000000015D)

rotateSpeed Field

How fast will I follow?

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) rotateSpeed | |

|  |
| --- |
| **[JScript]**  private   SerializeField() rotateSpeed : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) |

See Also

Applies to: [RotateWithTarget](#topic_000000000000015D)

target Field

Whos rotation am I following?

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **Transform** target | |

|  |
| --- |
| **[JScript]**  private   SerializeField() target : **Transform** |

See Also

Applies to: [RotateWithTarget](#topic_000000000000015D)

ScoreDisplay Class

A component to listen to the ScoreManager for changes
and slowly go up.

[System.Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)

[UnityEngine.Object](http://msdn.microsoft.com/en-us/library/unityengine.object.aspx)

[UnityEngine.Component](http://msdn.microsoft.com/en-us/library/unityengine.component.aspx)

[UnityEngine.Behaviour](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.aspx)

[UnityEngine.MonoBehaviour](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.aspx)

**ScoreDisplay**

|  |  |
| --- | --- |
| C# |  |
| public class ScoreDisplay : **MonoBehaviour** | |

|  |
| --- |
| **[JScript]**  public class ScoreDisplay  extends **MonoBehaviour** |

Requirements

**Namespace:**[<default>](#topic_00000000000001A5)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](http://msdn.microsoft.com/en-us/library/unityengine.component.animation.aspx) (inherited from **Component**), [audio](http://msdn.microsoft.com/en-us/library/unityengine.component.audio.aspx) (inherited from **Component**), [camera](http://msdn.microsoft.com/en-us/library/unityengine.component.camera.aspx) (inherited from **Component**), [collider](http://msdn.microsoft.com/en-us/library/unityengine.component.collider.aspx) (inherited from **Component**), [collider2D](http://msdn.microsoft.com/en-us/library/unityengine.component.collider2d.aspx) (inherited from **Component**), [constantForce](http://msdn.microsoft.com/en-us/library/unityengine.component.constantforce.aspx) (inherited from **Component**), [enabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.enabled.aspx) (inherited from **Behaviour**), [gameObject](http://msdn.microsoft.com/en-us/library/unityengine.component.gameobject.aspx) (inherited from **Component**), [guiElement](http://msdn.microsoft.com/en-us/library/unityengine.component.guielement.aspx) (inherited from **Component**), [guiText](http://msdn.microsoft.com/en-us/library/unityengine.component.guitext.aspx) (inherited from **Component**), [guiTexture](http://msdn.microsoft.com/en-us/library/unityengine.component.guitexture.aspx) (inherited from **Component**), [hideFlags](http://msdn.microsoft.com/en-us/library/unityengine.object.hideflags.aspx) (inherited from **Object**), [hingeJoint](http://msdn.microsoft.com/en-us/library/unityengine.component.hingejoint.aspx) (inherited from **Component**), [isActiveAndEnabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.isactiveandenabled.aspx) (inherited from **Behaviour**), [light](http://msdn.microsoft.com/en-us/library/unityengine.component.light.aspx) (inherited from **Component**), [name](http://msdn.microsoft.com/en-us/library/unityengine.object.name.aspx) (inherited from **Object**), [networkView](http://msdn.microsoft.com/en-us/library/unityengine.component.networkview.aspx) (inherited from **Component**), [particleEmitter](http://msdn.microsoft.com/en-us/library/unityengine.component.particleemitter.aspx) (inherited from **Component**), [particleSystem](http://msdn.microsoft.com/en-us/library/unityengine.component.particlesystem.aspx) (inherited from **Component**), [renderer](http://msdn.microsoft.com/en-us/library/unityengine.component.renderer.aspx) (inherited from **Component**), [rigidbody](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody.aspx) (inherited from **Component**), [rigidbody2D](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody2d.aspx) (inherited from **Component**), [runInEditMode](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.runineditmode.aspx) (inherited from **MonoBehaviour**), [tag](http://msdn.microsoft.com/en-us/library/unityengine.component.tag.aspx) (inherited from **Component**), [transform](http://msdn.microsoft.com/en-us/library/unityengine.component.transform.aspx) (inherited from **Component**), [useGUILayout](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.useguilayout.aspx) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.broadcastmessage.aspx) (inherited from **Component**), [CancelInvoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.cancelinvoke.aspx) (inherited from **MonoBehaviour**), [CompareTag](http://msdn.microsoft.com/en-us/library/unityengine.component.comparetag.aspx) (inherited from **Component**), [Equals](http://msdn.microsoft.com/en-us/library/unityengine.object.equals.aspx) (inherited from **Object**), [Finalize](http://msdn.microsoft.com/en-us/library/system.object.finalize.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [GetComponent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponent.aspx) (inherited from **Component**), [GetComponentInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinchildren.aspx) (inherited from **Component**), [GetComponentInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinparent%60%601.aspx) (inherited from **Component**), [GetComponents](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponents%60%601.aspx) (inherited from **Component**), [GetComponentsInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinchildren.aspx) (inherited from **Component**), [GetComponentsInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinparent%60%601.aspx) (inherited from **Component**), [GetHashCode](http://msdn.microsoft.com/en-us/library/unityengine.object.gethashcode.aspx) (inherited from **Object**), [GetInstanceID](http://msdn.microsoft.com/en-us/library/unityengine.object.getinstanceid.aspx) (inherited from **Object**), [GetType](http://msdn.microsoft.com/en-us/library/system.object.gettype.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Invoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invoke.aspx) (inherited from **MonoBehaviour**), [InvokeRepeating](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invokerepeating.aspx) (inherited from **MonoBehaviour**), [IsInvoking](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.isinvoking.aspx) (inherited from **MonoBehaviour**), [MemberwiseClone](http://msdn.microsoft.com/en-us/library/system.object.memberwiseclone.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [OnScoreChange](#topic_000000000000008C), [SendMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessage.aspx) (inherited from **Component**), [SendMessageUpwards](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessageupwards.aspx) (inherited from **Component**), [SlowlyGoUp](#topic_000000000000008D), [StartCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine.aspx) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine_auto.aspx) (inherited from **MonoBehaviour**), [StopAllCoroutines](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopallcoroutines.aspx) (inherited from **MonoBehaviour**), [StopCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopcoroutine.aspx) (inherited from **MonoBehaviour**), [ToString](http://msdn.microsoft.com/en-us/library/unityengine.object.tostring.aspx) (inherited from **Object**)

Fields

[lastScore](#topic_000000000000008B), [textUI](#topic_000000000000008A)

ScoreDisplay.OnScoreChange Method

What will be hooked to the ScoreManager.OnScoreChanged event.

|  |  |
| --- | --- |
| C# |  |
| public [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) OnScoreChange(  [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) *value* ) | |

|  |
| --- |
| **[JScript]**  public function OnScoreChange(  *value* : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) ); |

Parameters

value

|  |
| --- |
|  |

See Also

Applies to: [ScoreDisplay](#topic_0000000000000089)

ScoreDisplay.SlowlyGoUp Method

The Coroutine that will animate the text.

|  |  |
| --- | --- |
| C# |  |
| private [IEnumerator](http://msdn.microsoft.com/en-us/library/system.collections.ienumerator.aspx) SlowlyGoUp(  [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) *value* ) | |

|  |
| --- |
| **[JScript]**  private function SlowlyGoUp(  *value* : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) ) : [IEnumerator](http://msdn.microsoft.com/en-us/library/system.collections.ienumerator.aspx); |

Parameters

value

|  |
| --- |
| Go to this value. |

See Also

Applies to: [ScoreDisplay](#topic_0000000000000089)

lastScore Field

In case the score changes again, don't
instantly shoot there, store the last
score here to continue lerping.

|  |  |
| --- | --- |
| C# |  |
| private [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) lastScore | |

|  |
| --- |
| **[JScript]**  private lastScore : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) |

See Also

Applies to: [ScoreDisplay](#topic_0000000000000089)

textUI Field

Where am I sending the text changes to?

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **Text** textUI | |

|  |
| --- |
| **[JScript]**  private   SerializeField() textUI : **Text** |

See Also

Applies to: [ScoreDisplay](#topic_0000000000000089)

ScoreManager Class

Holds the score and manages access to it.

[System.Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)

[UnityEngine.Object](http://msdn.microsoft.com/en-us/library/unityengine.object.aspx)

[UnityEngine.Component](http://msdn.microsoft.com/en-us/library/unityengine.component.aspx)

[UnityEngine.Behaviour](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.aspx)

[UnityEngine.MonoBehaviour](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.aspx)

**ScoreManager**

|  |  |
| --- | --- |
| C# |  |
| public class ScoreManager : **MonoBehaviour** | |

|  |
| --- |
| **[JScript]**  public class ScoreManager  extends **MonoBehaviour** |

Requirements

**Namespace:**[<default>](#topic_00000000000001A5)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[OnScoreChanged](#topic_0000000000000092), [Score](#topic_0000000000000093), [animation](http://msdn.microsoft.com/en-us/library/unityengine.component.animation.aspx) (inherited from **Component**), [audio](http://msdn.microsoft.com/en-us/library/unityengine.component.audio.aspx) (inherited from **Component**), [camera](http://msdn.microsoft.com/en-us/library/unityengine.component.camera.aspx) (inherited from **Component**), [collider](http://msdn.microsoft.com/en-us/library/unityengine.component.collider.aspx) (inherited from **Component**), [collider2D](http://msdn.microsoft.com/en-us/library/unityengine.component.collider2d.aspx) (inherited from **Component**), [constantForce](http://msdn.microsoft.com/en-us/library/unityengine.component.constantforce.aspx) (inherited from **Component**), [enabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.enabled.aspx) (inherited from **Behaviour**), [gameObject](http://msdn.microsoft.com/en-us/library/unityengine.component.gameobject.aspx) (inherited from **Component**), [guiElement](http://msdn.microsoft.com/en-us/library/unityengine.component.guielement.aspx) (inherited from **Component**), [guiText](http://msdn.microsoft.com/en-us/library/unityengine.component.guitext.aspx) (inherited from **Component**), [guiTexture](http://msdn.microsoft.com/en-us/library/unityengine.component.guitexture.aspx) (inherited from **Component**), [hideFlags](http://msdn.microsoft.com/en-us/library/unityengine.object.hideflags.aspx) (inherited from **Object**), [hingeJoint](http://msdn.microsoft.com/en-us/library/unityengine.component.hingejoint.aspx) (inherited from **Component**), [isActiveAndEnabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.isactiveandenabled.aspx) (inherited from **Behaviour**), [light](http://msdn.microsoft.com/en-us/library/unityengine.component.light.aspx) (inherited from **Component**), [name](http://msdn.microsoft.com/en-us/library/unityengine.object.name.aspx) (inherited from **Object**), [networkView](http://msdn.microsoft.com/en-us/library/unityengine.component.networkview.aspx) (inherited from **Component**), [particleEmitter](http://msdn.microsoft.com/en-us/library/unityengine.component.particleemitter.aspx) (inherited from **Component**), [particleSystem](http://msdn.microsoft.com/en-us/library/unityengine.component.particlesystem.aspx) (inherited from **Component**), [renderer](http://msdn.microsoft.com/en-us/library/unityengine.component.renderer.aspx) (inherited from **Component**), [rigidbody](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody.aspx) (inherited from **Component**), [rigidbody2D](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody2d.aspx) (inherited from **Component**), [runInEditMode](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.runineditmode.aspx) (inherited from **MonoBehaviour**), [tag](http://msdn.microsoft.com/en-us/library/unityengine.component.tag.aspx) (inherited from **Component**), [transform](http://msdn.microsoft.com/en-us/library/unityengine.component.transform.aspx) (inherited from **Component**), [useGUILayout](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.useguilayout.aspx) (inherited from **MonoBehaviour**)

Methods

[AddToScore](#topic_0000000000000094), [BroadcastMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.broadcastmessage.aspx) (inherited from **Component**), [CancelInvoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.cancelinvoke.aspx) (inherited from **MonoBehaviour**), [CompareTag](http://msdn.microsoft.com/en-us/library/unityengine.component.comparetag.aspx) (inherited from **Component**), [Equals](http://msdn.microsoft.com/en-us/library/unityengine.object.equals.aspx) (inherited from **Object**), [Finalize](http://msdn.microsoft.com/en-us/library/system.object.finalize.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [GetComponent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponent.aspx) (inherited from **Component**), [GetComponentInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinchildren.aspx) (inherited from **Component**), [GetComponentInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinparent%60%601.aspx) (inherited from **Component**), [GetComponents](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponents%60%601.aspx) (inherited from **Component**), [GetComponentsInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinchildren.aspx) (inherited from **Component**), [GetComponentsInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinparent%60%601.aspx) (inherited from **Component**), [GetHashCode](http://msdn.microsoft.com/en-us/library/unityengine.object.gethashcode.aspx) (inherited from **Object**), [GetInstanceID](http://msdn.microsoft.com/en-us/library/unityengine.object.getinstanceid.aspx) (inherited from **Object**), [GetType](http://msdn.microsoft.com/en-us/library/system.object.gettype.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Invoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invoke.aspx) (inherited from **MonoBehaviour**), [InvokeRepeating](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invokerepeating.aspx) (inherited from **MonoBehaviour**), [IsInvoking](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.isinvoking.aspx) (inherited from **MonoBehaviour**), [MemberwiseClone](http://msdn.microsoft.com/en-us/library/system.object.memberwiseclone.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [SendMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessage.aspx) (inherited from **Component**), [SendMessageUpwards](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessageupwards.aspx) (inherited from **Component**), [Start](#topic_0000000000000095), [StartCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine.aspx) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine_auto.aspx) (inherited from **MonoBehaviour**), [StopAllCoroutines](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopallcoroutines.aspx) (inherited from **MonoBehaviour**), [StopCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopcoroutine.aspx) (inherited from **MonoBehaviour**), [ToString](http://msdn.microsoft.com/en-us/library/unityengine.object.tostring.aspx) (inherited from **Object**)

Classes

[ScoreChangeEvent](#topic_000000000000008F)

Fields

[instance](#topic_0000000000000091), [onScoreChanged](#topic_0000000000000090)

ScoreManager.OnScoreChanged Property

To allow components listening to the event without
a reference to the component.

|  |  |
| --- | --- |
| C# |  |
| public static [ScoreChangeEvent](#topic_000000000000008F) OnScoreChanged {get;} | |

|  |
| --- |
| **[JScript]**  public static function get OnScoreChanged() : [ScoreChangeEvent](#topic_000000000000008F); |

See Also

Applies to: [ScoreManager](#topic_000000000000008E)

ScoreManager.Score Property

A public static integer that can only be modified by this class.

|  |  |
| --- | --- |
| C# |  |
| public static [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) Score {get; private set;} | |

|  |
| --- |
| **[JScript]**  public static function get Score() : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx); private static function set Score(value : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx)); |

See Also

Applies to: [ScoreManager](#topic_000000000000008E)

ScoreManager.AddToScore Method

To allows outside components to change the score.

|  |  |
| --- | --- |
| C# |  |
| public static [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) AddToScore(  [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) *value* ) | |

|  |
| --- |
| **[JScript]**  public static function AddToScore(  *value* : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) ); |

Parameters

value

|  |
| --- |
|  |

See Also

Applies to: [ScoreManager](#topic_000000000000008E)

ScoreManager.Start Method

Set up the singleton and score value.

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Start() | |

|  |
| --- |
| **[JScript]**  private function Start(); |

See Also

Applies to: [ScoreManager](#topic_000000000000008E)

ScoreChangeEvent Class

The event used to send the latest score.

[System.Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)

[UnityEngine.Events.UnityEventBase](http://msdn.microsoft.com/en-us/library/unityengine.events.unityeventbase.aspx)

[UnityEngine.Events.UnityEvent<T0>](http://msdn.microsoft.com/en-us/library/unityengine.events.unityevent%601.aspx)

**ScoreManager.ScoreChangeEvent**

|  |  |
| --- | --- |
| C# |  |
| [System.Serializable()] public class ScoreChangeEvent : **UnityEvent**<[int](http://msdn.microsoft.com/en-us/library/system.int32.aspx)> | |

|  |
| --- |
| **[JScript]**  JScript does not support generic types and methods. |

Requirements

**Namespace:**[<default>](#topic_00000000000001A5)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[AddListener](http://msdn.microsoft.com/en-us/library/unityengine.events.unityevent%601.addlistener.aspx) (inherited from **UnityEvent<T0>**), [Equals](http://msdn.microsoft.com/en-us/library/bsc2ak47.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Finalize](http://msdn.microsoft.com/en-us/library/system.object.finalize.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [FindMethod\_Impl](http://msdn.microsoft.com/en-us/library/unityengine.events.unityevent%601.findmethod_impl.aspx) (inherited from **UnityEvent<T0>**), [GetHashCode](http://msdn.microsoft.com/en-us/library/system.object.gethashcode.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [GetPersistentEventCount](http://msdn.microsoft.com/en-us/library/unityengine.events.unityeventbase.getpersistenteventcount.aspx) (inherited from **UnityEventBase**), [GetPersistentMethodName](http://msdn.microsoft.com/en-us/library/unityengine.events.unityeventbase.getpersistentmethodname.aspx) (inherited from **UnityEventBase**), [GetPersistentTarget](http://msdn.microsoft.com/en-us/library/unityengine.events.unityeventbase.getpersistenttarget.aspx) (inherited from **UnityEventBase**), [GetType](http://msdn.microsoft.com/en-us/library/system.object.gettype.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Invoke](http://msdn.microsoft.com/en-us/library/unityengine.events.unityevent%601.invoke.aspx) (inherited from **UnityEvent<T0>**), [MemberwiseClone](http://msdn.microsoft.com/en-us/library/system.object.memberwiseclone.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [RegisterPersistentListener](http://msdn.microsoft.com/en-us/library/unityengine.events.unityeventbase.registerpersistentlistener.aspx) (inherited from **UnityEventBase**), [RemoveAllListeners](http://msdn.microsoft.com/en-us/library/unityengine.events.unityeventbase.removealllisteners.aspx) (inherited from **UnityEventBase**), [RemoveListener](http://msdn.microsoft.com/en-us/library/unityengine.events.unityevent%601.removelistener.aspx) (inherited from **UnityEvent<T0>**), [SetPersistentListenerState](http://msdn.microsoft.com/en-us/library/unityengine.events.unityeventbase.setpersistentlistenerstate.aspx) (inherited from **UnityEventBase**), [ToString](http://msdn.microsoft.com/en-us/library/unityengine.events.unityeventbase.tostring.aspx) (inherited from **UnityEventBase**), [ValidateRegistration](http://msdn.microsoft.com/en-us/library/unityengine.events.unityeventbase.validateregistration.aspx) (inherited from **UnityEventBase**)

See Also

Applies to: [ScoreManager](#topic_000000000000008E)

instance Field

To have a static reference to the component.

|  |  |
| --- | --- |
| C# |  |
| private static [ScoreManager](#topic_000000000000008E) instance | |

|  |
| --- |
| **[JScript]**  private static instance : [ScoreManager](#topic_000000000000008E) |

See Also

Applies to: [ScoreManager](#topic_000000000000008E)

onScoreChanged Field

Only accesible in the inspector through the component
directly.

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] new private [ScoreChangeEvent](#topic_000000000000008F) onScoreChanged | |

|  |
| --- |
| **[JScript]**  private   SerializeField() onScoreChanged : [ScoreChangeEvent](#topic_000000000000008F) |

See Also

Applies to: [ScoreManager](#topic_000000000000008E)

SettingsToggle Class

Toggle a game settings flag.

[System.Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)

[UnityEngine.Object](http://msdn.microsoft.com/en-us/library/unityengine.object.aspx)

[UnityEngine.Component](http://msdn.microsoft.com/en-us/library/unityengine.component.aspx)

[UnityEngine.Behaviour](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.aspx)

[UnityEngine.MonoBehaviour](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.aspx)

**SettingsToggle**

|  |  |
| --- | --- |
| C# |  |
| public class SettingsToggle : **MonoBehaviour** | |

|  |
| --- |
| **[JScript]**  public class SettingsToggle  extends **MonoBehaviour** |

Requirements

**Namespace:**[<default>](#topic_00000000000001A5)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](http://msdn.microsoft.com/en-us/library/unityengine.component.animation.aspx) (inherited from **Component**), [audio](http://msdn.microsoft.com/en-us/library/unityengine.component.audio.aspx) (inherited from **Component**), [camera](http://msdn.microsoft.com/en-us/library/unityengine.component.camera.aspx) (inherited from **Component**), [collider](http://msdn.microsoft.com/en-us/library/unityengine.component.collider.aspx) (inherited from **Component**), [collider2D](http://msdn.microsoft.com/en-us/library/unityengine.component.collider2d.aspx) (inherited from **Component**), [constantForce](http://msdn.microsoft.com/en-us/library/unityengine.component.constantforce.aspx) (inherited from **Component**), [enabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.enabled.aspx) (inherited from **Behaviour**), [gameObject](http://msdn.microsoft.com/en-us/library/unityengine.component.gameobject.aspx) (inherited from **Component**), [guiElement](http://msdn.microsoft.com/en-us/library/unityengine.component.guielement.aspx) (inherited from **Component**), [guiText](http://msdn.microsoft.com/en-us/library/unityengine.component.guitext.aspx) (inherited from **Component**), [guiTexture](http://msdn.microsoft.com/en-us/library/unityengine.component.guitexture.aspx) (inherited from **Component**), [hideFlags](http://msdn.microsoft.com/en-us/library/unityengine.object.hideflags.aspx) (inherited from **Object**), [hingeJoint](http://msdn.microsoft.com/en-us/library/unityengine.component.hingejoint.aspx) (inherited from **Component**), [isActiveAndEnabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.isactiveandenabled.aspx) (inherited from **Behaviour**), [light](http://msdn.microsoft.com/en-us/library/unityengine.component.light.aspx) (inherited from **Component**), [name](http://msdn.microsoft.com/en-us/library/unityengine.object.name.aspx) (inherited from **Object**), [networkView](http://msdn.microsoft.com/en-us/library/unityengine.component.networkview.aspx) (inherited from **Component**), [particleEmitter](http://msdn.microsoft.com/en-us/library/unityengine.component.particleemitter.aspx) (inherited from **Component**), [particleSystem](http://msdn.microsoft.com/en-us/library/unityengine.component.particlesystem.aspx) (inherited from **Component**), [renderer](http://msdn.microsoft.com/en-us/library/unityengine.component.renderer.aspx) (inherited from **Component**), [rigidbody](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody.aspx) (inherited from **Component**), [rigidbody2D](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody2d.aspx) (inherited from **Component**), [runInEditMode](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.runineditmode.aspx) (inherited from **MonoBehaviour**), [tag](http://msdn.microsoft.com/en-us/library/unityengine.component.tag.aspx) (inherited from **Component**), [transform](http://msdn.microsoft.com/en-us/library/unityengine.component.transform.aspx) (inherited from **Component**), [useGUILayout](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.useguilayout.aspx) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.broadcastmessage.aspx) (inherited from **Component**), [CancelInvoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.cancelinvoke.aspx) (inherited from **MonoBehaviour**), [CompareTag](http://msdn.microsoft.com/en-us/library/unityengine.component.comparetag.aspx) (inherited from **Component**), [Disable](#topic_0000000000000173), [Enable](#topic_0000000000000172), [Equals](http://msdn.microsoft.com/en-us/library/unityengine.object.equals.aspx) (inherited from **Object**), [Finalize](http://msdn.microsoft.com/en-us/library/system.object.finalize.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [GetComponent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponent.aspx) (inherited from **Component**), [GetComponentInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinchildren.aspx) (inherited from **Component**), [GetComponentInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinparent%60%601.aspx) (inherited from **Component**), [GetComponents](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponents%60%601.aspx) (inherited from **Component**), [GetComponentsInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinchildren.aspx) (inherited from **Component**), [GetComponentsInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinparent%60%601.aspx) (inherited from **Component**), [GetHashCode](http://msdn.microsoft.com/en-us/library/unityengine.object.gethashcode.aspx) (inherited from **Object**), [GetInstanceID](http://msdn.microsoft.com/en-us/library/unityengine.object.getinstanceid.aspx) (inherited from **Object**), [GetType](http://msdn.microsoft.com/en-us/library/system.object.gettype.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Invoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invoke.aspx) (inherited from **MonoBehaviour**), [InvokeRepeating](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invokerepeating.aspx) (inherited from **MonoBehaviour**), [IsInvoking](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.isinvoking.aspx) (inherited from **MonoBehaviour**), [MemberwiseClone](http://msdn.microsoft.com/en-us/library/system.object.memberwiseclone.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [SendMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessage.aspx) (inherited from **Component**), [SendMessageUpwards](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessageupwards.aspx) (inherited from **Component**), [StartCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine.aspx) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine_auto.aspx) (inherited from **MonoBehaviour**), [StopAllCoroutines](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopallcoroutines.aspx) (inherited from **MonoBehaviour**), [StopCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopcoroutine.aspx) (inherited from **MonoBehaviour**), [ToString](http://msdn.microsoft.com/en-us/library/unityengine.object.tostring.aspx) (inherited from **Object**)

Fields

[value](#topic_0000000000000171)

SettingsToggle.Disable Method

Public way to disable.

|  |  |
| --- | --- |
| C# |  |
| public [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Disable() | |

|  |
| --- |
| **[JScript]**  public function Disable(); |

See Also

Applies to: [SettingsToggle](#topic_0000000000000170)

SettingsToggle.Enable Method

Public a way to enable.

|  |  |
| --- | --- |
| C# |  |
| public [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Enable() | |

|  |
| --- |
| **[JScript]**  public function Enable(); |

See Also

Applies to: [SettingsToggle](#topic_0000000000000170)

value Field

What flag am I changing?

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [string](http://msdn.microsoft.com/en-us/library/system.string.aspx) value | |

|  |
| --- |
| **[JScript]**  private   SerializeField() value : [String](http://msdn.microsoft.com/en-us/library/system.string.aspx) |

See Also

Applies to: [SettingsToggle](#topic_0000000000000170)

ShowAndHide Class

[System.Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)

[UnityEngine.Object](http://msdn.microsoft.com/en-us/library/unityengine.object.aspx)

[UnityEngine.Component](http://msdn.microsoft.com/en-us/library/unityengine.component.aspx)

[UnityEngine.Behaviour](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.aspx)

[UnityEngine.MonoBehaviour](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.aspx)

**ShowAndHide**

|  |  |
| --- | --- |
| C# |  |
| public class ShowAndHide : **MonoBehaviour** | |

|  |
| --- |
| **[JScript]**  public class ShowAndHide  extends **MonoBehaviour** |

Requirements

**Namespace:**[<default>](#topic_00000000000001A5)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](http://msdn.microsoft.com/en-us/library/unityengine.component.animation.aspx) (inherited from **Component**), [audio](http://msdn.microsoft.com/en-us/library/unityengine.component.audio.aspx) (inherited from **Component**), [camera](http://msdn.microsoft.com/en-us/library/unityengine.component.camera.aspx) (inherited from **Component**), [collider](http://msdn.microsoft.com/en-us/library/unityengine.component.collider.aspx) (inherited from **Component**), [collider2D](http://msdn.microsoft.com/en-us/library/unityengine.component.collider2d.aspx) (inherited from **Component**), [constantForce](http://msdn.microsoft.com/en-us/library/unityengine.component.constantforce.aspx) (inherited from **Component**), [enabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.enabled.aspx) (inherited from **Behaviour**), [gameObject](http://msdn.microsoft.com/en-us/library/unityengine.component.gameobject.aspx) (inherited from **Component**), [guiElement](http://msdn.microsoft.com/en-us/library/unityengine.component.guielement.aspx) (inherited from **Component**), [guiText](http://msdn.microsoft.com/en-us/library/unityengine.component.guitext.aspx) (inherited from **Component**), [guiTexture](http://msdn.microsoft.com/en-us/library/unityengine.component.guitexture.aspx) (inherited from **Component**), [hideFlags](http://msdn.microsoft.com/en-us/library/unityengine.object.hideflags.aspx) (inherited from **Object**), [hingeJoint](http://msdn.microsoft.com/en-us/library/unityengine.component.hingejoint.aspx) (inherited from **Component**), [isActiveAndEnabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.isactiveandenabled.aspx) (inherited from **Behaviour**), [light](http://msdn.microsoft.com/en-us/library/unityengine.component.light.aspx) (inherited from **Component**), [name](http://msdn.microsoft.com/en-us/library/unityengine.object.name.aspx) (inherited from **Object**), [networkView](http://msdn.microsoft.com/en-us/library/unityengine.component.networkview.aspx) (inherited from **Component**), [particleEmitter](http://msdn.microsoft.com/en-us/library/unityengine.component.particleemitter.aspx) (inherited from **Component**), [particleSystem](http://msdn.microsoft.com/en-us/library/unityengine.component.particlesystem.aspx) (inherited from **Component**), [renderer](http://msdn.microsoft.com/en-us/library/unityengine.component.renderer.aspx) (inherited from **Component**), [rigidbody](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody.aspx) (inherited from **Component**), [rigidbody2D](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody2d.aspx) (inherited from **Component**), [runInEditMode](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.runineditmode.aspx) (inherited from **MonoBehaviour**), [tag](http://msdn.microsoft.com/en-us/library/unityengine.component.tag.aspx) (inherited from **Component**), [transform](http://msdn.microsoft.com/en-us/library/unityengine.component.transform.aspx) (inherited from **Component**), [useGUILayout](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.useguilayout.aspx) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.broadcastmessage.aspx) (inherited from **Component**), [CancelInvoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.cancelinvoke.aspx) (inherited from **MonoBehaviour**), [CompareTag](http://msdn.microsoft.com/en-us/library/unityengine.component.comparetag.aspx) (inherited from **Component**), [Equals](http://msdn.microsoft.com/en-us/library/unityengine.object.equals.aspx) (inherited from **Object**), [Finalize](http://msdn.microsoft.com/en-us/library/system.object.finalize.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [GetComponent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponent.aspx) (inherited from **Component**), [GetComponentInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinchildren.aspx) (inherited from **Component**), [GetComponentInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinparent%60%601.aspx) (inherited from **Component**), [GetComponents](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponents%60%601.aspx) (inherited from **Component**), [GetComponentsInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinchildren.aspx) (inherited from **Component**), [GetComponentsInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinparent%60%601.aspx) (inherited from **Component**), [GetHashCode](http://msdn.microsoft.com/en-us/library/unityengine.object.gethashcode.aspx) (inherited from **Object**), [GetInstanceID](http://msdn.microsoft.com/en-us/library/unityengine.object.getinstanceid.aspx) (inherited from **Object**), [GetType](http://msdn.microsoft.com/en-us/library/system.object.gettype.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Hide](#topic_00000000000001A2), [Invoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invoke.aspx) (inherited from **MonoBehaviour**), [InvokeRepeating](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invokerepeating.aspx) (inherited from **MonoBehaviour**), [IsInvoking](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.isinvoking.aspx) (inherited from **MonoBehaviour**), [MemberwiseClone](http://msdn.microsoft.com/en-us/library/system.object.memberwiseclone.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [SendMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessage.aspx) (inherited from **Component**), [SendMessageUpwards](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessageupwards.aspx) (inherited from **Component**), [Show](#topic_00000000000001A3), [StartCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine.aspx) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine_auto.aspx) (inherited from **MonoBehaviour**), [StopAllCoroutines](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopallcoroutines.aspx) (inherited from **MonoBehaviour**), [StopCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopcoroutine.aspx) (inherited from **MonoBehaviour**), [ToString](http://msdn.microsoft.com/en-us/library/unityengine.object.tostring.aspx) (inherited from **Object**)

ShowAndHide.Hide Method

|  |  |
| --- | --- |
| C# |  |
| public [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Hide(  **GameObject** *\_gameObject* ) | |

|  |
| --- |
| **[JScript]**  public function Hide(  *\_gameObject* : **GameObject** ); |

Parameters

\_gameObject

|  |
| --- |
|  |

See Also

Applies to: [ShowAndHide](#topic_00000000000001A1)

ShowAndHide.Show Method

|  |  |
| --- | --- |
| C# |  |
| public [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Show(  **GameObject** *\_gameObject* ) | |

|  |
| --- |
| **[JScript]**  public function Show(  *\_gameObject* : **GameObject** ); |

Parameters

\_gameObject

|  |
| --- |
|  |

See Also

Applies to: [ShowAndHide](#topic_00000000000001A1)

SoundController Class

Controls the Music and Voice audio of the game, and calls the spawning of enemies.

[System.Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)

[UnityEngine.Object](http://msdn.microsoft.com/en-us/library/unityengine.object.aspx)

[UnityEngine.Component](http://msdn.microsoft.com/en-us/library/unityengine.component.aspx)

[UnityEngine.Behaviour](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.aspx)

[UnityEngine.MonoBehaviour](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.aspx)

**SoundController**

|  |  |
| --- | --- |
| C# |  |
| public class SoundController : **MonoBehaviour** | |

|  |
| --- |
| **[JScript]**  public class SoundController  extends **MonoBehaviour** |

Requirements

**Namespace:**[<default>](#topic_00000000000001A5)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](http://msdn.microsoft.com/en-us/library/unityengine.component.animation.aspx) (inherited from **Component**), [audio](http://msdn.microsoft.com/en-us/library/unityengine.component.audio.aspx) (inherited from **Component**), [camera](http://msdn.microsoft.com/en-us/library/unityengine.component.camera.aspx) (inherited from **Component**), [collider](http://msdn.microsoft.com/en-us/library/unityengine.component.collider.aspx) (inherited from **Component**), [collider2D](http://msdn.microsoft.com/en-us/library/unityengine.component.collider2d.aspx) (inherited from **Component**), [constantForce](http://msdn.microsoft.com/en-us/library/unityengine.component.constantforce.aspx) (inherited from **Component**), [enabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.enabled.aspx) (inherited from **Behaviour**), [gameObject](http://msdn.microsoft.com/en-us/library/unityengine.component.gameobject.aspx) (inherited from **Component**), [guiElement](http://msdn.microsoft.com/en-us/library/unityengine.component.guielement.aspx) (inherited from **Component**), [guiText](http://msdn.microsoft.com/en-us/library/unityengine.component.guitext.aspx) (inherited from **Component**), [guiTexture](http://msdn.microsoft.com/en-us/library/unityengine.component.guitexture.aspx) (inherited from **Component**), [hideFlags](http://msdn.microsoft.com/en-us/library/unityengine.object.hideflags.aspx) (inherited from **Object**), [hingeJoint](http://msdn.microsoft.com/en-us/library/unityengine.component.hingejoint.aspx) (inherited from **Component**), [isActiveAndEnabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.isactiveandenabled.aspx) (inherited from **Behaviour**), [light](http://msdn.microsoft.com/en-us/library/unityengine.component.light.aspx) (inherited from **Component**), [name](http://msdn.microsoft.com/en-us/library/unityengine.object.name.aspx) (inherited from **Object**), [networkView](http://msdn.microsoft.com/en-us/library/unityengine.component.networkview.aspx) (inherited from **Component**), [particleEmitter](http://msdn.microsoft.com/en-us/library/unityengine.component.particleemitter.aspx) (inherited from **Component**), [particleSystem](http://msdn.microsoft.com/en-us/library/unityengine.component.particlesystem.aspx) (inherited from **Component**), [renderer](http://msdn.microsoft.com/en-us/library/unityengine.component.renderer.aspx) (inherited from **Component**), [rigidbody](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody.aspx) (inherited from **Component**), [rigidbody2D](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody2d.aspx) (inherited from **Component**), [runInEditMode](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.runineditmode.aspx) (inherited from **MonoBehaviour**), [tag](http://msdn.microsoft.com/en-us/library/unityengine.component.tag.aspx) (inherited from **Component**), [transform](http://msdn.microsoft.com/en-us/library/unityengine.component.transform.aspx) (inherited from **Component**), [useGUILayout](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.useguilayout.aspx) (inherited from **MonoBehaviour**)

Methods

[AwaitMusic](#topic_000000000000003F), [Awake](#topic_000000000000002F), [BroadcastMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.broadcastmessage.aspx) (inherited from **Component**), [BuildingNotCharged](#topic_0000000000000034), [CancelInvoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.cancelinvoke.aspx) (inherited from **MonoBehaviour**), [CheckBuildingCharge](#topic_0000000000000032), [CompareTag](http://msdn.microsoft.com/en-us/library/unityengine.component.comparetag.aspx) (inherited from **Component**), [Equals](http://msdn.microsoft.com/en-us/library/unityengine.object.equals.aspx) (inherited from **Object**), [Finalize](http://msdn.microsoft.com/en-us/library/system.object.finalize.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [FreezeGame](#topic_0000000000000030), [GetComponent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponent.aspx) (inherited from **Component**), [GetComponentInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinchildren.aspx) (inherited from **Component**), [GetComponentInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinparent%60%601.aspx) (inherited from **Component**), [GetComponents](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponents%60%601.aspx) (inherited from **Component**), [GetComponentsInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinchildren.aspx) (inherited from **Component**), [GetComponentsInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinparent%60%601.aspx) (inherited from **Component**), [GetHashCode](http://msdn.microsoft.com/en-us/library/unityengine.object.gethashcode.aspx) (inherited from **Object**), [GetInstanceID](http://msdn.microsoft.com/en-us/library/unityengine.object.getinstanceid.aspx) (inherited from **Object**), [GetType](http://msdn.microsoft.com/en-us/library/system.object.gettype.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [InBetween](#topic_0000000000000036), [InBetweenSection](#topic_0000000000000035), [IntroStart](#topic_0000000000000033), [Invoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invoke.aspx) (inherited from **MonoBehaviour**), [InvokeRepeating](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invokerepeating.aspx) (inherited from **MonoBehaviour**), [IsInvoking](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.isinvoking.aspx) (inherited from **MonoBehaviour**), [MemberwiseClone](http://msdn.microsoft.com/en-us/library/system.object.memberwiseclone.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [MidPartOne](#topic_0000000000000038), [MidPartThree](#topic_000000000000003A), [MidPartTwo](#topic_0000000000000039), [MidSection](#topic_0000000000000037), [PlayAndAwait](#topic_000000000000003E), [PlayRange](#topic_000000000000003D), [SendMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessage.aspx) (inherited from **Component**), [SendMessageUpwards](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessageupwards.aspx) (inherited from **Component**), [Start](#topic_0000000000000031), [StartCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine.aspx) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine_auto.aspx) (inherited from **MonoBehaviour**), [StopAllCoroutines](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopallcoroutines.aspx) (inherited from **MonoBehaviour**), [StopCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopcoroutine.aspx) (inherited from **MonoBehaviour**), [SurvivalEndless](#topic_000000000000003C), [SurvivalStart](#topic_000000000000003B), [ToString](http://msdn.microsoft.com/en-us/library/unityengine.object.tostring.aspx) (inherited from **Object**)

Fields

[Instance](#topic_000000000000002B), [NumberChange](#topic_0000000000000029), [OnReset](#topic_0000000000000028), [StartEndless](#topic_000000000000002A), [aICompanion](#topic_000000000000002C), [buildingsCharged](#topic_000000000000002D), [gF](#topic_0000000000000027), [sM](#topic_0000000000000026), [survivalRunning](#topic_000000000000002E)

SoundController.AwaitMusic Method

Wait for music to be done.

|  |  |
| --- | --- |
| C# |  |
| private [IEnumerator](http://msdn.microsoft.com/en-us/library/system.collections.ienumerator.aspx) AwaitMusic() | |

|  |
| --- |
| **[JScript]**  private function AwaitMusic() : [IEnumerator](http://msdn.microsoft.com/en-us/library/system.collections.ienumerator.aspx); |

See Also

Applies to: [SoundController](#topic_0000000000000025)

SoundController.Awake Method

Instance this script and call the FreezeGame.

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Awake() | |

|  |
| --- |
| **[JScript]**  private function Awake(); |

See Also

Applies to: [SoundController](#topic_0000000000000025)

SoundController.BuildingNotCharged Method

Building was not charged in time player is returned to menu.

|  |  |
| --- | --- |
| C# |  |
| private [IEnumerator](http://msdn.microsoft.com/en-us/library/system.collections.ienumerator.aspx) BuildingNotCharged() | |

|  |
| --- |
| **[JScript]**  private function BuildingNotCharged() : [IEnumerator](http://msdn.microsoft.com/en-us/library/system.collections.ienumerator.aspx); |

See Also

Applies to: [SoundController](#topic_0000000000000025)

SoundController.CheckBuildingCharge Method

Set charged buildings to true.

|  |  |
| --- | --- |
| C# |  |
| public [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) CheckBuildingCharge(  [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) *buildingNumber* ) | |

|  |
| --- |
| **[JScript]**  public function CheckBuildingCharge(  *buildingNumber* : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) ); |

Parameters

buildingNumber

|  |
| --- |
| <default> |

See Also

Applies to: [SoundController](#topic_0000000000000025)

SoundController.FreezeGame Method

Pause the game, play the tutorial and continue.

|  |  |
| --- | --- |
| C# |  |
| private [IEnumerator](http://msdn.microsoft.com/en-us/library/system.collections.ienumerator.aspx) FreezeGame(  [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) *freeze*,  [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) *voiceNumber* ) | |

|  |
| --- |
| **[JScript]**  private function FreezeGame(  *freeze* : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx),  *voiceNumber* : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) ) : [IEnumerator](http://msdn.microsoft.com/en-us/library/system.collections.ienumerator.aspx); |

Parameters

freeze

|  |
| --- |
| <default> |

voiceNumber

|  |
| --- |
| <default> |

See Also

Applies to: [SoundController](#topic_0000000000000025)

SoundController.InBetween Method

Play the 2 clips in between the other sections, spawn enemies, freeze for a tutorial point and go to midsection.

|  |  |
| --- | --- |
| C# |  |
| private [IEnumerator](http://msdn.microsoft.com/en-us/library/system.collections.ienumerator.aspx) InBetween() | |

|  |
| --- |
| **[JScript]**  private function InBetween() : [IEnumerator](http://msdn.microsoft.com/en-us/library/system.collections.ienumerator.aspx); |

See Also

Applies to: [SoundController](#topic_0000000000000025)

SoundController.InBetweenSection Method

Call courontine of the section in between the intro and mid section.

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) InBetweenSection() | |

|  |
| --- |
| **[JScript]**  private function InBetweenSection(); |

See Also

Applies to: [SoundController](#topic_0000000000000025)

SoundController.IntroStart Method

Check if buildings 1 to 3 are charged, set and play song and spawn enemies depending on the part in the song.

|  |  |
| --- | --- |
| C# |  |
| private [IEnumerator](http://msdn.microsoft.com/en-us/library/system.collections.ienumerator.aspx) IntroStart() | |

|  |
| --- |
| **[JScript]**  private function IntroStart() : [IEnumerator](http://msdn.microsoft.com/en-us/library/system.collections.ienumerator.aspx); |

Returns

Return PlayAndAwait with clip

See Also

Applies to: [SoundController](#topic_0000000000000025)

SoundController.MidPartOne Method

First part of the midsection.

|  |  |
| --- | --- |
| C# |  |
| private [IEnumerator](http://msdn.microsoft.com/en-us/library/system.collections.ienumerator.aspx) MidPartOne() | |

|  |
| --- |
| **[JScript]**  private function MidPartOne() : [IEnumerator](http://msdn.microsoft.com/en-us/library/system.collections.ienumerator.aspx); |

See Also

Applies to: [SoundController](#topic_0000000000000025)

SoundController.MidPartThree Method

Third part of the midsection.

|  |  |
| --- | --- |
| C# |  |
| private [IEnumerator](http://msdn.microsoft.com/en-us/library/system.collections.ienumerator.aspx) MidPartThree() | |

|  |
| --- |
| **[JScript]**  private function MidPartThree() : [IEnumerator](http://msdn.microsoft.com/en-us/library/system.collections.ienumerator.aspx); |

See Also

Applies to: [SoundController](#topic_0000000000000025)

SoundController.MidPartTwo Method

Second part of the midsection.

|  |  |
| --- | --- |
| C# |  |
| private [IEnumerator](http://msdn.microsoft.com/en-us/library/system.collections.ienumerator.aspx) MidPartTwo() | |

|  |
| --- |
| **[JScript]**  private function MidPartTwo() : [IEnumerator](http://msdn.microsoft.com/en-us/library/system.collections.ienumerator.aspx); |

See Also

Applies to: [SoundController](#topic_0000000000000025)

SoundController.MidSection Method

Midsection of the music with checks if the buildings are charged.
Does a new clip when appropriate building is charged.
After all 3 are charged then start survival section.

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) MidSection() | |

|  |
| --- |
| **[JScript]**  private function MidSection(); |

See Also

Applies to: [SoundController](#topic_0000000000000025)

SoundController.PlayAndAwait Method

Play the music clip and wait.

|  |  |
| --- | --- |
| C# |  |
| private [IEnumerator](http://msdn.microsoft.com/en-us/library/system.collections.ienumerator.aspx) PlayAndAwait(  [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) *index* ) | |

|  |
| --- |
| **[JScript]**  private function PlayAndAwait(  *index* : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) ) : [IEnumerator](http://msdn.microsoft.com/en-us/library/system.collections.ienumerator.aspx); |

Parameters

index

|  |
| --- |
| <default> |

See Also

Applies to: [SoundController](#topic_0000000000000025)

SoundController.PlayRange Method

Play clip from min index to max index.

|  |  |
| --- | --- |
| C# |  |
| private [IEnumerator](http://msdn.microsoft.com/en-us/library/system.collections.ienumerator.aspx) PlayRange(  [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) *min*,  [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) *max* ) | |

|  |
| --- |
| **[JScript]**  private function PlayRange(  *min* : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx),  *max* : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) ) : [IEnumerator](http://msdn.microsoft.com/en-us/library/system.collections.ienumerator.aspx); |

Parameters

min

|  |
| --- |
| <default> |

max

|  |
| --- |
| <default> |

See Also

Applies to: [SoundController](#topic_0000000000000025)

SoundController.Start Method

Start tutorial and afterwards the corountine.

|  |  |
| --- | --- |
| C# |  |
| private [IEnumerator](http://msdn.microsoft.com/en-us/library/system.collections.ienumerator.aspx) Start() | |

|  |
| --- |
| **[JScript]**  private function Start() : [IEnumerator](http://msdn.microsoft.com/en-us/library/system.collections.ienumerator.aspx); |

See Also

Applies to: [SoundController](#topic_0000000000000025)

SoundController.SurvivalEndless Method

Sets survivalRunning to true and a while to keep the survival section looping.

|  |  |
| --- | --- |
| C# |  |
| private [IEnumerator](http://msdn.microsoft.com/en-us/library/system.collections.ienumerator.aspx) SurvivalEndless() | |

|  |
| --- |
| **[JScript]**  private function SurvivalEndless() : [IEnumerator](http://msdn.microsoft.com/en-us/library/system.collections.ienumerator.aspx); |

See Also

Applies to: [SoundController](#topic_0000000000000025)

SoundController.SurvivalStart Method

Start the survival section of the game run through it once
then continue onwards to the endless survival section.

|  |  |
| --- | --- |
| C# |  |
| private [IEnumerator](http://msdn.microsoft.com/en-us/library/system.collections.ienumerator.aspx) SurvivalStart() | |

|  |
| --- |
| **[JScript]**  private function SurvivalStart() : [IEnumerator](http://msdn.microsoft.com/en-us/library/system.collections.ienumerator.aspx); |

See Also

Applies to: [SoundController](#topic_0000000000000025)

Instance Field

|  |  |
| --- | --- |
| C# |  |
| public static [SoundController](#topic_0000000000000025) Instance | |

|  |
| --- |
| **[JScript]**  public static Instance : [SoundController](#topic_0000000000000025) |

See Also

Applies to: [SoundController](#topic_0000000000000025)

NumberChange Field

|  |  |
| --- | --- |
| C# |  |
| new public **UnityEvent** NumberChange | |

|  |
| --- |
| **[JScript]**  public NumberChange : **UnityEvent** |

See Also

Applies to: [SoundController](#topic_0000000000000025)

OnReset Field

|  |  |
| --- | --- |
| C# |  |
| new public **UnityEvent** OnReset | |

|  |
| --- |
| **[JScript]**  public OnReset : **UnityEvent** |

See Also

Applies to: [SoundController](#topic_0000000000000025)

StartEndless Field

|  |  |
| --- | --- |
| C# |  |
| new public **UnityEvent** StartEndless | |

|  |
| --- |
| **[JScript]**  public StartEndless : **UnityEvent** |

See Also

Applies to: [SoundController](#topic_0000000000000025)

aICompanion Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **GameObject** aICompanion | |

|  |
| --- |
| **[JScript]**  private   SerializeField() aICompanion : **GameObject** |

See Also

Applies to: [SoundController](#topic_0000000000000025)

buildingsCharged Field

|  |  |
| --- | --- |
| C# |  |
| new public [bool](http://msdn.microsoft.com/en-us/library/system.boolean.aspx)[] buildingsCharged | |

|  |
| --- |
| **[JScript]**  public buildingsCharged : [boolean](http://msdn.microsoft.com/en-us/library/system.boolean.aspx)[] |

See Also

Applies to: [SoundController](#topic_0000000000000025)

gF Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [GameFreeze](#topic_000000000000013C) gF | |

|  |
| --- |
| **[JScript]**  private   SerializeField() gF : [GameFreeze](#topic_000000000000013C) |

See Also

Applies to: [SoundController](#topic_0000000000000025)

sM Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [SoundManager](#topic_0000000000000040) sM | |

|  |
| --- |
| **[JScript]**  private   SerializeField() sM : [SoundManager](#topic_0000000000000040) |

See Also

Applies to: [SoundController](#topic_0000000000000025)

survivalRunning Field

|  |  |
| --- | --- |
| C# |  |
| private [bool](http://msdn.microsoft.com/en-us/library/system.boolean.aspx) survivalRunning | |

|  |
| --- |
| **[JScript]**  private survivalRunning : [boolean](http://msdn.microsoft.com/en-us/library/system.boolean.aspx) |

See Also

Applies to: [SoundController](#topic_0000000000000025)

SoundManager Class

Holds all the audio and plays the voice and music.

[System.Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)

[UnityEngine.Object](http://msdn.microsoft.com/en-us/library/unityengine.object.aspx)

[UnityEngine.Component](http://msdn.microsoft.com/en-us/library/unityengine.component.aspx)

[UnityEngine.Behaviour](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.aspx)

[UnityEngine.MonoBehaviour](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.aspx)

**SoundManager**

|  |  |
| --- | --- |
| C# |  |
| public class SoundManager : **MonoBehaviour** | |

|  |
| --- |
| **[JScript]**  public class SoundManager  extends **MonoBehaviour** |

Requirements

**Namespace:**[<default>](#topic_00000000000001A5)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[MusicHolder](#topic_0000000000000044), [SfxHolder](#topic_0000000000000042), [VoiceHolder](#topic_0000000000000047), [animation](http://msdn.microsoft.com/en-us/library/unityengine.component.animation.aspx) (inherited from **Component**), [audio](http://msdn.microsoft.com/en-us/library/unityengine.component.audio.aspx) (inherited from **Component**), [camera](http://msdn.microsoft.com/en-us/library/unityengine.component.camera.aspx) (inherited from **Component**), [collider](http://msdn.microsoft.com/en-us/library/unityengine.component.collider.aspx) (inherited from **Component**), [collider2D](http://msdn.microsoft.com/en-us/library/unityengine.component.collider2d.aspx) (inherited from **Component**), [constantForce](http://msdn.microsoft.com/en-us/library/unityengine.component.constantforce.aspx) (inherited from **Component**), [enabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.enabled.aspx) (inherited from **Behaviour**), [gameObject](http://msdn.microsoft.com/en-us/library/unityengine.component.gameobject.aspx) (inherited from **Component**), [guiElement](http://msdn.microsoft.com/en-us/library/unityengine.component.guielement.aspx) (inherited from **Component**), [guiText](http://msdn.microsoft.com/en-us/library/unityengine.component.guitext.aspx) (inherited from **Component**), [guiTexture](http://msdn.microsoft.com/en-us/library/unityengine.component.guitexture.aspx) (inherited from **Component**), [hideFlags](http://msdn.microsoft.com/en-us/library/unityengine.object.hideflags.aspx) (inherited from **Object**), [hingeJoint](http://msdn.microsoft.com/en-us/library/unityengine.component.hingejoint.aspx) (inherited from **Component**), [isActiveAndEnabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.isactiveandenabled.aspx) (inherited from **Behaviour**), [light](http://msdn.microsoft.com/en-us/library/unityengine.component.light.aspx) (inherited from **Component**), [name](http://msdn.microsoft.com/en-us/library/unityengine.object.name.aspx) (inherited from **Object**), [networkView](http://msdn.microsoft.com/en-us/library/unityengine.component.networkview.aspx) (inherited from **Component**), [particleEmitter](http://msdn.microsoft.com/en-us/library/unityengine.component.particleemitter.aspx) (inherited from **Component**), [particleSystem](http://msdn.microsoft.com/en-us/library/unityengine.component.particlesystem.aspx) (inherited from **Component**), [renderer](http://msdn.microsoft.com/en-us/library/unityengine.component.renderer.aspx) (inherited from **Component**), [rigidbody](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody.aspx) (inherited from **Component**), [rigidbody2D](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody2d.aspx) (inherited from **Component**), [runInEditMode](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.runineditmode.aspx) (inherited from **MonoBehaviour**), [tag](http://msdn.microsoft.com/en-us/library/unityengine.component.tag.aspx) (inherited from **Component**), [transform](http://msdn.microsoft.com/en-us/library/unityengine.component.transform.aspx) (inherited from **Component**), [useGUILayout](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.useguilayout.aspx) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.broadcastmessage.aspx) (inherited from **Component**), [CancelInvoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.cancelinvoke.aspx) (inherited from **MonoBehaviour**), [CompareTag](http://msdn.microsoft.com/en-us/library/unityengine.component.comparetag.aspx) (inherited from **Component**), [Equals](http://msdn.microsoft.com/en-us/library/unityengine.object.equals.aspx) (inherited from **Object**), [Finalize](http://msdn.microsoft.com/en-us/library/system.object.finalize.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [GetComponent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponent.aspx) (inherited from **Component**), [GetComponentInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinchildren.aspx) (inherited from **Component**), [GetComponentInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinparent%60%601.aspx) (inherited from **Component**), [GetComponents](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponents%60%601.aspx) (inherited from **Component**), [GetComponentsInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinchildren.aspx) (inherited from **Component**), [GetComponentsInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinparent%60%601.aspx) (inherited from **Component**), [GetHashCode](http://msdn.microsoft.com/en-us/library/unityengine.object.gethashcode.aspx) (inherited from **Object**), [GetInstanceID](http://msdn.microsoft.com/en-us/library/unityengine.object.getinstanceid.aspx) (inherited from **Object**), [GetType](http://msdn.microsoft.com/en-us/library/system.object.gettype.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Invoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invoke.aspx) (inherited from **MonoBehaviour**), [InvokeRepeating](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invokerepeating.aspx) (inherited from **MonoBehaviour**), [IsInvoking](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.isinvoking.aspx) (inherited from **MonoBehaviour**), [MemberwiseClone](http://msdn.microsoft.com/en-us/library/system.object.memberwiseclone.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [SendMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessage.aspx) (inherited from **Component**), [SendMessageUpwards](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessageupwards.aspx) (inherited from **Component**), [StartCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine.aspx) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine_auto.aspx) (inherited from **MonoBehaviour**), [StopAllCoroutines](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopallcoroutines.aspx) (inherited from **MonoBehaviour**), [StopCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopcoroutine.aspx) (inherited from **MonoBehaviour**), [ToString](http://msdn.microsoft.com/en-us/library/unityengine.object.tostring.aspx) (inherited from **Object**)

Fields

[MusicPlayer](#topic_0000000000000045), [VoicePlayer](#topic_0000000000000048), [music](#topic_0000000000000043), [sfx](#topic_0000000000000041), [voice](#topic_0000000000000046)

SoundManager.MusicHolder Property

|  |  |
| --- | --- |
| C# |  |
| public **AudioClip**[] MusicHolder {get; set;} | |

|  |
| --- |
| **[JScript]**  public function get MusicHolder() : **AudioClip**[]; public function set MusicHolder(value : **AudioClip**[]); |

See Also

Applies to: [SoundManager](#topic_0000000000000040)

SoundManager.SfxHolder Property

|  |  |
| --- | --- |
| C# |  |
| public **AudioClip**[] SfxHolder {get;} | |

|  |
| --- |
| **[JScript]**  public function get SfxHolder() : **AudioClip**[]; |

See Also

Applies to: [SoundManager](#topic_0000000000000040)

SoundManager.VoiceHolder Property

|  |  |
| --- | --- |
| C# |  |
| public **AudioClip**[] VoiceHolder {get;} | |

|  |
| --- |
| **[JScript]**  public function get VoiceHolder() : **AudioClip**[]; |

See Also

Applies to: [SoundManager](#topic_0000000000000040)

MusicPlayer Field

|  |  |
| --- | --- |
| C# |  |
| public **AudioSource** MusicPlayer | |

|  |
| --- |
| **[JScript]**  public MusicPlayer : **AudioSource** |

See Also

Applies to: [SoundManager](#topic_0000000000000040)

VoicePlayer Field

|  |  |
| --- | --- |
| C# |  |
| public **AudioSource** VoicePlayer | |

|  |
| --- |
| **[JScript]**  public VoicePlayer : **AudioSource** |

See Also

Applies to: [SoundManager](#topic_0000000000000040)

music Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **AudioClip**[] music | |

|  |
| --- |
| **[JScript]**  private   SerializeField() music : **AudioClip**[] |

See Also

Applies to: [SoundManager](#topic_0000000000000040)

sfx Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **AudioClip**[] sfx | |

|  |
| --- |
| **[JScript]**  private   SerializeField() sfx : **AudioClip**[] |

See Also

Applies to: [SoundManager](#topic_0000000000000040)

voice Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **AudioClip**[] voice | |

|  |
| --- |
| **[JScript]**  private   SerializeField() voice : **AudioClip**[] |

See Also

Applies to: [SoundManager](#topic_0000000000000040)

Swarm Class

The parent of a set of drone bodies.
The main component for a swarm.

[System.Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)

[UnityEngine.Object](http://msdn.microsoft.com/en-us/library/unityengine.object.aspx)

[UnityEngine.Component](http://msdn.microsoft.com/en-us/library/unityengine.component.aspx)

[UnityEngine.Behaviour](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.aspx)

[UnityEngine.MonoBehaviour](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.aspx)

**Swarm**

|  |  |
| --- | --- |
| C# |  |
| public class Swarm : **MonoBehaviour**,  [IDamagable](#topic_0000000000000158) | |

|  |
| --- |
| **[JScript]**  public class Swarm  extends **MonoBehaviour**  implements [IDamagable](#topic_0000000000000158) |

Requirements

**Namespace:**[<default>](#topic_00000000000001A5)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[Health](#topic_00000000000000CB), [MaxHealth](#topic_00000000000000CC), [Target](#topic_00000000000000CA), [animation](http://msdn.microsoft.com/en-us/library/unityengine.component.animation.aspx) (inherited from **Component**), [audio](http://msdn.microsoft.com/en-us/library/unityengine.component.audio.aspx) (inherited from **Component**), [camera](http://msdn.microsoft.com/en-us/library/unityengine.component.camera.aspx) (inherited from **Component**), [collider](http://msdn.microsoft.com/en-us/library/unityengine.component.collider.aspx) (inherited from **Component**), [collider2D](http://msdn.microsoft.com/en-us/library/unityengine.component.collider2d.aspx) (inherited from **Component**), [constantForce](http://msdn.microsoft.com/en-us/library/unityengine.component.constantforce.aspx) (inherited from **Component**), [enabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.enabled.aspx) (inherited from **Behaviour**), [gameObject](http://msdn.microsoft.com/en-us/library/unityengine.component.gameobject.aspx) (inherited from **Component**), [guiElement](http://msdn.microsoft.com/en-us/library/unityengine.component.guielement.aspx) (inherited from **Component**), [guiText](http://msdn.microsoft.com/en-us/library/unityengine.component.guitext.aspx) (inherited from **Component**), [guiTexture](http://msdn.microsoft.com/en-us/library/unityengine.component.guitexture.aspx) (inherited from **Component**), [hideFlags](http://msdn.microsoft.com/en-us/library/unityengine.object.hideflags.aspx) (inherited from **Object**), [hingeJoint](http://msdn.microsoft.com/en-us/library/unityengine.component.hingejoint.aspx) (inherited from **Component**), [isActiveAndEnabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.isactiveandenabled.aspx) (inherited from **Behaviour**), [light](http://msdn.microsoft.com/en-us/library/unityengine.component.light.aspx) (inherited from **Component**), [name](http://msdn.microsoft.com/en-us/library/unityengine.object.name.aspx) (inherited from **Object**), [networkView](http://msdn.microsoft.com/en-us/library/unityengine.component.networkview.aspx) (inherited from **Component**), [particleEmitter](http://msdn.microsoft.com/en-us/library/unityengine.component.particleemitter.aspx) (inherited from **Component**), [particleSystem](http://msdn.microsoft.com/en-us/library/unityengine.component.particlesystem.aspx) (inherited from **Component**), [renderer](http://msdn.microsoft.com/en-us/library/unityengine.component.renderer.aspx) (inherited from **Component**), [rigidbody](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody.aspx) (inherited from **Component**), [rigidbody2D](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody2d.aspx) (inherited from **Component**), [runInEditMode](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.runineditmode.aspx) (inherited from **MonoBehaviour**), [tag](http://msdn.microsoft.com/en-us/library/unityengine.component.tag.aspx) (inherited from **Component**), [transform](http://msdn.microsoft.com/en-us/library/unityengine.component.transform.aspx) (inherited from **Component**), [useGUILayout](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.useguilayout.aspx) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.broadcastmessage.aspx) (inherited from **Component**), [CancelInvoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.cancelinvoke.aspx) (inherited from **MonoBehaviour**), [CompareTag](http://msdn.microsoft.com/en-us/library/unityengine.component.comparetag.aspx) (inherited from **Component**), [Damage](#topic_00000000000000CF), [Equals](http://msdn.microsoft.com/en-us/library/unityengine.object.equals.aspx) (inherited from **Object**), [Finalize](http://msdn.microsoft.com/en-us/library/system.object.finalize.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [GetComponent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponent.aspx) (inherited from **Component**), [GetComponentInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinchildren.aspx) (inherited from **Component**), [GetComponentInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinparent%60%601.aspx) (inherited from **Component**), [GetComponents](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponents%60%601.aspx) (inherited from **Component**), [GetComponentsInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinchildren.aspx) (inherited from **Component**), [GetComponentsInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinparent%60%601.aspx) (inherited from **Component**), [GetHashCode](http://msdn.microsoft.com/en-us/library/unityengine.object.gethashcode.aspx) (inherited from **Object**), [GetInstanceID](http://msdn.microsoft.com/en-us/library/unityengine.object.getinstanceid.aspx) (inherited from **Object**), [GetType](http://msdn.microsoft.com/en-us/library/system.object.gettype.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Heal](#topic_00000000000000D0), [Invoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invoke.aspx) (inherited from **MonoBehaviour**), [InvokeRepeating](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invokerepeating.aspx) (inherited from **MonoBehaviour**), [IsInvoking](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.isinvoking.aspx) (inherited from **MonoBehaviour**), [MemberwiseClone](http://msdn.microsoft.com/en-us/library/system.object.memberwiseclone.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [SendMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessage.aspx) (inherited from **Component**), [SendMessageUpwards](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessageupwards.aspx) (inherited from **Component**), [Start](#topic_00000000000000CE), [StartCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine.aspx) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine_auto.aspx) (inherited from **MonoBehaviour**), [StopAllCoroutines](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopallcoroutines.aspx) (inherited from **MonoBehaviour**), [StopCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopcoroutine.aspx) (inherited from **MonoBehaviour**), [ToString](http://msdn.microsoft.com/en-us/library/unityengine.object.tostring.aspx) (inherited from **Object**)

Fields

[\_enemyBodies](#topic_00000000000000CD), [\_health](#topic_00000000000000C4), [\_hitPointsPerDrone](#topic_00000000000000C6), [\_maxHealth](#topic_00000000000000C5), [\_totalDrones](#topic_00000000000000C7), [deathAnim](#topic_00000000000000C9), [target](#topic_00000000000000C8)

Swarm.Health Property

A public way to get my health, implemented by IDamagable.

|  |  |
| --- | --- |
| C# |  |
| public [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) Health {get;} | |

|  |
| --- |
| **[JScript]**  public function get Health() : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx); |

Implements

[IDamagable.Health](#topic_000000000000015A)

See Also

Applies to: [Swarm](#topic_00000000000000C3)

Swarm.MaxHealth Property

A public way to get my max health, implemented by IDamagable.

|  |  |
| --- | --- |
| C# |  |
| public [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) MaxHealth {get;} | |

|  |
| --- |
| **[JScript]**  public function get MaxHealth() : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx); |

Implements

[IDamagable.MaxHealth](#topic_0000000000000159)

See Also

Applies to: [Swarm](#topic_00000000000000C3)

Swarm.Target Property

A public way to change my target.

|  |  |
| --- | --- |
| C# |  |
| public **Transform** Target {get; set;} | |

|  |
| --- |
| **[JScript]**  public function get Target() : **Transform**; public function set Target(value : **Transform**); |

See Also

Applies to: [Swarm](#topic_00000000000000C3)

Swarm.Damage Method

Damage me and take my drones down.
Implemented by IDamagable.

|  |  |
| --- | --- |
| C# |  |
| public [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Damage(  [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) *value* ) | |

|  |
| --- |
| **[JScript]**  public function Damage(  *value* : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) ); |

Parameters

value

|  |
| --- |
| Amount to damage |

Implements

[IDamagable.Damage](#topic_000000000000015B)

See Also

Applies to: [Swarm](#topic_00000000000000C3)

Swarm.Heal Method

This is the same as Damage() because
I don't need the swarms to be healed.
Used by the laser to have all attacks under one name.
Implemented by IDamagable.

|  |  |
| --- | --- |
| C# |  |
| public [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Heal(  [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) *value* ) | |

|  |
| --- |
| **[JScript]**  public function Heal(  *value* : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) ); |

Parameters

value

|  |
| --- |
| Amount to damage |

Implements

[IDamagable.Heal](#topic_000000000000015C)

See Also

Applies to: [Swarm](#topic_00000000000000C3)

Swarm.Start Method

Set up all the variables and get all my children(drones).

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Start() | |

|  |
| --- |
| **[JScript]**  private function Start(); |

See Also

Applies to: [Swarm](#topic_00000000000000C3)

\_enemyBodies Field

My drone bodies.

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] new private [List](http://msdn.microsoft.com/en-us/library/6sh2ey19.aspx)<[Drone](#topic_00000000000000B6)> \_enemyBodies | |

|  |
| --- |
| **[JScript]**  JScript does not support generic types and methods. |

See Also

Applies to: [Swarm](#topic_00000000000000C3)

\_health Field

My health.

|  |  |
| --- | --- |
| C# |  |
| private [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) \_health | |

|  |
| --- |
| **[JScript]**  private \_health : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) |

See Also

Applies to: [Swarm](#topic_00000000000000C3)

\_hitPointsPerDrone Field

Used to check if some drones need to be Killed off for losing health.
For example:
If I have 10 drones and 100 health.
Losing 20 health will kill 20 drones.

|  |  |
| --- | --- |
| C# |  |
| private [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) \_hitPointsPerDrone | |

|  |
| --- |
| **[JScript]**  private \_hitPointsPerDrone : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) |

See Also

Applies to: [Swarm](#topic_00000000000000C3)

\_maxHealth Field

My max health.

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) \_maxHealth | |

|  |
| --- |
| **[JScript]**  private   SerializeField() \_maxHealth : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) |

See Also

Applies to: [Swarm](#topic_00000000000000C3)

\_totalDrones Field

How many drones did I start with?
Used in the killing off of drones.

|  |  |
| --- | --- |
| C# |  |
| private [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) \_totalDrones | |

|  |
| --- |
| **[JScript]**  private \_totalDrones : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) |

See Also

Applies to: [Swarm](#topic_00000000000000C3)

deathAnim Field

To trigger the SwarmDeathAnim.

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **Animator** deathAnim | |

|  |
| --- |
| **[JScript]**  private   SerializeField() deathAnim : **Animator** |

See Also

Applies to: [Swarm](#topic_00000000000000C3)

target Field

My target, I'm holding it for all the child components.

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **Transform** target | |

|  |
| --- |
| **[JScript]**  private   SerializeField() target : **Transform** |

See Also

Applies to: [Swarm](#topic_00000000000000C3)

SwarmAttack Class

Handles all the damage dealing,
this waits until SwarmNavigation brings it
close enough and takes over.

[System.Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)

[UnityEngine.Object](http://msdn.microsoft.com/en-us/library/unityengine.object.aspx)

[UnityEngine.Component](http://msdn.microsoft.com/en-us/library/unityengine.component.aspx)

[UnityEngine.Behaviour](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.aspx)

[UnityEngine.MonoBehaviour](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.aspx)

**SwarmAttack**

|  |  |
| --- | --- |
| C# |  |
| public class SwarmAttack : **MonoBehaviour** | |

|  |
| --- |
| **[JScript]**  public class SwarmAttack  extends **MonoBehaviour** |

Requirements

**Namespace:**[<default>](#topic_00000000000001A5)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](http://msdn.microsoft.com/en-us/library/unityengine.component.animation.aspx) (inherited from **Component**), [audio](http://msdn.microsoft.com/en-us/library/unityengine.component.audio.aspx) (inherited from **Component**), [camera](http://msdn.microsoft.com/en-us/library/unityengine.component.camera.aspx) (inherited from **Component**), [collider](http://msdn.microsoft.com/en-us/library/unityengine.component.collider.aspx) (inherited from **Component**), [collider2D](http://msdn.microsoft.com/en-us/library/unityengine.component.collider2d.aspx) (inherited from **Component**), [constantForce](http://msdn.microsoft.com/en-us/library/unityengine.component.constantforce.aspx) (inherited from **Component**), [enabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.enabled.aspx) (inherited from **Behaviour**), [gameObject](http://msdn.microsoft.com/en-us/library/unityengine.component.gameobject.aspx) (inherited from **Component**), [guiElement](http://msdn.microsoft.com/en-us/library/unityengine.component.guielement.aspx) (inherited from **Component**), [guiText](http://msdn.microsoft.com/en-us/library/unityengine.component.guitext.aspx) (inherited from **Component**), [guiTexture](http://msdn.microsoft.com/en-us/library/unityengine.component.guitexture.aspx) (inherited from **Component**), [hideFlags](http://msdn.microsoft.com/en-us/library/unityengine.object.hideflags.aspx) (inherited from **Object**), [hingeJoint](http://msdn.microsoft.com/en-us/library/unityengine.component.hingejoint.aspx) (inherited from **Component**), [isActiveAndEnabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.isactiveandenabled.aspx) (inherited from **Behaviour**), [light](http://msdn.microsoft.com/en-us/library/unityengine.component.light.aspx) (inherited from **Component**), [name](http://msdn.microsoft.com/en-us/library/unityengine.object.name.aspx) (inherited from **Object**), [networkView](http://msdn.microsoft.com/en-us/library/unityengine.component.networkview.aspx) (inherited from **Component**), [particleEmitter](http://msdn.microsoft.com/en-us/library/unityengine.component.particleemitter.aspx) (inherited from **Component**), [particleSystem](http://msdn.microsoft.com/en-us/library/unityengine.component.particlesystem.aspx) (inherited from **Component**), [renderer](http://msdn.microsoft.com/en-us/library/unityengine.component.renderer.aspx) (inherited from **Component**), [rigidbody](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody.aspx) (inherited from **Component**), [rigidbody2D](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody2d.aspx) (inherited from **Component**), [runInEditMode](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.runineditmode.aspx) (inherited from **MonoBehaviour**), [tag](http://msdn.microsoft.com/en-us/library/unityengine.component.tag.aspx) (inherited from **Component**), [target](#topic_00000000000000D4), [transform](http://msdn.microsoft.com/en-us/library/unityengine.component.transform.aspx) (inherited from **Component**), [useGUILayout](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.useguilayout.aspx) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.broadcastmessage.aspx) (inherited from **Component**), [CancelInvoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.cancelinvoke.aspx) (inherited from **MonoBehaviour**), [CompareTag](http://msdn.microsoft.com/en-us/library/unityengine.component.comparetag.aspx) (inherited from **Component**), [Equals](http://msdn.microsoft.com/en-us/library/unityengine.object.equals.aspx) (inherited from **Object**), [Finalize](http://msdn.microsoft.com/en-us/library/system.object.finalize.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [FixedUpdate](#topic_00000000000000D9), [GetComponent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponent.aspx) (inherited from **Component**), [GetComponentInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinchildren.aspx) (inherited from **Component**), [GetComponentInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinparent%60%601.aspx) (inherited from **Component**), [GetComponents](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponents%60%601.aspx) (inherited from **Component**), [GetComponentsInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinchildren.aspx) (inherited from **Component**), [GetComponentsInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinparent%60%601.aspx) (inherited from **Component**), [GetHashCode](http://msdn.microsoft.com/en-us/library/unityengine.object.gethashcode.aspx) (inherited from **Object**), [GetInstanceID](http://msdn.microsoft.com/en-us/library/unityengine.object.getinstanceid.aspx) (inherited from **Object**), [GetType](http://msdn.microsoft.com/en-us/library/system.object.gettype.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Invoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invoke.aspx) (inherited from **MonoBehaviour**), [InvokeRepeating](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invokerepeating.aspx) (inherited from **MonoBehaviour**), [IsInvoking](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.isinvoking.aspx) (inherited from **MonoBehaviour**), [MemberwiseClone](http://msdn.microsoft.com/en-us/library/system.object.memberwiseclone.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [OnTriggerEnter](#topic_00000000000000D8), [SendMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessage.aspx) (inherited from **Component**), [SendMessageUpwards](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessageupwards.aspx) (inherited from **Component**), [Start](#topic_00000000000000D7), [StartCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine.aspx) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine_auto.aspx) (inherited from **MonoBehaviour**), [StopAllCoroutines](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopallcoroutines.aspx) (inherited from **MonoBehaviour**), [StopCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopcoroutine.aspx) (inherited from **MonoBehaviour**), [ToString](http://msdn.microsoft.com/en-us/library/unityengine.object.tostring.aspx) (inherited from **Object**)

Fields

[attackRange](#topic_00000000000000D5), [damagePerFrame](#topic_00000000000000D6), [swarm](#topic_00000000000000D2), [swarmNavigation](#topic_00000000000000D3)

SwarmAttack.target Property

To shorten the use of target.
Allows getting and setting.

|  |  |
| --- | --- |
| C# |  |
| private **Transform** target {get; set;} | |

|  |
| --- |
| **[JScript]**  private function get target() : **Transform**; private function set target(value : **Transform**); |

See Also

Applies to: [SwarmAttack](#topic_00000000000000D1)

SwarmAttack.FixedUpdate Method

Checks the distance between the target and attack range.
If it is within range, take control from the navigation and start attacking.

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) FixedUpdate() | |

|  |
| --- |
| **[JScript]**  private function FixedUpdate(); |

See Also

Applies to: [SwarmAttack](#topic_00000000000000D1)

SwarmAttack.OnTriggerEnter Method

Something is near me. Check if it is a building so I can attack it.

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) OnTriggerEnter(  **Collider** *other* ) | |

|  |
| --- |
| **[JScript]**  private function OnTriggerEnter(  *other* : **Collider** ); |

Parameters

other

|  |
| --- |
| The other collider |

See Also

Applies to: [SwarmAttack](#topic_00000000000000D1)

SwarmAttack.Start Method

Set up the component for use.

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Start() | |

|  |
| --- |
| **[JScript]**  private function Start(); |

See Also

Applies to: [SwarmAttack](#topic_00000000000000D1)

attackRange Field

How close until I can attack.

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) attackRange | |

|  |
| --- |
| **[JScript]**  private   SerializeField() attackRange : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) |

See Also

Applies to: [SwarmAttack](#topic_00000000000000D1)

damagePerFrame Field

How much damage I do each frame?

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) damagePerFrame | |

|  |
| --- |
| **[JScript]**  private   SerializeField() damagePerFrame : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) |

See Also

Applies to: [SwarmAttack](#topic_00000000000000D1)

swarm Field

My parent component.

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [Swarm](#topic_00000000000000C3) swarm | |

|  |
| --- |
| **[JScript]**  private   SerializeField() swarm : [Swarm](#topic_00000000000000C3) |

See Also

Applies to: [SwarmAttack](#topic_00000000000000D1)

swarmNavigation Field

The component to take over when near a target.

|  |  |
| --- | --- |
| C# |  |
| private [SwarmNavigation](#topic_00000000000000E3) swarmNavigation | |

|  |
| --- |
| **[JScript]**  private swarmNavigation : [SwarmNavigation](#topic_00000000000000E3) |

See Also

Applies to: [SwarmAttack](#topic_00000000000000D1)

SwarmContainer Class

Holds all the enemies in the game.
Doesn't need to be placed in game.

[System.Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)

**SwarmContainer**

|  |  |
| --- | --- |
| C# |  |
| public class SwarmContainer | |

|  |
| --- |
| **[JScript]**  public class SwarmContainer |

Requirements

**Namespace:**[<default>](#topic_00000000000001A5)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[Count](#topic_00000000000000DE), [EnemiesAvailable](#topic_00000000000000DD), [RandomEnemy](#topic_00000000000000DC)

Methods

[Add](#topic_00000000000000DF), [Cleanup](#topic_00000000000000E2), [Equals](http://msdn.microsoft.com/en-us/library/bsc2ak47.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Finalize](http://msdn.microsoft.com/en-us/library/system.object.finalize.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [GetEnemy](#topic_00000000000000E1), [GetHashCode](http://msdn.microsoft.com/en-us/library/system.object.gethashcode.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [GetType](http://msdn.microsoft.com/en-us/library/system.object.gettype.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [MemberwiseClone](http://msdn.microsoft.com/en-us/library/system.object.memberwiseclone.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Remove](#topic_00000000000000E0), [ToString](http://msdn.microsoft.com/en-us/library/system.object.tostring.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx))

Fields

[enemies](#topic_00000000000000DB)

SwarmContainer.Count Property

How many enemies exist?

|  |  |
| --- | --- |
| C# |  |
| public static [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) Count {get;} | |

|  |
| --- |
| **[JScript]**  public static function get Count() : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx); |

See Also

Applies to: [SwarmContainer](#topic_00000000000000DA)

SwarmContainer.EnemiesAvailable Property

Are there any enemies?

|  |  |
| --- | --- |
| C# |  |
| public static [bool](http://msdn.microsoft.com/en-us/library/system.boolean.aspx) EnemiesAvailable {get;} | |

|  |
| --- |
| **[JScript]**  public static function get EnemiesAvailable() : [boolean](http://msdn.microsoft.com/en-us/library/system.boolean.aspx); |

See Also

Applies to: [SwarmContainer](#topic_00000000000000DA)

SwarmContainer.RandomEnemy Property

If a component needs a random enemy.
Returns null if no enemies exist.

|  |  |
| --- | --- |
| C# |  |
| public static **Transform** RandomEnemy {get;} | |

|  |
| --- |
| **[JScript]**  public static function get RandomEnemy() : **Transform**; |

See Also

Applies to: [SwarmContainer](#topic_00000000000000DA)

SwarmContainer.Add Method

Add an enemy to the array.

|  |  |
| --- | --- |
| C# |  |
| public static [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Add(  **Transform** *enemy* ) | |

|  |
| --- |
| **[JScript]**  public static function Add(  *enemy* : **Transform** ); |

Parameters

enemy

|  |
| --- |
| <default> |

See Also

Applies to: [SwarmContainer](#topic_00000000000000DA)

SwarmContainer.Cleanup Method

Call this to make sure no references are left behind.
Useful to clean up a scene too.

|  |  |
| --- | --- |
| C# |  |
| public static [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Cleanup() | |

|  |
| --- |
| **[JScript]**  public static function Cleanup(); |

See Also

Applies to: [SwarmContainer](#topic_00000000000000DA)

SwarmContainer.GetEnemy Method

Get an enemy by index.

|  |  |
| --- | --- |
| C# |  |
| public static **Transform** GetEnemy(  [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) *index* ) | |

|  |
| --- |
| **[JScript]**  public static function GetEnemy(  *index* : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) ) : **Transform**; |

Parameters

index

|  |
| --- |
| <default> |

See Also

Applies to: [SwarmContainer](#topic_00000000000000DA)

SwarmContainer.Remove Method

Remove an enemy from the array.

|  |  |
| --- | --- |
| C# |  |
| public static [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Remove(  **Transform** *enemy* ) | |

|  |
| --- |
| **[JScript]**  public static function Remove(  *enemy* : **Transform** ); |

Parameters

enemy

|  |
| --- |
| <default> |

See Also

Applies to: [SwarmContainer](#topic_00000000000000DA)

enemies Field

A container for all enemies in existance.

|  |  |
| --- | --- |
| C# |  |
| new private static [List](http://msdn.microsoft.com/en-us/library/6sh2ey19.aspx)<**Transform**> enemies | |

|  |
| --- |
| **[JScript]**  JScript does not support generic types and methods. |

See Also

Applies to: [SwarmContainer](#topic_00000000000000DA)

SwarmNavigation Class

Used to make the swarms float around on a set Path.

[System.Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)

[UnityEngine.Object](http://msdn.microsoft.com/en-us/library/unityengine.object.aspx)

[UnityEngine.Component](http://msdn.microsoft.com/en-us/library/unityengine.component.aspx)

[UnityEngine.Behaviour](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.aspx)

[UnityEngine.MonoBehaviour](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.aspx)

**SwarmNavigation**

|  |  |
| --- | --- |
| C# |  |
| public class SwarmNavigation : **MonoBehaviour** | |

|  |
| --- |
| **[JScript]**  public class SwarmNavigation  extends **MonoBehaviour** |

Requirements

**Namespace:**[<default>](#topic_00000000000001A5)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](http://msdn.microsoft.com/en-us/library/unityengine.component.animation.aspx) (inherited from **Component**), [audio](http://msdn.microsoft.com/en-us/library/unityengine.component.audio.aspx) (inherited from **Component**), [camera](http://msdn.microsoft.com/en-us/library/unityengine.component.camera.aspx) (inherited from **Component**), [collider](http://msdn.microsoft.com/en-us/library/unityengine.component.collider.aspx) (inherited from **Component**), [collider2D](http://msdn.microsoft.com/en-us/library/unityengine.component.collider2d.aspx) (inherited from **Component**), [constantForce](http://msdn.microsoft.com/en-us/library/unityengine.component.constantforce.aspx) (inherited from **Component**), [enabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.enabled.aspx) (inherited from **Behaviour**), [gameObject](http://msdn.microsoft.com/en-us/library/unityengine.component.gameobject.aspx) (inherited from **Component**), [guiElement](http://msdn.microsoft.com/en-us/library/unityengine.component.guielement.aspx) (inherited from **Component**), [guiText](http://msdn.microsoft.com/en-us/library/unityengine.component.guitext.aspx) (inherited from **Component**), [guiTexture](http://msdn.microsoft.com/en-us/library/unityengine.component.guitexture.aspx) (inherited from **Component**), [hideFlags](http://msdn.microsoft.com/en-us/library/unityengine.object.hideflags.aspx) (inherited from **Object**), [hingeJoint](http://msdn.microsoft.com/en-us/library/unityengine.component.hingejoint.aspx) (inherited from **Component**), [isActiveAndEnabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.isactiveandenabled.aspx) (inherited from **Behaviour**), [isAttacking](#topic_00000000000000EA), [light](http://msdn.microsoft.com/en-us/library/unityengine.component.light.aspx) (inherited from **Component**), [name](http://msdn.microsoft.com/en-us/library/unityengine.object.name.aspx) (inherited from **Object**), [networkView](http://msdn.microsoft.com/en-us/library/unityengine.component.networkview.aspx) (inherited from **Component**), [particleEmitter](http://msdn.microsoft.com/en-us/library/unityengine.component.particleemitter.aspx) (inherited from **Component**), [particleSystem](http://msdn.microsoft.com/en-us/library/unityengine.component.particlesystem.aspx) (inherited from **Component**), [renderer](http://msdn.microsoft.com/en-us/library/unityengine.component.renderer.aspx) (inherited from **Component**), [rigidbody](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody.aspx) (inherited from **Component**), [rigidbody2D](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody2d.aspx) (inherited from **Component**), [runInEditMode](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.runineditmode.aspx) (inherited from **MonoBehaviour**), [tag](http://msdn.microsoft.com/en-us/library/unityengine.component.tag.aspx) (inherited from **Component**), [target](#topic_00000000000000EB), [transform](http://msdn.microsoft.com/en-us/library/unityengine.component.transform.aspx) (inherited from **Component**), [useGUILayout](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.useguilayout.aspx) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.broadcastmessage.aspx) (inherited from **Component**), [CancelInvoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.cancelinvoke.aspx) (inherited from **MonoBehaviour**), [CompareTag](http://msdn.microsoft.com/en-us/library/unityengine.component.comparetag.aspx) (inherited from **Component**), [Equals](http://msdn.microsoft.com/en-us/library/unityengine.object.equals.aspx) (inherited from **Object**), [Finalize](http://msdn.microsoft.com/en-us/library/system.object.finalize.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [FixedUpdate](#topic_00000000000000EF), [GetComponent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponent.aspx) (inherited from **Component**), [GetComponentInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinchildren.aspx) (inherited from **Component**), [GetComponentInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinparent%60%601.aspx) (inherited from **Component**), [GetComponents](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponents%60%601.aspx) (inherited from **Component**), [GetComponentsInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinchildren.aspx) (inherited from **Component**), [GetComponentsInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinparent%60%601.aspx) (inherited from **Component**), [GetHashCode](http://msdn.microsoft.com/en-us/library/unityengine.object.gethashcode.aspx) (inherited from **Object**), [GetInstanceID](http://msdn.microsoft.com/en-us/library/unityengine.object.getinstanceid.aspx) (inherited from **Object**), [GetType](http://msdn.microsoft.com/en-us/library/system.object.gettype.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Invoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invoke.aspx) (inherited from **MonoBehaviour**), [InvokeRepeating](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invokerepeating.aspx) (inherited from **MonoBehaviour**), [IsInvoking](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.isinvoking.aspx) (inherited from **MonoBehaviour**), [MemberwiseClone](http://msdn.microsoft.com/en-us/library/system.object.memberwiseclone.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [MoveTo](#topic_00000000000000F0), [SendMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessage.aspx) (inherited from **Component**), [SendMessageUpwards](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessageupwards.aspx) (inherited from **Component**), [SetPath](#topic_00000000000000EE), [Start](#topic_00000000000000ED), [StartCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine.aspx) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine_auto.aspx) (inherited from **MonoBehaviour**), [StopAllCoroutines](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopallcoroutines.aspx) (inherited from **MonoBehaviour**), [StopCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopcoroutine.aspx) (inherited from **MonoBehaviour**), [ToString](http://msdn.microsoft.com/en-us/library/unityengine.object.tostring.aspx) (inherited from **Object**)

Fields

[currentIndexInPath](#topic_00000000000000E9), [minimumDistanceToTarget](#topic_00000000000000E7), [moveSpeed](#topic_00000000000000E4), [path](#topic_00000000000000EC), [radarDot](#topic_00000000000000E6), [rotationSpeed](#topic_00000000000000E8), [swarm](#topic_00000000000000E5)

SwarmNavigation.isAttacking Property

A bool to be edited from outside to disable the
navigation.

|  |  |
| --- | --- |
| C# |  |
| public [bool](http://msdn.microsoft.com/en-us/library/system.boolean.aspx) isAttacking {get; set;} | |

|  |
| --- |
| **[JScript]**  public function get isAttacking() : [boolean](http://msdn.microsoft.com/en-us/library/system.boolean.aspx); public function set isAttacking(value : [boolean](http://msdn.microsoft.com/en-us/library/system.boolean.aspx)); |

See Also

Applies to: [SwarmNavigation](#topic_00000000000000E3)

SwarmNavigation.target Property

Where am I going according to my Path object?

|  |  |
| --- | --- |
| C# |  |
| private **Vector3** target {get;} | |

|  |
| --- |
| **[JScript]**  private function get target() : **Vector3**; |

See Also

Applies to: [SwarmNavigation](#topic_00000000000000E3)

SwarmNavigation.FixedUpdate Method

Handles all the movement and the radardots rotation.

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) FixedUpdate() | |

|  |
| --- |
| **[JScript]**  private function FixedUpdate(); |

See Also

Applies to: [SwarmNavigation](#topic_00000000000000E3)

SwarmNavigation.MoveTo Method

Happens every fixed update. To keep me moving to my target/current path node.

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) MoveTo(  **Vector3** *target* ) | |

|  |
| --- |
| **[JScript]**  private function MoveTo(  *target* : **Vector3** ); |

Parameters

target

|  |
| --- |
| Where am I going? |

See Also

Applies to: [SwarmNavigation](#topic_00000000000000E3)

SwarmNavigation.SetPath Method

Change my path.

|  |  |
| --- | --- |
| C# |  |
| public [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) SetPath(  [Path](#topic_00000000000000F2) *path* ) | |

|  |
| --- |
| **[JScript]**  public function SetPath(  *path* : [Path](#topic_00000000000000F2) ); |

Parameters

path

|  |
| --- |
| New Path |

See Also

Applies to: [SwarmNavigation](#topic_00000000000000E3)

SwarmNavigation.Start Method

Sets the component up for use.

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Start() | |

|  |
| --- |
| **[JScript]**  private function Start(); |

See Also

Applies to: [SwarmNavigation](#topic_00000000000000E3)

currentIndexInPath Field

Current place in the Path.

|  |  |
| --- | --- |
| C# |  |
| private [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) currentIndexInPath | |

|  |
| --- |
| **[JScript]**  private currentIndexInPath : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) |

See Also

Applies to: [SwarmNavigation](#topic_00000000000000E3)

minimumDistanceToTarget Field

Minimum distance before moving to the next node.

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) minimumDistanceToTarget | |

|  |
| --- |
| **[JScript]**  private   SerializeField() minimumDistanceToTarget : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) |

See Also

Applies to: [SwarmNavigation](#topic_00000000000000E3)

moveSpeed Field

How fast am I going?

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) moveSpeed | |

|  |
| --- |
| **[JScript]**  private   SerializeField() moveSpeed : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) |

See Also

Applies to: [SwarmNavigation](#topic_00000000000000E3)

path Field

Holds my path.

|  |  |
| --- | --- |
| C# |  |
| private [Path](#topic_00000000000000F2) path | |

|  |
| --- |
| **[JScript]**  private path : [Path](#topic_00000000000000F2) |

See Also

Applies to: [SwarmNavigation](#topic_00000000000000E3)

radarDot Field

The dot above me. To make sure it is always facing up.

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **Transform** radarDot | |

|  |
| --- |
| **[JScript]**  private   SerializeField() radarDot : **Transform** |

See Also

Applies to: [SwarmNavigation](#topic_00000000000000E3)

rotationSpeed Field

How fast will I rotate towards my next target?

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) rotationSpeed | |

|  |
| --- |
| **[JScript]**  private   SerializeField() rotationSpeed : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) |

See Also

Applies to: [SwarmNavigation](#topic_00000000000000E3)

swarm Field

My parent component.

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [Swarm](#topic_00000000000000C3) swarm | |

|  |
| --- |
| **[JScript]**  private   SerializeField() swarm : [Swarm](#topic_00000000000000C3) |

See Also

Applies to: [SwarmNavigation](#topic_00000000000000E3)

SwarmSpawner Class

Used to summon swarm.
Does nothing on its own.

[System.Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)

[UnityEngine.Object](http://msdn.microsoft.com/en-us/library/unityengine.object.aspx)

[UnityEngine.Component](http://msdn.microsoft.com/en-us/library/unityengine.component.aspx)

[UnityEngine.Behaviour](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.aspx)

[UnityEngine.MonoBehaviour](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.aspx)

**SwarmSpawner**

|  |  |
| --- | --- |
| C# |  |
| public class SwarmSpawner : **MonoBehaviour** | |

|  |
| --- |
| **[JScript]**  public class SwarmSpawner  extends **MonoBehaviour** |

Requirements

**Namespace:**[<default>](#topic_00000000000001A5)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[Exists](#topic_00000000000000F9), [Paths](#topic_00000000000000F8), [animation](http://msdn.microsoft.com/en-us/library/unityengine.component.animation.aspx) (inherited from **Component**), [audio](http://msdn.microsoft.com/en-us/library/unityengine.component.audio.aspx) (inherited from **Component**), [camera](http://msdn.microsoft.com/en-us/library/unityengine.component.camera.aspx) (inherited from **Component**), [collider](http://msdn.microsoft.com/en-us/library/unityengine.component.collider.aspx) (inherited from **Component**), [collider2D](http://msdn.microsoft.com/en-us/library/unityengine.component.collider2d.aspx) (inherited from **Component**), [constantForce](http://msdn.microsoft.com/en-us/library/unityengine.component.constantforce.aspx) (inherited from **Component**), [enabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.enabled.aspx) (inherited from **Behaviour**), [gameObject](http://msdn.microsoft.com/en-us/library/unityengine.component.gameobject.aspx) (inherited from **Component**), [guiElement](http://msdn.microsoft.com/en-us/library/unityengine.component.guielement.aspx) (inherited from **Component**), [guiText](http://msdn.microsoft.com/en-us/library/unityengine.component.guitext.aspx) (inherited from **Component**), [guiTexture](http://msdn.microsoft.com/en-us/library/unityengine.component.guitexture.aspx) (inherited from **Component**), [hideFlags](http://msdn.microsoft.com/en-us/library/unityengine.object.hideflags.aspx) (inherited from **Object**), [hingeJoint](http://msdn.microsoft.com/en-us/library/unityengine.component.hingejoint.aspx) (inherited from **Component**), [isActiveAndEnabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.isactiveandenabled.aspx) (inherited from **Behaviour**), [light](http://msdn.microsoft.com/en-us/library/unityengine.component.light.aspx) (inherited from **Component**), [name](http://msdn.microsoft.com/en-us/library/unityengine.object.name.aspx) (inherited from **Object**), [networkView](http://msdn.microsoft.com/en-us/library/unityengine.component.networkview.aspx) (inherited from **Component**), [particleEmitter](http://msdn.microsoft.com/en-us/library/unityengine.component.particleemitter.aspx) (inherited from **Component**), [particleSystem](http://msdn.microsoft.com/en-us/library/unityengine.component.particlesystem.aspx) (inherited from **Component**), [randomEnemyPrefab](#topic_00000000000000FE), [renderer](http://msdn.microsoft.com/en-us/library/unityengine.component.renderer.aspx) (inherited from **Component**), [rigidbody](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody.aspx) (inherited from **Component**), [rigidbody2D](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody2d.aspx) (inherited from **Component**), [runInEditMode](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.runineditmode.aspx) (inherited from **MonoBehaviour**), [tag](http://msdn.microsoft.com/en-us/library/unityengine.component.tag.aspx) (inherited from **Component**), [transform](http://msdn.microsoft.com/en-us/library/unityengine.component.transform.aspx) (inherited from **Component**), [useGUILayout](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.useguilayout.aspx) (inherited from **MonoBehaviour**)

Methods

[Awake](#topic_0000000000000100), [BroadcastMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.broadcastmessage.aspx) (inherited from **Component**), [CancelInvoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.cancelinvoke.aspx) (inherited from **MonoBehaviour**), [CompareTag](http://msdn.microsoft.com/en-us/library/unityengine.component.comparetag.aspx) (inherited from **Component**), [Equals](http://msdn.microsoft.com/en-us/library/unityengine.object.equals.aspx) (inherited from **Object**), [Finalize](http://msdn.microsoft.com/en-us/library/system.object.finalize.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [GetComponent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponent.aspx) (inherited from **Component**), [GetComponentInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinchildren.aspx) (inherited from **Component**), [GetComponentInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinparent%60%601.aspx) (inherited from **Component**), [GetComponents](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponents%60%601.aspx) (inherited from **Component**), [GetComponentsInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinchildren.aspx) (inherited from **Component**), [GetComponentsInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinparent%60%601.aspx) (inherited from **Component**), [GetHashCode](http://msdn.microsoft.com/en-us/library/unityengine.object.gethashcode.aspx) (inherited from **Object**), [GetInstanceID](http://msdn.microsoft.com/en-us/library/unityengine.object.getinstanceid.aspx) (inherited from **Object**), [GetType](http://msdn.microsoft.com/en-us/library/system.object.gettype.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Invoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invoke.aspx) (inherited from **MonoBehaviour**), [InvokeRepeating](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invokerepeating.aspx) (inherited from **MonoBehaviour**), [IsInvoking](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.isinvoking.aspx) (inherited from **MonoBehaviour**), [MemberwiseClone](http://msdn.microsoft.com/en-us/library/system.object.memberwiseclone.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [OnDrawGizmosSelected](#topic_0000000000000103), [SendMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessage.aspx) (inherited from **Component**), [SendMessageUpwards](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessageupwards.aspx) (inherited from **Component**), [SpawnEnemies](#topic_0000000000000101), [SpawnEnemy](#topic_0000000000000102), [StartCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine.aspx) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine_auto.aspx) (inherited from **MonoBehaviour**), [StopAllCoroutines](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopallcoroutines.aspx) (inherited from **MonoBehaviour**), [StopCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopcoroutine.aspx) (inherited from **MonoBehaviour**), [ToString](http://msdn.microsoft.com/en-us/library/unityengine.object.tostring.aspx) (inherited from **Object**)

Fields

[activePath](#topic_00000000000000FB), [enemyPrefabs](#topic_00000000000000FD), [instance](#topic_00000000000000FA), [maxEnemies](#topic_00000000000000FF), [paths](#topic_00000000000000FC)

SwarmSpawner.Exists Property

Does the spawner currently exist?

|  |  |
| --- | --- |
| C# |  |
| public static [bool](http://msdn.microsoft.com/en-us/library/system.boolean.aspx) Exists {get;} | |

|  |
| --- |
| **[JScript]**  public static function get Exists() : [boolean](http://msdn.microsoft.com/en-us/library/system.boolean.aspx); |

See Also

Applies to: [SwarmSpawner](#topic_00000000000000F7)

SwarmSpawner.Paths Property

A reference to the Paths array.

|  |  |
| --- | --- |
| C# |  |
| public static [Path](#topic_00000000000000F2)[] Paths {get;} | |

|  |
| --- |
| **[JScript]**  public static function get Paths() : [Path](#topic_00000000000000F2)[]; |

See Also

Applies to: [SwarmSpawner](#topic_00000000000000F7)

SwarmSpawner.randomEnemyPrefab Property

A short way to get a random enemy from the enemyPrefabs.
Returns null if something is wrong.

|  |  |
| --- | --- |
| C# |  |
| private **GameObject** randomEnemyPrefab {get;} | |

|  |
| --- |
| **[JScript]**  private function get randomEnemyPrefab() : **GameObject**; |

See Also

Applies to: [SwarmSpawner](#topic_00000000000000F7)

SwarmSpawner.Awake Method

Sets up a public instance for spawning
enemies without reference to this component.

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Awake() | |

|  |
| --- |
| **[JScript]**  private function Awake(); |

See Also

Applies to: [SwarmSpawner](#topic_00000000000000F7)

SwarmSpawner.OnDrawGizmosSelected Method

To draw the paths on screen when the object is selected.

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) OnDrawGizmosSelected() | |

|  |
| --- |
| **[JScript]**  private function OnDrawGizmosSelected(); |

See Also

Applies to: [SwarmSpawner](#topic_00000000000000F7)

SwarmSpawner.SpawnEnemies Method

Spawn a certain amount of enemies.
Returns false if it failed somewhere.

|  |  |
| --- | --- |
| C# |  |
| public static [bool](http://msdn.microsoft.com/en-us/library/system.boolean.aspx) SpawnEnemies(  [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) *amount* ) | |

|  |
| --- |
| **[JScript]**  public static function SpawnEnemies(  *amount* : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) ) : [boolean](http://msdn.microsoft.com/en-us/library/system.boolean.aspx); |

Parameters

amount

|  |
| --- |
| this many enemies |

Returns

Boolean that is false if the spawning was halted.

See Also

Applies to: [SwarmSpawner](#topic_00000000000000F7)

SwarmSpawner.SpawnEnemy Method

Spawn an enemy.
Use SpawnEnemies to spawn mulitple.

|  |  |
| --- | --- |
| C# |  |
| public static [bool](http://msdn.microsoft.com/en-us/library/system.boolean.aspx) SpawnEnemy() | |

|  |
| --- |
| **[JScript]**  public static function SpawnEnemy() : [boolean](http://msdn.microsoft.com/en-us/library/system.boolean.aspx); |

Returns

Returns false if something is wrong.

See Also

Applies to: [SwarmSpawner](#topic_00000000000000F7)

activePath Field

The path that will be lit up to edit it.

|  |  |
| --- | --- |
| C# |  |
| public [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) activePath | |

|  |
| --- |
| **[JScript]**  public activePath : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) |

See Also

Applies to: [SwarmSpawner](#topic_00000000000000F7)

enemyPrefabs Field

The array of enemies to instantiate from.

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **GameObject**[] enemyPrefabs | |

|  |
| --- |
| **[JScript]**  private   SerializeField() enemyPrefabs : **GameObject**[] |

See Also

Applies to: [SwarmSpawner](#topic_00000000000000F7)

instance Field

A reference to the spawner.

|  |  |
| --- | --- |
| C# |  |
| private static [SwarmSpawner](#topic_00000000000000F7) instance | |

|  |
| --- |
| **[JScript]**  private static instance : [SwarmSpawner](#topic_00000000000000F7) |

See Also

Applies to: [SwarmSpawner](#topic_00000000000000F7)

maxEnemies Field

The max amount of enemies allowed to exist.

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) maxEnemies | |

|  |
| --- |
| **[JScript]**  private   SerializeField() maxEnemies : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) |

See Also

Applies to: [SwarmSpawner](#topic_00000000000000F7)

paths Field

A list of all available paths.

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] new private [Path](#topic_00000000000000F2)[] paths | |

|  |
| --- |
| **[JScript]**  private   SerializeField() paths : [Path](#topic_00000000000000F2)[] |

See Also

Applies to: [SwarmSpawner](#topic_00000000000000F7)

Test Class

[System.Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)

[UnityEngine.Object](http://msdn.microsoft.com/en-us/library/unityengine.object.aspx)

[UnityEngine.Component](http://msdn.microsoft.com/en-us/library/unityengine.component.aspx)

[UnityEngine.Behaviour](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.aspx)

[UnityEngine.MonoBehaviour](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.aspx)

**Test**

|  |  |
| --- | --- |
| C# |  |
| public class Test : **MonoBehaviour** | |

|  |
| --- |
| **[JScript]**  public class Test  extends **MonoBehaviour** |

Requirements

**Namespace:**[<default>](#topic_00000000000001A5)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](http://msdn.microsoft.com/en-us/library/unityengine.component.animation.aspx) (inherited from **Component**), [audio](http://msdn.microsoft.com/en-us/library/unityengine.component.audio.aspx) (inherited from **Component**), [camera](http://msdn.microsoft.com/en-us/library/unityengine.component.camera.aspx) (inherited from **Component**), [collider](http://msdn.microsoft.com/en-us/library/unityengine.component.collider.aspx) (inherited from **Component**), [collider2D](http://msdn.microsoft.com/en-us/library/unityengine.component.collider2d.aspx) (inherited from **Component**), [constantForce](http://msdn.microsoft.com/en-us/library/unityengine.component.constantforce.aspx) (inherited from **Component**), [enabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.enabled.aspx) (inherited from **Behaviour**), [gameObject](http://msdn.microsoft.com/en-us/library/unityengine.component.gameobject.aspx) (inherited from **Component**), [guiElement](http://msdn.microsoft.com/en-us/library/unityengine.component.guielement.aspx) (inherited from **Component**), [guiText](http://msdn.microsoft.com/en-us/library/unityengine.component.guitext.aspx) (inherited from **Component**), [guiTexture](http://msdn.microsoft.com/en-us/library/unityengine.component.guitexture.aspx) (inherited from **Component**), [hideFlags](http://msdn.microsoft.com/en-us/library/unityengine.object.hideflags.aspx) (inherited from **Object**), [hingeJoint](http://msdn.microsoft.com/en-us/library/unityengine.component.hingejoint.aspx) (inherited from **Component**), [isActiveAndEnabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.isactiveandenabled.aspx) (inherited from **Behaviour**), [light](http://msdn.microsoft.com/en-us/library/unityengine.component.light.aspx) (inherited from **Component**), [name](http://msdn.microsoft.com/en-us/library/unityengine.object.name.aspx) (inherited from **Object**), [networkView](http://msdn.microsoft.com/en-us/library/unityengine.component.networkview.aspx) (inherited from **Component**), [particleEmitter](http://msdn.microsoft.com/en-us/library/unityengine.component.particleemitter.aspx) (inherited from **Component**), [particleSystem](http://msdn.microsoft.com/en-us/library/unityengine.component.particlesystem.aspx) (inherited from **Component**), [renderer](http://msdn.microsoft.com/en-us/library/unityengine.component.renderer.aspx) (inherited from **Component**), [rigidbody](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody.aspx) (inherited from **Component**), [rigidbody2D](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody2d.aspx) (inherited from **Component**), [runInEditMode](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.runineditmode.aspx) (inherited from **MonoBehaviour**), [tag](http://msdn.microsoft.com/en-us/library/unityengine.component.tag.aspx) (inherited from **Component**), [transform](http://msdn.microsoft.com/en-us/library/unityengine.component.transform.aspx) (inherited from **Component**), [useGUILayout](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.useguilayout.aspx) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.broadcastmessage.aspx) (inherited from **Component**), [CancelInvoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.cancelinvoke.aspx) (inherited from **MonoBehaviour**), [CompareTag](http://msdn.microsoft.com/en-us/library/unityengine.component.comparetag.aspx) (inherited from **Component**), [Equals](http://msdn.microsoft.com/en-us/library/unityengine.object.equals.aspx) (inherited from **Object**), [Finalize](http://msdn.microsoft.com/en-us/library/system.object.finalize.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [GetComponent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponent.aspx) (inherited from **Component**), [GetComponentInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinchildren.aspx) (inherited from **Component**), [GetComponentInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinparent%60%601.aspx) (inherited from **Component**), [GetComponents](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponents%60%601.aspx) (inherited from **Component**), [GetComponentsInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinchildren.aspx) (inherited from **Component**), [GetComponentsInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinparent%60%601.aspx) (inherited from **Component**), [GetHashCode](http://msdn.microsoft.com/en-us/library/unityengine.object.gethashcode.aspx) (inherited from **Object**), [GetInstanceID](http://msdn.microsoft.com/en-us/library/unityengine.object.getinstanceid.aspx) (inherited from **Object**), [GetType](http://msdn.microsoft.com/en-us/library/system.object.gettype.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Invoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invoke.aspx) (inherited from **MonoBehaviour**), [InvokeRepeating](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invokerepeating.aspx) (inherited from **MonoBehaviour**), [IsInvoking](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.isinvoking.aspx) (inherited from **MonoBehaviour**), [MemberwiseClone](http://msdn.microsoft.com/en-us/library/system.object.memberwiseclone.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Pause](#topic_0000000000000099), [SendMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessage.aspx) (inherited from **Component**), [SendMessageUpwards](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessageupwards.aspx) (inherited from **Component**), [Start](#topic_0000000000000097), [StartCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine.aspx) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine_auto.aspx) (inherited from **MonoBehaviour**), [StopAllCoroutines](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopallcoroutines.aspx) (inherited from **MonoBehaviour**), [StopCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopcoroutine.aspx) (inherited from **MonoBehaviour**), [ToString](http://msdn.microsoft.com/en-us/library/unityengine.object.tostring.aspx) (inherited from **Object**), [Update](#topic_0000000000000098)

Test.Pause Method

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Pause() | |

|  |
| --- |
| **[JScript]**  private function Pause(); |

See Also

Applies to: [Test](#topic_0000000000000096)

Test.Start Method

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Start() | |

|  |
| --- |
| **[JScript]**  private function Start(); |

See Also

Applies to: [Test](#topic_0000000000000096)

Test.Update Method

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Update() | |

|  |
| --- |
| **[JScript]**  private function Update(); |

See Also

Applies to: [Test](#topic_0000000000000096)

Timer Class

This class is a wrapper for the System.Timer class.
To make using it a lot easier as opposed to writing special
uses for it.
Exposes a Tick event that happens every second and individual
integers for the time.
Can be turned into a string with ToString().
This component must be Disposed properly to prevent
memory leaks!

[System.Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)

**Timer**

|  |  |
| --- | --- |
| C# |  |
| public class Timer : [IDisposable](http://msdn.microsoft.com/en-us/library/system.idisposable.aspx) | |

|  |
| --- |
| **[JScript]**  public class Timer  implements [IDisposable](http://msdn.microsoft.com/en-us/library/system.idisposable.aspx) |

Requirements

**Namespace:**[<default>](#topic_00000000000001A5)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[Hours](#topic_000000000000009F), [Item](#topic_000000000000009E), [Minutes](#topic_00000000000000A0), [Seconds](#topic_00000000000000A1), [TotalSeconds](#topic_00000000000000A2)

Methods

[CheckPassedNumber](#topic_00000000000000A9), [CheckTime](#topic_00000000000000A8), [Dispose](#topic_00000000000000AC), [Equals](http://msdn.microsoft.com/en-us/library/bsc2ak47.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Finalize](http://msdn.microsoft.com/en-us/library/system.object.finalize.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [GetHashCode](http://msdn.microsoft.com/en-us/library/system.object.gethashcode.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [GetType](http://msdn.microsoft.com/en-us/library/system.object.gettype.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [MemberwiseClone](http://msdn.microsoft.com/en-us/library/system.object.memberwiseclone.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Start](#topic_00000000000000AA), [Stop](#topic_00000000000000AB), [Tick](#topic_00000000000000A7), [ToString](#topic_00000000000000AD)

Events

[OnTick](#topic_00000000000000A5)

Delegates

[OnTickHandler](#topic_00000000000000A4)

Fields

[hours](#topic_000000000000009B), [minutes](#topic_000000000000009C), [seconds](#topic_000000000000009D), [timerObject](#topic_00000000000000A3)

Timer Constructor

Component to be count time.
Uses the Timer class, so be sure to call Dispose()
when you are done to prevent memory leaks.

|  |  |
| --- | --- |
| C# |  |
| public Timer(  [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) *seconds* = 0,  [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) *minutes* = 0,  [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) *hours* = 0 ) | |

|  |
| --- |
| **[JScript]**  public function Timer(  *seconds* : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx),  *minutes* : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx),  *hours* : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) ); |

Parameters

seconds

|  |
| --- |
| <default> |

minutes

|  |
| --- |
| <default> |

hours

|  |
| --- |
| <default> |

See Also

Applies to: [Timer](#topic_000000000000009A)

Timer.Hours Property

Get the current amount of hours.
Does not include lower values.

|  |  |
| --- | --- |
| C# |  |
| public [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) Hours {get;} | |

|  |
| --- |
| **[JScript]**  public function get Hours() : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx); |

See Also

Applies to: [Timer](#topic_000000000000009A)

Timer.Item Property

Use this to get data as an array.

|  |  |
| --- | --- |
| C# |  |
| public [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) this[  [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) *index* ] {get;} | |

|  |
| --- |
| **[JScript]**  JScript suports the use of indexed properties, but not the declaration of new ones. |

Parameters

index

|  |
| --- |
| value between 0 and 2 |

See Also

Applies to: [Timer](#topic_000000000000009A)

Timer.Minutes Property

Get the current amount of minutes.
Does not include higher or lower values.

|  |  |
| --- | --- |
| C# |  |
| public [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) Minutes {get;} | |

|  |
| --- |
| **[JScript]**  public function get Minutes() : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx); |

See Also

Applies to: [Timer](#topic_000000000000009A)

Timer.Seconds Property

Get the current amount of seconds.
Does not include higher values.

|  |  |
| --- | --- |
| C# |  |
| public [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) Seconds {get;} | |

|  |
| --- |
| **[JScript]**  public function get Seconds() : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx); |

See Also

Applies to: [Timer](#topic_000000000000009A)

Timer.TotalSeconds Property

Get the total seconds elapsed.
Includes higher values.

|  |  |
| --- | --- |
| C# |  |
| public [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) TotalSeconds {get;} | |

|  |
| --- |
| **[JScript]**  public function get TotalSeconds() : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx); |

See Also

Applies to: [Timer](#topic_000000000000009A)

Timer.CheckPassedNumber Method

Used to count upwards.

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) CheckPassedNumber(  [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) *passedValue*,  ref [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) *smallValue*,  ref [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) *bigValue* ) | |

|  |
| --- |
| **[JScript]**  private function CheckPassedNumber(  *passedValue* : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx),  *smallValue* : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx),  *bigValue* : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) ); |

Parameters

passedValue

|  |
| --- |
| What do I need to pass to add 1 to big value |

smallValue

|  |
| --- |
| The small value to pass the passedValue |

bigValue

|  |
| --- |
| The bigger value to add 1 to if small value has passed |

See Also

Applies to: [Timer](#topic_000000000000009A)

Timer.CheckTime Method

Make sure all values are correct.

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) CheckTime() | |

|  |
| --- |
| **[JScript]**  private function CheckTime(); |

See Also

Applies to: [Timer](#topic_000000000000009A)

Timer.Dispose Method

Clean up the timer object.

|  |  |
| --- | --- |
| C# |  |
| public [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Dispose() | |

|  |
| --- |
| **[JScript]**  public function Dispose(); |

Implements

[IDisposable.Dispose](http://msdn.microsoft.com/en-us/library/system.idisposable.dispose.aspx)

See Also

Applies to: [Timer](#topic_000000000000009A)

Timer.Start Method

Starts counting.

|  |  |
| --- | --- |
| C# |  |
| public [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Start() | |

|  |
| --- |
| **[JScript]**  public function Start(); |

See Also

Applies to: [Timer](#topic_000000000000009A)

Timer.Stop Method

Stops counting.

|  |  |
| --- | --- |
| C# |  |
| public [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Stop() | |

|  |
| --- |
| **[JScript]**  public function Stop(); |

See Also

Applies to: [Timer](#topic_000000000000009A)

Timer.Tick Method

The event handler

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Tick(  [object](http://msdn.microsoft.com/en-us/library/system.object.aspx) *sender*,  [ElapsedEventArgs](http://msdn.microsoft.com/en-us/library/system.timers.elapsedeventargs.aspx) *e* ) | |

|  |
| --- |
| **[JScript]**  private function Tick(  *sender* : [object](http://msdn.microsoft.com/en-us/library/system.object.aspx),  *e* : [ElapsedEventArgs](http://msdn.microsoft.com/en-us/library/system.timers.elapsedeventargs.aspx) ); |

Parameters

sender

|  |
| --- |
| Where did it come from? |

e

|  |
| --- |
| Event args |

See Also

Applies to: [Timer](#topic_000000000000009A)

Timer.ToString Method

Get the time as a string formatted like HH:MM:SS

|  |  |
| --- | --- |
| C# |  |
| public override [string](http://msdn.microsoft.com/en-us/library/system.string.aspx) ToString() | |

|  |
| --- |
| **[JScript]**  public function ToString() : [String](http://msdn.microsoft.com/en-us/library/system.string.aspx); |

See Also

Applies to: [Timer](#topic_000000000000009A)

OnTick Event

Listen to my second tick.

|  |  |
| --- | --- |
| C# |  |
| public event [OnTickHandler](#topic_00000000000000A4) OnTick | |

|  |
| --- |
| **[JScript]**  JScript supports the use of events, but not the declaration of new ones. |

See Also

Applies to: [Timer](#topic_000000000000009A)

OnTickHandler Delegate

Listen to an event for every second.

|  |  |
| --- | --- |
| C# |  |
| public delegate [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) OnTickHandler(  [Timer](#topic_000000000000009A) *sender* ) | |

|  |
| --- |
| **[JScript]**  JScript supports the use of delegates, but not the declaration of new ones. |

Parameters

sender

|  |
| --- |
| This class will be sent. |

Requirements

**Namespace:**[<default>](#topic_00000000000001A5)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

See Also

Applies to: [Timer](#topic_000000000000009A)

hours Field

|  |  |
| --- | --- |
| C# |  |
| private [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) hours | |

|  |
| --- |
| **[JScript]**  private hours : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) |

See Also

Applies to: [Timer](#topic_000000000000009A)

minutes Field

|  |  |
| --- | --- |
| C# |  |
| private [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) minutes | |

|  |
| --- |
| **[JScript]**  private minutes : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) |

See Also

Applies to: [Timer](#topic_000000000000009A)

seconds Field

|  |  |
| --- | --- |
| C# |  |
| private [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) seconds | |

|  |
| --- |
| **[JScript]**  private seconds : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) |

See Also

Applies to: [Timer](#topic_000000000000009A)

timerObject Field

Use this to time the ticks.
This class is not cleaned up automatically and must
be disposed.

|  |  |
| --- | --- |
| C# |  |
| private [Timer](http://msdn.microsoft.com/en-us/library/system.timers.timer.aspx) timerObject | |

|  |
| --- |
| **[JScript]**  private timerObject : [Timer](http://msdn.microsoft.com/en-us/library/system.timers.timer.aspx) |

See Also

Applies to: [Timer](#topic_000000000000009A)

TimerTest Class

A example showing how to properly use the Timer class.

[System.Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)

[UnityEngine.Object](http://msdn.microsoft.com/en-us/library/unityengine.object.aspx)

[UnityEngine.Component](http://msdn.microsoft.com/en-us/library/unityengine.component.aspx)

[UnityEngine.Behaviour](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.aspx)

[UnityEngine.MonoBehaviour](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.aspx)

**TimerTest**

|  |  |
| --- | --- |
| C# |  |
| public class TimerTest : **MonoBehaviour** | |

|  |
| --- |
| **[JScript]**  public class TimerTest  extends **MonoBehaviour** |

Requirements

**Namespace:**[<default>](#topic_00000000000001A5)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](http://msdn.microsoft.com/en-us/library/unityengine.component.animation.aspx) (inherited from **Component**), [audio](http://msdn.microsoft.com/en-us/library/unityengine.component.audio.aspx) (inherited from **Component**), [camera](http://msdn.microsoft.com/en-us/library/unityengine.component.camera.aspx) (inherited from **Component**), [collider](http://msdn.microsoft.com/en-us/library/unityengine.component.collider.aspx) (inherited from **Component**), [collider2D](http://msdn.microsoft.com/en-us/library/unityengine.component.collider2d.aspx) (inherited from **Component**), [constantForce](http://msdn.microsoft.com/en-us/library/unityengine.component.constantforce.aspx) (inherited from **Component**), [enabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.enabled.aspx) (inherited from **Behaviour**), [gameObject](http://msdn.microsoft.com/en-us/library/unityengine.component.gameobject.aspx) (inherited from **Component**), [guiElement](http://msdn.microsoft.com/en-us/library/unityengine.component.guielement.aspx) (inherited from **Component**), [guiText](http://msdn.microsoft.com/en-us/library/unityengine.component.guitext.aspx) (inherited from **Component**), [guiTexture](http://msdn.microsoft.com/en-us/library/unityengine.component.guitexture.aspx) (inherited from **Component**), [hideFlags](http://msdn.microsoft.com/en-us/library/unityengine.object.hideflags.aspx) (inherited from **Object**), [hingeJoint](http://msdn.microsoft.com/en-us/library/unityengine.component.hingejoint.aspx) (inherited from **Component**), [isActiveAndEnabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.isactiveandenabled.aspx) (inherited from **Behaviour**), [light](http://msdn.microsoft.com/en-us/library/unityengine.component.light.aspx) (inherited from **Component**), [name](http://msdn.microsoft.com/en-us/library/unityengine.object.name.aspx) (inherited from **Object**), [networkView](http://msdn.microsoft.com/en-us/library/unityengine.component.networkview.aspx) (inherited from **Component**), [particleEmitter](http://msdn.microsoft.com/en-us/library/unityengine.component.particleemitter.aspx) (inherited from **Component**), [particleSystem](http://msdn.microsoft.com/en-us/library/unityengine.component.particlesystem.aspx) (inherited from **Component**), [renderer](http://msdn.microsoft.com/en-us/library/unityengine.component.renderer.aspx) (inherited from **Component**), [rigidbody](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody.aspx) (inherited from **Component**), [rigidbody2D](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody2d.aspx) (inherited from **Component**), [runInEditMode](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.runineditmode.aspx) (inherited from **MonoBehaviour**), [tag](http://msdn.microsoft.com/en-us/library/unityengine.component.tag.aspx) (inherited from **Component**), [transform](http://msdn.microsoft.com/en-us/library/unityengine.component.transform.aspx) (inherited from **Component**), [useGUILayout](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.useguilayout.aspx) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.broadcastmessage.aspx) (inherited from **Component**), [CancelInvoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.cancelinvoke.aspx) (inherited from **MonoBehaviour**), [CompareTag](http://msdn.microsoft.com/en-us/library/unityengine.component.comparetag.aspx) (inherited from **Component**), [Dispose](#topic_00000000000000B5), [Equals](http://msdn.microsoft.com/en-us/library/unityengine.object.equals.aspx) (inherited from **Object**), [Finalize](http://msdn.microsoft.com/en-us/library/system.object.finalize.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [GetComponent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponent.aspx) (inherited from **Component**), [GetComponentInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinchildren.aspx) (inherited from **Component**), [GetComponentInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinparent%60%601.aspx) (inherited from **Component**), [GetComponents](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponents%60%601.aspx) (inherited from **Component**), [GetComponentsInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinchildren.aspx) (inherited from **Component**), [GetComponentsInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinparent%60%601.aspx) (inherited from **Component**), [GetHashCode](http://msdn.microsoft.com/en-us/library/unityengine.object.gethashcode.aspx) (inherited from **Object**), [GetInstanceID](http://msdn.microsoft.com/en-us/library/unityengine.object.getinstanceid.aspx) (inherited from **Object**), [GetType](http://msdn.microsoft.com/en-us/library/system.object.gettype.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Invoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invoke.aspx) (inherited from **MonoBehaviour**), [InvokeRepeating](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invokerepeating.aspx) (inherited from **MonoBehaviour**), [IsInvoking](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.isinvoking.aspx) (inherited from **MonoBehaviour**), [MemberwiseClone](http://msdn.microsoft.com/en-us/library/system.object.memberwiseclone.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [OnApplicationQuit](#topic_00000000000000B3), [OnDestroy](#topic_00000000000000B4), [OnTick](#topic_00000000000000B2), [SendMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessage.aspx) (inherited from **Component**), [SendMessageUpwards](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessageupwards.aspx) (inherited from **Component**), [Start](#topic_00000000000000B1), [StartCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine.aspx) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine_auto.aspx) (inherited from **MonoBehaviour**), [StopAllCoroutines](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopallcoroutines.aspx) (inherited from **MonoBehaviour**), [StopCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopcoroutine.aspx) (inherited from **MonoBehaviour**), [ToString](http://msdn.microsoft.com/en-us/library/unityengine.object.tostring.aspx) (inherited from **Object**)

Fields

[text](#topic_00000000000000B0), [timer](#topic_00000000000000AF)

TimerTest.Dispose Method

The Timer object makes use of a class that cannot be cleaned up automatically.
Make sure it is disposed to prevent leakage.

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Dispose() | |

|  |
| --- |
| **[JScript]**  private function Dispose(); |

See Also

Applies to: [TimerTest](#topic_00000000000000AE)

TimerTest.OnApplicationQuit Method

Make sure its cleaned up.

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) OnApplicationQuit() | |

|  |
| --- |
| **[JScript]**  private function OnApplicationQuit(); |

See Also

Applies to: [TimerTest](#topic_00000000000000AE)

TimerTest.OnDestroy Method

If the object gets destroyed, clean up.

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) OnDestroy() | |

|  |
| --- |
| **[JScript]**  private function OnDestroy(); |

See Also

Applies to: [TimerTest](#topic_00000000000000AE)

TimerTest.OnTick Method

To be used by the Timer object.

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) OnTick(  [Timer](#topic_000000000000009A) *sender* ) | |

|  |
| --- |
| **[JScript]**  private function OnTick(  *sender* : [Timer](#topic_000000000000009A) ); |

Parameters

sender

|  |
| --- |
| <default> |

See Also

Applies to: [TimerTest](#topic_00000000000000AE)

TimerTest.Start Method

Set up all variables, listeners and start the timer.

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Start() | |

|  |
| --- |
| **[JScript]**  private function Start(); |

See Also

Applies to: [TimerTest](#topic_00000000000000AE)

text Field

A reference to the text object I am changing.

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **Text** text | |

|  |
| --- |
| **[JScript]**  private   SerializeField() text : **Text** |

See Also

Applies to: [TimerTest](#topic_00000000000000AE)

timer Field

A variable to contain the timer object.

|  |  |
| --- | --- |
| C# |  |
| private [Timer](#topic_000000000000009A) timer | |

|  |
| --- |
| **[JScript]**  private timer : [Timer](#topic_000000000000009A) |

See Also

Applies to: [TimerTest](#topic_00000000000000AE)

ToggleColor Class

UI Image toggle.
Since UnityEvents can't touch them.

[System.Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)

[UnityEngine.Object](http://msdn.microsoft.com/en-us/library/unityengine.object.aspx)

[UnityEngine.Component](http://msdn.microsoft.com/en-us/library/unityengine.component.aspx)

[UnityEngine.Behaviour](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.aspx)

[UnityEngine.MonoBehaviour](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.aspx)

**ToggleColor**

|  |  |
| --- | --- |
| C# |  |
| public class ToggleColor : **MonoBehaviour** | |

|  |
| --- |
| **[JScript]**  public class ToggleColor  extends **MonoBehaviour** |

Requirements

**Namespace:**[<default>](#topic_00000000000001A5)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](http://msdn.microsoft.com/en-us/library/unityengine.component.animation.aspx) (inherited from **Component**), [audio](http://msdn.microsoft.com/en-us/library/unityengine.component.audio.aspx) (inherited from **Component**), [camera](http://msdn.microsoft.com/en-us/library/unityengine.component.camera.aspx) (inherited from **Component**), [collider](http://msdn.microsoft.com/en-us/library/unityengine.component.collider.aspx) (inherited from **Component**), [collider2D](http://msdn.microsoft.com/en-us/library/unityengine.component.collider2d.aspx) (inherited from **Component**), [constantForce](http://msdn.microsoft.com/en-us/library/unityengine.component.constantforce.aspx) (inherited from **Component**), [enabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.enabled.aspx) (inherited from **Behaviour**), [gameObject](http://msdn.microsoft.com/en-us/library/unityengine.component.gameobject.aspx) (inherited from **Component**), [guiElement](http://msdn.microsoft.com/en-us/library/unityengine.component.guielement.aspx) (inherited from **Component**), [guiText](http://msdn.microsoft.com/en-us/library/unityengine.component.guitext.aspx) (inherited from **Component**), [guiTexture](http://msdn.microsoft.com/en-us/library/unityengine.component.guitexture.aspx) (inherited from **Component**), [hideFlags](http://msdn.microsoft.com/en-us/library/unityengine.object.hideflags.aspx) (inherited from **Object**), [hingeJoint](http://msdn.microsoft.com/en-us/library/unityengine.component.hingejoint.aspx) (inherited from **Component**), [isActiveAndEnabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.isactiveandenabled.aspx) (inherited from **Behaviour**), [light](http://msdn.microsoft.com/en-us/library/unityengine.component.light.aspx) (inherited from **Component**), [name](http://msdn.microsoft.com/en-us/library/unityengine.object.name.aspx) (inherited from **Object**), [networkView](http://msdn.microsoft.com/en-us/library/unityengine.component.networkview.aspx) (inherited from **Component**), [particleEmitter](http://msdn.microsoft.com/en-us/library/unityengine.component.particleemitter.aspx) (inherited from **Component**), [particleSystem](http://msdn.microsoft.com/en-us/library/unityengine.component.particlesystem.aspx) (inherited from **Component**), [renderer](http://msdn.microsoft.com/en-us/library/unityengine.component.renderer.aspx) (inherited from **Component**), [rigidbody](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody.aspx) (inherited from **Component**), [rigidbody2D](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody2d.aspx) (inherited from **Component**), [runInEditMode](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.runineditmode.aspx) (inherited from **MonoBehaviour**), [tag](http://msdn.microsoft.com/en-us/library/unityengine.component.tag.aspx) (inherited from **Component**), [transform](http://msdn.microsoft.com/en-us/library/unityengine.component.transform.aspx) (inherited from **Component**), [useGUILayout](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.useguilayout.aspx) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.broadcastmessage.aspx) (inherited from **Component**), [CancelInvoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.cancelinvoke.aspx) (inherited from **MonoBehaviour**), [CompareTag](http://msdn.microsoft.com/en-us/library/unityengine.component.comparetag.aspx) (inherited from **Component**), [Equals](http://msdn.microsoft.com/en-us/library/unityengine.object.equals.aspx) (inherited from **Object**), [Finalize](http://msdn.microsoft.com/en-us/library/system.object.finalize.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [GetComponent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponent.aspx) (inherited from **Component**), [GetComponentInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinchildren.aspx) (inherited from **Component**), [GetComponentInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinparent%60%601.aspx) (inherited from **Component**), [GetComponents](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponents%60%601.aspx) (inherited from **Component**), [GetComponentsInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinchildren.aspx) (inherited from **Component**), [GetComponentsInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinparent%60%601.aspx) (inherited from **Component**), [GetHashCode](http://msdn.microsoft.com/en-us/library/unityengine.object.gethashcode.aspx) (inherited from **Object**), [GetInstanceID](http://msdn.microsoft.com/en-us/library/unityengine.object.getinstanceid.aspx) (inherited from **Object**), [GetType](http://msdn.microsoft.com/en-us/library/system.object.gettype.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Invoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invoke.aspx) (inherited from **MonoBehaviour**), [InvokeRepeating](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invokerepeating.aspx) (inherited from **MonoBehaviour**), [IsInvoking](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.isinvoking.aspx) (inherited from **MonoBehaviour**), [MemberwiseClone](http://msdn.microsoft.com/en-us/library/system.object.memberwiseclone.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Off](#topic_0000000000000179), [On](#topic_0000000000000178), [SendMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessage.aspx) (inherited from **Component**), [SendMessageUpwards](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessageupwards.aspx) (inherited from **Component**), [StartCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine.aspx) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine_auto.aspx) (inherited from **MonoBehaviour**), [StopAllCoroutines](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopallcoroutines.aspx) (inherited from **MonoBehaviour**), [StopCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopcoroutine.aspx) (inherited from **MonoBehaviour**), [ToString](http://msdn.microsoft.com/en-us/library/unityengine.object.tostring.aspx) (inherited from **Object**)

Fields

[image](#topic_0000000000000175), [off](#topic_0000000000000177), [on](#topic_0000000000000176)

ToggleColor.Off Method

Public way to call off.

|  |  |
| --- | --- |
| C# |  |
| public [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Off() | |

|  |
| --- |
| **[JScript]**  public function Off(); |

See Also

Applies to: [ToggleColor](#topic_0000000000000174)

ToggleColor.On Method

Public way to call on.

|  |  |
| --- | --- |
| C# |  |
| public [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) On() | |

|  |
| --- |
| **[JScript]**  public function On(); |

See Also

Applies to: [ToggleColor](#topic_0000000000000174)

image Field

Where will I apply the color changes?

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **Image** image | |

|  |
| --- |
| **[JScript]**  private   SerializeField() image : **Image** |

See Also

Applies to: [ToggleColor](#topic_0000000000000174)

off Field

What are my on off colors?

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **Color** off | |

|  |
| --- |
| **[JScript]**  private   SerializeField() off : **Color** |

See Also

Applies to: [ToggleColor](#topic_0000000000000174)

on Field

What are my on off colors?

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **Color** on | |

|  |
| --- |
| **[JScript]**  private   SerializeField() on : **Color** |

See Also

Applies to: [ToggleColor](#topic_0000000000000174)

TrainWaypoint Class

[System.Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)

[UnityEngine.Object](http://msdn.microsoft.com/en-us/library/unityengine.object.aspx)

[UnityEngine.Component](http://msdn.microsoft.com/en-us/library/unityengine.component.aspx)

[UnityEngine.Behaviour](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.aspx)

[UnityEngine.MonoBehaviour](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.aspx)

**TrainWaypoint**

|  |  |
| --- | --- |
| C# |  |
| public class TrainWaypoint : **MonoBehaviour** | |

|  |
| --- |
| **[JScript]**  public class TrainWaypoint  extends **MonoBehaviour** |

Requirements

**Namespace:**[<default>](#topic_00000000000001A5)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](http://msdn.microsoft.com/en-us/library/unityengine.component.animation.aspx) (inherited from **Component**), [audio](http://msdn.microsoft.com/en-us/library/unityengine.component.audio.aspx) (inherited from **Component**), [camera](http://msdn.microsoft.com/en-us/library/unityengine.component.camera.aspx) (inherited from **Component**), [collider](http://msdn.microsoft.com/en-us/library/unityengine.component.collider.aspx) (inherited from **Component**), [collider2D](http://msdn.microsoft.com/en-us/library/unityengine.component.collider2d.aspx) (inherited from **Component**), [constantForce](http://msdn.microsoft.com/en-us/library/unityengine.component.constantforce.aspx) (inherited from **Component**), [enabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.enabled.aspx) (inherited from **Behaviour**), [gameObject](http://msdn.microsoft.com/en-us/library/unityengine.component.gameobject.aspx) (inherited from **Component**), [guiElement](http://msdn.microsoft.com/en-us/library/unityengine.component.guielement.aspx) (inherited from **Component**), [guiText](http://msdn.microsoft.com/en-us/library/unityengine.component.guitext.aspx) (inherited from **Component**), [guiTexture](http://msdn.microsoft.com/en-us/library/unityengine.component.guitexture.aspx) (inherited from **Component**), [hideFlags](http://msdn.microsoft.com/en-us/library/unityengine.object.hideflags.aspx) (inherited from **Object**), [hingeJoint](http://msdn.microsoft.com/en-us/library/unityengine.component.hingejoint.aspx) (inherited from **Component**), [isActiveAndEnabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.isactiveandenabled.aspx) (inherited from **Behaviour**), [light](http://msdn.microsoft.com/en-us/library/unityengine.component.light.aspx) (inherited from **Component**), [name](http://msdn.microsoft.com/en-us/library/unityengine.object.name.aspx) (inherited from **Object**), [networkView](http://msdn.microsoft.com/en-us/library/unityengine.component.networkview.aspx) (inherited from **Component**), [particleEmitter](http://msdn.microsoft.com/en-us/library/unityengine.component.particleemitter.aspx) (inherited from **Component**), [particleSystem](http://msdn.microsoft.com/en-us/library/unityengine.component.particlesystem.aspx) (inherited from **Component**), [renderer](http://msdn.microsoft.com/en-us/library/unityengine.component.renderer.aspx) (inherited from **Component**), [rigidbody](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody.aspx) (inherited from **Component**), [rigidbody2D](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody2d.aspx) (inherited from **Component**), [runInEditMode](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.runineditmode.aspx) (inherited from **MonoBehaviour**), [tag](http://msdn.microsoft.com/en-us/library/unityengine.component.tag.aspx) (inherited from **Component**), [transform](http://msdn.microsoft.com/en-us/library/unityengine.component.transform.aspx) (inherited from **Component**), [useGUILayout](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.useguilayout.aspx) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.broadcastmessage.aspx) (inherited from **Component**), [CancelInvoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.cancelinvoke.aspx) (inherited from **MonoBehaviour**), [CompareTag](http://msdn.microsoft.com/en-us/library/unityengine.component.comparetag.aspx) (inherited from **Component**), [Equals](http://msdn.microsoft.com/en-us/library/unityengine.object.equals.aspx) (inherited from **Object**), [Finalize](http://msdn.microsoft.com/en-us/library/system.object.finalize.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [GetComponent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponent.aspx) (inherited from **Component**), [GetComponentInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinchildren.aspx) (inherited from **Component**), [GetComponentInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinparent%60%601.aspx) (inherited from **Component**), [GetComponents](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponents%60%601.aspx) (inherited from **Component**), [GetComponentsInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinchildren.aspx) (inherited from **Component**), [GetComponentsInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinparent%60%601.aspx) (inherited from **Component**), [GetHashCode](http://msdn.microsoft.com/en-us/library/unityengine.object.gethashcode.aspx) (inherited from **Object**), [GetInstanceID](http://msdn.microsoft.com/en-us/library/unityengine.object.getinstanceid.aspx) (inherited from **Object**), [GetType](http://msdn.microsoft.com/en-us/library/system.object.gettype.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Invoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invoke.aspx) (inherited from **MonoBehaviour**), [InvokeRepeating](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invokerepeating.aspx) (inherited from **MonoBehaviour**), [IsInvoking](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.isinvoking.aspx) (inherited from **MonoBehaviour**), [MemberwiseClone](http://msdn.microsoft.com/en-us/library/system.object.memberwiseclone.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Move](#topic_000000000000013B), [SendMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessage.aspx) (inherited from **Component**), [SendMessageUpwards](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessageupwards.aspx) (inherited from **Component**), [StartCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine.aspx) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine_auto.aspx) (inherited from **MonoBehaviour**), [StopAllCoroutines](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopallcoroutines.aspx) (inherited from **MonoBehaviour**), [StopCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopcoroutine.aspx) (inherited from **MonoBehaviour**), [ToString](http://msdn.microsoft.com/en-us/library/unityengine.object.tostring.aspx) (inherited from **Object**), [Update](#topic_000000000000013A)

Fields

[go](#topic_0000000000000139), [minDist](#topic_0000000000000136), [num](#topic_0000000000000135), [rand](#topic_0000000000000138), [speed](#topic_0000000000000137), [waypoints](#topic_0000000000000134)

TrainWaypoint.Move Method

|  |  |
| --- | --- |
| C# |  |
| public [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Move() | |

|  |
| --- |
| **[JScript]**  public function Move(); |

See Also

Applies to: [TrainWaypoint](#topic_0000000000000133)

TrainWaypoint.Update Method

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Update() | |

|  |
| --- |
| **[JScript]**  private function Update(); |

See Also

Applies to: [TrainWaypoint](#topic_0000000000000133)

go Field

|  |  |
| --- | --- |
| C# |  |
| public [bool](http://msdn.microsoft.com/en-us/library/system.boolean.aspx) go | |

|  |
| --- |
| **[JScript]**  public go : [boolean](http://msdn.microsoft.com/en-us/library/system.boolean.aspx) |

See Also

Applies to: [TrainWaypoint](#topic_0000000000000133)

minDist Field

|  |  |
| --- | --- |
| C# |  |
| public [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) minDist | |

|  |
| --- |
| **[JScript]**  public minDist : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) |

See Also

Applies to: [TrainWaypoint](#topic_0000000000000133)

num Field

|  |  |
| --- | --- |
| C# |  |
| public [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) num | |

|  |
| --- |
| **[JScript]**  public num : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) |

See Also

Applies to: [TrainWaypoint](#topic_0000000000000133)

rand Field

|  |  |
| --- | --- |
| C# |  |
| public [bool](http://msdn.microsoft.com/en-us/library/system.boolean.aspx) rand | |

|  |
| --- |
| **[JScript]**  public rand : [boolean](http://msdn.microsoft.com/en-us/library/system.boolean.aspx) |

See Also

Applies to: [TrainWaypoint](#topic_0000000000000133)

speed Field

|  |  |
| --- | --- |
| C# |  |
| public [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) speed | |

|  |
| --- |
| **[JScript]**  public speed : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) |

See Also

Applies to: [TrainWaypoint](#topic_0000000000000133)

waypoints Field

|  |  |
| --- | --- |
| C# |  |
| public **GameObject**[] waypoints | |

|  |
| --- |
| **[JScript]**  public waypoints : **GameObject**[] |

See Also

Applies to: [TrainWaypoint](#topic_0000000000000133)

UpdateVolumeSlider Class

[System.Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)

[UnityEngine.Object](http://msdn.microsoft.com/en-us/library/unityengine.object.aspx)

[UnityEngine.Component](http://msdn.microsoft.com/en-us/library/unityengine.component.aspx)

[UnityEngine.Behaviour](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.aspx)

[UnityEngine.MonoBehaviour](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.aspx)

**UpdateVolumeSlider**

|  |  |
| --- | --- |
| C# |  |
| public class UpdateVolumeSlider : **MonoBehaviour** | |

|  |
| --- |
| **[JScript]**  public class UpdateVolumeSlider  extends **MonoBehaviour** |

Requirements

**Namespace:**[<default>](#topic_00000000000001A5)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](http://msdn.microsoft.com/en-us/library/unityengine.component.animation.aspx) (inherited from **Component**), [audio](http://msdn.microsoft.com/en-us/library/unityengine.component.audio.aspx) (inherited from **Component**), [camera](http://msdn.microsoft.com/en-us/library/unityengine.component.camera.aspx) (inherited from **Component**), [collider](http://msdn.microsoft.com/en-us/library/unityengine.component.collider.aspx) (inherited from **Component**), [collider2D](http://msdn.microsoft.com/en-us/library/unityengine.component.collider2d.aspx) (inherited from **Component**), [constantForce](http://msdn.microsoft.com/en-us/library/unityengine.component.constantforce.aspx) (inherited from **Component**), [enabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.enabled.aspx) (inherited from **Behaviour**), [gameObject](http://msdn.microsoft.com/en-us/library/unityengine.component.gameobject.aspx) (inherited from **Component**), [guiElement](http://msdn.microsoft.com/en-us/library/unityengine.component.guielement.aspx) (inherited from **Component**), [guiText](http://msdn.microsoft.com/en-us/library/unityengine.component.guitext.aspx) (inherited from **Component**), [guiTexture](http://msdn.microsoft.com/en-us/library/unityengine.component.guitexture.aspx) (inherited from **Component**), [hideFlags](http://msdn.microsoft.com/en-us/library/unityengine.object.hideflags.aspx) (inherited from **Object**), [hingeJoint](http://msdn.microsoft.com/en-us/library/unityengine.component.hingejoint.aspx) (inherited from **Component**), [isActiveAndEnabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.isactiveandenabled.aspx) (inherited from **Behaviour**), [light](http://msdn.microsoft.com/en-us/library/unityengine.component.light.aspx) (inherited from **Component**), [name](http://msdn.microsoft.com/en-us/library/unityengine.object.name.aspx) (inherited from **Object**), [networkView](http://msdn.microsoft.com/en-us/library/unityengine.component.networkview.aspx) (inherited from **Component**), [particleEmitter](http://msdn.microsoft.com/en-us/library/unityengine.component.particleemitter.aspx) (inherited from **Component**), [particleSystem](http://msdn.microsoft.com/en-us/library/unityengine.component.particlesystem.aspx) (inherited from **Component**), [renderer](http://msdn.microsoft.com/en-us/library/unityengine.component.renderer.aspx) (inherited from **Component**), [rigidbody](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody.aspx) (inherited from **Component**), [rigidbody2D](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody2d.aspx) (inherited from **Component**), [runInEditMode](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.runineditmode.aspx) (inherited from **MonoBehaviour**), [tag](http://msdn.microsoft.com/en-us/library/unityengine.component.tag.aspx) (inherited from **Component**), [transform](http://msdn.microsoft.com/en-us/library/unityengine.component.transform.aspx) (inherited from **Component**), [useGUILayout](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.useguilayout.aspx) (inherited from **MonoBehaviour**)

Methods

[BroadcastMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.broadcastmessage.aspx) (inherited from **Component**), [CancelInvoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.cancelinvoke.aspx) (inherited from **MonoBehaviour**), [CompareTag](http://msdn.microsoft.com/en-us/library/unityengine.component.comparetag.aspx) (inherited from **Component**), [Equals](http://msdn.microsoft.com/en-us/library/unityengine.object.equals.aspx) (inherited from **Object**), [Finalize](http://msdn.microsoft.com/en-us/library/system.object.finalize.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [GetComponent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponent.aspx) (inherited from **Component**), [GetComponentInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinchildren.aspx) (inherited from **Component**), [GetComponentInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinparent%60%601.aspx) (inherited from **Component**), [GetComponents](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponents%60%601.aspx) (inherited from **Component**), [GetComponentsInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinchildren.aspx) (inherited from **Component**), [GetComponentsInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinparent%60%601.aspx) (inherited from **Component**), [GetHashCode](http://msdn.microsoft.com/en-us/library/unityengine.object.gethashcode.aspx) (inherited from **Object**), [GetInstanceID](http://msdn.microsoft.com/en-us/library/unityengine.object.getinstanceid.aspx) (inherited from **Object**), [GetType](http://msdn.microsoft.com/en-us/library/system.object.gettype.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Invoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invoke.aspx) (inherited from **MonoBehaviour**), [InvokeRepeating](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invokerepeating.aspx) (inherited from **MonoBehaviour**), [IsInvoking](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.isinvoking.aspx) (inherited from **MonoBehaviour**), [MemberwiseClone](http://msdn.microsoft.com/en-us/library/system.object.memberwiseclone.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [OnVolumeUpdate](#topic_0000000000000051), [SendMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessage.aspx) (inherited from **Component**), [SendMessageUpwards](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessageupwards.aspx) (inherited from **Component**), [Start](#topic_0000000000000050), [StartCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine.aspx) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine_auto.aspx) (inherited from **MonoBehaviour**), [StopAllCoroutines](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopallcoroutines.aspx) (inherited from **MonoBehaviour**), [StopCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopcoroutine.aspx) (inherited from **MonoBehaviour**), [ToString](http://msdn.microsoft.com/en-us/library/unityengine.object.tostring.aspx) (inherited from **Object**)

Enumerations

[SoundType](#topic_000000000000004D)

Fields

[audioVolumeHolder](#topic_000000000000004B), [influences](#topic_000000000000004C), [slider](#topic_000000000000004A)

UpdateVolumeSlider.OnVolumeUpdate Method

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) OnVolumeUpdate(  [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) *newVal* ) | |

|  |
| --- |
| **[JScript]**  private function OnVolumeUpdate(  *newVal* : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) ); |

Parameters

newVal

|  |
| --- |
|  |

See Also

Applies to: [UpdateVolumeSlider](#topic_0000000000000049)

UpdateVolumeSlider.Start Method

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Start() | |

|  |
| --- |
| **[JScript]**  private function Start(); |

See Also

Applies to: [UpdateVolumeSlider](#topic_0000000000000049)

SoundType Enumeration

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| Music | 1 |  |
| SFX | 0 |  |

Requirements

**Namespace:**[<default>](#topic_00000000000001A5)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

See Also

Applies to: [UpdateVolumeSlider](#topic_0000000000000049)

audioVolumeHolder Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [AudioVolumeHolder](#topic_000000000000001D) audioVolumeHolder | |

|  |
| --- |
| **[JScript]**  private   SerializeField() audioVolumeHolder : [AudioVolumeHolder](#topic_000000000000001D) |

See Also

Applies to: [UpdateVolumeSlider](#topic_0000000000000049)

influences Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [SoundType](#topic_000000000000004D) influences | |

|  |
| --- |
| **[JScript]**  private   SerializeField() influences : [SoundType](#topic_000000000000004D) |

See Also

Applies to: [UpdateVolumeSlider](#topic_0000000000000049)

slider Field

|  |  |
| --- | --- |
| C# |  |
| private **Slider** slider | |

|  |
| --- |
| **[JScript]**  private slider : **Slider** |

See Also

Applies to: [UpdateVolumeSlider](#topic_0000000000000049)

VolumeChanger Class

[System.Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)

[UnityEngine.Object](http://msdn.microsoft.com/en-us/library/unityengine.object.aspx)

[UnityEngine.Component](http://msdn.microsoft.com/en-us/library/unityengine.component.aspx)

[UnityEngine.Behaviour](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.aspx)

[UnityEngine.MonoBehaviour](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.aspx)

**VolumeChanger**

|  |  |
| --- | --- |
| C# |  |
| public class VolumeChanger : **MonoBehaviour** | |

|  |
| --- |
| **[JScript]**  public class VolumeChanger  extends **MonoBehaviour** |

Requirements

**Namespace:**[<default>](#topic_00000000000001A5)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[animation](http://msdn.microsoft.com/en-us/library/unityengine.component.animation.aspx) (inherited from **Component**), [audio](http://msdn.microsoft.com/en-us/library/unityengine.component.audio.aspx) (inherited from **Component**), [camera](http://msdn.microsoft.com/en-us/library/unityengine.component.camera.aspx) (inherited from **Component**), [collider](http://msdn.microsoft.com/en-us/library/unityengine.component.collider.aspx) (inherited from **Component**), [collider2D](http://msdn.microsoft.com/en-us/library/unityengine.component.collider2d.aspx) (inherited from **Component**), [constantForce](http://msdn.microsoft.com/en-us/library/unityengine.component.constantforce.aspx) (inherited from **Component**), [enabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.enabled.aspx) (inherited from **Behaviour**), [gameObject](http://msdn.microsoft.com/en-us/library/unityengine.component.gameobject.aspx) (inherited from **Component**), [guiElement](http://msdn.microsoft.com/en-us/library/unityengine.component.guielement.aspx) (inherited from **Component**), [guiText](http://msdn.microsoft.com/en-us/library/unityengine.component.guitext.aspx) (inherited from **Component**), [guiTexture](http://msdn.microsoft.com/en-us/library/unityengine.component.guitexture.aspx) (inherited from **Component**), [hideFlags](http://msdn.microsoft.com/en-us/library/unityengine.object.hideflags.aspx) (inherited from **Object**), [hingeJoint](http://msdn.microsoft.com/en-us/library/unityengine.component.hingejoint.aspx) (inherited from **Component**), [isActiveAndEnabled](http://msdn.microsoft.com/en-us/library/unityengine.behaviour.isactiveandenabled.aspx) (inherited from **Behaviour**), [light](http://msdn.microsoft.com/en-us/library/unityengine.component.light.aspx) (inherited from **Component**), [name](http://msdn.microsoft.com/en-us/library/unityengine.object.name.aspx) (inherited from **Object**), [networkView](http://msdn.microsoft.com/en-us/library/unityengine.component.networkview.aspx) (inherited from **Component**), [particleEmitter](http://msdn.microsoft.com/en-us/library/unityengine.component.particleemitter.aspx) (inherited from **Component**), [particleSystem](http://msdn.microsoft.com/en-us/library/unityengine.component.particlesystem.aspx) (inherited from **Component**), [renderer](http://msdn.microsoft.com/en-us/library/unityengine.component.renderer.aspx) (inherited from **Component**), [rigidbody](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody.aspx) (inherited from **Component**), [rigidbody2D](http://msdn.microsoft.com/en-us/library/unityengine.component.rigidbody2d.aspx) (inherited from **Component**), [runInEditMode](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.runineditmode.aspx) (inherited from **MonoBehaviour**), [tag](http://msdn.microsoft.com/en-us/library/unityengine.component.tag.aspx) (inherited from **Component**), [transform](http://msdn.microsoft.com/en-us/library/unityengine.component.transform.aspx) (inherited from **Component**), [useGUILayout](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.useguilayout.aspx) (inherited from **MonoBehaviour**)

Methods

[AddMusicVol](#topic_000000000000005B), [AddSfxVol](#topic_000000000000005D), [Awake](#topic_0000000000000059), [BroadcastMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.broadcastmessage.aspx) (inherited from **Component**), [CancelInvoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.cancelinvoke.aspx) (inherited from **MonoBehaviour**), [CompareTag](http://msdn.microsoft.com/en-us/library/unityengine.component.comparetag.aspx) (inherited from **Component**), [Equals](http://msdn.microsoft.com/en-us/library/unityengine.object.equals.aspx) (inherited from **Object**), [Finalize](http://msdn.microsoft.com/en-us/library/system.object.finalize.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [GetComponent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponent.aspx) (inherited from **Component**), [GetComponentInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinchildren.aspx) (inherited from **Component**), [GetComponentInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentinparent%60%601.aspx) (inherited from **Component**), [GetComponents](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponents%60%601.aspx) (inherited from **Component**), [GetComponentsInChildren](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinchildren.aspx) (inherited from **Component**), [GetComponentsInParent](http://msdn.microsoft.com/en-us/library/unityengine.component.getcomponentsinparent%60%601.aspx) (inherited from **Component**), [GetHashCode](http://msdn.microsoft.com/en-us/library/unityengine.object.gethashcode.aspx) (inherited from **Object**), [GetInstanceID](http://msdn.microsoft.com/en-us/library/unityengine.object.getinstanceid.aspx) (inherited from **Object**), [GetType](http://msdn.microsoft.com/en-us/library/system.object.gettype.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Invoke](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invoke.aspx) (inherited from **MonoBehaviour**), [InvokeRepeating](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.invokerepeating.aspx) (inherited from **MonoBehaviour**), [IsInvoking](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.isinvoking.aspx) (inherited from **MonoBehaviour**), [MemberwiseClone](http://msdn.microsoft.com/en-us/library/system.object.memberwiseclone.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [RemoveMusicVol](#topic_000000000000005C), [RemoveSfxVol](#topic_000000000000005E), [SendMessage](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessage.aspx) (inherited from **Component**), [SendMessageUpwards](http://msdn.microsoft.com/en-us/library/unityengine.component.sendmessageupwards.aspx) (inherited from **Component**), [StartCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine.aspx) (inherited from **MonoBehaviour**), [StartCoroutine\_Auto](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.startcoroutine_auto.aspx) (inherited from **MonoBehaviour**), [StopAllCoroutines](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopallcoroutines.aspx) (inherited from **MonoBehaviour**), [StopCoroutine](http://msdn.microsoft.com/en-us/library/unityengine.monobehaviour.stopcoroutine.aspx) (inherited from **MonoBehaviour**), [ToString](http://msdn.microsoft.com/en-us/library/unityengine.object.tostring.aspx) (inherited from **Object**), [UpdateVolume](#topic_000000000000005A)

Fields

[audioVolumeHolder](#topic_0000000000000054), [currentMusicVol](#topic_0000000000000055), [currentSfxVol](#topic_0000000000000056), [masterMixer](#topic_0000000000000053), [mixerMusicVolName](#topic_0000000000000057), [mixerSfxVolName](#topic_0000000000000058)

VolumeChanger.AddMusicVol Method

|  |  |
| --- | --- |
| C# |  |
| public [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) AddMusicVol(  [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) *musicVolToAdd* ) | |

|  |
| --- |
| **[JScript]**  public function AddMusicVol(  *musicVolToAdd* : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) ); |

Parameters

musicVolToAdd

|  |
| --- |
|  |

See Also

Applies to: [VolumeChanger](#topic_0000000000000052)

VolumeChanger.AddSfxVol Method

|  |  |
| --- | --- |
| C# |  |
| public [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) AddSfxVol(  [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) *sfxVolToAdd* ) | |

|  |
| --- |
| **[JScript]**  public function AddSfxVol(  *sfxVolToAdd* : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) ); |

Parameters

sfxVolToAdd

|  |
| --- |
|  |

See Also

Applies to: [VolumeChanger](#topic_0000000000000052)

VolumeChanger.Awake Method

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Awake() | |

|  |
| --- |
| **[JScript]**  private function Awake(); |

See Also

Applies to: [VolumeChanger](#topic_0000000000000052)

VolumeChanger.RemoveMusicVol Method

|  |  |
| --- | --- |
| C# |  |
| public [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) RemoveMusicVol(  [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) *musicVolToRemove* ) | |

|  |
| --- |
| **[JScript]**  public function RemoveMusicVol(  *musicVolToRemove* : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) ); |

Parameters

musicVolToRemove

|  |
| --- |
|  |

See Also

Applies to: [VolumeChanger](#topic_0000000000000052)

VolumeChanger.RemoveSfxVol Method

|  |  |
| --- | --- |
| C# |  |
| public [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) RemoveSfxVol(  [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) *sfxVolToRemove* ) | |

|  |
| --- |
| **[JScript]**  public function RemoveSfxVol(  *sfxVolToRemove* : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) ); |

Parameters

sfxVolToRemove

|  |
| --- |
|  |

See Also

Applies to: [VolumeChanger](#topic_0000000000000052)

VolumeChanger.UpdateVolume Method

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) UpdateVolume() | |

|  |
| --- |
| **[JScript]**  private function UpdateVolume(); |

See Also

Applies to: [VolumeChanger](#topic_0000000000000052)

audioVolumeHolder Field

|  |  |
| --- | --- |
| C# |  |
| private [AudioVolumeHolder](#topic_000000000000001D) audioVolumeHolder | |

|  |
| --- |
| **[JScript]**  private audioVolumeHolder : [AudioVolumeHolder](#topic_000000000000001D) |

See Also

Applies to: [VolumeChanger](#topic_0000000000000052)

currentMusicVol Field

|  |  |
| --- | --- |
| C# |  |
| public [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) currentMusicVol | |

|  |
| --- |
| **[JScript]**  public currentMusicVol : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) |

See Also

Applies to: [VolumeChanger](#topic_0000000000000052)

currentSfxVol Field

|  |  |
| --- | --- |
| C# |  |
| public [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) currentSfxVol | |

|  |
| --- |
| **[JScript]**  public currentSfxVol : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) |

See Also

Applies to: [VolumeChanger](#topic_0000000000000052)

masterMixer Field

|  |  |
| --- | --- |
| C# |  |
| public **AudioMixer** masterMixer | |

|  |
| --- |
| **[JScript]**  public masterMixer : **AudioMixer** |

See Also

Applies to: [VolumeChanger](#topic_0000000000000052)

mixerMusicVolName Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [string](http://msdn.microsoft.com/en-us/library/system.string.aspx) mixerMusicVolName | |

|  |
| --- |
| **[JScript]**  private   SerializeField() mixerMusicVolName : [String](http://msdn.microsoft.com/en-us/library/system.string.aspx) |

See Also

Applies to: [VolumeChanger](#topic_0000000000000052)

mixerSfxVolName Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [string](http://msdn.microsoft.com/en-us/library/system.string.aspx) mixerSfxVolName | |

|  |
| --- |
| **[JScript]**  private   SerializeField() mixerSfxVolName : [String](http://msdn.microsoft.com/en-us/library/system.string.aspx) |

See Also

Applies to: [VolumeChanger](#topic_0000000000000052)

IDamagable Interface

Used to implement health to any object.
One interface so any component can become
damageable by just adding this.

|  |  |
| --- | --- |
| C# |  |
| public interface IDamagable | |

|  |
| --- |
| **[JScript]**  public interface IDamagable |

Requirements

**Namespace:**[<default>](#topic_00000000000001A5)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[Health](#topic_000000000000015A), [MaxHealth](#topic_0000000000000159)

Methods

[Damage](#topic_000000000000015B), [Heal](#topic_000000000000015C)

IDamagable.Health Property

The health getter, to give the publi access to this objects health.

|  |  |
| --- | --- |
| C# |  |
| [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) Health {get;} | |

|  |
| --- |
| **[JScript]**  function get Health() : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx); |

See Also

Applies to: [IDamagable](#topic_0000000000000158)

IDamagable.MaxHealth Property

The max health getter, to give the public access to this objects max health.

|  |  |
| --- | --- |
| C# |  |
| [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) MaxHealth {get;} | |

|  |
| --- |
| **[JScript]**  function get MaxHealth() : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx); |

See Also

Applies to: [IDamagable](#topic_0000000000000158)

IDamagable.Damage Method

To allow the outside to damage this object.

|  |  |
| --- | --- |
| C# |  |
| [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Damage(  [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) *value* ) | |

|  |
| --- |
| **[JScript]**  function Damage(  *value* : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) ); |

Parameters

value

|  |
| --- |
| <default> |

See Also

Applies to: [IDamagable](#topic_0000000000000158)

IDamagable.Heal Method

To allow the outside to heal this object.

|  |  |
| --- | --- |
| C# |  |
| [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Heal(  [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) *value* ) | |

|  |
| --- |
| **[JScript]**  function Heal(  *value* : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) ); |

Parameters

value

|  |
| --- |
| <default> |

See Also

Applies to: [IDamagable](#topic_0000000000000158)

Curves Namespace

Classes

[Path](#topic_0000000000000113)

Path Class

[System.Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)

**Curves.Path**

|  |  |
| --- | --- |
| C# |  |
| [System.Serializable()] public class Path | |

|  |
| --- |
| **[JScript]**  public   System.Serializable() class Path |

Requirements

**Namespace:**[Curves](#topic_0000000000000112)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Constructors

[Path](#topic_0000000000000117)

Properties

[AutoSetControlPoints](#topic_000000000000011A), [IsClosed](#topic_0000000000000119), [Item](#topic_0000000000000118), [NumPoints](#topic_000000000000011B), [NumSegments](#topic_000000000000011C)

Methods

[AddSegment](#topic_000000000000011D), [AutoSetAllAffectedControlPoints](#topic_0000000000000123), [AutoSetAllControlPoints](#topic_0000000000000124), [AutoSetAnchorControlPoints](#topic_0000000000000125), [AutoSetStartAndEndControls](#topic_0000000000000126), [CalculateEvenlySpacedPoints](#topic_0000000000000122), [DeleteSegment](#topic_000000000000011F), [Equals](http://msdn.microsoft.com/en-us/library/bsc2ak47.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Finalize](http://msdn.microsoft.com/en-us/library/system.object.finalize.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [GetHashCode](http://msdn.microsoft.com/en-us/library/system.object.gethashcode.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [GetPointsInSegment](#topic_0000000000000120), [GetType](http://msdn.microsoft.com/en-us/library/system.object.gettype.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [LoopIndex](#topic_0000000000000127), [MemberwiseClone](http://msdn.microsoft.com/en-us/library/system.object.memberwiseclone.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [MovePoint](#topic_0000000000000121), [SplitSegment](#topic_000000000000011E), [ToString](http://msdn.microsoft.com/en-us/library/system.object.tostring.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx))

Fields

[autoSetControlPoints](#topic_0000000000000116), [isClosed](#topic_0000000000000115), [points](#topic_0000000000000114)

Path Constructor

|  |  |
| --- | --- |
| C# |  |
| public Path(  **Vector2** *centre* ) | |

|  |
| --- |
| **[JScript]**  public function Path(  *centre* : **Vector2** ); |

Parameters

centre

|  |
| --- |
|  |

See Also

Applies to: [Path](#topic_0000000000000113)

Path.AutoSetControlPoints Property

|  |  |
| --- | --- |
| C# |  |
| public [bool](http://msdn.microsoft.com/en-us/library/system.boolean.aspx) AutoSetControlPoints {get; set;} | |

|  |
| --- |
| **[JScript]**  public function get AutoSetControlPoints() : [boolean](http://msdn.microsoft.com/en-us/library/system.boolean.aspx); public function set AutoSetControlPoints(value : [boolean](http://msdn.microsoft.com/en-us/library/system.boolean.aspx)); |

See Also

Applies to: [Path](#topic_0000000000000113)

Path.IsClosed Property

|  |  |
| --- | --- |
| C# |  |
| public [bool](http://msdn.microsoft.com/en-us/library/system.boolean.aspx) IsClosed {get; set;} | |

|  |
| --- |
| **[JScript]**  public function get IsClosed() : [boolean](http://msdn.microsoft.com/en-us/library/system.boolean.aspx); public function set IsClosed(value : [boolean](http://msdn.microsoft.com/en-us/library/system.boolean.aspx)); |

See Also

Applies to: [Path](#topic_0000000000000113)

Path.Item Property

|  |  |
| --- | --- |
| C# |  |
| public **Vector2** this[  [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) *i* ] {get;} | |

|  |
| --- |
| **[JScript]**  JScript suports the use of indexed properties, but not the declaration of new ones. |

Parameters

i

|  |
| --- |
|  |

See Also

Applies to: [Path](#topic_0000000000000113)

Path.NumPoints Property

|  |  |
| --- | --- |
| C# |  |
| public [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) NumPoints {get;} | |

|  |
| --- |
| **[JScript]**  public function get NumPoints() : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx); |

See Also

Applies to: [Path](#topic_0000000000000113)

Path.NumSegments Property

|  |  |
| --- | --- |
| C# |  |
| public [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) NumSegments {get;} | |

|  |
| --- |
| **[JScript]**  public function get NumSegments() : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx); |

See Also

Applies to: [Path](#topic_0000000000000113)

Path.AddSegment Method

|  |  |
| --- | --- |
| C# |  |
| public [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) AddSegment(  **Vector2** *anchorPos* ) | |

|  |
| --- |
| **[JScript]**  public function AddSegment(  *anchorPos* : **Vector2** ); |

Parameters

anchorPos

|  |
| --- |
|  |

See Also

Applies to: [Path](#topic_0000000000000113)

Path.AutoSetAllAffectedControlPoints Method

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) AutoSetAllAffectedControlPoints(  [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) *updatedAnchorIndex* ) | |

|  |
| --- |
| **[JScript]**  private function AutoSetAllAffectedControlPoints(  *updatedAnchorIndex* : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) ); |

Parameters

updatedAnchorIndex

|  |
| --- |
|  |

See Also

Applies to: [Path](#topic_0000000000000113)

Path.AutoSetAllControlPoints Method

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) AutoSetAllControlPoints() | |

|  |
| --- |
| **[JScript]**  private function AutoSetAllControlPoints(); |

See Also

Applies to: [Path](#topic_0000000000000113)

Path.AutoSetAnchorControlPoints Method

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) AutoSetAnchorControlPoints(  [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) *anchorIndex* ) | |

|  |
| --- |
| **[JScript]**  private function AutoSetAnchorControlPoints(  *anchorIndex* : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) ); |

Parameters

anchorIndex

|  |
| --- |
|  |

See Also

Applies to: [Path](#topic_0000000000000113)

Path.AutoSetStartAndEndControls Method

|  |  |
| --- | --- |
| C# |  |
| private [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) AutoSetStartAndEndControls() | |

|  |
| --- |
| **[JScript]**  private function AutoSetStartAndEndControls(); |

See Also

Applies to: [Path](#topic_0000000000000113)

Path.CalculateEvenlySpacedPoints Method

|  |  |
| --- | --- |
| C# |  |
| public **Vector2**[] CalculateEvenlySpacedPoints(  [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) *spacing*,  [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) *resolution* = 1 ) | |

|  |
| --- |
| **[JScript]**  public function CalculateEvenlySpacedPoints(  *spacing* : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx),  *resolution* : [float](http://msdn.microsoft.com/en-us/library/system.single.aspx) ) : **Vector2**[]; |

Parameters

spacing

|  |
| --- |
|  |

resolution

|  |
| --- |
|  |

See Also

Applies to: [Path](#topic_0000000000000113)

Path.DeleteSegment Method

|  |  |
| --- | --- |
| C# |  |
| public [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) DeleteSegment(  [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) *anchorIndex* ) | |

|  |
| --- |
| **[JScript]**  public function DeleteSegment(  *anchorIndex* : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) ); |

Parameters

anchorIndex

|  |
| --- |
|  |

See Also

Applies to: [Path](#topic_0000000000000113)

Path.GetPointsInSegment Method

|  |  |
| --- | --- |
| C# |  |
| public **Vector2**[] GetPointsInSegment(  [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) *i* ) | |

|  |
| --- |
| **[JScript]**  public function GetPointsInSegment(  *i* : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) ) : **Vector2**[]; |

Parameters

i

|  |
| --- |
|  |

See Also

Applies to: [Path](#topic_0000000000000113)

Path.LoopIndex Method

|  |  |
| --- | --- |
| C# |  |
| private [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) LoopIndex(  [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) *i* ) | |

|  |
| --- |
| **[JScript]**  private function LoopIndex(  *i* : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) ) : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx); |

Parameters

i

|  |
| --- |
|  |

See Also

Applies to: [Path](#topic_0000000000000113)

Path.MovePoint Method

|  |  |
| --- | --- |
| C# |  |
| public [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) MovePoint(  [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) *i*,  **Vector2** *pos* ) | |

|  |
| --- |
| **[JScript]**  public function MovePoint(  *i* : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx),  *pos* : **Vector2** ); |

Parameters

i

|  |
| --- |
|  |

pos

|  |
| --- |
|  |

See Also

Applies to: [Path](#topic_0000000000000113)

Path.SplitSegment Method

|  |  |
| --- | --- |
| C# |  |
| public [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) SplitSegment(  **Vector2** *anchorPos*,  [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) *segmentIndex* ) | |

|  |
| --- |
| **[JScript]**  public function SplitSegment(  *anchorPos* : **Vector2**,  *segmentIndex* : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) ); |

Parameters

anchorPos

|  |
| --- |
|  |

segmentIndex

|  |
| --- |
|  |

See Also

Applies to: [Path](#topic_0000000000000113)

autoSetControlPoints Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] [HideInInspector()] private [bool](http://msdn.microsoft.com/en-us/library/system.boolean.aspx) autoSetControlPoints | |

|  |
| --- |
| **[JScript]**  private   SerializeField()  HideInInspector() autoSetControlPoints : [boolean](http://msdn.microsoft.com/en-us/library/system.boolean.aspx) |

See Also

Applies to: [Path](#topic_0000000000000113)

isClosed Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] [HideInInspector()] private [bool](http://msdn.microsoft.com/en-us/library/system.boolean.aspx) isClosed | |

|  |
| --- |
| **[JScript]**  private   SerializeField()  HideInInspector() isClosed : [boolean](http://msdn.microsoft.com/en-us/library/system.boolean.aspx) |

See Also

Applies to: [Path](#topic_0000000000000113)

points Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] [HideInInspector()] private [List](http://msdn.microsoft.com/en-us/library/6sh2ey19.aspx)<**Vector2**> points | |

|  |
| --- |
| **[JScript]**  JScript does not support generic types and methods. |

See Also

Applies to: [Path](#topic_0000000000000113)

EnemyNav Namespace

This namespace holds the Path class used by the swarmnavigation to follow along a set path.

Classes

[Path](#topic_00000000000000F2)

Path Class

[System.Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)

**EnemyNav.Path**

|  |  |
| --- | --- |
| C# |  |
| [Serializable()] public class Path | |

|  |
| --- |
| **[JScript]**  public   Serializable() class Path |

Requirements

**Namespace:**[EnemyNav](#topic_00000000000000F1)

**Assembly:** Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[Item](#topic_00000000000000F5), [Length](#topic_00000000000000F6), [random](#topic_00000000000000F3)

Methods

[Equals](http://msdn.microsoft.com/en-us/library/bsc2ak47.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [Finalize](http://msdn.microsoft.com/en-us/library/system.object.finalize.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [GetHashCode](http://msdn.microsoft.com/en-us/library/system.object.gethashcode.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [GetType](http://msdn.microsoft.com/en-us/library/system.object.gettype.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [MemberwiseClone](http://msdn.microsoft.com/en-us/library/system.object.memberwiseclone.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx)), [ToString](http://msdn.microsoft.com/en-us/library/system.object.tostring.aspx) (inherited from [Object](http://msdn.microsoft.com/en-us/library/system.object.aspx))

Fields

[pathNodes](#topic_00000000000000F4)

Path.Item Property

Get a node by index.

|  |  |
| --- | --- |
| C# |  |
| public **Vector3** this[  [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) *index* ] {get;} | |

|  |
| --- |
| **[JScript]**  JScript suports the use of indexed properties, but not the declaration of new ones. |

Parameters

index

|  |
| --- |
| index in path array |

See Also

Applies to: [Path](#topic_00000000000000F2)

Path.Length Property

How long is my path, in nodes.

|  |  |
| --- | --- |
| C# |  |
| public [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) Length {get;} | |

|  |
| --- |
| **[JScript]**  public function get Length() : [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx); |

See Also

Applies to: [Path](#topic_00000000000000F2)

Path.random Property

If some object wants a random path, he can just call this.
Returns null if no paths exist or the SwarmSpawner doesn't.
Uses the swarmspawner as a container.

|  |  |
| --- | --- |
| C# |  |
| public static [Path](#topic_00000000000000F2) random {get;} | |

|  |
| --- |
| **[JScript]**  public static function get random() : [Path](#topic_00000000000000F2); |

See Also

Applies to: [Path](#topic_00000000000000F2)

pathNodes Field

My path nodes.

|  |  |
| --- | --- |
| C# |  |
| public **Vector3**[] pathNodes | |

|  |
| --- |
| **[JScript]**  public pathNodes : **Vector3**[] |

See Also

Applies to: [Path](#topic_00000000000000F2)

# Index

[<default> Namespace](#topic_00000000000001A5)

[Add Method](#topic_00000000000000DF)

[AddMusicVol Method](#topic_000000000000005B)

[AddSegment Method](#topic_000000000000011D)

[AddSfxVol Method](#topic_000000000000005D)

[AddToScore Method](#topic_0000000000000094)

[AudioAnimatedObject Class](#topic_0000000000000000)

[AudioData Class](#topic_000000000000000B)

[AudioVisualizerSpawner Class](#topic_0000000000000013)

[AudioVolumeHolder Class](#topic_000000000000001D)

[AutoSetAllAffectedControlPoints Method](#topic_0000000000000123)

[AutoSetAllControlPoints Method](#topic_0000000000000124)

[AutoSetAnchorControlPoints Method](#topic_0000000000000125)

[AutoSetControlPoints Property](#topic_000000000000011A)

[AutoSetStartAndEndControls Method](#topic_0000000000000126)

[AwaitMusic Method](#topic_000000000000003F)

[Awake Method {AudioData}](#topic_0000000000000010)

[Awake Method {DontDestroyOnLoad}](#topic_0000000000000088)

[Awake Method {RaycastLaser}](#topic_0000000000000188)

[Awake Method {SoundController}](#topic_000000000000002F)

[Awake Method {SwarmSpawner}](#topic_0000000000000100)

[Awake Method {VolumeChanger}](#topic_0000000000000059)

[Bezier Class](#topic_0000000000000104)

[Building Class](#topic_000000000000005F)

[BuildingFullyChargedEvent Class](#topic_0000000000000068)

[BuildingNotCharged Method](#topic_0000000000000034)

[CalculateEvenlySpacedPoints Method](#topic_0000000000000122)

[CamControls Class](#topic_000000000000017A)

[CheckBuildingCharge Method](#topic_0000000000000032)

[CheckPassedNumber Method](#topic_00000000000000A9)

[CheckSettings Class](#topic_0000000000000161)

[CheckTime Method](#topic_00000000000000A8)

[Cleanup Method](#topic_00000000000000E2)

[Count Property](#topic_00000000000000DE)

[CreateObject Method](#topic_000000000000001C)

[CreatePath Method](#topic_0000000000000131)

[CreateRoadMesh Method](#topic_0000000000000111)

[Curves Namespace](#topic_0000000000000112)

[Damage Method {Building}](#topic_0000000000000073)

[Damage Method {IDamagable}](#topic_000000000000015B)

[Damage Method {Node}](#topic_000000000000007D)

[Damage Method {Swarm}](#topic_00000000000000CF)

[DeleteSegment Method](#topic_000000000000011F)

[Deselected Method](#topic_000000000000014C)

[Disable Method](#topic_0000000000000173)

[DisableEffects Method](#topic_000000000000018C)

[Dispose Method {TimerTest}](#topic_00000000000000B5)

[Dispose Method {Timer}](#topic_00000000000000AC)

[DontDestroyOnLoad Class](#topic_0000000000000086)

[Drone Class](#topic_00000000000000B6)

[Enable Method](#topic_0000000000000172)

[EnableEffects Method](#topic_000000000000018D)

[EnemiesAvailable Property](#topic_00000000000000DD)

[EnemyNav Namespace](#topic_00000000000000F1)

[EvaluateCubic Method](#topic_0000000000000106)

[EvaluateQuadratic Method](#topic_0000000000000105)

[Exists Property](#topic_00000000000000F9)

[FixedUpdate Method {AudioAnimatedObject}](#topic_000000000000000A)

[FixedUpdate Method {AudioData}](#topic_0000000000000011)

[FixedUpdate Method {Building}](#topic_0000000000000070)

[FixedUpdate Method {FollowObject}](#topic_0000000000000085)

[FixedUpdate Method {GazeButton}](#topic_000000000000014D)

[FixedUpdate Method {GazeInput}](#topic_0000000000000154)

[FixedUpdate Method {RaycastLaser}](#topic_000000000000018B)

[FixedUpdate Method {RotateTurret}](#topic_0000000000000196)

[FixedUpdate Method {RotateWithTarget}](#topic_0000000000000160)

[FixedUpdate Method {SwarmAttack}](#topic_00000000000000D9)

[FixedUpdate Method {SwarmNavigation}](#topic_00000000000000EF)

[Flight Method](#topic_00000000000000C2)

[FollowObject Class](#topic_000000000000007F)

[FreezeGame Method](#topic_0000000000000030)

[GameFreeze Class](#topic_000000000000013C)

[GameSettings Class](#topic_0000000000000166)

[GazeButton Class](#topic_0000000000000141)

[GazeFinishedEvent Class](#topic_0000000000000142)

[GazeInput Class](#topic_000000000000014E)

[GazeTimeEvent Class](#topic_0000000000000143)

[GearVRGame-Proeve Reference](#topic_00000000000001A4)

[GetEnemy Method](#topic_00000000000000E1)

[GetFloat Method](#topic_0000000000000012)

[GetPointsInSegment Method](#topic_0000000000000120)

[GraphicsSettings Enumeration](#topic_000000000000016C)

[GraphicsToggle Class](#topic_000000000000016B)

[Has Method](#topic_000000000000016A)

[Heal Method {Building}](#topic_0000000000000074)

[Heal Method {IDamagable}](#topic_000000000000015C)

[Heal Method {Node}](#topic_000000000000007E)

[Heal Method {Swarm}](#topic_00000000000000D0)

[Health Property {Building}](#topic_000000000000006D)

[Health Property {IDamagable}](#topic_000000000000015A)

[Health Property {Node}](#topic_000000000000007A)

[Health Property {Swarm}](#topic_00000000000000CB)

[Hide Method](#topic_00000000000001A2)

[Hours Property](#topic_000000000000009F)

[IDamagable Interface](#topic_0000000000000158)

[InBetween Method](#topic_0000000000000036)

[InBetweenSection Method](#topic_0000000000000035)

[IndependantTurret Method](#topic_0000000000000199)

[Instance Field](#topic_000000000000002B)

[IntroStart Method](#topic_0000000000000033)

[IsClosed Property](#topic_0000000000000119)

[Item Property {Curves.Path}](#topic_0000000000000118)

[Item Property {EnemyNav.Path}](#topic_00000000000000F5)

[Item Property {Timer}](#topic_000000000000009E)

[Kill Method](#topic_00000000000000C0)

[LaserOn Method](#topic_000000000000018A)

[Length Property](#topic_00000000000000F6)

[LoadAdditive Class](#topic_000000000000019A)

[LoadInNextScene Method](#topic_000000000000019B)

[LoopIndex Method](#topic_0000000000000127)

[LvlOfPower Property](#topic_000000000000006B)

[MaxHealth Property {Building}](#topic_000000000000006C)

[MaxHealth Property {IDamagable}](#topic_0000000000000159)

[MaxHealth Property {Node}](#topic_0000000000000079)

[MaxHealth Property {Swarm}](#topic_00000000000000CC)

[MidPartOne Method](#topic_0000000000000038)

[MidPartThree Method](#topic_000000000000003A)

[MidPartTwo Method](#topic_0000000000000039)

[MidSection Method](#topic_0000000000000037)

[Minutes Property](#topic_00000000000000A0)

[Move Method](#topic_000000000000013B)

[MovePoint Method](#topic_0000000000000121)

[MoveTo Method](#topic_00000000000000F0)

[MusicHolder Property](#topic_0000000000000044)

[MusicPlayer Field](#topic_0000000000000045)

[MusicVolume Property](#topic_0000000000000023)

[NextScene (Int32) Method](#topic_000000000000019E)

[NextScene (String) Method](#topic_000000000000019D)

[NextSceneButton Class](#topic_000000000000019C)

[Node Class](#topic_0000000000000076)

[NumPoints Property](#topic_000000000000011B)

[NumSegments Property](#topic_000000000000011C)

[NumberChange Field](#topic_0000000000000029)

[Off Method](#topic_0000000000000179)

[On Method](#topic_0000000000000178)

[OnApplicationQuit Method](#topic_00000000000000B3)

[OnCollisionEnter Method](#topic_00000000000000C1)

[OnDestroy Method](#topic_00000000000000B4)

[OnDrawGizmosSelected Method](#topic_0000000000000103)

[OnFalse Field](#topic_0000000000000164)

[OnFullCharge Field](#topic_0000000000000069)

[OnGazeFinished Field](#topic_0000000000000144)

[OnGazeTimeChanged Field](#topic_0000000000000145)

[OnHitStay Method](#topic_000000000000007C)

[OnMusicChange Field](#topic_0000000000000022)

[OnRaycastEnter Method](#topic_0000000000000155)

[OnRaycastExit Method](#topic_0000000000000157)

[OnRaycastStay Method](#topic_0000000000000156)

[OnReset Field](#topic_0000000000000028)

[OnSFXChange Field](#topic_0000000000000021)

[OnScoreChange Method](#topic_000000000000008C)

[OnScoreChanged Property](#topic_0000000000000092)

[OnTick Event](#topic_00000000000000A5)

[OnTick Method](#topic_00000000000000B2)

[OnTickHandler Delegate](#topic_00000000000000A4)

[OnTriggerEnter Method](#topic_00000000000000D8)

[OnTrue Field](#topic_0000000000000163)

[OnVolumeUpdate Method](#topic_0000000000000051)

[Path Class {Curves}](#topic_0000000000000113)

[Path Class {EnemyNav}](#topic_00000000000000F2)

[Path Constructor](#topic_0000000000000117)

[PathCreator Class](#topic_0000000000000128)

[PathPlacer Class](#topic_0000000000000107)

[Paths Property](#topic_00000000000000F8)

[Pause Method](#topic_0000000000000099)

[PauseFor Method](#topic_0000000000000140)

[PauseUntil Method](#topic_000000000000013F)

[PlayAndAwait Method](#topic_000000000000003E)

[PlayRange Method](#topic_000000000000003D)

[Quit Method](#topic_00000000000001A0)

[QuitGame Class](#topic_000000000000019F)

[RandomEnemy Property](#topic_00000000000000DC)

[RaycastLaser Class](#topic_0000000000000180)

[Remove Method {GameSettings}](#topic_0000000000000169)

[Remove Method {SwarmContainer}](#topic_00000000000000E0)

[RemoveMusicVol Method](#topic_000000000000005C)

[RemoveSfxVol Method](#topic_000000000000005E)

[Reset Method](#topic_0000000000000132)

[RoadCreator Class](#topic_000000000000010B)

[RotateTurret Class](#topic_000000000000018F)

[RotateWithTarget Class](#topic_000000000000015D)

[SFXVolume Property](#topic_0000000000000024)

[Score Property](#topic_0000000000000093)

[ScoreChangeEvent Class](#topic_000000000000008F)

[ScoreDisplay Class](#topic_0000000000000089)

[ScoreManager Class](#topic_000000000000008E)

[Seconds Property](#topic_00000000000000A1)

[Selected Method](#topic_000000000000014B)

[Set Method](#topic_0000000000000168)

[SetPath Method](#topic_00000000000000EE)

[SetStickToY Method](#topic_0000000000000084)

[SettingsToggle Class](#topic_0000000000000170)

[SfxHolder Property](#topic_0000000000000042)

[Shoot Method](#topic_000000000000018E)

[Show Method](#topic_00000000000001A3)

[ShowAndHide Class](#topic_00000000000001A1)

[SlowlyGoUp Method](#topic_000000000000008D)

[SoundController Class](#topic_0000000000000025)

[SoundManager Class](#topic_0000000000000040)

[SoundType Enumeration](#topic_000000000000004D)

[SpawnEnemies Method](#topic_0000000000000101)

[SpawnEnemy Method](#topic_0000000000000102)

[SplitSegment Method](#topic_000000000000011E)

[Start Method {AudioAnimatedObject}](#topic_0000000000000009)

[Start Method {AudioVisualizerSpawner}](#topic_000000000000001B)

[Start Method {Building}](#topic_000000000000006F)

[Start Method {CheckSettings}](#topic_0000000000000165)

[Start Method {Drone}](#topic_00000000000000BF)

[Start Method {GameFreeze}](#topic_000000000000013E)

[Start Method {Node}](#topic_000000000000007B)

[Start Method {PathPlacer}](#topic_000000000000010A)

[Start Method {RaycastLaser}](#topic_0000000000000189)

[Start Method {RotateTurret}](#topic_0000000000000195)

[Start Method {ScoreManager}](#topic_0000000000000095)

[Start Method {SoundController}](#topic_0000000000000031)

[Start Method {SwarmAttack}](#topic_00000000000000D7)

[Start Method {SwarmNavigation}](#topic_00000000000000ED)

[Start Method {Swarm}](#topic_00000000000000CE)

[Start Method {Test}](#topic_0000000000000097)

[Start Method {TimerTest}](#topic_00000000000000B1)

[Start Method {Timer}](#topic_00000000000000AA)

[Start Method {UpdateVolumeSlider}](#topic_0000000000000050)

[StartEndless Field](#topic_000000000000002A)

[Stop Method](#topic_00000000000000AB)

[SurvivalEndless Method](#topic_000000000000003C)

[SurvivalStart Method](#topic_000000000000003B)

[Swarm Class](#topic_00000000000000C3)

[SwarmAttack Class](#topic_00000000000000D1)

[SwarmContainer Class](#topic_00000000000000DA)

[SwarmNavigation Class](#topic_00000000000000E3)

[SwarmSpawner Class](#topic_00000000000000F7)

[SwitchFase Method](#topic_0000000000000071)

[Target Property](#topic_00000000000000CA)

[Test Class](#topic_0000000000000096)

[Tick Method](#topic_00000000000000A7)

[Timer Class](#topic_000000000000009A)

[Timer Constructor](#topic_00000000000000A6)

[TimerTest Class](#topic_00000000000000AE)

[ToString Method](#topic_00000000000000AD)

[Toggle Method](#topic_000000000000016F)

[ToggleColor Class](#topic_0000000000000174)

[TotalSeconds Property](#topic_00000000000000A2)

[TrainWaypoint Class](#topic_0000000000000133)

[TurnPieceRotation Method](#topic_0000000000000198)

[TurretRotation Method](#topic_0000000000000197)

[UnderAttack Property](#topic_000000000000006E)

[Update Method {CamControls}](#topic_000000000000017F)

[Update Method {Test}](#topic_0000000000000098)

[Update Method {TrainWaypoint}](#topic_000000000000013A)

[UpdateLvlOfPower Method](#topic_0000000000000072)

[UpdateRoad Method](#topic_0000000000000110)

[UpdateVolume Method](#topic_000000000000005A)

[UpdateVolumeSlider Class](#topic_0000000000000049)

[VisualizerType Enumeration](#topic_0000000000000018)

[VoiceHolder Property](#topic_0000000000000047)

[VoicePlayer Field](#topic_0000000000000048)

[VolumeChangeEvent Class](#topic_0000000000000020)

[VolumeChanger Class](#topic_0000000000000052)

[\_enemyBodies Field](#topic_00000000000000CD)

[\_health Field](#topic_00000000000000C4)

[\_hitPointsPerDrone Field](#topic_00000000000000C6)

[\_maxHealth Field](#topic_00000000000000C5)

[\_totalDrones Field](#topic_00000000000000C7)

[aICompanion Field](#topic_000000000000002C)

[active Field](#topic_000000000000014A)

[activePath Field](#topic_00000000000000FB)

[amplify Field](#topic_0000000000000003)

[anchorCol Field](#topic_000000000000012A)

[anchorDiameter Field](#topic_000000000000012E)

[animator Field](#topic_0000000000000001)

[attackRange Field](#topic_00000000000000D5)

[audioRange Field](#topic_000000000000000C)

[audioSource Field](#topic_000000000000000E)

[audioSpectrumData Field](#topic_000000000000000F)

[audioVisualizerPrefab Field](#topic_0000000000000016)

[audioVolumeHolder Field {UpdateVolumeSlider}](#topic_000000000000004B)

[audioVolumeHolder Field {VolumeChanger}](#topic_0000000000000054)

[autoSetControlPoints Field](#topic_0000000000000116)

[autoUpdate Field](#topic_000000000000010E)

[barSpeed Field](#topic_0000000000000004)

[buildingAnimator Field](#topic_0000000000000060)

[buildingSfx Field](#topic_0000000000000067)

[buildingsCharged Field](#topic_000000000000002D)

[color Field](#topic_0000000000000005)

[controlCol Field](#topic_000000000000012B)

[controlDiameter Field](#topic_000000000000012F)

[created Field](#topic_0000000000000087)

[currTime Field](#topic_0000000000000147)

[currentIndexInPath Field](#topic_00000000000000E9)

[currentMusicVol Field](#topic_0000000000000055)

[currentSfxVol Field](#topic_0000000000000056)

[currentTarget Field](#topic_0000000000000153)

[damagePerFrame Field {RaycastLaser}](#topic_0000000000000185)

[damagePerFrame Field {SwarmAttack}](#topic_00000000000000D6)

[deathAnim Field](#topic_00000000000000C9)

[displayControlPoints Field](#topic_0000000000000130)

[distanceForward Field](#topic_0000000000000082)

[dying Field](#topic_00000000000000BD)

[enemies Field](#topic_00000000000000DB)

[enemyPrefabs Field](#topic_00000000000000FD)

[energyBoost Field](#topic_0000000000000078)

[explosionParticles Field](#topic_00000000000000BB)

[followSpeed Field](#topic_0000000000000081)

[fullyHealed Field](#topic_000000000000006A)

[gF Field](#topic_0000000000000027)

[gazeLayerMask Field](#topic_000000000000014F)

[gazeRange Field](#topic_0000000000000152)

[gazeReticle Field](#topic_0000000000000151)

[gazeSource Field](#topic_0000000000000150)

[go Field](#topic_0000000000000139)

[groundLayer Field](#topic_00000000000000B8)

[hitMask Field](#topic_0000000000000182)

[hours Field](#topic_000000000000009B)

[image Field](#topic_0000000000000175)

[inTheAir Field](#topic_00000000000000B7)

[influences Field](#topic_000000000000004C)

[instance Field {AudioData}](#topic_000000000000000D)

[instance Field {GameFreeze}](#topic_000000000000013D)

[instance Field {ScoreManager}](#topic_0000000000000091)

[instance Field {SwarmSpawner}](#topic_00000000000000FA)

[isAttacking Property](#topic_00000000000000EA)

[isClosed Field](#topic_0000000000000115)

[isIndependant Field](#topic_0000000000000193)

[isShooting Field](#topic_0000000000000187)

[laserLine Field](#topic_0000000000000184)

[laserOn Field](#topic_0000000000000183)

[lastScore Field](#topic_000000000000008B)

[looping Field](#topic_0000000000000148)

[lvlOfPower Field](#topic_0000000000000062)

[masterMixer Field](#topic_0000000000000053)

[mat Field](#topic_0000000000000007)

[maxEnemies Field](#topic_00000000000000FF)

[maxLvlOfPower Field](#topic_0000000000000063)

[maxTime Field](#topic_0000000000000146)

[meshRenderer Field](#topic_0000000000000006)

[meshRendererAvailable Property](#topic_0000000000000008)

[minDist Field](#topic_0000000000000136)

[minimumDistanceToTarget Field](#topic_00000000000000E7)

[minutes Field](#topic_000000000000009C)

[mixerMusicVolName Field](#topic_0000000000000057)

[mixerSfxVolName Field](#topic_0000000000000058)

[moduloDivider Field](#topic_0000000000000015)

[moveSpeed Field](#topic_00000000000000E4)

[music Field](#topic_0000000000000043)

[musicVolume Field](#topic_000000000000001E)

[normalizedCurrTime Property](#topic_0000000000000149)

[num Field](#topic_0000000000000135)

[off Field](#topic_0000000000000177)

[on Field](#topic_0000000000000176)

[onScoreChanged Field](#topic_0000000000000090)

[parentBuilding Field](#topic_0000000000000077)

[path Field {PathCreator}](#topic_0000000000000129)

[path Field {SwarmNavigation}](#topic_00000000000000EC)

[pathNodes Field](#topic_00000000000000F4)

[paths Field](#topic_00000000000000FC)

[pitch Field](#topic_000000000000017E)

[points Field](#topic_0000000000000114)

[radarDot Field](#topic_00000000000000E6)

[radarDotAnimator Field](#topic_0000000000000061)

[rand Field](#topic_0000000000000138)

[random Property](#topic_00000000000000F3)

[randomEnemyPrefab Property](#topic_00000000000000FE)

[range Field {AudioAnimatedObject}](#topic_0000000000000002)

[range Field {RaycastLaser}](#topic_0000000000000186)

[rb Field](#topic_00000000000000BC)

[resolution Field](#topic_0000000000000109)

[roadWidth Field](#topic_000000000000010D)

[rotateSpeed Field](#topic_000000000000015F)

[rotationSpeed Field {Drone}](#topic_00000000000000BE)

[rotationSpeed Field {SwarmNavigation}](#topic_00000000000000E8)

[sM Field {Building}](#topic_0000000000000066)

[sM Field {RaycastLaser}](#topic_0000000000000181)

[sM Field {SoundController}](#topic_0000000000000026)

[seconds Field](#topic_000000000000009D)

[segmentCol Field](#topic_000000000000012C)

[selectedSegmentCol Field](#topic_000000000000012D)

[settings Field](#topic_0000000000000167)

[sfx Field](#topic_0000000000000041)

[sfxPlayer Method](#topic_0000000000000075)

[sfxVolume Field](#topic_000000000000001F)

[slider Field](#topic_000000000000004A)

[smoke Field](#topic_00000000000000BA)

[smokeParticlePrefab Field](#topic_00000000000000B9)

[spacing Field {PathPlacer}](#topic_0000000000000108)

[spacing Field {RoadCreator}](#topic_000000000000010C)

[speed Field {RotateTurret}](#topic_0000000000000192)

[speed Field {TrainWaypoint}](#topic_0000000000000137)

[speedH Field](#topic_000000000000017B)

[speedV Field](#topic_000000000000017C)

[stickToY Field](#topic_0000000000000083)

[survivalRunning Field](#topic_000000000000002E)

[swarm Field {SwarmAttack}](#topic_00000000000000D2)

[swarm Field {SwarmNavigation}](#topic_00000000000000E5)

[swarmNavigation Field](#topic_00000000000000D3)

[target Field {FollowObject}](#topic_0000000000000080)

[target Field {RotateTurret}](#topic_0000000000000191)

[target Field {RotateWithTarget}](#topic_000000000000015E)

[target Field {Swarm}](#topic_00000000000000C8)

[target Property {SwarmAttack}](#topic_00000000000000D4)

[target Property {SwarmNavigation}](#topic_00000000000000EB)

[text Field](#topic_00000000000000B0)

[textUI Field](#topic_000000000000008A)

[tiling Field](#topic_000000000000010F)

[timeSinceLastAttack Field](#topic_0000000000000065)

[timer Field](#topic_00000000000000AF)

[timerObject Field](#topic_00000000000000A3)

[toInfluence Field](#topic_000000000000016E)

[turnPiece Field](#topic_0000000000000190)

[turretMove Field](#topic_0000000000000194)

[underAttackCooldown Field](#topic_0000000000000064)

[value Field {CheckSettings}](#topic_0000000000000162)

[value Field {SettingsToggle}](#topic_0000000000000171)

[visualizerType Field](#topic_0000000000000017)

[voice Field](#topic_0000000000000046)

[waypoints Field](#topic_0000000000000134)

[width Field](#topic_0000000000000014)

[yaw Field](#topic_000000000000017D)