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GearVRGame-Proeve Reference

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<default> Namespace

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Interfaces

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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**

Requirements

**Namespace:**[<default>](#topic_00000000000001A9)

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

Properties

[meshRendererAvailable](#topic_0000000000000008)

Methods

[FixedUpdate](#topic_000000000000000A), [Start](#topic_0000000000000009)

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;} | |

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() | |

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() | |

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 | |

See Also

Applies to: [AudioAnimatedObject](#topic_0000000000000000)

animator Field

To SetFloat the normalizedTime.

|  |  |
| --- | --- |
| C# |  |
| 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 | |

See Also

Applies to: [AudioAnimatedObject](#topic_0000000000000000)

color Field

To animate the Material color.

|  |  |
| --- | --- |
| C# |  |
| 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 | |

See Also

Applies to: [AudioAnimatedObject](#topic_0000000000000000)

meshRenderer Field

To grab the material.

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

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** | |

Requirements

**Namespace:**[<default>](#topic_00000000000001A9)

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

Methods

[Awake](#topic_0000000000000010), [FixedUpdate](#topic_0000000000000011), [GetFloat](#topic_0000000000000012)

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() | |

See Also

Applies to: [AudioData](#topic_000000000000000B)

AudioData.FixedUpdate Method

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

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 | |

See Also

Applies to: [AudioData](#topic_000000000000000B)

audioSource Field

|  |  |
| --- | --- |
| C# |  |
| 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 | |

See Also

Applies to: [AudioData](#topic_000000000000000B)

instance Field

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

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** | |

Requirements

**Namespace:**[<default>](#topic_00000000000001A9)

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

Methods

[CreateObject](#topic_000000000000001C), [Start](#topic_000000000000001B)

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* ) | |

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() | |

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_00000000000001A9)

**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 | |

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 | |

See Also

Applies to: [AudioVisualizerSpawner](#topic_0000000000000013)

visualizerType Field

The type we will be spawned.

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

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 | |

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** | |

Requirements

**Namespace:**[<default>](#topic_00000000000001A9)

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

Properties

[MusicVolume](#topic_0000000000000023), [SFXVolume](#topic_0000000000000024)

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;} | |

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;} | |

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)> | |

Requirements

**Namespace:**[<default>](#topic_00000000000001A9)

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

See Also

Applies to: [AudioVolumeHolder](#topic_000000000000001D)

OnMusicChange Field

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

See Also

Applies to: [AudioVolumeHolder](#topic_000000000000001D)

OnSFXChange Field

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

See Also

Applies to: [AudioVolumeHolder](#topic_000000000000001D)

musicVolume Field

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

See Also

Applies to: [AudioVolumeHolder](#topic_000000000000001D)

sfxVolume Field

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

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 | |

Requirements

**Namespace:**[<default>](#topic_00000000000001A9)

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

Methods

[EvaluateCubic](#topic_000000000000010A), [EvaluateQuadratic](#topic_0000000000000109)

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* ) | |

Parameters

a

|  |
| --- |
|  |

b

|  |
| --- |
|  |

c

|  |
| --- |
|  |

d

|  |
| --- |
|  |

t

|  |
| --- |
|  |

See Also

Applies to: [Bezier](#topic_0000000000000108)

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* ) | |

Parameters

a

|  |
| --- |
|  |

b

|  |
| --- |
|  |

c

|  |
| --- |
|  |

t

|  |
| --- |
|  |

See Also

Applies to: [Bezier](#topic_0000000000000108)

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_000000000000015C) | |

Requirements

**Namespace:**[<default>](#topic_00000000000001A9)

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

Properties

[Health](#topic_0000000000000071), [LvlOfPower](#topic_000000000000006F), [MaxHealth](#topic_0000000000000070), [UnderAttack](#topic_0000000000000072)

Methods

[Damage](#topic_0000000000000077), [FixedUpdate](#topic_0000000000000074), [Heal](#topic_0000000000000078), [Start](#topic_0000000000000073), [SwitchFase](#topic_0000000000000075), [UpdateLvlOfPower](#topic_0000000000000076), [sfxPlayer](#topic_0000000000000079)

Classes

[BuildingEmptyChargedEvent](#topic_000000000000006C), [BuildingFullyChargedEvent](#topic_000000000000006A)

Fields

[OnEmptyCharge](#topic_000000000000006D), [OnFullCharge](#topic_000000000000006B), [buildingAnimator](#topic_0000000000000062), [buildingSfx](#topic_0000000000000069), [fullyHealed](#topic_000000000000006E), [lvlOfPower](#topic_0000000000000064), [maxLvlOfPower](#topic_0000000000000065), [radarDotAnimator](#topic_0000000000000063), [sM](#topic_0000000000000068), [timeSinceLastAttack](#topic_0000000000000067), [underAttackCooldown](#topic_0000000000000066)

Building.Health Property

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

Implements

[IDamagable.Health](#topic_000000000000015E)

See Also

Applies to: [Building](#topic_0000000000000061)

Building.LvlOfPower Property

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

See Also

Applies to: [Building](#topic_0000000000000061)

Building.MaxHealth Property

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

Implements

[IDamagable.MaxHealth](#topic_000000000000015D)

See Also

Applies to: [Building](#topic_0000000000000061)

Building.UnderAttack Property

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

See Also

Applies to: [Building](#topic_0000000000000061)

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* ) | |

Parameters

value

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

Implements

[IDamagable.Damage](#topic_000000000000015F)

See Also

Applies to: [Building](#topic_0000000000000061)

Building.FixedUpdate Method

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

See Also

Applies to: [Building](#topic_0000000000000061)

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* ) | |

Parameters

value

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

Implements

[IDamagable.Heal](#topic_0000000000000160)

See Also

Applies to: [Building](#topic_0000000000000061)

Building.Start Method

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

See Also

Applies to: [Building](#topic_0000000000000061)

Building.SwitchFase Method

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

See Also

Applies to: [Building](#topic_0000000000000061)

Building.UpdateLvlOfPower Method

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

See Also

Applies to: [Building](#topic_0000000000000061)

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* ) | |

Parameters

whatSong

|  |
| --- |
|  |

See Also

Applies to: [Building](#topic_0000000000000061)

BuildingEmptyChargedEvent 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.BuildingEmptyChargedEvent**

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

Requirements

**Namespace:**[<default>](#topic_00000000000001A9)

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

See Also

Applies to: [Building](#topic_0000000000000061)

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** | |

Requirements

**Namespace:**[<default>](#topic_00000000000001A9)

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

See Also

Applies to: [Building](#topic_0000000000000061)

OnEmptyCharge Field

|  |  |
| --- | --- |
| C# |  |
| new public [BuildingEmptyChargedEvent](#topic_000000000000006C) OnEmptyCharge | |

See Also

Applies to: [Building](#topic_0000000000000061)

OnFullCharge Field

|  |  |
| --- | --- |
| C# |  |
| new public [BuildingFullyChargedEvent](#topic_000000000000006A) OnFullCharge | |

See Also

Applies to: [Building](#topic_0000000000000061)

buildingAnimator Field

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

See Also

Applies to: [Building](#topic_0000000000000061)

buildingSfx Field

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

See Also

Applies to: [Building](#topic_0000000000000061)

fullyHealed Field

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

See Also

Applies to: [Building](#topic_0000000000000061)

lvlOfPower Field

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

See Also

Applies to: [Building](#topic_0000000000000061)

maxLvlOfPower Field

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

See Also

Applies to: [Building](#topic_0000000000000061)

radarDotAnimator Field

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

See Also

Applies to: [Building](#topic_0000000000000061)

sM Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [SoundManager](#topic_0000000000000042) sM | |

See Also

Applies to: [Building](#topic_0000000000000061)

timeSinceLastAttack Field

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

See Also

Applies to: [Building](#topic_0000000000000061)

underAttackCooldown Field

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

See Also

Applies to: [Building](#topic_0000000000000061)

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** | |

Requirements

**Namespace:**[<default>](#topic_00000000000001A9)

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

Methods

[Update](#topic_0000000000000183)

Fields

[pitch](#topic_0000000000000182), [speedH](#topic_000000000000017F), [speedV](#topic_0000000000000180), [yaw](#topic_0000000000000181)

CamControls.Update Method

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

See Also

Applies to: [CamControls](#topic_000000000000017E)

pitch Field

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

See Also

Applies to: [CamControls](#topic_000000000000017E)

speedH Field

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

See Also

Applies to: [CamControls](#topic_000000000000017E)

speedV Field

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

See Also

Applies to: [CamControls](#topic_000000000000017E)

yaw Field

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

See Also

Applies to: [CamControls](#topic_000000000000017E)

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** | |

Requirements

**Namespace:**[<default>](#topic_00000000000001A9)

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

Methods

[Start](#topic_0000000000000169)

Fields

[OnFalse](#topic_0000000000000168), [OnTrue](#topic_0000000000000167), [value](#topic_0000000000000166)

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() | |

See Also

Applies to: [CheckSettings](#topic_0000000000000165)

OnFalse Field

If it does not exist this triggers.

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

See Also

Applies to: [CheckSettings](#topic_0000000000000165)

OnTrue Field

If it exists this triggers.

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

See Also

Applies to: [CheckSettings](#topic_0000000000000165)

value Field

The value to check.

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

See Also

Applies to: [CheckSettings](#topic_0000000000000165)

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** | |

Requirements

**Namespace:**[<default>](#topic_00000000000001A9)

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

Methods

[Awake](#topic_000000000000008C)

Fields

[created](#topic_000000000000008B)

DontDestroyOnLoad.Awake Method

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

See Also

Applies to: [DontDestroyOnLoad](#topic_000000000000008A)

created Field

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

See Also

Applies to: [DontDestroyOnLoad](#topic_000000000000008A)

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** | |

Requirements

**Namespace:**[<default>](#topic_00000000000001A9)

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

Methods

[Flight](#topic_00000000000000C6), [Kill](#topic_00000000000000C4), [OnCollisionEnter](#topic_00000000000000C5), [Start](#topic_00000000000000C3)

Fields

[dying](#topic_00000000000000C1), [explosionParticles](#topic_00000000000000BF), [groundLayer](#topic_00000000000000BC), [inTheAir](#topic_00000000000000BB), [rb](#topic_00000000000000C0), [rotationSpeed](#topic_00000000000000C2), [smoke](#topic_00000000000000BE), [smokeParticlePrefab](#topic_00000000000000BD)

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() | |

See Also

Applies to: [Drone](#topic_00000000000000BA)

Drone.Kill Method

Start my death animation.

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

See Also

Applies to: [Drone](#topic_00000000000000BA)

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* ) | |

Parameters

coll

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

See Also

Applies to: [Drone](#topic_00000000000000BA)

Drone.Start Method

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

See Also

Applies to: [Drone](#topic_00000000000000BA)

dying Field

Has Kill been called on me?

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

See Also

Applies to: [Drone](#topic_00000000000000BA)

explosionParticles Field

When I've hit the ground spawn this.

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

See Also

Applies to: [Drone](#topic_00000000000000BA)

groundLayer Field

Used to see when I've hit the ground.

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

See Also

Applies to: [Drone](#topic_00000000000000BA)

inTheAir Field

Am I currently in the air?

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

See Also

Applies to: [Drone](#topic_00000000000000BA)

rb Field

A variable to store a reference to my Rigidbody.

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

See Also

Applies to: [Drone](#topic_00000000000000BA)

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 | |

See Also

Applies to: [Drone](#topic_00000000000000BA)

smoke Field

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

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

See Also

Applies to: [Drone](#topic_00000000000000BA)

smokeParticlePrefab Field

To spawn my descending smoke.

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

See Also

Applies to: [Drone](#topic_00000000000000BA)

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** | |

Requirements

**Namespace:**[<default>](#topic_00000000000001A9)

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

Methods

[FixedUpdate](#topic_0000000000000089), [SetStickToY](#topic_0000000000000088)

Fields

[distanceForward](#topic_0000000000000086), [followSpeed](#topic_0000000000000085), [stickToY](#topic_0000000000000087), [target](#topic_0000000000000084)

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() | |

See Also

Applies to: [FollowObject](#topic_0000000000000083)

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* ) | |

Parameters

newValue

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

See Also

Applies to: [FollowObject](#topic_0000000000000083)

distanceForward Field

How far forward will I follow?

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

See Also

Applies to: [FollowObject](#topic_0000000000000083)

followSpeed Field

How fast am I following?

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

See Also

Applies to: [FollowObject](#topic_0000000000000083)

stickToY Field

Not follow in the Y axis.

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

See Also

Applies to: [FollowObject](#topic_0000000000000083)

target Field

What am I following?

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

See Also

Applies to: [FollowObject](#topic_0000000000000083)

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** | |

Requirements

**Namespace:**[<default>](#topic_00000000000001A9)

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

Methods

[PauseFor](#topic_0000000000000144), [PauseUntil](#topic_0000000000000143), [Start](#topic_0000000000000142)

Fields

[instance](#topic_0000000000000141)

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* ) | |

Parameters

timeToFreeze

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

See Also

Applies to: [GameFreeze](#topic_0000000000000140)

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* ) | |

Parameters

condition

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

See Also

Applies to: [GameFreeze](#topic_0000000000000140)

GameFreeze.Start Method

Set up the singleton for calling me.

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

See Also

Applies to: [GameFreeze](#topic_0000000000000140)

instance Field

Public instance to call my methods.

|  |  |
| --- | --- |
| C# |  |
| public [GameFreeze](#topic_0000000000000140) instance | |

See Also

Applies to: [GameFreeze](#topic_0000000000000140)

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 | |

Requirements

**Namespace:**[<default>](#topic_00000000000001A9)

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

Methods

[Has](#topic_000000000000016E), [Remove](#topic_000000000000016D), [Set](#topic_000000000000016C)

Fields

[settings](#topic_000000000000016B)

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* ) | |

Parameters

value

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

Returns

if name exists

See Also

Applies to: [GameSettings](#topic_000000000000016A)

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* ) | |

Parameters

value

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

See Also

Applies to: [GameSettings](#topic_000000000000016A)

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* ) | |

Parameters

value

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

See Also

Applies to: [GameSettings](#topic_000000000000016A)

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 | |

See Also

Applies to: [GameSettings](#topic_000000000000016A)

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** | |

Requirements

**Namespace:**[<default>](#topic_00000000000001A9)

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

Properties

[normalizedCurrTime](#topic_000000000000014D)

Methods

[Deselected](#topic_0000000000000150), [FixedUpdate](#topic_0000000000000151), [Selected](#topic_000000000000014F)

Classes

[GazeFinishedEvent](#topic_0000000000000146), [GazeTimeEvent](#topic_0000000000000147)

Fields

[OnGazeFinished](#topic_0000000000000148), [OnGazeTimeChanged](#topic_0000000000000149), [active](#topic_000000000000014E), [currTime](#topic_000000000000014B), [looping](#topic_000000000000014C), [maxTime](#topic_000000000000014A)

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;} | |

See Also

Applies to: [GazeButton](#topic_0000000000000145)

GazeButton.Deselected Method

No longer being gazed at.

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

See Also

Applies to: [GazeButton](#topic_0000000000000145)

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() | |

See Also

Applies to: [GazeButton](#topic_0000000000000145)

GazeButton.Selected Method

Being gazed at.

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

See Also

Applies to: [GazeButton](#topic_0000000000000145)

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** | |

Requirements

**Namespace:**[<default>](#topic_00000000000001A9)

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

See Also

Applies to: [GazeButton](#topic_0000000000000145)

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)> | |

Requirements

**Namespace:**[<default>](#topic_00000000000001A9)

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

See Also

Applies to: [GazeButton](#topic_0000000000000145)

OnGazeFinished Field

The variable used to listen to the event.

|  |  |
| --- | --- |
| C# |  |
| new public [GazeFinishedEvent](#topic_0000000000000146) OnGazeFinished | |

See Also

Applies to: [GazeButton](#topic_0000000000000145)

OnGazeTimeChanged Field

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

|  |  |
| --- | --- |
| C# |  |
| new public [GazeTimeEvent](#topic_0000000000000147) OnGazeTimeChanged | |

See Also

Applies to: [GazeButton](#topic_0000000000000145)

active Field

Am I currently gazed at?

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

See Also

Applies to: [GazeButton](#topic_0000000000000145)

currTime Field

How long have I been gazed at.

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

See Also

Applies to: [GazeButton](#topic_0000000000000145)

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 | |

See Also

Applies to: [GazeButton](#topic_0000000000000145)

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 | |

See Also

Applies to: [GazeButton](#topic_0000000000000145)

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** | |

Requirements

**Namespace:**[<default>](#topic_00000000000001A9)

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

Methods

[FixedUpdate](#topic_0000000000000158), [OnRaycastEnter](#topic_0000000000000159), [OnRaycastExit](#topic_000000000000015B), [OnRaycastStay](#topic_000000000000015A)

Fields

[currentTarget](#topic_0000000000000157), [gazeLayerMask](#topic_0000000000000153), [gazeRange](#topic_0000000000000156), [gazeReticle](#topic_0000000000000155), [gazeSource](#topic_0000000000000154)

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() | |

See Also

Applies to: [GazeInput](#topic_0000000000000152)

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* ) | |

Parameters

other

|  |
| --- |
| Gazed object |

See Also

Applies to: [GazeInput](#topic_0000000000000152)

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* ) | |

Parameters

other

|  |
| --- |
| Ungazed object |

See Also

Applies to: [GazeInput](#topic_0000000000000152)

GazeInput.OnRaycastStay Method

Does nothing.

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

Parameters

other

|  |
| --- |
| Gazed object |

See Also

Applies to: [GazeInput](#topic_0000000000000152)

currentTarget Field

Currently gazing at?

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

See Also

Applies to: [GazeInput](#topic_0000000000000152)

gazeLayerMask Field

What can I gaze at?

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

See Also

Applies to: [GazeInput](#topic_0000000000000152)

gazeRange Field

How far can I gaze?

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

See Also

Applies to: [GazeInput](#topic_0000000000000152)

gazeReticle Field

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

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

See Also

Applies to: [GazeInput](#topic_0000000000000152)

gazeSource Field

The source of the gaze ray, usually the camera.

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

See Also

Applies to: [GazeInput](#topic_0000000000000152)

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** | |

Requirements

**Namespace:**[<default>](#topic_00000000000001A9)

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

Methods

[Toggle](#topic_0000000000000173)

Enumerations

[GraphicsSettings](#topic_0000000000000170)

Fields

[toInfluence](#topic_0000000000000172)

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* ) | |

Parameters

value

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

See Also

Applies to: [GraphicsToggle](#topic_000000000000016F)

GraphicsSettings Enumeration

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

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

Requirements

**Namespace:**[<default>](#topic_00000000000001A9)

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

See Also

Applies to: [GraphicsToggle](#topic_000000000000016F)

toInfluence Field

An array of options to influence at trigger.

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [GraphicsSettings](#topic_0000000000000170)[] toInfluence | |

See Also

Applies to: [GraphicsToggle](#topic_000000000000016F)

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** | |

Requirements

**Namespace:**[<default>](#topic_00000000000001A9)

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

Methods

[LoadInNextScene](#topic_000000000000019F)

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* ) | |

Parameters

sceneToLoad

|  |
| --- |
|  |

See Also

Applies to: [LoadAdditive](#topic_000000000000019E)

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** | |

Requirements

**Namespace:**[<default>](#topic_00000000000001A9)

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

Methods

[NextScene](#topic_00000000000001A1)

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* ) | |

Parameters

sceneName

|  |
| --- |
|  |

See Also

Applies to: [NextSceneButton](#topic_00000000000001A0)

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* ) | |

Parameters

sceneIndex

|  |
| --- |
|  |

See Also

Applies to: [NextSceneButton](#topic_00000000000001A0)

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_000000000000015C) | |

Requirements

**Namespace:**[<default>](#topic_00000000000001A9)

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

Properties

[Health](#topic_000000000000007E), [MaxHealth](#topic_000000000000007D)

Methods

[Damage](#topic_0000000000000081), [Heal](#topic_0000000000000082), [OnHitStay](#topic_0000000000000080), [Start](#topic_000000000000007F)

Fields

[energyBoost](#topic_000000000000007C), [parentBuilding](#topic_000000000000007B)

Node.Health Property

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

Implements

[IDamagable.Health](#topic_000000000000015E)

See Also

Applies to: [Node](#topic_000000000000007A)

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;} | |

Implements

[IDamagable.MaxHealth](#topic_000000000000015D)

See Also

Applies to: [Node](#topic_000000000000007A)

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* ) | |

Parameters

value

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

Implements

[IDamagable.Damage](#topic_000000000000015F)

See Also

Applies to: [Node](#topic_000000000000007A)

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 ) | |

Parameters

value

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

Implements

[IDamagable.Heal](#topic_0000000000000160)

See Also

Applies to: [Node](#topic_000000000000007A)

Node.OnHitStay Method

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

See Also

Applies to: [Node](#topic_000000000000007A)

Node.Start Method

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

See Also

Applies to: [Node](#topic_000000000000007A)

energyBoost Field

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

See Also

Applies to: [Node](#topic_000000000000007A)

parentBuilding Field

|  |  |
| --- | --- |
| C# |  |
| public [Building](#topic_0000000000000061) parentBuilding | |

See Also

Applies to: [Node](#topic_000000000000007A)

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** | |

Requirements

**Namespace:**[<default>](#topic_00000000000001A9)

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

Methods

[CreatePath](#topic_0000000000000135), [Reset](#topic_0000000000000136)

Fields

[anchorCol](#topic_000000000000012E), [anchorDiameter](#topic_0000000000000132), [controlCol](#topic_000000000000012F), [controlDiameter](#topic_0000000000000133), [displayControlPoints](#topic_0000000000000134), [path](#topic_000000000000012D), [segmentCol](#topic_0000000000000130), [selectedSegmentCol](#topic_0000000000000131)

PathCreator.CreatePath Method

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

See Also

Applies to: [PathCreator](#topic_000000000000012C)

PathCreator.Reset Method

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

See Also

Applies to: [PathCreator](#topic_000000000000012C)

anchorCol Field

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

See Also

Applies to: [PathCreator](#topic_000000000000012C)

anchorDiameter Field

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

See Also

Applies to: [PathCreator](#topic_000000000000012C)

controlCol Field

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

See Also

Applies to: [PathCreator](#topic_000000000000012C)

controlDiameter Field

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

See Also

Applies to: [PathCreator](#topic_000000000000012C)

displayControlPoints Field

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

See Also

Applies to: [PathCreator](#topic_000000000000012C)

path Field

|  |  |
| --- | --- |
| C# |  |
| [HideInInspector()] public [Path](#topic_0000000000000117) path | |

See Also

Applies to: [PathCreator](#topic_000000000000012C)

segmentCol Field

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

See Also

Applies to: [PathCreator](#topic_000000000000012C)

selectedSegmentCol Field

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

See Also

Applies to: [PathCreator](#topic_000000000000012C)

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** | |

Requirements

**Namespace:**[<default>](#topic_00000000000001A9)

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

Methods

[Start](#topic_000000000000010E)

Fields

[resolution](#topic_000000000000010D), [spacing](#topic_000000000000010C)

PathPlacer.Start Method

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

See Also

Applies to: [PathPlacer](#topic_000000000000010B)

resolution Field

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

See Also

Applies to: [PathPlacer](#topic_000000000000010B)

spacing Field

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

See Also

Applies to: [PathPlacer](#topic_000000000000010B)

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** | |

Requirements

**Namespace:**[<default>](#topic_00000000000001A9)

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

Methods

[Quit](#topic_00000000000001A4)

QuitGame.Quit Method

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

See Also

Applies to: [QuitGame](#topic_00000000000001A3)

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** | |

Requirements

**Namespace:**[<default>](#topic_00000000000001A9)

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

Methods

[Awake](#topic_000000000000018C), [DisableEffects](#topic_0000000000000190), [EnableEffects](#topic_0000000000000191), [FixedUpdate](#topic_000000000000018F), [LaserOn](#topic_000000000000018E), [Shoot](#topic_0000000000000192), [Start](#topic_000000000000018D)

Fields

[damagePerFrame](#topic_0000000000000189), [hitMask](#topic_0000000000000186), [isShooting](#topic_000000000000018B), [laserLine](#topic_0000000000000188), [laserOn](#topic_0000000000000187), [range](#topic_000000000000018A), [sM](#topic_0000000000000185)

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() | |

See Also

Applies to: [RaycastLaser](#topic_0000000000000184)

RaycastLaser.DisableEffects Method

Disable the laser.

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

See Also

Applies to: [RaycastLaser](#topic_0000000000000184)

RaycastLaser.EnableEffects Method

Enable the laser.

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

See Also

Applies to: [RaycastLaser](#topic_0000000000000184)

RaycastLaser.FixedUpdate Method

runs Shoot();

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

See Also

Applies to: [RaycastLaser](#topic_0000000000000184)

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() | |

Returns

Wait until tutorial part is done.

See Also

Applies to: [RaycastLaser](#topic_0000000000000184)

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() | |

See Also

Applies to: [RaycastLaser](#topic_0000000000000184)

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() | |

See Also

Applies to: [RaycastLaser](#topic_0000000000000184)

damagePerFrame Field

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

See Also

Applies to: [RaycastLaser](#topic_0000000000000184)

hitMask Field

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

See Also

Applies to: [RaycastLaser](#topic_0000000000000184)

isShooting Field

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

See Also

Applies to: [RaycastLaser](#topic_0000000000000184)

laserLine Field

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

See Also

Applies to: [RaycastLaser](#topic_0000000000000184)

laserOn Field

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

See Also

Applies to: [RaycastLaser](#topic_0000000000000184)

range Field

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

See Also

Applies to: [RaycastLaser](#topic_0000000000000184)

sM Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [SoundManager](#topic_0000000000000042) sM | |

See Also

Applies to: [RaycastLaser](#topic_0000000000000184)

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** | |

Requirements

**Namespace:**[<default>](#topic_00000000000001A9)

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

Methods

[CreateRoadMesh](#topic_0000000000000115), [UpdateRoad](#topic_0000000000000114)

Fields

[autoUpdate](#topic_0000000000000112), [roadWidth](#topic_0000000000000111), [spacing](#topic_0000000000000110), [tiling](#topic_0000000000000113)

RoadCreator.CreateRoadMesh Method

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

Parameters

points

|  |
| --- |
|  |

isClosed

|  |
| --- |
|  |

See Also

Applies to: [RoadCreator](#topic_000000000000010F)

RoadCreator.UpdateRoad Method

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

See Also

Applies to: [RoadCreator](#topic_000000000000010F)

autoUpdate Field

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

See Also

Applies to: [RoadCreator](#topic_000000000000010F)

roadWidth Field

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

See Also

Applies to: [RoadCreator](#topic_000000000000010F)

spacing Field

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

See Also

Applies to: [RoadCreator](#topic_000000000000010F)

tiling Field

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

See Also

Applies to: [RoadCreator](#topic_000000000000010F)

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** | |

Requirements

**Namespace:**[<default>](#topic_00000000000001A9)

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

Methods

[FixedUpdate](#topic_000000000000019A), [IndependantTurret](#topic_000000000000019D), [Start](#topic_0000000000000199), [TurnPieceRotation](#topic_000000000000019C), [TurretRotation](#topic_000000000000019B)

Fields

[isIndependant](#topic_0000000000000197), [speed](#topic_0000000000000196), [target](#topic_0000000000000195), [turnPiece](#topic_0000000000000194), [turretMove](#topic_0000000000000198)

RotateTurret.FixedUpdate Method

Makes the Lerp follows smoothly.

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

See Also

Applies to: [RotateTurret](#topic_0000000000000193)

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() | |

See Also

Applies to: [RotateTurret](#topic_0000000000000193)

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() | |

See Also

Applies to: [RotateTurret](#topic_0000000000000193)

RotateTurret.TurnPieceRotation Method

Rotate the turnpiece of the laser.

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

See Also

Applies to: [RotateTurret](#topic_0000000000000193)

RotateTurret.TurretRotation Method

// Lerps this object to look at target.

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

See Also

Applies to: [RotateTurret](#topic_0000000000000193)

isIndependant Field

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

See Also

Applies to: [RotateTurret](#topic_0000000000000193)

speed Field

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

See Also

Applies to: [RotateTurret](#topic_0000000000000193)

target Field

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

See Also

Applies to: [RotateTurret](#topic_0000000000000193)

turnPiece Field

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

See Also

Applies to: [RotateTurret](#topic_0000000000000193)

turretMove Field

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

See Also

Applies to: [RotateTurret](#topic_0000000000000193)

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** | |

Requirements

**Namespace:**[<default>](#topic_00000000000001A9)

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

Methods

[FixedUpdate](#topic_0000000000000164)

Fields

[rotateSpeed](#topic_0000000000000163), [target](#topic_0000000000000162)

RotateWithTarget.FixedUpdate Method

Make the rotation happen.

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

See Also

Applies to: [RotateWithTarget](#topic_0000000000000161)

rotateSpeed Field

How fast will I follow?

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

See Also

Applies to: [RotateWithTarget](#topic_0000000000000161)

target Field

Whos rotation am I following?

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

See Also

Applies to: [RotateWithTarget](#topic_0000000000000161)

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** | |

Requirements

**Namespace:**[<default>](#topic_00000000000001A9)

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

Methods

[OnScoreChange](#topic_0000000000000090), [SlowlyGoUp](#topic_0000000000000091)

Fields

[lastScore](#topic_000000000000008F), [textUI](#topic_000000000000008E)

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* ) | |

Parameters

value

|  |
| --- |
|  |

See Also

Applies to: [ScoreDisplay](#topic_000000000000008D)

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* ) | |

Parameters

value

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

See Also

Applies to: [ScoreDisplay](#topic_000000000000008D)

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 | |

See Also

Applies to: [ScoreDisplay](#topic_000000000000008D)

textUI Field

Where am I sending the text changes to?

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

See Also

Applies to: [ScoreDisplay](#topic_000000000000008D)

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** | |

Requirements

**Namespace:**[<default>](#topic_00000000000001A9)

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

Properties

[OnScoreChanged](#topic_0000000000000096), [Score](#topic_0000000000000097)

Methods

[AddToScore](#topic_0000000000000098), [Start](#topic_0000000000000099)

Classes

[ScoreChangeEvent](#topic_0000000000000093)

Fields

[instance](#topic_0000000000000095), [onScoreChanged](#topic_0000000000000094)

ScoreManager.OnScoreChanged Property

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

|  |  |
| --- | --- |
| C# |  |
| public static [ScoreChangeEvent](#topic_0000000000000093) OnScoreChanged {get;} | |

See Also

Applies to: [ScoreManager](#topic_0000000000000092)

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;} | |

See Also

Applies to: [ScoreManager](#topic_0000000000000092)

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* ) | |

Parameters

value

|  |
| --- |
|  |

See Also

Applies to: [ScoreManager](#topic_0000000000000092)

ScoreManager.Start Method

Set up the singleton and score value.

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

See Also

Applies to: [ScoreManager](#topic_0000000000000092)

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)> | |

Requirements

**Namespace:**[<default>](#topic_00000000000001A9)

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

See Also

Applies to: [ScoreManager](#topic_0000000000000092)

instance Field

To have a static reference to the component.

|  |  |
| --- | --- |
| C# |  |
| private static [ScoreManager](#topic_0000000000000092) instance | |

See Also

Applies to: [ScoreManager](#topic_0000000000000092)

onScoreChanged Field

Only accesible in the inspector through the component
directly.

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] new private [ScoreChangeEvent](#topic_0000000000000093) onScoreChanged | |

See Also

Applies to: [ScoreManager](#topic_0000000000000092)

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** | |

Requirements

**Namespace:**[<default>](#topic_00000000000001A9)

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

Methods

[Disable](#topic_0000000000000177), [Enable](#topic_0000000000000176)

Fields

[value](#topic_0000000000000175)

SettingsToggle.Disable Method

Public way to disable.

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

See Also

Applies to: [SettingsToggle](#topic_0000000000000174)

SettingsToggle.Enable Method

Public a way to enable.

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

See Also

Applies to: [SettingsToggle](#topic_0000000000000174)

value Field

What flag am I changing?

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

See Also

Applies to: [SettingsToggle](#topic_0000000000000174)

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** | |

Requirements

**Namespace:**[<default>](#topic_00000000000001A9)

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

Methods

[Hide](#topic_00000000000001A6), [Show](#topic_00000000000001A7)

ShowAndHide.Hide Method

|  |  |
| --- | --- |
| C# |  |
| public [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Hide(  **GameObject** *\_gameObject* ) | |

Parameters

\_gameObject

|  |
| --- |
|  |

See Also

Applies to: [ShowAndHide](#topic_00000000000001A5)

ShowAndHide.Show Method

|  |  |
| --- | --- |
| C# |  |
| public [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) Show(  **GameObject** *\_gameObject* ) | |

Parameters

\_gameObject

|  |
| --- |
|  |

See Also

Applies to: [ShowAndHide](#topic_00000000000001A5)

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** | |

Requirements

**Namespace:**[<default>](#topic_00000000000001A9)

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

Methods

[AwaitMusic](#topic_0000000000000041), [Awake](#topic_0000000000000030), [BuildingNotCharged](#topic_0000000000000036), [CheckBuildingCharge](#topic_0000000000000033), [CheckBuildingDischarge](#topic_0000000000000034), [FreezeGame](#topic_0000000000000031), [InBetween](#topic_0000000000000038), [InBetweenSection](#topic_0000000000000037), [IntroStart](#topic_0000000000000035), [MidPartOne](#topic_000000000000003A), [MidPartThree](#topic_000000000000003C), [MidPartTwo](#topic_000000000000003B), [MidSection](#topic_0000000000000039), [PlayAndAwait](#topic_0000000000000040), [PlayRange](#topic_000000000000003F), [Start](#topic_0000000000000032), [SurvivalEndless](#topic_000000000000003E), [SurvivalStart](#topic_000000000000003D)

Fields

[Instance](#topic_000000000000002C), [NumberChange](#topic_0000000000000029), [OnReset](#topic_0000000000000028), [StartEndless](#topic_000000000000002A), [aICompanion](#topic_000000000000002D), [buildingsCharged](#topic_000000000000002E), [gF](#topic_0000000000000027), [midCount](#topic_000000000000002B), [sM](#topic_0000000000000026), [survivalRunning](#topic_000000000000002F)

SoundController.AwaitMusic Method

Wait for music to be done.

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

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() | |

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() | |

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* ) | |

Parameters

buildingNumber

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

See Also

Applies to: [SoundController](#topic_0000000000000025)

SoundController.CheckBuildingDischarge Method

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

Parameters

buildingNumber

|  |
| --- |
|  |

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* ) | |

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() | |

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() | |

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() | |

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() | |

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() | |

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() | |

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() | |

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*,  [Action](http://msdn.microsoft.com/en-us/library/system.action.aspx) *callback* = null ) | |

Parameters

index

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

callback

|  |
| --- |
|  |

See Also

Applies to: [SoundController](#topic_0000000000000025)

SoundController.PlayRange Method

Play clip from min(inclusive) index to max(exclusive) 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*,  [Action](http://msdn.microsoft.com/en-us/library/system.action.aspx) *callback* = null ) | |

Parameters

min

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

max

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

callback

|  |
| --- |
| Optional callback to call after. |

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() | |

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() | |

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() | |

See Also

Applies to: [SoundController](#topic_0000000000000025)

Instance Field

|  |  |
| --- | --- |
| C# |  |
| public static [SoundController](#topic_0000000000000025) Instance | |

See Also

Applies to: [SoundController](#topic_0000000000000025)

NumberChange Field

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

See Also

Applies to: [SoundController](#topic_0000000000000025)

OnReset Field

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

See Also

Applies to: [SoundController](#topic_0000000000000025)

StartEndless Field

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

See Also

Applies to: [SoundController](#topic_0000000000000025)

aICompanion Field

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

See Also

Applies to: [SoundController](#topic_0000000000000025)

buildingsCharged Field

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

See Also

Applies to: [SoundController](#topic_0000000000000025)

gF Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [GameFreeze](#topic_0000000000000140) gF | |

See Also

Applies to: [SoundController](#topic_0000000000000025)

midCount Field

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

See Also

Applies to: [SoundController](#topic_0000000000000025)

sM Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [SoundManager](#topic_0000000000000042) sM | |

See Also

Applies to: [SoundController](#topic_0000000000000025)

survivalRunning Field

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

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** | |

Requirements

**Namespace:**[<default>](#topic_00000000000001A9)

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

Properties

[MusicHolder](#topic_0000000000000046), [SfxHolder](#topic_0000000000000044), [VoiceHolder](#topic_0000000000000049)

Fields

[MusicPlayer](#topic_0000000000000047), [VoicePlayer](#topic_000000000000004A), [music](#topic_0000000000000045), [sfx](#topic_0000000000000043), [voice](#topic_0000000000000048)

SoundManager.MusicHolder Property

|  |  |
| --- | --- |
| C# |  |
| public **AudioClip**[] MusicHolder {get; set;} | |

See Also

Applies to: [SoundManager](#topic_0000000000000042)

SoundManager.SfxHolder Property

|  |  |
| --- | --- |
| C# |  |
| public **AudioClip**[] SfxHolder {get;} | |

See Also

Applies to: [SoundManager](#topic_0000000000000042)

SoundManager.VoiceHolder Property

|  |  |
| --- | --- |
| C# |  |
| public **AudioClip**[] VoiceHolder {get;} | |

See Also

Applies to: [SoundManager](#topic_0000000000000042)

MusicPlayer Field

|  |  |
| --- | --- |
| C# |  |
| public **AudioSource** MusicPlayer | |

See Also

Applies to: [SoundManager](#topic_0000000000000042)

VoicePlayer Field

|  |  |
| --- | --- |
| C# |  |
| public **AudioSource** VoicePlayer | |

See Also

Applies to: [SoundManager](#topic_0000000000000042)

music Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **AudioClip**[] music | |

See Also

Applies to: [SoundManager](#topic_0000000000000042)

sfx Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **AudioClip**[] sfx | |

See Also

Applies to: [SoundManager](#topic_0000000000000042)

voice Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **AudioClip**[] voice | |

See Also

Applies to: [SoundManager](#topic_0000000000000042)

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_000000000000015C) | |

Requirements

**Namespace:**[<default>](#topic_00000000000001A9)

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

Properties

[Health](#topic_00000000000000CF), [MaxHealth](#topic_00000000000000D0), [Target](#topic_00000000000000CE)

Methods

[Damage](#topic_00000000000000D3), [Heal](#topic_00000000000000D4), [Start](#topic_00000000000000D2)

Fields

[\_enemyBodies](#topic_00000000000000D1), [\_health](#topic_00000000000000C8), [\_hitPointsPerDrone](#topic_00000000000000CA), [\_maxHealth](#topic_00000000000000C9), [\_totalDrones](#topic_00000000000000CB), [deathAnim](#topic_00000000000000CD), [target](#topic_00000000000000CC)

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;} | |

Implements

[IDamagable.Health](#topic_000000000000015E)

See Also

Applies to: [Swarm](#topic_00000000000000C7)

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;} | |

Implements

[IDamagable.MaxHealth](#topic_000000000000015D)

See Also

Applies to: [Swarm](#topic_00000000000000C7)

Swarm.Target Property

A public way to change my target.

|  |  |
| --- | --- |
| C# |  |
| public **Transform** Target {get; set;} | |

See Also

Applies to: [Swarm](#topic_00000000000000C7)

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* ) | |

Parameters

value

|  |
| --- |
| Amount to damage |

Implements

[IDamagable.Damage](#topic_000000000000015F)

See Also

Applies to: [Swarm](#topic_00000000000000C7)

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* ) | |

Parameters

value

|  |
| --- |
| Amount to damage |

Implements

[IDamagable.Heal](#topic_0000000000000160)

See Also

Applies to: [Swarm](#topic_00000000000000C7)

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() | |

See Also

Applies to: [Swarm](#topic_00000000000000C7)

\_enemyBodies Field

My drone bodies.

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] new private [List](http://msdn.microsoft.com/en-us/library/6sh2ey19.aspx)<[Drone](#topic_00000000000000BA)> \_enemyBodies | |

See Also

Applies to: [Swarm](#topic_00000000000000C7)

\_health Field

My health.

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

See Also

Applies to: [Swarm](#topic_00000000000000C7)

\_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 | |

See Also

Applies to: [Swarm](#topic_00000000000000C7)

\_maxHealth Field

My max health.

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

See Also

Applies to: [Swarm](#topic_00000000000000C7)

\_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 | |

See Also

Applies to: [Swarm](#topic_00000000000000C7)

deathAnim Field

To trigger the SwarmDeathAnim.

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **Animator** deathAnim | |

See Also

Applies to: [Swarm](#topic_00000000000000C7)

target Field

My target, I'm holding it for all the child components.

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

See Also

Applies to: [Swarm](#topic_00000000000000C7)

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** | |

Requirements

**Namespace:**[<default>](#topic_00000000000001A9)

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

Properties

[target](#topic_00000000000000D8)

Methods

[FixedUpdate](#topic_00000000000000DD), [OnTriggerEnter](#topic_00000000000000DC), [Start](#topic_00000000000000DB)

Fields

[attackRange](#topic_00000000000000D9), [damagePerFrame](#topic_00000000000000DA), [swarm](#topic_00000000000000D6), [swarmNavigation](#topic_00000000000000D7)

SwarmAttack.target Property

To shorten the use of target.
Allows getting and setting.

|  |  |
| --- | --- |
| C# |  |
| private **Transform** target {get; set;} | |

See Also

Applies to: [SwarmAttack](#topic_00000000000000D5)

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() | |

See Also

Applies to: [SwarmAttack](#topic_00000000000000D5)

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* ) | |

Parameters

other

|  |
| --- |
| The other collider |

See Also

Applies to: [SwarmAttack](#topic_00000000000000D5)

SwarmAttack.Start Method

Set up the component for use.

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

See Also

Applies to: [SwarmAttack](#topic_00000000000000D5)

attackRange Field

How close until I can attack.

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

See Also

Applies to: [SwarmAttack](#topic_00000000000000D5)

damagePerFrame Field

How much damage I do each frame?

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

See Also

Applies to: [SwarmAttack](#topic_00000000000000D5)

swarm Field

My parent component.

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [Swarm](#topic_00000000000000C7) swarm | |

See Also

Applies to: [SwarmAttack](#topic_00000000000000D5)

swarmNavigation Field

The component to take over when near a target.

|  |  |
| --- | --- |
| C# |  |
| private [SwarmNavigation](#topic_00000000000000E7) swarmNavigation | |

See Also

Applies to: [SwarmAttack](#topic_00000000000000D5)

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 | |

Requirements

**Namespace:**[<default>](#topic_00000000000001A9)

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

Properties

[Count](#topic_00000000000000E2), [EnemiesAvailable](#topic_00000000000000E1), [RandomEnemy](#topic_00000000000000E0)

Methods

[Add](#topic_00000000000000E3), [Cleanup](#topic_00000000000000E6), [GetEnemy](#topic_00000000000000E5), [Remove](#topic_00000000000000E4)

Fields

[enemies](#topic_00000000000000DF)

SwarmContainer.Count Property

How many enemies exist?

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

See Also

Applies to: [SwarmContainer](#topic_00000000000000DE)

SwarmContainer.EnemiesAvailable Property

Are there any enemies?

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

See Also

Applies to: [SwarmContainer](#topic_00000000000000DE)

SwarmContainer.RandomEnemy Property

If a component needs a random enemy.
Returns null if no enemies exist.

|  |  |
| --- | --- |
| C# |  |
| public static **Transform** RandomEnemy {get;} | |

See Also

Applies to: [SwarmContainer](#topic_00000000000000DE)

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* ) | |

Parameters

enemy

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

See Also

Applies to: [SwarmContainer](#topic_00000000000000DE)

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() | |

See Also

Applies to: [SwarmContainer](#topic_00000000000000DE)

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* ) | |

Parameters

index

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

See Also

Applies to: [SwarmContainer](#topic_00000000000000DE)

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* ) | |

Parameters

enemy

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

See Also

Applies to: [SwarmContainer](#topic_00000000000000DE)

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 | |

See Also

Applies to: [SwarmContainer](#topic_00000000000000DE)

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** | |

Requirements

**Namespace:**[<default>](#topic_00000000000001A9)

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

Properties

[isAttacking](#topic_00000000000000EE), [target](#topic_00000000000000EF)

Methods

[FixedUpdate](#topic_00000000000000F3), [MoveTo](#topic_00000000000000F4), [SetPath](#topic_00000000000000F2), [Start](#topic_00000000000000F1)

Fields

[currentIndexInPath](#topic_00000000000000ED), [minimumDistanceToTarget](#topic_00000000000000EB), [moveSpeed](#topic_00000000000000E8), [path](#topic_00000000000000F0), [radarDot](#topic_00000000000000EA), [rotationSpeed](#topic_00000000000000EC), [swarm](#topic_00000000000000E9)

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;} | |

See Also

Applies to: [SwarmNavigation](#topic_00000000000000E7)

SwarmNavigation.target Property

Where am I going according to my Path object?

|  |  |
| --- | --- |
| C# |  |
| private **Vector3** target {get;} | |

See Also

Applies to: [SwarmNavigation](#topic_00000000000000E7)

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() | |

See Also

Applies to: [SwarmNavigation](#topic_00000000000000E7)

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* ) | |

Parameters

target

|  |
| --- |
| Where am I going? |

See Also

Applies to: [SwarmNavigation](#topic_00000000000000E7)

SwarmNavigation.SetPath Method

Change my path.

|  |  |
| --- | --- |
| C# |  |
| public [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) SetPath(  [Path](#topic_00000000000000F6) *path* ) | |

Parameters

path

|  |
| --- |
| New Path |

See Also

Applies to: [SwarmNavigation](#topic_00000000000000E7)

SwarmNavigation.Start Method

Sets the component up for use.

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

See Also

Applies to: [SwarmNavigation](#topic_00000000000000E7)

currentIndexInPath Field

Current place in the Path.

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

See Also

Applies to: [SwarmNavigation](#topic_00000000000000E7)

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 | |

See Also

Applies to: [SwarmNavigation](#topic_00000000000000E7)

moveSpeed Field

How fast am I going?

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

See Also

Applies to: [SwarmNavigation](#topic_00000000000000E7)

path Field

Holds my path.

|  |  |
| --- | --- |
| C# |  |
| private [Path](#topic_00000000000000F6) path | |

See Also

Applies to: [SwarmNavigation](#topic_00000000000000E7)

radarDot Field

The dot above me. To make sure it is always facing up.

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

See Also

Applies to: [SwarmNavigation](#topic_00000000000000E7)

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 | |

See Also

Applies to: [SwarmNavigation](#topic_00000000000000E7)

swarm Field

My parent component.

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [Swarm](#topic_00000000000000C7) swarm | |

See Also

Applies to: [SwarmNavigation](#topic_00000000000000E7)

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** | |

Requirements

**Namespace:**[<default>](#topic_00000000000001A9)

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

Properties

[Exists](#topic_00000000000000FD), [Paths](#topic_00000000000000FC), [randomEnemyPrefab](#topic_0000000000000102)

Methods

[Awake](#topic_0000000000000104), [OnDrawGizmosSelected](#topic_0000000000000107), [SpawnEnemies](#topic_0000000000000105), [SpawnEnemy](#topic_0000000000000106)

Fields

[activePath](#topic_00000000000000FF), [enemyPrefabs](#topic_0000000000000101), [instance](#topic_00000000000000FE), [maxEnemies](#topic_0000000000000103), [paths](#topic_0000000000000100)

SwarmSpawner.Exists Property

Does the spawner currently exist?

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

See Also

Applies to: [SwarmSpawner](#topic_00000000000000FB)

SwarmSpawner.Paths Property

A reference to the Paths array.

|  |  |
| --- | --- |
| C# |  |
| public static [Path](#topic_00000000000000F6)[] Paths {get;} | |

See Also

Applies to: [SwarmSpawner](#topic_00000000000000FB)

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;} | |

See Also

Applies to: [SwarmSpawner](#topic_00000000000000FB)

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() | |

See Also

Applies to: [SwarmSpawner](#topic_00000000000000FB)

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() | |

See Also

Applies to: [SwarmSpawner](#topic_00000000000000FB)

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* ) | |

Parameters

amount

|  |
| --- |
| this many enemies |

Returns

Boolean that is false if the spawning was halted.

See Also

Applies to: [SwarmSpawner](#topic_00000000000000FB)

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() | |

Returns

Returns false if something is wrong.

See Also

Applies to: [SwarmSpawner](#topic_00000000000000FB)

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 | |

See Also

Applies to: [SwarmSpawner](#topic_00000000000000FB)

enemyPrefabs Field

The array of enemies to instantiate from.

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

See Also

Applies to: [SwarmSpawner](#topic_00000000000000FB)

instance Field

A reference to the spawner.

|  |  |
| --- | --- |
| C# |  |
| private static [SwarmSpawner](#topic_00000000000000FB) instance | |

See Also

Applies to: [SwarmSpawner](#topic_00000000000000FB)

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 | |

See Also

Applies to: [SwarmSpawner](#topic_00000000000000FB)

paths Field

A list of all available paths.

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] new private [Path](#topic_00000000000000F6)[] paths | |

See Also

Applies to: [SwarmSpawner](#topic_00000000000000FB)

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** | |

Requirements

**Namespace:**[<default>](#topic_00000000000001A9)

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

Methods

[Pause](#topic_000000000000009D), [Start](#topic_000000000000009B), [Update](#topic_000000000000009C)

Test.Pause Method

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

See Also

Applies to: [Test](#topic_000000000000009A)

Test.Start Method

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

See Also

Applies to: [Test](#topic_000000000000009A)

Test.Update Method

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

See Also

Applies to: [Test](#topic_000000000000009A)

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) | |

Requirements

**Namespace:**[<default>](#topic_00000000000001A9)

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

Properties

[Hours](#topic_00000000000000A3), [Item](#topic_00000000000000A2), [Minutes](#topic_00000000000000A4), [Seconds](#topic_00000000000000A5), [TotalSeconds](#topic_00000000000000A6)

Methods

[CheckPassedNumber](#topic_00000000000000AD), [CheckTime](#topic_00000000000000AC), [Dispose](#topic_00000000000000B0), [Start](#topic_00000000000000AE), [Stop](#topic_00000000000000AF), [Tick](#topic_00000000000000AB), [ToString](#topic_00000000000000B1)

Events

[OnTick](#topic_00000000000000A9)

Delegates

[OnTickHandler](#topic_00000000000000A8)

Fields

[hours](#topic_000000000000009F), [minutes](#topic_00000000000000A0), [seconds](#topic_00000000000000A1), [timerObject](#topic_00000000000000A7)

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 ) | |

Parameters

seconds

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

minutes

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

hours

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

See Also

Applies to: [Timer](#topic_000000000000009E)

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;} | |

See Also

Applies to: [Timer](#topic_000000000000009E)

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;} | |

Parameters

index

|  |
| --- |
| value between 0 and 2 |

See Also

Applies to: [Timer](#topic_000000000000009E)

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;} | |

See Also

Applies to: [Timer](#topic_000000000000009E)

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;} | |

See Also

Applies to: [Timer](#topic_000000000000009E)

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;} | |

See Also

Applies to: [Timer](#topic_000000000000009E)

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* ) | |

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_000000000000009E)

Timer.CheckTime Method

Make sure all values are correct.

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

See Also

Applies to: [Timer](#topic_000000000000009E)

Timer.Dispose Method

Clean up the timer object.

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

Implements

[IDisposable.Dispose](http://msdn.microsoft.com/en-us/library/system.idisposable.dispose.aspx)

See Also

Applies to: [Timer](#topic_000000000000009E)

Timer.Start Method

Starts counting.

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

See Also

Applies to: [Timer](#topic_000000000000009E)

Timer.Stop Method

Stops counting.

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

See Also

Applies to: [Timer](#topic_000000000000009E)

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* ) | |

Parameters

sender

|  |
| --- |
| Where did it come from? |

e

|  |
| --- |
| Event args |

See Also

Applies to: [Timer](#topic_000000000000009E)

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() | |

See Also

Applies to: [Timer](#topic_000000000000009E)

OnTick Event

Listen to my second tick.

|  |  |
| --- | --- |
| C# |  |
| public event [OnTickHandler](#topic_00000000000000A8) OnTick | |

See Also

Applies to: [Timer](#topic_000000000000009E)

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_000000000000009E) *sender* ) | |

Parameters

sender

|  |
| --- |
| This class will be sent. |

Requirements

**Namespace:**[<default>](#topic_00000000000001A9)

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

See Also

Applies to: [Timer](#topic_000000000000009E)

hours Field

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

See Also

Applies to: [Timer](#topic_000000000000009E)

minutes Field

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

See Also

Applies to: [Timer](#topic_000000000000009E)

seconds Field

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

See Also

Applies to: [Timer](#topic_000000000000009E)

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 | |

See Also

Applies to: [Timer](#topic_000000000000009E)

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** | |

Requirements

**Namespace:**[<default>](#topic_00000000000001A9)

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

Methods

[Dispose](#topic_00000000000000B9), [OnApplicationQuit](#topic_00000000000000B7), [OnDestroy](#topic_00000000000000B8), [OnTick](#topic_00000000000000B6), [Start](#topic_00000000000000B5)

Fields

[text](#topic_00000000000000B4), [timer](#topic_00000000000000B3)

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() | |

See Also

Applies to: [TimerTest](#topic_00000000000000B2)

TimerTest.OnApplicationQuit Method

Make sure its cleaned up.

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

See Also

Applies to: [TimerTest](#topic_00000000000000B2)

TimerTest.OnDestroy Method

If the object gets destroyed, clean up.

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

See Also

Applies to: [TimerTest](#topic_00000000000000B2)

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_000000000000009E) *sender* ) | |

Parameters

sender

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

See Also

Applies to: [TimerTest](#topic_00000000000000B2)

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() | |

See Also

Applies to: [TimerTest](#topic_00000000000000B2)

text Field

A reference to the text object I am changing.

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

See Also

Applies to: [TimerTest](#topic_00000000000000B2)

timer Field

A variable to contain the timer object.

|  |  |
| --- | --- |
| C# |  |
| private [Timer](#topic_000000000000009E) timer | |

See Also

Applies to: [TimerTest](#topic_00000000000000B2)

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** | |

Requirements

**Namespace:**[<default>](#topic_00000000000001A9)

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

Methods

[Off](#topic_000000000000017D), [On](#topic_000000000000017C)

Fields

[image](#topic_0000000000000179), [off](#topic_000000000000017B), [on](#topic_000000000000017A)

ToggleColor.Off Method

Public way to call off.

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

See Also

Applies to: [ToggleColor](#topic_0000000000000178)

ToggleColor.On Method

Public way to call on.

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

See Also

Applies to: [ToggleColor](#topic_0000000000000178)

image Field

Where will I apply the color changes?

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **Image** image | |

See Also

Applies to: [ToggleColor](#topic_0000000000000178)

off Field

What are my on off colors?

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **Color** off | |

See Also

Applies to: [ToggleColor](#topic_0000000000000178)

on Field

What are my on off colors?

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private **Color** on | |

See Also

Applies to: [ToggleColor](#topic_0000000000000178)

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** | |

Requirements

**Namespace:**[<default>](#topic_00000000000001A9)

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

Methods

[Move](#topic_000000000000013F), [Update](#topic_000000000000013E)

Fields

[go](#topic_000000000000013D), [minDist](#topic_000000000000013A), [num](#topic_0000000000000139), [rand](#topic_000000000000013C), [speed](#topic_000000000000013B), [waypoints](#topic_0000000000000138)

TrainWaypoint.Move Method

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

See Also

Applies to: [TrainWaypoint](#topic_0000000000000137)

TrainWaypoint.Update Method

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

See Also

Applies to: [TrainWaypoint](#topic_0000000000000137)

go Field

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

See Also

Applies to: [TrainWaypoint](#topic_0000000000000137)

minDist Field

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

See Also

Applies to: [TrainWaypoint](#topic_0000000000000137)

num Field

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

See Also

Applies to: [TrainWaypoint](#topic_0000000000000137)

rand Field

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

See Also

Applies to: [TrainWaypoint](#topic_0000000000000137)

speed Field

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

See Also

Applies to: [TrainWaypoint](#topic_0000000000000137)

waypoints Field

|  |  |
| --- | --- |
| C# |  |
| public **GameObject**[] waypoints | |

See Also

Applies to: [TrainWaypoint](#topic_0000000000000137)

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** | |

Requirements

**Namespace:**[<default>](#topic_00000000000001A9)

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

Methods

[OnVolumeUpdate](#topic_0000000000000053), [Start](#topic_0000000000000052)

Enumerations

[SoundType](#topic_000000000000004F)

Fields

[audioVolumeHolder](#topic_000000000000004D), [influences](#topic_000000000000004E), [slider](#topic_000000000000004C)

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* ) | |

Parameters

newVal

|  |
| --- |
|  |

See Also

Applies to: [UpdateVolumeSlider](#topic_000000000000004B)

UpdateVolumeSlider.Start Method

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

See Also

Applies to: [UpdateVolumeSlider](#topic_000000000000004B)

SoundType Enumeration

|  |  |  |
| --- | --- | --- |
| Constant | Value | Description |
| Music | 1 |  |
| SFX | 0 |  |

Requirements

**Namespace:**[<default>](#topic_00000000000001A9)

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

See Also

Applies to: [UpdateVolumeSlider](#topic_000000000000004B)

audioVolumeHolder Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [AudioVolumeHolder](#topic_000000000000001D) audioVolumeHolder | |

See Also

Applies to: [UpdateVolumeSlider](#topic_000000000000004B)

influences Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] private [SoundType](#topic_000000000000004F) influences | |

See Also

Applies to: [UpdateVolumeSlider](#topic_000000000000004B)

slider Field

|  |  |
| --- | --- |
| C# |  |
| private **Slider** slider | |

See Also

Applies to: [UpdateVolumeSlider](#topic_000000000000004B)

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** | |

Requirements

**Namespace:**[<default>](#topic_00000000000001A9)

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

Methods

[AddMusicVol](#topic_000000000000005D), [AddSfxVol](#topic_000000000000005F), [Awake](#topic_000000000000005B), [RemoveMusicVol](#topic_000000000000005E), [RemoveSfxVol](#topic_0000000000000060), [UpdateVolume](#topic_000000000000005C)

Fields

[audioVolumeHolder](#topic_0000000000000056), [currentMusicVol](#topic_0000000000000057), [currentSfxVol](#topic_0000000000000058), [masterMixer](#topic_0000000000000055), [mixerMusicVolName](#topic_0000000000000059), [mixerSfxVolName](#topic_000000000000005A)

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* ) | |

Parameters

musicVolToAdd

|  |
| --- |
|  |

See Also

Applies to: [VolumeChanger](#topic_0000000000000054)

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* ) | |

Parameters

sfxVolToAdd

|  |
| --- |
|  |

See Also

Applies to: [VolumeChanger](#topic_0000000000000054)

VolumeChanger.Awake Method

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

See Also

Applies to: [VolumeChanger](#topic_0000000000000054)

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* ) | |

Parameters

musicVolToRemove

|  |
| --- |
|  |

See Also

Applies to: [VolumeChanger](#topic_0000000000000054)

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* ) | |

Parameters

sfxVolToRemove

|  |
| --- |
|  |

See Also

Applies to: [VolumeChanger](#topic_0000000000000054)

VolumeChanger.UpdateVolume Method

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

See Also

Applies to: [VolumeChanger](#topic_0000000000000054)

audioVolumeHolder Field

|  |  |
| --- | --- |
| C# |  |
| private [AudioVolumeHolder](#topic_000000000000001D) audioVolumeHolder | |

See Also

Applies to: [VolumeChanger](#topic_0000000000000054)

currentMusicVol Field

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

See Also

Applies to: [VolumeChanger](#topic_0000000000000054)

currentSfxVol Field

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

See Also

Applies to: [VolumeChanger](#topic_0000000000000054)

masterMixer Field

|  |  |
| --- | --- |
| C# |  |
| public **AudioMixer** masterMixer | |

See Also

Applies to: [VolumeChanger](#topic_0000000000000054)

mixerMusicVolName Field

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

See Also

Applies to: [VolumeChanger](#topic_0000000000000054)

mixerSfxVolName Field

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

See Also

Applies to: [VolumeChanger](#topic_0000000000000054)

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 | |

Requirements

**Namespace:**[<default>](#topic_00000000000001A9)

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

Properties

[Health](#topic_000000000000015E), [MaxHealth](#topic_000000000000015D)

Methods

[Damage](#topic_000000000000015F), [Heal](#topic_0000000000000160)

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;} | |

See Also

Applies to: [IDamagable](#topic_000000000000015C)

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;} | |

See Also

Applies to: [IDamagable](#topic_000000000000015C)

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* ) | |

Parameters

value

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

See Also

Applies to: [IDamagable](#topic_000000000000015C)

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* ) | |

Parameters

value

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

See Also

Applies to: [IDamagable](#topic_000000000000015C)

Curves Namespace

Classes

[Path](#topic_0000000000000117)

Path Class

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

**Curves.Path**

|  |  |
| --- | --- |
| C# |  |
| [System.Serializable()] public class Path | |

Requirements

**Namespace:**[Curves](#topic_0000000000000116)

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

Constructors

[Path](#topic_000000000000011B)

Properties

[AutoSetControlPoints](#topic_000000000000011E), [IsClosed](#topic_000000000000011D), [Item](#topic_000000000000011C), [NumPoints](#topic_000000000000011F), [NumSegments](#topic_0000000000000120)

Methods

[AddSegment](#topic_0000000000000121), [AutoSetAllAffectedControlPoints](#topic_0000000000000127), [AutoSetAllControlPoints](#topic_0000000000000128), [AutoSetAnchorControlPoints](#topic_0000000000000129), [AutoSetStartAndEndControls](#topic_000000000000012A), [CalculateEvenlySpacedPoints](#topic_0000000000000126), [DeleteSegment](#topic_0000000000000123), [GetPointsInSegment](#topic_0000000000000124), [LoopIndex](#topic_000000000000012B), [MovePoint](#topic_0000000000000125), [SplitSegment](#topic_0000000000000122)

Fields

[autoSetControlPoints](#topic_000000000000011A), [isClosed](#topic_0000000000000119), [points](#topic_0000000000000118)

Path Constructor

|  |  |
| --- | --- |
| C# |  |
| public Path(  **Vector2** *centre* ) | |

Parameters

centre

|  |
| --- |
|  |

See Also

Applies to: [Path](#topic_0000000000000117)

Path.AutoSetControlPoints Property

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

See Also

Applies to: [Path](#topic_0000000000000117)

Path.IsClosed Property

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

See Also

Applies to: [Path](#topic_0000000000000117)

Path.Item Property

|  |  |
| --- | --- |
| C# |  |
| public **Vector2** this[  [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) *i* ] {get;} | |

Parameters

i

|  |
| --- |
|  |

See Also

Applies to: [Path](#topic_0000000000000117)

Path.NumPoints Property

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

See Also

Applies to: [Path](#topic_0000000000000117)

Path.NumSegments Property

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

See Also

Applies to: [Path](#topic_0000000000000117)

Path.AddSegment Method

|  |  |
| --- | --- |
| C# |  |
| public [void](http://msdn.microsoft.com/en-us/library/system.void.aspx) AddSegment(  **Vector2** *anchorPos* ) | |

Parameters

anchorPos

|  |
| --- |
|  |

See Also

Applies to: [Path](#topic_0000000000000117)

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* ) | |

Parameters

updatedAnchorIndex

|  |
| --- |
|  |

See Also

Applies to: [Path](#topic_0000000000000117)

Path.AutoSetAllControlPoints Method

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

See Also

Applies to: [Path](#topic_0000000000000117)

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* ) | |

Parameters

anchorIndex

|  |
| --- |
|  |

See Also

Applies to: [Path](#topic_0000000000000117)

Path.AutoSetStartAndEndControls Method

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

See Also

Applies to: [Path](#topic_0000000000000117)

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 ) | |

Parameters

spacing

|  |
| --- |
|  |

resolution

|  |
| --- |
|  |

See Also

Applies to: [Path](#topic_0000000000000117)

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* ) | |

Parameters

anchorIndex

|  |
| --- |
|  |

See Also

Applies to: [Path](#topic_0000000000000117)

Path.GetPointsInSegment Method

|  |  |
| --- | --- |
| C# |  |
| public **Vector2**[] GetPointsInSegment(  [int](http://msdn.microsoft.com/en-us/library/system.int32.aspx) *i* ) | |

Parameters

i

|  |
| --- |
|  |

See Also

Applies to: [Path](#topic_0000000000000117)

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* ) | |

Parameters

i

|  |
| --- |
|  |

See Also

Applies to: [Path](#topic_0000000000000117)

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* ) | |

Parameters

i

|  |
| --- |
|  |

pos

|  |
| --- |
|  |

See Also

Applies to: [Path](#topic_0000000000000117)

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* ) | |

Parameters

anchorPos

|  |
| --- |
|  |

segmentIndex

|  |
| --- |
|  |

See Also

Applies to: [Path](#topic_0000000000000117)

autoSetControlPoints Field

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

See Also

Applies to: [Path](#topic_0000000000000117)

isClosed Field

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

See Also

Applies to: [Path](#topic_0000000000000117)

points Field

|  |  |
| --- | --- |
| C# |  |
| [SerializeField()] [HideInInspector()] private [List](http://msdn.microsoft.com/en-us/library/6sh2ey19.aspx)<**Vector2**> points | |

See Also

Applies to: [Path](#topic_0000000000000117)

EnemyNav Namespace

This namespace holds the Path class used by the swarmnavigation to follow along a set path.

Classes

[Path](#topic_00000000000000F6)

Path Class

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

**EnemyNav.Path**

|  |  |
| --- | --- |
| C# |  |
| [Serializable()] public class Path | |

Requirements

**Namespace:**[EnemyNav](#topic_00000000000000F5)

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

Properties

[Item](#topic_00000000000000F9), [Length](#topic_00000000000000FA), [random](#topic_00000000000000F7)

Fields

[pathNodes](#topic_00000000000000F8)

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;} | |

Parameters

index

|  |
| --- |
| index in path array |

See Also

Applies to: [Path](#topic_00000000000000F6)

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;} | |

See Also

Applies to: [Path](#topic_00000000000000F6)

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_00000000000000F6) random {get;} | |

See Also

Applies to: [Path](#topic_00000000000000F6)

pathNodes Field

My path nodes.

|  |  |
| --- | --- |
| C# |  |
| public **Vector3**[] pathNodes | |

See Also

Applies to: [Path](#topic_00000000000000F6)

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