RoboTIC

Prototype 2

Generated by Doxygen 1.8.18

1 Hierarchical Index 1

1.1 Class Hierarchy . . . 1

2 Class Index 5

2.1 Class List . . . 5

3 Class Documentation 9

3.1 ArrowAnim Class Reference . . . 9

3.2 AvailableInstructions Class Reference . . . 10

3.3 BigCharacter Class Reference . . . 10

3.3.1 Member Function Documentation . . . 11

3.3.1.1 AreAllActionsFinished() . . . 12

3.3.2 Member Data Documentation . . . 12

3.3.2.1 actionSpeed . . . 12

3.3.2.2 descendJumpPct . . . 12

3.3.2.3 initialActionCapacity . . . 12

3.3.2.4 jumpPct . . . 12

3.3.2.5 rotationTime . . . 13

3.3.2.6 takeOff . . . 13

3.4 Block Class Reference . . . 13

3.5 BlockExploder Class Reference . . . 15

3.5.1 Detailed Description . . . 16

3.5.2 Member Function Documentation . . . 16

3.5.2.1 Explode() . . . 16

3.5.3 Member Data Documentation . . . 16

3.5.3.1 cubesInRow . . . 16

3.5.3.2 cubeSize . . . 17

3.5.3.3 explosionForce . . . 17

3.5.3.4 explosionRadius . . . 17

3.5.3.5 explosionUpward . . . 17

3.5.3.6 mass . . . 17

3.5.3.7 particleDuration . . . 17

3.6 ButtonCounterScript Class Reference . . . 18

3.7 CagePoint Class Reference . . . 19

3.8 CamCage Class Reference . . . 20

3.9 CameraMsgs Class Reference . . . 21

3.10 CardConstants Class Reference . . . 22

3.11 Character Class Reference . . . 22

3.12 ConditionCard Class Reference . . . 23

3.13 ConditionCardFrame Class Reference . . . 24

3.14 ConditionCardPicker Class Reference . . . 25

3.15 ConnectorDouble Class Reference . . . 26

3.16 ConnectorVertical Class Reference . . . 27

3.17 Counter Class Reference . . . 28
3.18 Block.EffectReaction Class Reference . . . 29
3.19 EventAggregator Class Reference . . . 29
3.19.1 Detailed Description . . . 30
3.19.2 Member Function Documentation . . . 30
3.19.2.1 Publish< TMessageType >() . . . 30
3.19.2.2 Subscribe< TMessageType >() . . . 31
3.19.2.3 Unsubscribe< TMessageType >() . . . 31
3.19.3 Property Documentation . . . 32
3.19.3.1 Instance . . . 32
3.20 FaceTarget Class Reference . . . 32
3.21 GameLogic Class Reference . . . 33
3.21.1 Detailed Description . . . 34
3.21.2 Member Function Documentation . . . 34
3.21.2.1 AddInputFromButton() . . . 34
3.21.3 Property Documentation . . . 34
3.21.3.1 CurrentLevelData . . . 34
3.22 GenericButton Class Reference . . . 34
3.23 HeadFollower Class Reference . . . 35
3.24 Interactible Class Reference . . . 36
3.24.1 Detailed Description . . . 37
3.25 InteractibleManager Class Reference . . . 37
3.25.1 Detailed Description . . . 38
3.26 InteractibleParameters Class Reference . . . 38
3.26.1 Detailed Description . . . 38
3.27 Item Class Reference . . . 39
3.28 JSonLoader Class Reference . . . 40
3.28.1 Detailed Description . . . 41
3.29 LevelButtons Class Reference . . . 41
3.30 LevelData Class Reference . . . 42
3.31 LevelObject Class Reference . . . 43
3.32 LevelObjects Class Reference . . . 44
3.33 LoopCounter Class Reference . . . 45
3.34 MapContainer Class Reference . . . 46
3.35 MapController Class Reference . . . 47
3.36 MapMenuLogic Class Reference . . . 48
3.37 MapRenderer Class Reference . . . 49
3.38 MapSelector Class Reference . . . 50
3.39 MessageScreen Class Reference . . . 51
3.40 MessageScreenButton Class Reference . . . 52
3.41 MessageScreenManager Class Reference . . . 53
3.42 MessageWarehouse Class Reference . . . 54

3.43 MiniCharacter Class Reference . . . 55
3.44 MoveCursor Class Reference . . . 56
3.45 MsgAddInputFromButton Class Reference . . . 56
3.46 MsgAddInputFromButtonRoadPlacement Class Reference . . . 57
3.47 MsgBigCharacterAllActionsFinished Class Reference . . . 57
3.48 MsgBigRobotAction Class Reference . . . 57
3.49 MsgBigRobotIdle Class Reference . . . 58
3.50 MsgBlockLength Class Reference . . . 58
3.51 MsgChangeParentBigCharacter Class Reference . . . 58
3.52 MsgDisableAllButtons Class Reference . . . 58
3.53 MsgEnableAllButtons Class Reference . . . 59
3.54 MsgEnableButton Class Reference . . . 59
3.55 MsgGetMainCameraTransform Class Reference . . . 59
3.56 MsgHideAllScreens Class Reference . . . 59
3.57 MsgLoadLevelData Class Reference . . . 59
3.58 MsgPlaceCharacter Class Reference . . . 60
3.59 MsgPlaySfx Class Reference . . . 60
3.60 MsgPlaySfxAtPoint Class Reference . . . 60
3.61 MsgRenderMapAndItems Class Reference . . . 61
3.62 MsgRenderScenery Class Reference . . . 61
3.63 MsgSetAvInstructions Class Reference . . . 62
3.64 MsgShowScreen Class Reference . . . 62
3.65 MsgSomethingTapped Class Reference . . . 63
3.66 MsgStartLevel Class Reference . . . 63
3.67 MsgStartRoadMovement Class Reference . . . 64
3.68 MsgStopMovement Class Reference . . . 64
3.69 MsgTakeItem Class Reference . . . 65
3.70 MsgTappedConditionCard Class Reference . . . 66
3.71 MsgUseItem Class Reference . . . 67
3.72 NodeIfIn Class Reference . . . 68
3.73 NodeIfOut Class Reference . . . 69
3.74 NodeLoopIn Class Reference . . . 70
3.75 NodeLoopOut Class Reference . . . 71
3.76 NodeVerticalButton Class Reference . . . 72
3.77 PathContainer.Path Struct Reference . . . 73
3.78 PathContainer Class Reference . . . 74
3.79 PathPoint Class Reference . . . 75
3.80 PhysicalBody Class Reference . . . 76
3.81 PhysicalCamera Class Reference . . . 77
3.82 PhysicalCameraController Class Reference . . . 78
3.83 Placeable Class Reference . . . 79
3.83.1 Detailed Description . . . 80

3.83.2 Member Function Documentation . . . 80
3.83.2.1 OnPlacementStart() . . . 80
3.83.2.2 OnPlacementStop() . . . 80
3.83.3 Property Documentation . . . 80
3.83.3.1 IsPlacing . . . 81
3.84 PlanetOcclusion Class Reference . . . 81
3.84.1 Detailed Description . . . 82
3.85 PlanetOrbit Class Reference . . . 82
3.85.1 Detailed Description . . . 82
3.86 PlatformMovement Class Reference . . . 83
3.87 PlaySpaceManager Class Reference . . . 83
3.87.1 Detailed Description . . . 84
3.88 ResponseWrapper< TPetition, TResponse > Class Template Reference . . . 85
3.89 Road Class Reference . . . 85
3.90 RoadButton Class Reference . . . 87
3.91 RoadFactory Class Reference . . . 88
3.92 RoadInput Class Reference . . . 89
3.93 RoadIO Class Reference . . . 90
3.94 RoadMovementLogic Class Reference . . . 91
3.95 RoadOutput Class Reference . . . 92
3.96 RoadPlacementLogic Class Reference . . . 93
3.97 RotateAsteroids Class Reference . . . 94
3.97.1 Detailed Description . . . 95
3.97.2 Member Data Documentation . . . 95
3.97.2.1 period . . . 95
3.98 RotateMainBackground Class Reference . . . 96
3.99 SceneCaller Class Reference . . . 97
3.100 ScrollTexture Class Reference . . . 98
3.101 SelectArrow Class Reference . . . 99
3.102 SelectedMap Class Reference . . . 100
3.103 SelectedOutputMarker Class Reference . . . 101
3.104 SoundEngine Class Reference . . . 102
3.105 SpaceCollectionManager Class Reference . . . 102
3.105.1 Detailed Description . . . 103
3.105.2 Member Function Documentation . . . 103
3.105.2.1 SetSurfaces() . . . 104
3.106 Subscription< Tmessage > Class Template Reference . . . 104
3.107 SunScript Class Reference . . . 105
3.107.1 Detailed Description . . . 106
3.107.2 Member Function Documentation . . . 106
3.107.2.1 GetDayTime() . . . 106
3.107.2.2 GetDistance() . . . 106

3.107.2.3 GetYearTime() 108
3.107.3 Member Data Documentation 108
3.107.3.1 EarthYear 108
3.107.3.2 OneAUInMeters 108
3.108 UniqueIdentifierAttribute Class Reference 109
3.109 VerticalButton Class Reference 110

Index **111**

Chapter 1

Hierarchical Index

1.1 Class Hierarchy

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

AvailableInstructions . . . 10
CardConstants . . . 22
Block.EffectReaction . . . 29
IDisposable
  Subscription< Tmessage > . . . 104
InteractibleParameters . . . 38
LevelData . . . 42
MessageWarehouse . . . 54
MonoBehaviour
  ArrowAnim . . . 9
  BlockExploder . . . 15
  ButtonCounterScript . . . 18
  CagePoint . . . 19
  CamCage . . . 20
  CameraMsgs . . . 21
  Character . . . 22
    BigCharacter . . . 10
    MiniCharacter . . . 55
  ConditionCard . . . 23
  ConditionCardFrame . . . 24
  ConditionCardPicker . . . 25
  Counter . . . 28
  EventAggregator . . . 29
  FaceTarget . . . 32
  GameLogic . . . 33
  GenericButton . . . 34
  HeadFollower . . . 35
  Interactible . . . 36
  JSonLoader . . . 40
  LevelButtons . . . 41
  LevelObject . . . 43
    Block . . . 13
    Item . . . 39
  LevelObjects . . . 44
  LoopCounter . . . 45

MapContainer . . . 46
MapController . . . 47
MapMenuLogic . . . 48
MapRenderer . . . 49
MapSelector . . . 50
MessageScreen . . . 51
MessageScreenButton . . . 52
MessageScreenManager . . . 53
MoveCursor . . . 56
PathContainer . . . 74
PathPoint . . . 75
PhysicalBody . . . 76
PhysicalCamera . . . 77
PhysicalCameraController . . . 78
Placeable . . . 79
PlanetOcclusion . . . 81
PlanetOrbit . . . 82
PlatformMovement . . . 83
Road . . . 85
ConnectorDouble . . . 26
ConnectorVertical . . . 27
NodeIfIn . . . 68
NodeIfOut . . . 69
NodeLoopIn . . . 70
NodeLoopOut . . . 71
NodeVerticalButton . . . 72
RoadButton . . . 87
RoadFactory . . . 88
RoadIO . . . 90
RoadInput . . . 89
RoadOutput . . . 92
RoadMovementLogic . . . 91
RoadPlacementLogic . . . 93
RotateAsteroids . . . 94
RotateMainBackground . . . 96
SceneCaller . . . 97
ScrollTexture . . . 98
SelectArrow . . . 99
SelectedMap . . . 100
SelectedOutputMarker . . . 101
SoundEngine . . . 102
VerticalButton . . . 110
MsgAddInputFromButton . . . 56
MsgAddInputFromButtonRoadPlacement . . . 57
MsgBigCharacterAllActionsFinished . . . 57
MsgBigRobotAction . . . 57
MsgBigRobotIdle . . . 58
MsgBlockLength . . . 58
MsgChangeParentBigCharacter . . . 58
MsgDisableAllButtons . . . 58
MsgEnableAllButtons . . . 59
MsgEnableButton . . . 59
MsgGetMainCameraTransform . . . 59
MsgHideAllScreens . . . 59
MsgLoadLevelData . . . 59
MsgPlaceCharacter . . . 60
MsgPlaySfx . . . 60
MsgPlaySfxAtPoint . . . 60

MsgRenderMapAndItems 61
MsgRenderScenery 61
MsgSetAvInstructions 62
MsgShowScreen 62
MsgSomethingTapped 63
MsgStartLevel 63
MsgStartRoadMovement 64
MsgStopMovement 64
MsgTakeItem 65
MsgTappedConditionCard 66
MsgUseItem 67
PathContainer.Path 73
PropertyAttribute
UniqueIdentifierAttribute 109
ResponseWrapper< TPetition, TResponse > 85
Singleton
InteractibleManager 37
PlaySpaceManager 83
SpaceCollectionManager 102
SunScript 105

Chapter 2

Class Index

2.1 Class List

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

ArrowAnim . . . 9
AvailableInstructions . . . 10
BigCharacter . . . 10
Block . . . 13
BlockExploder
Defines the Explode . . . 15
ButtonCounterScript . . . 18
CagePoint . . . 19
CamCage . . . 20
CameraMsgs . . . 21
CardConstants . . . 22
Character . . . 22
ConditionCard . . . 23
ConditionCardFrame . . . 24
ConditionCardPicker . . . 25
ConnectorDouble . . . 26
ConnectorVertical . . . 27
Counter . . . 28
Block.EffectReaction . . . 29
EventAggregator
Defines the EventAggregator . . . 29
FaceTarget . . . 32
GameLogic
Defines the GameLogic . . . 33
GenericButton . . . 34
HeadFollower . . . 35
Interactible
The Interactible class flags a Game Object as being "Interactible". Determines what happens when an Interactible is being gazed at . . . 36
InteractibleManager
InteractibleManager keeps tracks of which GameObject is currently in focus . . . 37
InteractibleParameters
Conveys the set of states available on an Interactible. In the inspector check the states to display on each Interactible . . . 38
Item . . . 39

JSonLoader
Defines the JSonLoader . . . 40
LevelButtons . . . 41
LevelData . . . 42
LevelObject . . . 43
LevelObjects . . . 44
LoopCounter . . . 45
MapContainer . . . 46
MapController . . . 47
MapMenuLogic . . . 48
MapRenderer . . . 49
MapSelector . . . 50
MessageScreen . . . 51
MessageScreenButton . . . 52
MessageScreenManager . . . 53
MessageWarehouse . . . 54
MiniCharacter . . . 55
MoveCursor . . . 56
MsgAddInputFromButton . . . 56
MsgAddInputFromButtonRoadPlacement . . . 57
MsgBigCharacterAllActionsFinished . . . 57
MsgBigRobotAction . . . 57
MsgBigRobotIdle . . . 58
MsgBlockLength . . . 58
MsgChangeParentBigCharacter . . . 58
MsgDisableAllButtons . . . 58
MsgEnableAllButtons . . . 59
MsgEnableButton . . . 59
MsgGetMainCameraTransform . . . 59
MsgHideAllScreens . . . 59
MsgLoadLevelData . . . 59
MsgPlaceCharacter . . . 60
MsgPlaySfx . . . 60
MsgPlaySfxAtPoint . . . 60
MsgRenderMapAndItems . . . 61
MsgRenderScenery . . . 61
MsgSetAvInstructions . . . 62
MsgShowScreen . . . 62
MsgSomethingTapped . . . 63
MsgStartLevel . . . 63
MsgStartRoadMovement . . . 64
MsgStopMovement . . . 64
MsgTakeItem . . . 65
MsgTappedConditionCard . . . 66
MsgUseItem . . . 67
NodeIfIn . . . 68
NodeIfOut . . . 69
NodeLoopIn . . . 70
NodeLoopOut . . . 71
NodeVerticalButton . . . 72
PathContainer.Path . . . 73
PathContainer . . . 74
PathPoint . . . 75
PhysicalBody . . . 76
PhysicalCamera . . . 77
PhysicalCameraController . . . 78

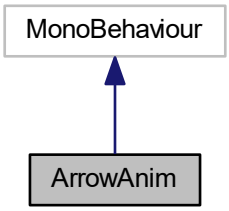
Placeable
The Placeable class implements the logic used to determine if a GameObject can be placed on a target surface. Constraints for placement include: . . . 79
PlanetOcclusion
Determines when the occluded version of the planet should be visible. This script allows us to do selective occlusion, so the occlusionObject will only be rendered when a Spatial Mapping surface is occluding the planet, not when another hologram is responsible for the occlusion . . 81
PlanetOrbit
Controls a planet's movement around the sun (years) and rotation around its axis (days) and distance to maintain from the sun . . . 82
PlatformMovement . . . 83
PlaySpaceManager
The SurfaceManager class allows applications to scan the environment for a specified amount of time and then process the Spatial Mapping Mesh (find planes, remove vertices) after that time has expired . . . 83
ResponseWrapper< TPetition, TResponse > . . . 85
Road . . . 85
RoadButton . . . 87
RoadFactory . . . 88
RoadInput . . . 89
RoadIO . . . 90
RoadMovementLogic . . . 91
RoadOutput . . . 92
RoadPlacementLogic . . . 93
RotateAsteroids
Rotates an asteroid field; . . . 94
RotateMainBackground . . . 96
SceneCaller . . . 97
ScrollTexture . . . 98
SelectArrow . . . 99
SelectedMap . . . 100
SelectedOutputMarker . . . 101
SoundEngine . . . 102
SpaceCollectionManager
Called by PlaySpaceManager after planes have been generated from the Spatial Mapping Mesh. This class will create a collection of prefab objects that have the 'Placeable' component and will attempt to set their initial location on planes that are close to the user . . . 102
Subscription< Tmessage > . . . 104
SunScript
This is a helper script to store data about various planets in our solar system . . . 105
UniqueIdentifierAttribute . . . 109
VerticalButton . . . 110

Chapter 3

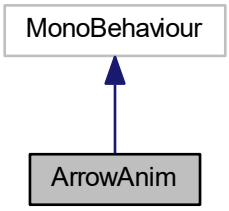
Class Documentation

3.1 ArrowAnim Class Reference

Inheritance diagram for ArrowAnim:



Collaboration diagram for ArrowAnim:



Public Attributes

- float **reducedPercent** = 0.5f
- float **speed** = 10f
- float **scaleMultiplier** = 20f

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

- Assets/Scripts/MapMenu/ArrowAnim.cs

3.2 AvailableInstructions Class Reference

Public Attributes

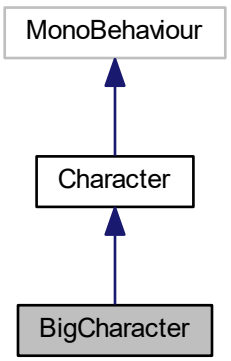
- int **condition**
- int **loop**
- int **turnRight**
- int **turnLeft**
- int **jump**
- int **move**
- int **action**

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

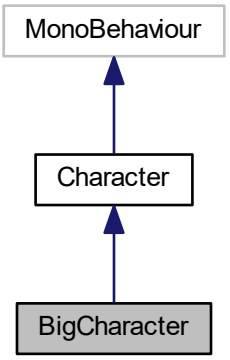
- Assets/Scripts/DataStructures/LevelData.cs

3.3 BigCharacter Class Reference

Inheritance diagram for BigCharacter:



Collaboration diagram for BigCharacter:



Public Member Functions

- bool AreAllActionsFinished ()

  True si han terminado todas las acciones
- Vector3 **GetInventoryPosition** ()

Public Attributes

- float actionSpeed = 0.5f

  Velocidad a la que van las acciones
- float jumpPct = 1f

  Porcentaje de la altura del salto hacia arriba respecto a la del bloque
- float descendJumpPct = 0.3f

  Porcentaje de la altura del salto hacia abajo respecto a la altura total del salto
- float takeOff = 0.8f

  Porcentaje del tiempo de salto que se pasa ascendiendo
- float rotationTime = 1f

  Tiempo que dura la rotacion
- int initialActionCapacity = 20

  Capacidad inicial de la lista de acciones pendientes

Additional Inherited Members

3.3.1 Member Function Documentation

3.3.1.1 AreAllActionsFinished()

```
bool BigCharacter.AreAllActionsFinished ( )
```

True si han terminado todas las acciones

Returns

The bool

3.3.2 Member Data Documentation

3.3.2.1 actionSpeed

```
float BigCharacter.actionSpeed = 0.5f
```

Velocidad a la que van las acciones

3.3.2.2 descendJumpPct

```
float BigCharacter.descendJumpPct = 0.3f
```

Porcentaje de la altura del salto hacia abajo respecto a la altura total del salto

3.3.2.3 initialActionCapacity

```
int BigCharacter.initialActionCapacity = 20
```

Capacidad inicial de la lista de acciones pendientes

3.3.2.4 jumpPct

```
float BigCharacter.jumpPct = 1f
```

Porcentaje de la altura del salto hacia arriba respecto a la del bloque

3.3.2.5 rotationTime

```
float BigCharacter.rotationTime = 1f
```

Tiempo que dura la rotacion

3.3.2.6 takeOff

```
float BigCharacter.takeOff = 0.8f
```

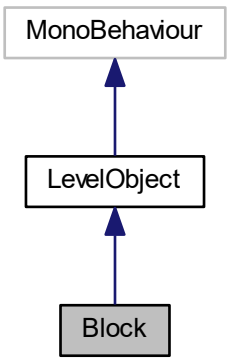
Porcentaje del tiempo de salto que se pasa ascendiendo

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

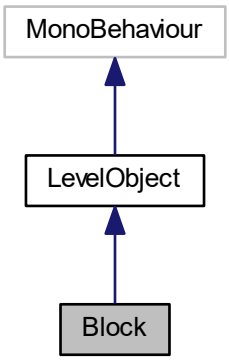
- Assets/Scripts/Character/BigCharacter.cs

3.4 Block Class Reference

Inheritance diagram for Block:



Collaboration diagram for Block:



Classes

- class EffectReaction

Public Types

- enum **BlockActions** {
  Use, **Destroy**, **Place**, **Activate**,
  Rebind }
- enum **BlockProperties** {
  Immaterial, **Walkable**, **Dangerous**, **Icy**,
  Destructible, **Usable**, **Freezable** }

Public Member Functions

- void **ExecuteAction** (BlockActions action)
- void **Use** ()
- override void **Destroy** ()
- override void **Place** ()
- void **Activate** ()
- bool **CheckProperty** (BlockProperties property)

Properties

- Blocks **BlockType** `[get]`
- override string **ToString** `[get]`
- BlockProperties[] **_BlockProperties** `[get, set]`
- EffectReaction[] **EffectReactions** `[get, set]`
- Vector3 **SurfacePoint** `[get]`

Additional Inherited Members

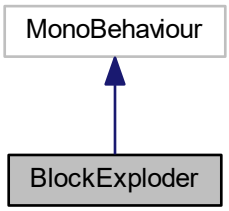
The documentation for this class was generated from the following file:

- Assets/Scripts/Blocks/Block.cs

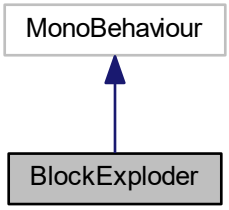
3.5 BlockExploder Class Reference

Defines the Explode

Inheritance diagram for BlockExploder:



Collaboration diagram for BlockExploder:



Public Member Functions

- void Explode ()

  The explode

Public Attributes

- float cubeSize = 0.2f

  Defines the cubeSize
- int cubesInRow = 5

  Defines the cubesInRow
- float particleDuration = 1f

  Defines the particleDuration
- float explosionForce = 50f

  Defines the explosionForce
- float explosionRadius = 4f

  Defines the explosionRadius
- float explosionUpward = 0.4f

  Defines the explosionUpward
- float mass = 0.1f

  Defines the mass

3.5.1 Detailed Description

Defines the Explode

3.5.2 Member Function Documentation

3.5.2.1 Explode()

```
void BlockExploder.Explode ( )
```

The explode

3.5.3 Member Data Documentation

3.5.3.1 cubesInRow

```
int BlockExploder.cubesInRow = 5
```

Defines the cubesInRow

3.5.3.2 cubeSize

```
float BlockExploder.cubeSize = 0.2f
```

Defines the cubeSize

3.5.3.3 explosionForce

```
float BlockExploder.explosionForce = 50f
```

Defines the explosionForce

3.5.3.4 explosionRadius

```
float BlockExploder.explosionRadius = 4f
```

Defines the explosionRadius

3.5.3.5 explosionUpward

```
float BlockExploder.explosionUpward = 0.4f
```

Defines the explosionUpward

3.5.3.6 mass

```
float BlockExploder.mass = 0.1f
```

Defines the mass

3.5.3.7 particleDuration

```
float BlockExploder.particleDuration = 1f
```

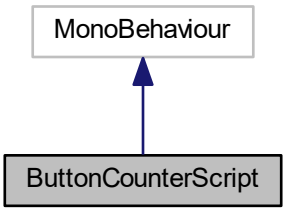
Defines the particleDuration

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

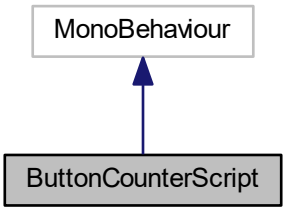
- Assets/Scripts/Visual/BlockExploder.cs

3.6 ButtonCounterScript Class Reference

Inheritance diagram for ButtonCounterScript:



Collaboration diagram for ButtonCounterScript:



Public Member Functions

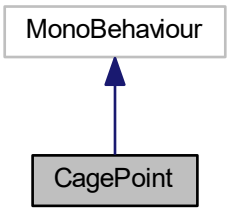
- int **SetNumber** (int number)

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

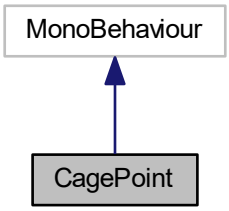
- Assets/Scripts/Visual/ButtonCounterScript.cs

3.7 CagePoint Class Reference

Inheritance diagram for CagePoint:



Collaboration diagram for CagePoint:

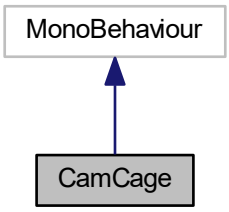


The documentation for this class was generated from the following file:

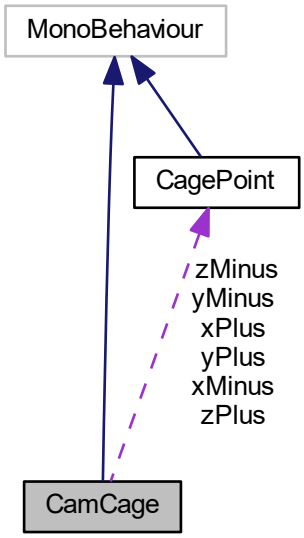
- Assets/Scripts/Camera/CagePoint.cs

3.8 CamCage Class Reference

Inheritance diagram for CamCage:



Collaboration diagram for CamCage:



Public Member Functions

- bool **IsPointInsideOfCageXZ** (Vector3 point)
- Vector3 **AdjustTranslation** (Vector3 camPosition, Vector3 rotatedTranslation)

Public Attributes

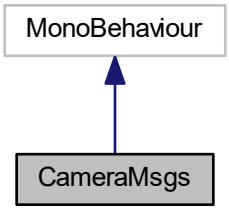
- CagePoint **zPlus**
- CagePoint **zMinus**
- CagePoint **xPlus**
- CagePoint **xMinus**
- CagePoint **yPlus**
- CagePoint **yMinus**

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

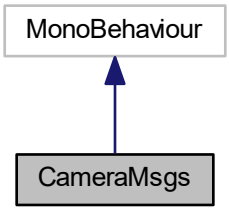
- Assets/Scripts/Camera/CamCage.cs

3.9 CameraMsgs Class Reference

Inheritance diagram for CameraMsgs:



Collaboration diagram for CameraMsgs:



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

- Assets/Scripts/Camera/CameraMsgs.cs

3.10 CardConstants Class Reference

Public Types

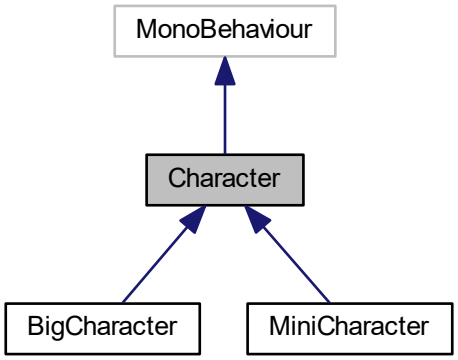
- enum **Cards** { **NoCard** = 0, **IsWalkable** = 1 }

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

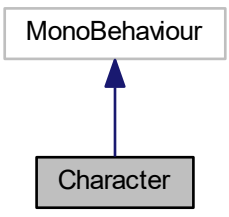
- Assets/Scripts/Constants/CardConstants.cs

3.11 Character Class Reference

Inheritance diagram for Character:



Collaboration diagram for Character:



Public Member Functions

- void **RebindAnimator** ()
- Animator **GetAnimator** ()

Protected Member Functions

- void **SetAnimationTrigger** (in string trigger)

Properties

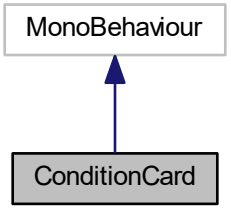
- Animator **_Animator** `[get]`

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

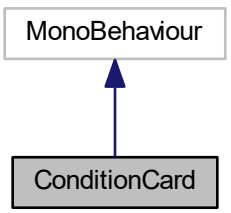
- Assets/Scripts/Character/Character.cs

3.12 ConditionCard Class Reference

Inheritance diagram for ConditionCard:



Collaboration diagram for ConditionCard:



Public Member Functions

- delegate void **TappedCard** (ConditionCard card)
- void **ShowCard** ()
- void **HideCard** ()

Properties

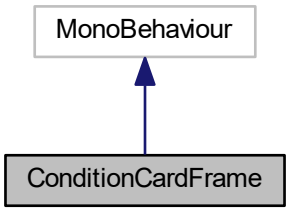
- BlockProperties **Condition** `[get]`
- bool **CheckFrontBlock** `[get]`
- bool **ActionsFinished** `[get]`
- TappedCard **InformOnTap** `[get, set]`

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

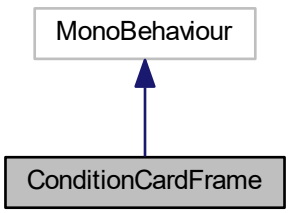
- Assets/Scripts/ConditionCards/ConditionCard.cs

3.13 ConditionCardFrame Class Reference

Inheritance diagram for ConditionCardFrame:



Collaboration diagram for ConditionCardFrame:



Public Member Functions

- delegate void **TappedFrame** ()

Public Attributes

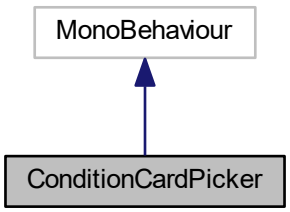
- TappedFrame **tappedFrameDelegate**

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

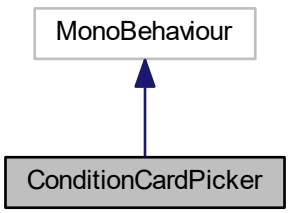
- Assets/Scripts/ConditionCards/ConditionCardFrame.cs

3.14 ConditionCardPicker Class Reference

Inheritance diagram for ConditionCardPicker:



Collaboration diagram for ConditionCardPicker:



Public Member Functions

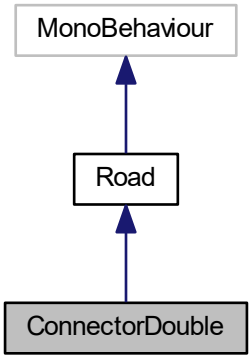
- void **Lock** ()
- void **Unlock** ()
- BlockProperties **GetCardProperty** ()

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

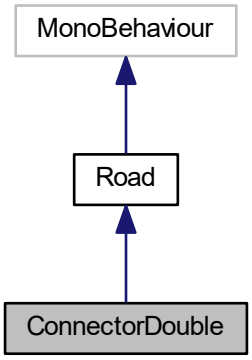
- Assets/Scripts/ConditionCards/ConditionCardPicker.cs

3.15 ConnectorDouble Class Reference

Inheritance diagram for ConnectorDouble:



Collaboration diagram for ConnectorDouble:



Public Member Functions

- override void **ExecuteAction** (in string[ ] args)
- override bool **GetPathAndOutput** (in RoadInput input, out Path path, out RoadOutput output)

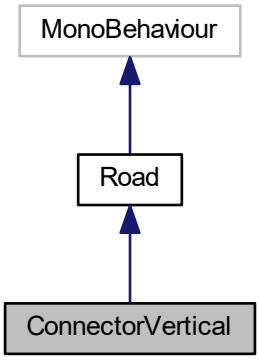
Additional Inherited Members

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

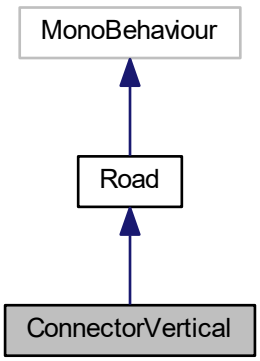
- Assets/Scripts/Roads/Roads/ConnectorDouble.cs

3.16 ConnectorVertical Class Reference

Inheritance diagram for ConnectorVertical:



Collaboration diagram for ConnectorVertical:



Public Member Functions

- override void **ExecuteAction** (in string[ ] args)
- override bool **GetPathAndOutput** (in RoadInput input, out Path path, out RoadOutput output)

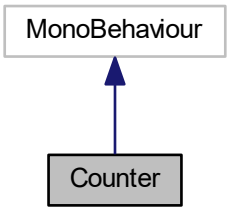
Additional Inherited Members

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

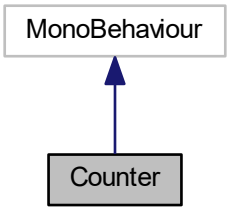
- Assets/Scripts/Roads/Roads/ConnectorVertical.cs

3.17 Counter Class Reference

Inheritance diagram for Counter:



Collaboration diagram for Counter:



Public Member Functions

- int **SetNumber** (in int number)

Public Attributes

- int **maxNumber** = 9
- int **defaultNumber** = 0

Properties

- int **ActualNumber** `[get]`

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

- Assets/Scripts/Visual/Counter.cs

3.18 Block.EffectReaction Class Reference

Public Attributes

- Items[ ] **compatibleItems** = new Items[0]
- Effects **effect**
- bool **replaceBlock** = false
- Blocks **block**
- BlockActions[ ] **actionsToExecute** = new BlockActions[0]
- BlockProperties[ ] **newProperties** = new BlockProperties[0]
- string[ ] **animationTriggers** = new string[0]

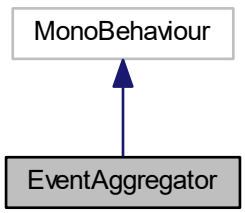
The documentation for this class was generated from the following file:

- Assets/Scripts/Blocks/Block.cs

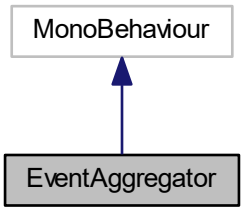
3.19 EventAggregator Class Reference

Defines the EventAggregator.

Inheritance diagram for EventAggregator:



Collaboration diagram for EventAggregator:



Public Member Functions

- void Publish< TMessageType > (TMessageType message)

  The Publish.
- Subscription< TMessageType > Subscribe< TMessageType > (Action< TMessageType > action)

  The Subscribe.
- void Unsubscribe< TMessageType > (Subscription< TMessageType > subscription)

  The Unsubscribe.

Properties

- static EventAggregator Instance `[get]`

  Gets the Instance.

3.19.1 Detailed Description

Defines the EventAggregator.

3.19.2 Member Function Documentation

3.19.2.1 Publish< TMessageType >()

```
void EventAggregator.Publish< TMessageType > (
            TMessageType message )
```

The Publish.

Template Parameters

TMessageType	.

Parameters

message	The messageTMessageType.

3.19.2.2 Subscribe< TMessageType >()

```
Subscription<TMessageType> EventAggregator.Subscribe< TMessageType > (
            Action< TMessageType > action )
```

The Subscribe.

Template Parameters

TMessageType	.

Parameters

action	The actionAction<TMessageType>.

Returns

The Subscription<TMessageType>.

3.19.2.3 Unsubscribe< TMessageType >()

```
void EventAggregator.Unsubscribe< TMessageType > (
            Subscription< TMessageType > subscription )
```

The Unsubscribe.

Template Parameters

TMessageType	.

Parameters

subscription	The subscriptionSubscription<TMessageType>.

3.19.3 Property Documentation

3.19.3.1 Instance

```
EventAggregator EventAggregator.Instance  [static], [get]
```

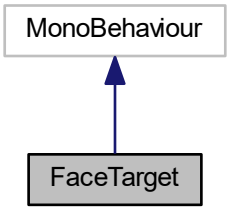
Gets the Instance.

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

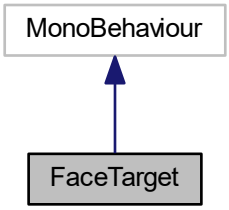
- Assets/Scripts/MessageHub/EventAggregator.cs

3.20 FaceTarget Class Reference

Inheritance diagram for FaceTarget:



Collaboration diagram for FaceTarget:



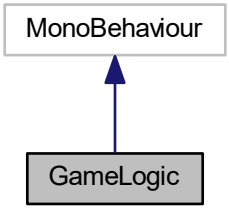
The documentation for this class was generated from the following file:

- Assets/Scripts/Visual/FaceTarget.cs

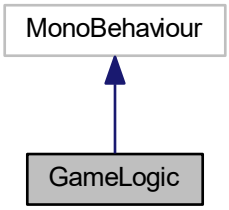
3.21 GameLogic Class Reference

Defines the GameLogic

Inheritance diagram for GameLogic:



Collaboration diagram for GameLogic:



Public Member Functions

- void **StartLevel** (LevelData levelData, GameObject mapParent)
- void AddInputFromButton (Buttons button)

  The ButtonInput
- bool **CheckNextBlockDownProperty** (BlockProperties property)

Properties

- LevelData CurrentLevelData `[get]`

  Gets the LevelData
- static GameLogic **Instance** `[get]`
- bool **FinishedMinibotMovement** `[get, set]`

3.21.1 Detailed Description

Defines the GameLogic

3.21.2 Member Function Documentation

3.21.2.1 AddInputFromButton()

```
void GameLogic.AddInputFromButton (
            Buttons button )
```

The ButtonInput

Parameters

buttonIndex	The buttonIndexint

3.21.3 Property Documentation

3.21.3.1 CurrentLevelData

```
LevelData GameLogic.CurrentLevelData  [get]
```

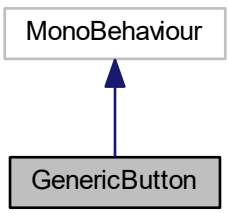
Gets the LevelData

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

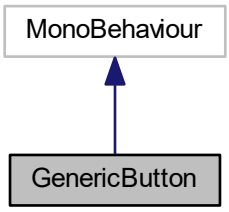
- Assets/Scripts/GameLogic/GameLogic.cs

3.22 GenericButton Class Reference

Inheritance diagram for GenericButton:



Collaboration diagram for GenericButton:



Public Member Functions

- delegate void **Clicked** ()
- void **OnSelect** ()
- void **Disable** ()
- void **Enable** ()

Public Attributes

- GameObject **mesh**

Properties

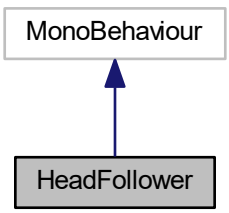
- Clicked **ClickCalbacks** `[get, set]`

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

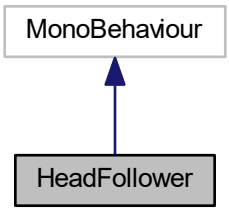
- Assets/Scripts/Visual/GenericButton.cs

3.23 HeadFollower Class Reference

Inheritance diagram for HeadFollower:



Collaboration diagram for HeadFollower:



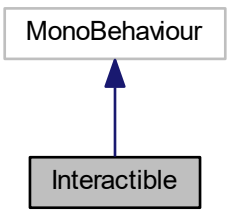
The documentation for this class was generated from the following file:

- Assets/Scripts/HeadFollower.cs

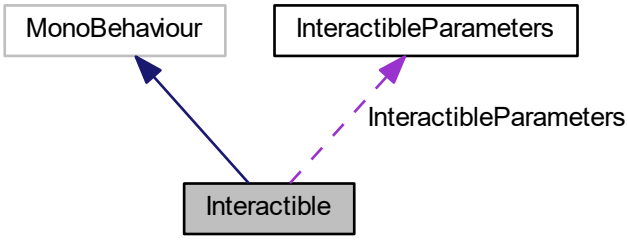
3.24 Interactible Class Reference

The Interactible class flags a Game Object as being "Interactible". Determines what happens when an Interactible is being gazed at.

Inheritance diagram for Interactible:



Collaboration diagram for Interactible:



Public Attributes

- InteractibleParameters **InteractibleParameters**
- AudioClip **TargetFeedbackSound**

3.24.1 Detailed Description

The Interactible class flags a Game Object as being "Interactible". Determines what happens when an Interactible is being gazed at.

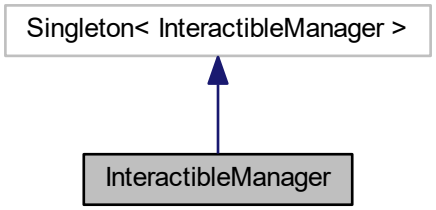
The documentation for this class was generated from the following file:

- Assets/Scripts/Interactible.cs

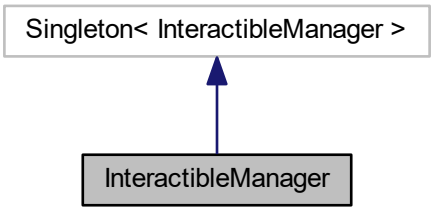
3.25 InteractibleManager Class Reference

InteractibleManager keeps tracks of which GameObject is currently in focus.

Inheritance diagram for InteractibleManager:



Collaboration diagram for InteractibleManager:



Properties

- GameObject **FocusedGameObject** `[get]`

3.25.1 Detailed Description

InteractibleManager keeps tracks of which GameObject is currently in focus.

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

- Assets/Scripts/InteractibleManager.cs

3.26 InteractibleParameters Class Reference

Conveys the set of states available on an Interactible. In the inspector check the states to display on each Interactible.

Public Attributes

- bool **Scrollable** = true
- bool **Placeable** = true

3.26.1 Detailed Description

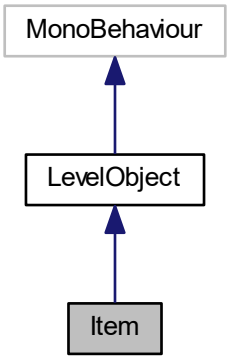
Conveys the set of states available on an Interactible. In the inspector check the states to display on each Interactible.

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

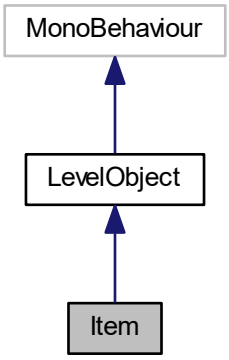
- Assets/Scripts/Interactible.cs

3.27 Item Class Reference

Inheritance diagram for Item:



Collaboration diagram for Item:



Public Member Functions

- void **Use** ()
- void **Pick** (Transform transformToFollow, Vector3 followOffset)
- override void **Destroy** ()
- override void **Place** ()

Properties

- Items **ItemType** `[get]`
- bool **Pickable** `[get]`
- override string **ToString** `[get]`
- Effects **Effect** `[get]`
- bool **ParentToBlockParent** `[get]`
- bool **UseOnFrontBlock** `[get, set]`
- bool **UseOnFrontBelowBlock** `[get, set]`
- bool **UseOnPlayersHand** `[get, set]`
- Vector3 **FollowOffset** `[get, set]`

Additional Inherited Members

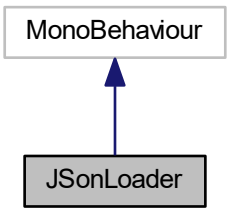
The documentation for this class was generated from the following file:

- Assets/Scripts/Blocks/Item.cs

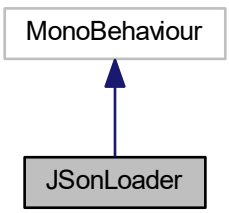
3.28 JSonLoader Class Reference

Defines the JSonLoader

Inheritance diagram for JSonLoader:



Collaboration diagram for JSonLoader:



Public Member Functions

- void **Awake** ()

3.28.1 Detailed Description

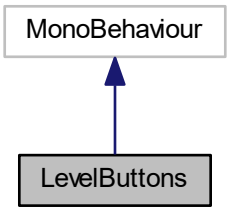
Defines the JSonLoader

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

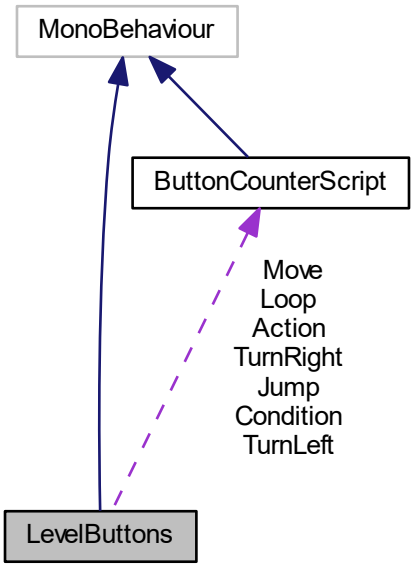
- Assets/Scripts/Persistence/JSonLoader.cs

3.29 LevelButtons Class Reference

Inheritance diagram for LevelButtons:



Collaboration diagram for LevelButtons:



Public Types

- enum **Buttons** {
  Action = 0, **Condition** = 1, **Jump** = 2, **Loop** = 3,
  Move = 4, **Play** = 5, **Restart** = 6, **TurnLeft** = 7,
  TurnRight = 8, **Undo** = 9, **MapMenu** = 10, **Undefined** = 999 }

Public Attributes

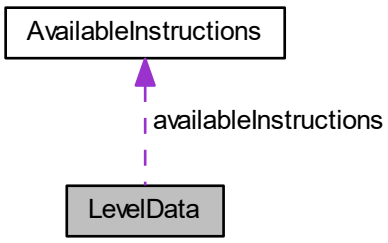
- ButtonCounterScript **Action**
- ButtonCounterScript **Condition**
- ButtonCounterScript **Jump**
- ButtonCounterScript **Loop**
- ButtonCounterScript **Move**
- ButtonCounterScript **TurnLeft**
- ButtonCounterScript **TurnRight**

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

- Assets/Scripts/Visual/LevelButtons.cs

3.30 LevelData Class Reference

Collaboration diagram for LevelData:



Public Member Functions

- LevelData **Clone** ()

Public Attributes

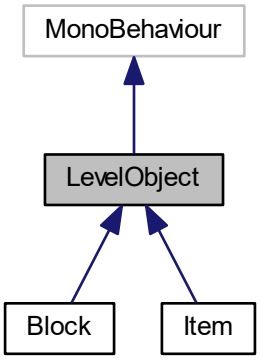
- string **levelName**
- List< int > **levelSize**
- List< int > **playerPos**
- int **playerOrientation**
- List< int > **goal**
- AvailableInstructions **availableInstructions**
- List< int > **mapAndItems**

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

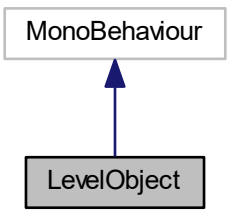
- Assets/Scripts/DataStructures/LevelData.cs

3.31 LevelObject Class Reference

Inheritance diagram for LevelObject:



Collaboration diagram for LevelObject:



Public Types

- enum **Blocks** {
  NoBlock = 0, **WaterBlock** = 1, **LavaBlock** = 2, **SolidBlock** = 3,
  LiftBlock = 4, **SpikesBlock** = 5, **IceBlock** = 6 }
- enum **Items** {
  PlankItem = 25, **FanItem** = 26, **FlagItem** = 27, **ActivatorItem** = 28,
  BombItem = 29 }
- enum **Effects** { **None**, **Freeze**, **Destroy**, **Activate** }

Public Member Functions

- abstract void **Place** ()
- abstract void **Destroy** ()
- void **SetAnimationTrigger** (in string trigger)
- void **Start** ()
- bool **IsBlock** ()
- bool **IsItem** ()

Protected Member Functions

- void **RebindAnimator** ()

Properties

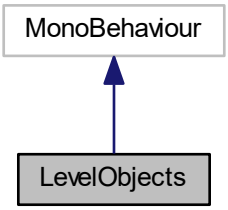
- Animator **_Animator** `[get]`
- abstract new string **ToString** `[get]`

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

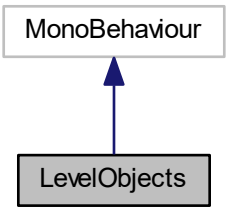
- Assets/Scripts/Blocks/LevelObject.cs

3.32 LevelObjects Class Reference

Inheritance diagram for LevelObjects:



Collaboration diagram for LevelObjects:



Public Member Functions

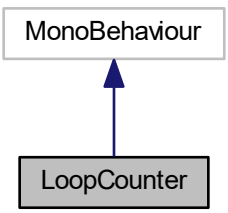
- LevelObject **GetGameObjectInstance** (in int id)
- GameObject **GetMainCharacterInstance** ()
- GameObject **GetMiniCharacterInstance** ()

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

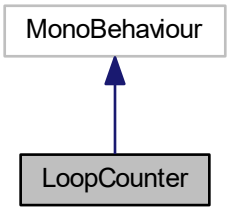
- Assets/Scripts/Visual/LevelObjects.cs

3.33 LoopCounter Class Reference

Inheritance diagram for LoopCounter:



Collaboration diagram for LoopCounter:



Public Member Functions

- int **SetNumber** (int number)
- void **OnSelect** ()
- int **ActualNumber** ()
- void **Lock** ()
- void **Unlock** ()

Properties

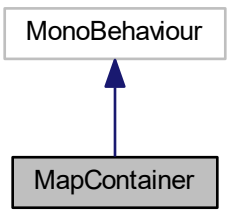
- bool **Locked** `[get]`

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

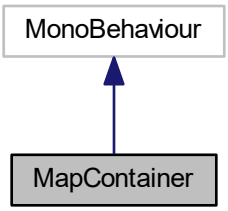
- Assets/Scripts/Visual/LoopCounter.cs

3.34 MapContainer Class Reference

Inheritance diagram for MapContainer:



Collaboration diagram for MapContainer:



Public Member Functions

- void **MoveMapTo** (in Vector3 newPos)
- void **UpdateMapCenter** ()

Properties

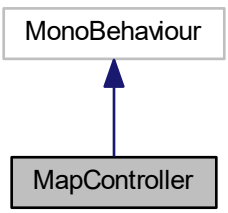
- Vector3 **MapCenter** `[get]`

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

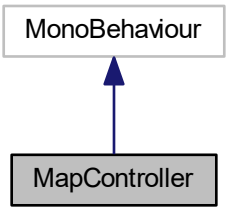
- Assets/Scripts/MapMenu/MapContainer.cs

3.35 MapController Class Reference

Inheritance diagram for MapController:



Collaboration diagram for MapController:



Public Member Functions

- void **EnableGameControls** ()
- void **EnableMenuControls** ()

Properties

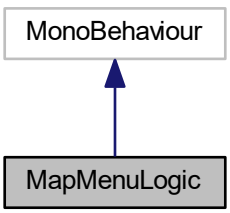
- Vector3 **MapControllerCenter** `[get]`

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

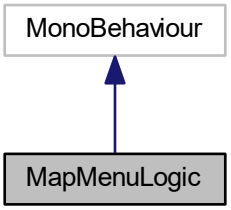
- Assets/Scripts/MapMenu/MapController.cs

3.36 MapMenuLogic Class Reference

Inheritance diagram for MapMenuLogic:



Collaboration diagram for MapMenuLogic:



Public Member Functions

- void **RevertToMapMenu** ()

Public Attributes

- float **speed** = 1f

Properties

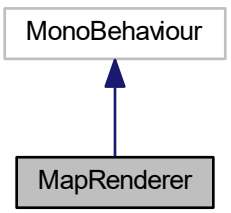
- static MapMenuLogic **Instance** `[get]`

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

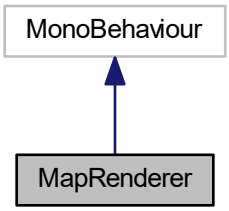
- Assets/Scripts/GameLogic/MapMenuLogic.cs

3.37 MapRenderer Class Reference

Inheritance diagram for MapRenderer:



Collaboration diagram for MapRenderer:



Public Member Functions

- LevelObject **SpawnBlock** (int blockToSpawn)

Properties

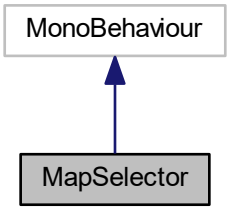
- float **BlockLength** `[get]`
- static MapRenderer **Instance** `[get]`

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

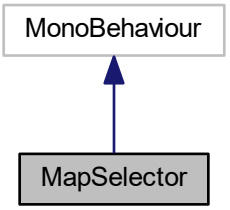
- Assets/Scripts/Visual/MapRenderer.cs

3.38 MapSelector Class Reference

Inheritance diagram for MapSelector:



Collaboration diagram for MapSelector:



Public Member Functions

- delegate void **UserHasClicked** ()

Public Attributes

- UserHasClicked **InformOnClick**

Properties

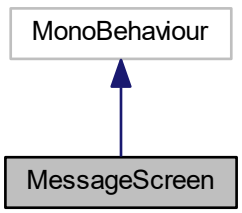
- GameObject **SelectedObject** `[get, set]`

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

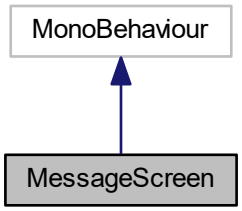
- Assets/Scripts/MapMenu/MapSelector.cs

3.39 MessageScreen Class Reference

Inheritance diagram for MessageScreen:



Collaboration diagram for MessageScreen:



Public Member Functions

- void **AddDelegateToButton** (MessageScreenButtons bType, OnMessageScreenButtonPressed bDelegate)
- void **ResetAllButtons** ()

Properties

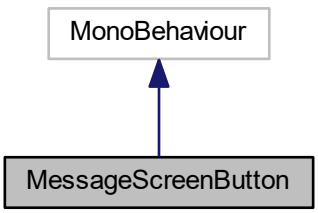
- string **ScreenName** `[get]`

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

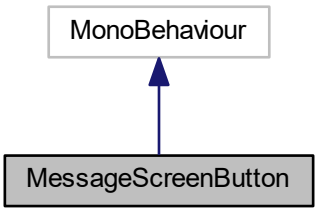
- Assets/Scripts/Visual/MessageScreen.cs

3.40 MessageScreenButton Class Reference

Inheritance diagram for MessageScreenButton:



Collaboration diagram for MessageScreenButton:



Public Types

- enum **MessageScreenButtons** { **NoAction**, **Yes**, **No** }

Public Member Functions

- void **OnSelect** ()
- void **ResetDelegates** ()

Properties

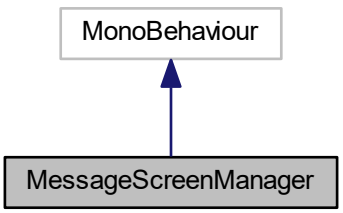
- OnMessageScreenButtonPressed **InformOnPressed** `[get, set]`
- MessageScreenButtons **ButtonType** `[get, set]`

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

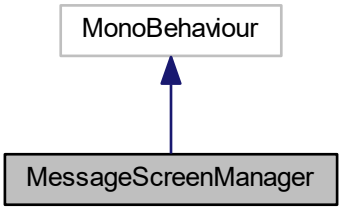
- Assets/Scripts/Visual/MessageScreenButton.cs

3.41 MessageScreenManager Class Reference

Inheritance diagram for MessageScreenManager:



Collaboration diagram for MessageScreenManager:



Public Member Functions

- delegate void **OnMessageScreenButtonPressed** ()

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

- Assets/Scripts/Visual/MessageScreenManager.cs

3.42 MessageWarehouse Class Reference

Public Member Functions

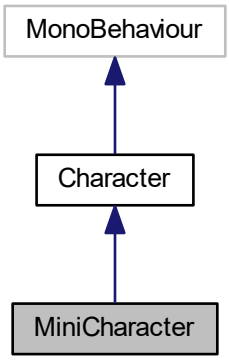
- **MessageWarehouse** (EventAggregator eventAggregator)
- bool **IsResponseReceived**< **MessageType, ResponseType** > (in MessageType msg, out ResponseType response)
- void **PublishMsgAndWaitForResponse**< **MessageType, ResponseType** > (MessageType msg)

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

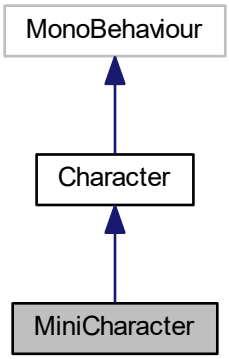
- Assets/Scripts/MessageHub/MessageWarehouse.cs

3.43 MiniCharacter Class Reference

Inheritance diagram for MiniCharacter:



Collaboration diagram for MiniCharacter:



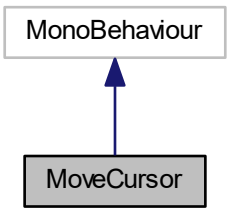
Additional Inherited Members

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

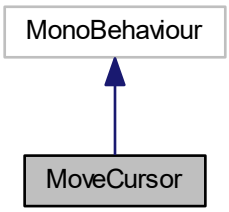
- Assets/Scripts/Character/MiniCharacter.cs

3.44 MoveCursor Class Reference

Inheritance diagram for MoveCursor:



Collaboration diagram for MoveCursor:



Public Member Functions

- void **OnSelect** ()

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

- Assets/Scripts/MapMenu/MoveCursor.cs

3.45 MsgAddInputFromButton Class Reference

Public Member Functions

- **MsgAddInputFromButton** (Buttons button)

Public Attributes

- Buttons **button**

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

- Assets/Scripts/MessageHub/Messages/MsgAddInputFromButton.cs

3.46 MsgAddInputFromButtonRoadPlacement Class Reference

Public Member Functions

- **MsgAddInputFromButtonRoadPlacement** (Buttons buttonIndex)

Public Attributes

- Buttons **buttonIndex**

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

- Assets/Scripts/MessageHub/Messages/MsgAddInputFromButtonRoadPlacement.cs

3.47 MsgBigCharacterAllActionsFinished Class Reference

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

- Assets/Scripts/MessageHub/Messages/MsgBigCharacterAllActionsFinished.cs

3.48 MsgBigRobotAction Class Reference

Public Types

- enum **BigRobotActions** {
  Jump, **Move**, **TurnLeft**, **TurnRight**,
  Win, **Lose** }

Public Member Functions

- **MsgBigRobotAction** (BigRobotActions action, Vector3 target)

Properties

- BigRobotActions **Action** `[get]`
- Vector3 **Target** `[get]`

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

- Assets/Scripts/MessageHub/Messages/MsgBigRobotAction.cs

3.49 MsgBigRobotIdle Class Reference

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

- Assets/Scripts/MessageHub/Messages/MsgBigRobotIdle.cs

3.50 MsgBlockLength Class Reference

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

- Assets/Scripts/MessageHub/Messages/MsgBlockLength.cs

3.51 MsgChangeParentBigCharacter Class Reference

Public Member Functions

- **MsgChangeParentBigCharacter** (Transform newParent)

Public Attributes

- Transform **newParent**

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

- Assets/Scripts/MessageHub/Messages/MsgChangeParentBigCharacter.cs

3.52 MsgDisableAllButtons Class Reference

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

- Assets/Scripts/MessageHub/Messages/MsgDisableAllButtons.cs

3.53 MsgEnableAllButtons Class Reference

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

- Assets/Scripts/MessageHub/Messages/MsgEnableAllButtons.cs

3.54 MsgEnableButton Class Reference

Public Member Functions

- **MsgEnableButton** (Buttons button)

Public Attributes

- Buttons **button**

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

- Assets/Scripts/MessageHub/Messages/MsgEnableButton.cs

3.55 MsgGetMainCameraTransform Class Reference

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

- Assets/Scripts/MessageHub/Messages/MsgGetMainCameraTransform.cs

3.56 MsgHideAllScreens Class Reference

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

- Assets/Scripts/MessageHub/Messages/MsgHideAllScreens.cs

3.57 MsgLoadLevelData Class Reference

Public Member Functions

- **MsgLoadLevelData** (string path)

Properties

- string **Path** [get]

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

- Assets/Scripts/MessageHub/Messages/MsgLoadLevelData.cs

3.58 MsgPlaceCharacter Class Reference

Public Member Functions

- **MsgPlaceCharacter** (Vector3 position, Vector3 rotation, Transform newParent)

Properties

- Vector3 **Position** [get]
- Vector3 **Rotation** [get]
- Transform **NewParent** [get]

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

- Assets/Scripts/MessageHub/Messages/MsgPlaceCharacter.cs

3.59 MsgPlaySfx Class Reference

Public Member Functions

- **MsgPlaySfx** (AudioClip clip, float volume)

Public Attributes

- AudioClip **clip**
- float **volume**

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

- Assets/Scripts/MessageHub/Messages/MsgPlaySfx.cs

3.60 MsgPlaySfxAtPoint Class Reference

Public Member Functions

- **MsgPlaySfxAtPoint** (AudioClip clip, float volume, Vector3 point)

Public Attributes

- AudioClip **clip**
- float **volume**
- Vector3 **point**

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

- Assets/Scripts/MessageHub/Messages/MsgPlaySfxAtPoint.cs

3.61 MsgRenderMapAndItems Class Reference

Public Member Functions

- **MsgRenderMapAndItems** (List< int > mapAndItems, List< int > levelSize, List< int > goal)

Properties

- List< int > **MapAndItems** `[get]`
- List< int > **LevelSize** `[get]`
- List< int > **Goal** `[get]`

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

- Assets/Scripts/MessageHub/Messages/MsgRenderMapAndItems.cs

3.62 MsgRenderScenery Class Reference

Public Member Functions

- **MsgRenderScenery** (List< int > goal)

Public Attributes

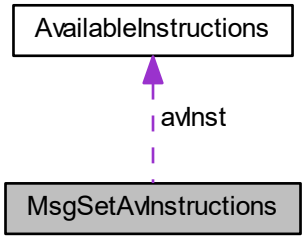
- List< int > **Goal**

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

- Assets/Scripts/MessageHub/Messages/MsgRenderScenery.cs

3.63 MsgSetAvInstructions Class Reference

Collaboration diagram for MsgSetAvInstructions:



Public Member Functions

- **MsgSetAvInstructions** (AvailableInstructions avInst)

Public Attributes

- AvailableInstructions **avInst**

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

- Assets/Scripts/MessageHub/Messages/MsgSetAvInstructions.cs

3.64 MsgShowScreen Class Reference

Public Member Functions

- **MsgShowScreen** (string screenName, Tuple< MessageScreenButtons, OnMessageScreenButtonPressed >[] listOfActions)
- **MsgShowScreen** (string screenName)

Public Attributes

- string **screenName**
- Tuple< MessageScreenButtons, OnMessageScreenButtonPressed >[] **listOfActions**

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

- Assets/Scripts/MessageHub/Messages/MsgShowScreen.cs

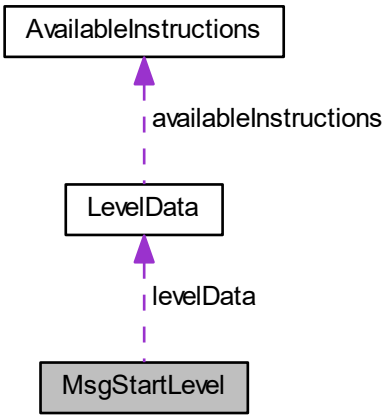
3.65 MsgSomethingTapped Class Reference

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

- Assets/Scripts/MessageHub/Messages/MsgSomethingTapped.cs

3.66 MsgStartLevel Class Reference

Collaboration diagram for MsgStartLevel:



Public Member Functions

- **MsgStartLevel** (LevelData levelData, GameObject mapParent)

Public Attributes

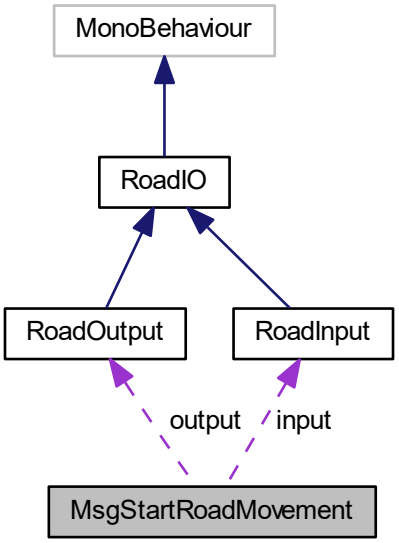
- LevelData **levelData**
- GameObject **mapParent**

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

- Assets/Scripts/MessageHub/Messages/MsgStartLevel.cs

3.67 MsgStartRoadMovement Class Reference

Collaboration diagram for MsgStartRoadMovement:



Public Member Functions

- **MsgStartRoadMovement** (RoadInput input, RoadOutput output)

Public Attributes

- RoadInput **input**
- RoadOutput **output**

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

- Assets/Scripts/MessageHub/Messages/MsgStartRoadMovement.cs

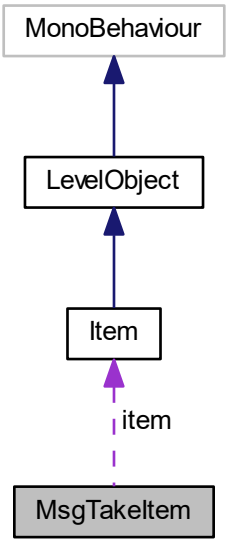
3.68 MsgStopMovement Class Reference

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

- Assets/Scripts/MessageHub/Messages/MsgStopMovement.cs

3.69 MsgTakeItem Class Reference

Collaboration diagram for MsgTakeItem:



Public Member Functions

- **MsgTakeItem** (Item item, int numberOfItems)

Public Attributes

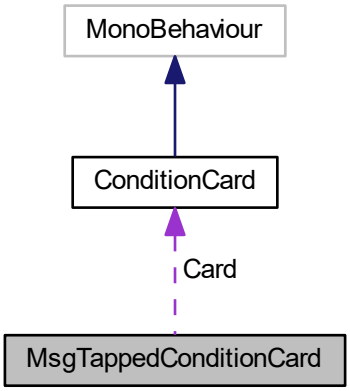
- Item **item**
- int **numberOfItems**

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

- Assets/Scripts/MessageHub/Messages/MsgTakeItem.cs

3.70 MsgTappedConditionCard Class Reference

Collaboration diagram for MsgTappedConditionCard:



Public Member Functions

- **MsgTappedConditionCard** (ConditionCard card)

Public Attributes

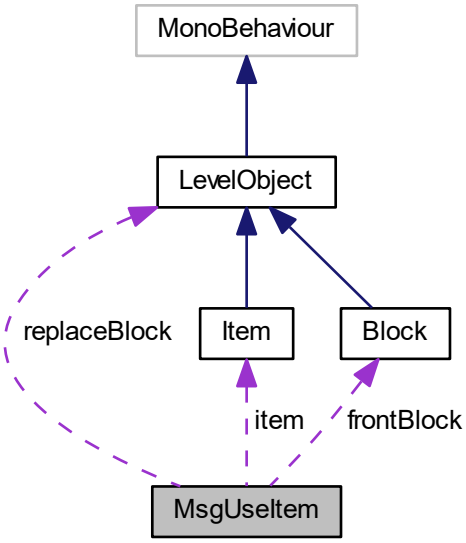
- ConditionCard **Card**

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

- Assets/Scripts/MessageHub/Messages/MsgTappedConditionCard.cs

3.71 MsgUseItem Class Reference

Collaboration diagram for MsgUseItem:



Public Member Functions

- **MsgUseItem** (Block frontBlock, EffectReaction reaction, LevelObject replaceBlock, Vector3 itemPos, Item item, Stack< Item > inventory)

Public Attributes

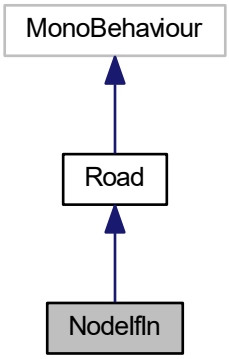
- Block **frontBlock**
- EffectReaction **reaction**
- LevelObject **replaceBlock**
- Vector3 **itemPos**
- Item **item**
- Stack< Item > **inventory**

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

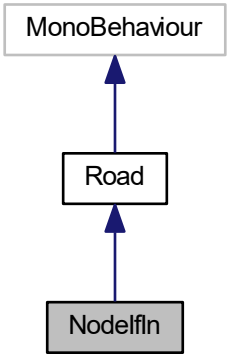
- Assets/Scripts/MessageHub/Messages/MsgUseItem.cs

3.72 NodeIfIn Class Reference

Inheritance diagram for NodeIfIn:



Collaboration diagram for NodeIfIn:



Public Member Functions

- override void **ExecuteAction** (in string[ ] args)
- override bool **GetPathAndOutput** (in RoadInput input, out Path path, out RoadOutput output)

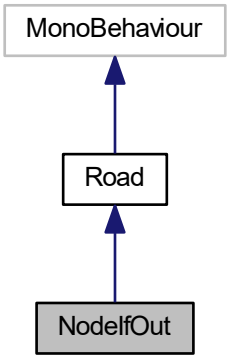
Additional Inherited Members

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

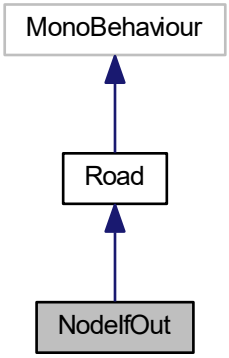
- Assets/Scripts/Roads/Roads/NodeIfIn.cs

3.73 NodeIfOut Class Reference

Inheritance diagram for NodeIfOut:



Collaboration diagram for NodeIfOut:



Public Member Functions

- override void **ExecuteAction** (in string[ ] args)
- override bool **GetPathAndOutput** (in RoadInput input, out Path path, out RoadOutput output)

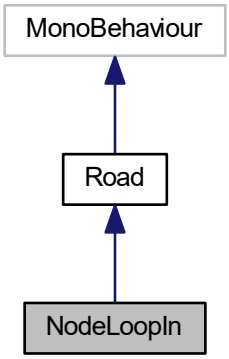
Additional Inherited Members

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

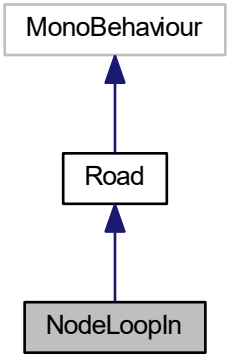
- Assets/Scripts/Roads/Roads/NodeIfOut.cs

3.74 NodeLoopIn Class Reference

Inheritance diagram for NodeLoopIn:



Collaboration diagram for NodeLoopIn:



Public Member Functions

- override void **ExecuteAction** (in string[ ] args)
- override bool **GetPathAndOutput** (in RoadInput input, out Path path, out RoadOutput output)

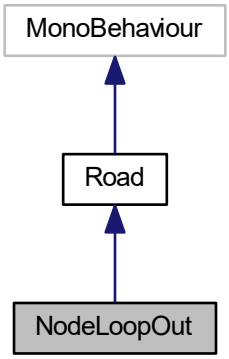
Additional Inherited Members

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

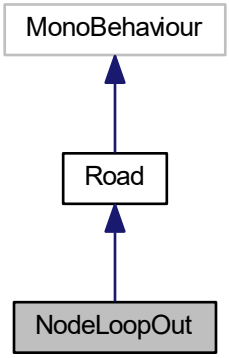
- Assets/Scripts/Roads/Roads/NodeLoopIn.cs

3.75 NodeLoopOut Class Reference

Inheritance diagram for NodeLoopOut:



Collaboration diagram for NodeLoopOut:



Public Member Functions

- override void **ExecuteAction** (in string[ ] args)
- override bool **GetPathAndOutput** (in RoadInput input, out Path path, out RoadOutput output)

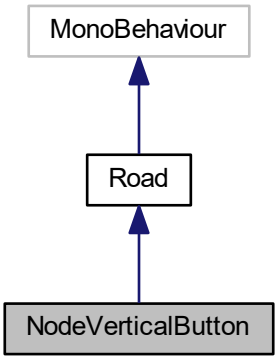
Additional Inherited Members

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

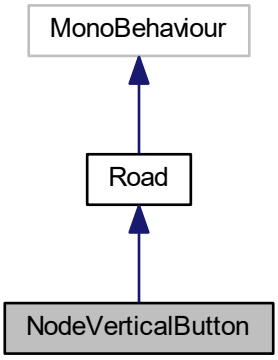
- Assets/Scripts/Roads/Roads/NodeLoopOut.cs

3.76 NodeVerticalButton Class Reference

Inheritance diagram for NodeVerticalButton:



Collaboration diagram for NodeVerticalButton:



Public Member Functions

- bool **DestroyButton** (in VerticalButton button)
- bool **AddButton** (string buttonName, RoadIO io, out VerticalButton spwButton)
- override void **ExecuteAction** (in string[ ] args)
- override bool **GetPathAndOutput** (in RoadInput input, out Path path, out RoadOutput output)

Static Public Member Functions

- static void **Switch**< **T** > (IList< T > array, int index1, int index2)

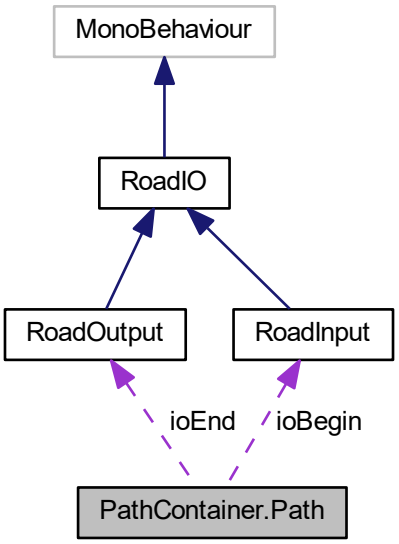
Additional Inherited Members

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

- Assets/Scripts/Roads/Roads/NodeVerticalButton.cs

3.77 PathContainer.Path Struct Reference

Collaboration diagram for PathContainer.Path:



Public Attributes

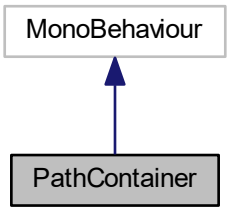
- string **pathName**
- Transform[ ] **points**
- Color **color**
- bool **drawPreview**
- RoadInput **ioBegin**
- RoadOutput **ioEnd**

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

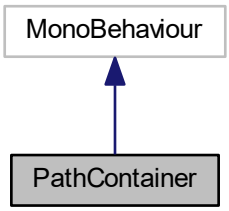
- Assets/Scripts/Roads/Path/PathContainer.cs

3.78 PathContainer Class Reference

Inheritance diagram for PathContainer:



Collaboration diagram for PathContainer:



Classes

- struct Path

Public Member Functions

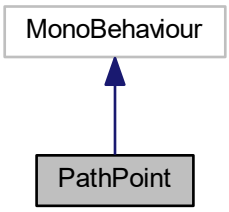
- bool **GetPathByName** (in string name, out Path path)

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

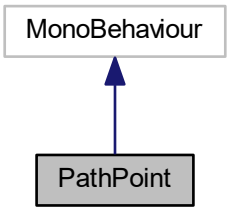
- Assets/Scripts/Roads/Path/PathContainer.cs

3.79 PathPoint Class Reference

Inheritance diagram for PathPoint:



Collaboration diagram for PathPoint:



Public Attributes

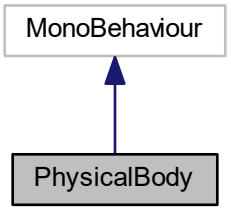
- Color **color** = Color.yellow

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

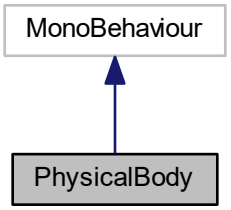
- Assets/Scripts/Roads/Path/PathPoint.cs

3.80 PhysicalBody Class Reference

Inheritance diagram for PhysicalBody:



Collaboration diagram for PhysicalBody:



Public Member Functions

- void **Teleport** (Vector3 position)
- Vector3 **TargetPosition** ()

Properties

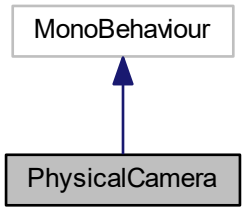
- Vector3 **RotatedTranslation** `[get, set]`

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

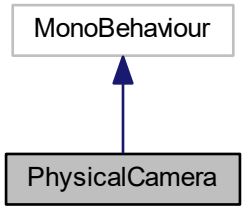
- Assets/Scripts/Camera/PhysicalBody.cs

3.81 PhysicalCamera Class Reference

Inheritance diagram for PhysicalCamera:



Collaboration diagram for PhysicalCamera:



Public Attributes

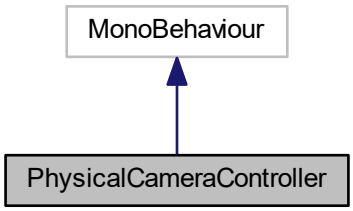
- AnimationCurve **mouseSensitivityCurve** = new AnimationCurve(new Keyframe(0f, 0.5f, 0f, 5f), new Keyframe(1f, 2.5f, 0f, 0f))
- bool **invertY** = false
- float **boost** = 3.5f
- float **positionLerpTime** = 0.2f
- float **rotationLerpTime** = 0.01f

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

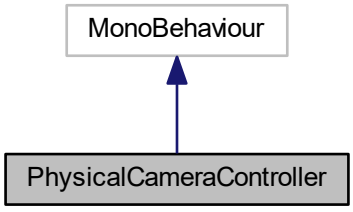
- Assets/Scripts/Camera/PhysicalCamera.cs

3.82 PhysicalCameraController Class Reference

Inheritance diagram for PhysicalCameraController:



Collaboration diagram for PhysicalCameraController:



Public Member Functions

- void **LerpTowards** (in Vector3 targetPosition, in float positionLerpPct, in float rotationLerpPct)

Properties

- float **TargetYaw** `[get, set]`
- float **TargetPitch** `[get, set]`
- float **TargetRoll** `[get, set]`
- float **Yaw** `[get]`
- float **Pitch** `[get]`
- float **Roll** `[get]`

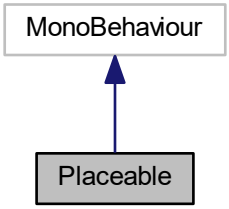
The documentation for this class was generated from the following file:

- Assets/Scripts/Camera/PhysicalCameraController.cs

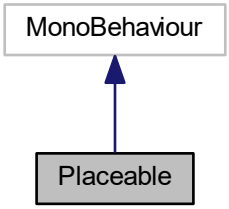
3.83 Placeable Class Reference

The Placeable class implements the logic used to determine if a GameObject can be placed on a target surface. Constraints for placement include:

Inheritance diagram for Placeable:



Collaboration diagram for Placeable:



Public Member Functions

- void **OnPlace** ()
- void **OnSelect** ()
- void OnPlacementStart ()

  Put the object into placement mode.
- void OnPlacementStop ()

  Take the object out of placement mode.

Public Attributes

- Material **PlaceableBoundsMaterial** = null
- Material **NotPlaceableBoundsMaterial** = null
- Material **PlaceableShadowMaterial** = null
- Material **NotPlaceableShadowMaterial** = null
- PlacementSurfaces **PlacementSurface** = PlacementSurfaces.Horizontal
- List< GameObject > **ChildrenToHide** = new List<GameObject>()

Properties

- bool IsPlacing [get]

  Indicates if the object is in the process of being placed.

3.83.1 Detailed Description

The Placeable class implements the logic used to determine if a GameObject can be placed on a target surface. Constraints for placement include:

- No part of the GameObject's box collider impacts with another object in the scene
- The object lays flat (within specified tolerances) against the surface
- The object would not fall off of the surface if gravity were enabled. This class also provides the following visualizations.
- A transparent cube representing the object's box collider.
- Shadow on the target surface indicating whether or not placement is valid.

3.83.2 Member Function Documentation

3.83.2.1 OnPlacementStart()

```
void Placeable.OnPlacementStart ( )
```

Put the object into placement mode.

3.83.2.2 OnPlacementStop()

```
void Placeable.OnPlacementStop ( )
```

Take the object out of placement mode.

This method will leave the object in placement mode if called while the object is in an invalid location. To determine whether or not the object has been placed, check the value of the IsPlacing property.

3.83.3 Property Documentation

3.83.3.1 IsPlacing

```
bool Placeable.IsPlacing  [get]
```

Indicates if the object is in the process of being placed.

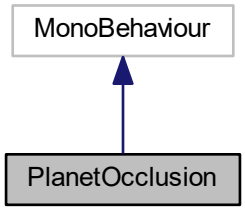
The documentation for this class was generated from the following file:

- Assets/Scripts/Placeable.cs

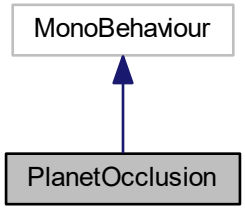
3.84 PlanetOcclusion Class Reference

Determines when the occluded version of the planet should be visible. This script allows us to do selective occlusion, so the occlusionObject will only be rendered when a Spatial Mapping surface is occluding the planet, not when another hologram is responsible for the occlusion.

Inheritance diagram for PlanetOcclusion:



Collaboration diagram for PlanetOcclusion:



Public Attributes

- GameObject **occlusionObject**

3.84.1 Detailed Description

Determines when the occluded version of the planet should be visible. This script allows us to do selective occlusion, so the occlusionObject will only be rendered when a Spatial Mapping surface is occluding the planet, not when another hologram is responsible for the occlusion.

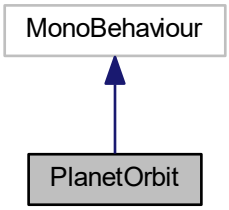
The documentation for this class was generated from the following file:

- Assets/Scripts/SolarSystem/PlanetOcclusion.cs

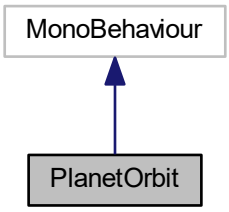
3.85 PlanetOrbit Class Reference

Controls a planet's movement around the sun (years) and rotation around its axis (days) and distance to maintain from the sun.

Inheritance diagram for PlanetOrbit:



Collaboration diagram for PlanetOrbit:



3.85.1 Detailed Description

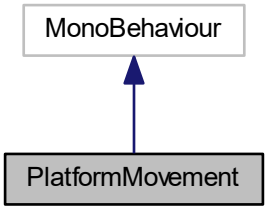
Controls a planet's movement around the sun (years) and rotation around its axis (days) and distance to maintain from the sun.

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

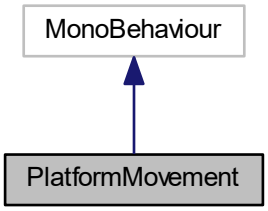
- Assets/Scripts/SolarSystem/PlanetOrbit.cs

3.86 PlatformMovement Class Reference

Inheritance diagram for PlatformMovement:



Collaboration diagram for PlatformMovement:



Public Attributes

- float **distance** = 1f
- float **speed** = 1f

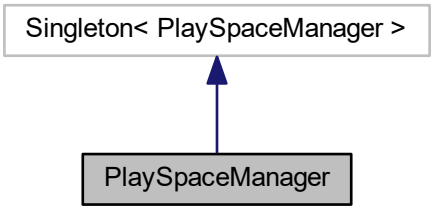
The documentation for this class was generated from the following file:

- Assets/Scripts/Visual/PlatformMovement.cs

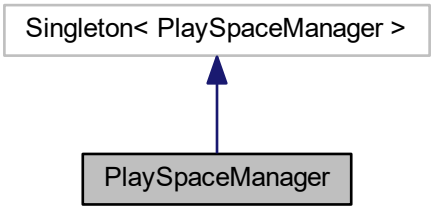
3.87 PlaySpaceManager Class Reference

The SurfaceManager class allows applications to scan the environment for a specified amount of time and then process the Spatial Mapping Mesh (find planes, remove vertices) after that time has expired.

Inheritance diagram for PlaySpaceManager:



Collaboration diagram for PlaySpaceManager:



Public Attributes

- bool **limitScanningByTime** = true
- float **scanTime** = 30.0f
- Material **defaultMaterial**
- Material **secondaryMaterial**
- uint **minimumFloors** = 1
- uint **minimumWalls** = 1

3.87.1 Detailed Description

The SurfaceManager class allows applications to scan the environment for a specified amount of time and then process the Spatial Mapping Mesh (find planes, remove vertices) after that time has expired.

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

- Assets/Scripts/PlaySpaceManager.cs

3.88 ResponseWrapper< TPetition, TResponse > Class Template Reference

Public Member Functions

- **ResponseWrapper** (TPetition petition, TResponse response)

Properties

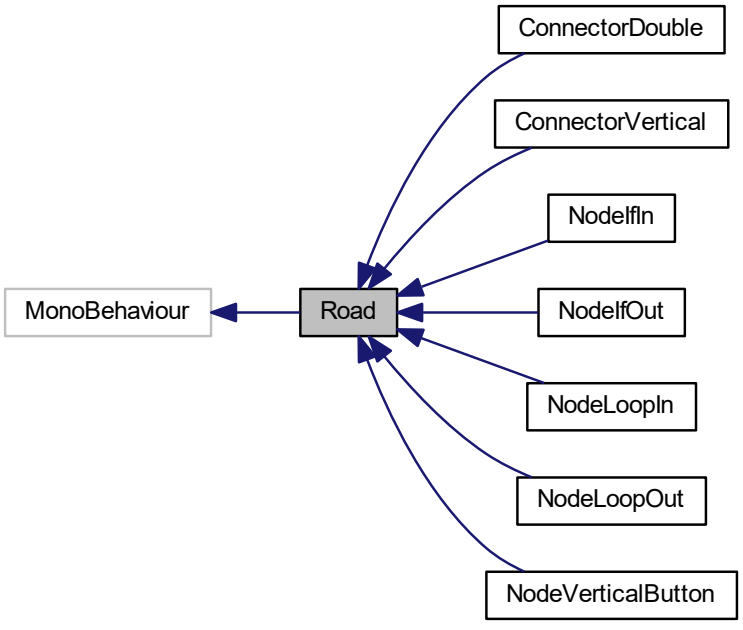
- TPetition **Petition** `[get]`
- TResponse **Response** `[get]`

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

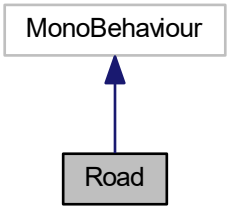
- Assets/Scripts/MessageHub/Messages/ResponseWrapper.cs

3.89 Road Class Reference

Inheritance diagram for Road:



Collaboration diagram for Road:



Public Member Functions

- List< RoadIO > **GetRoadIOByDirection** (IODirection direction)
- RoadIO **GetRoadIOByID** (string ioID)
- RoadIO[ ] **GetAllIO** ()
- abstract void **ExecuteAction** (in string[ ] args)
- abstract bool **GetPathAndOutput** (in RoadInput input, out Path path, out RoadOutput output)
- bool **RoadReady** ()

Protected Member Functions

- bool **GetPathByName** (in string name, out Path path)
- bool **DoesThisRoadHasThisIO** (string id)

Properties

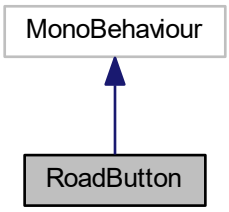
- string **RoadIdentifier** `[get]`
- bool **Connector** `[get]`

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

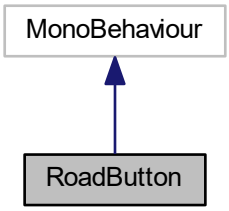
- Assets/Scripts/Roads/Road.cs

3.90 RoadButton Class Reference

Inheritance diagram for RoadButton:



Collaboration diagram for RoadButton:



Public Member Functions

- void **OnSelect** ()
- void **Disable** ()
- void **Enable** ()

Public Attributes

- GameObject **mesh**

Properties

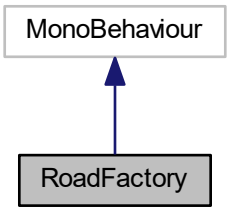
- Buttons **ButtonType** `[get]`

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

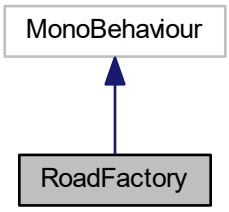
- Assets/Scripts/Visual/RoadButton.cs

3.91 RoadFactory Class Reference

Inheritance diagram for RoadFactory:



Collaboration diagram for RoadFactory:



Public Member Functions

- bool **GetRoadByID** (in string id, out Road road)
- bool **SpawnRoadByID** (in string id, out Road road)
- bool **SpawnRoadByID** (in string id, in List< RoadIO > ioToMatch, out Road road, out Dictionary< string, string > connectionsR_C)
- bool **SpawnRoadByID** (in string id, in List< RoadIO > ioToMatch, in List< RoadIO > ioToMatch2, out Road road, out Dictionary< string, string > connectionsR1_Connector, out Dictionary< string, string > connectionsR2_Connector)
- bool **FillGapWithConnector** (in List< RoadIO > ioToMatch, in List< RoadIO > ioToMatch2, out Road road, out Dictionary< string, string > connectionsR1_Connector, out Dictionary< string, string > connections↩R2_Connector)
- Road **ConnectRoads** (in Road[] connectors, in List< RoadIO > ioRoad1, in List< RoadIO > ioRoad2, float errorMargin, out Dictionary< string, string > connectionsR1_Connector, out Dictionary< string, string > connectionsR2_Connector)
- bool **SpawnAndConnectRoad** (in string roadToSpawn, in List< RoadIO > ioToMatch, in float errorMargin, out Road spawnedRoad, out Dictionary< string, string > connections)
- bool **SpawnRoad** (in Road roadToSpawn, in List< RoadIO > ioToMatch, in float errorMargin, out Road spawnedRoad, out Dictionary< string, string > connections)
- bool **FindSuitableRoads** (in Road[] roadList, in List< RoadIO > ioToMatch, in float errorMargin, out List< Road > validRoads, out List< Dictionary< string, string >> connectionsDictionary)

Properties

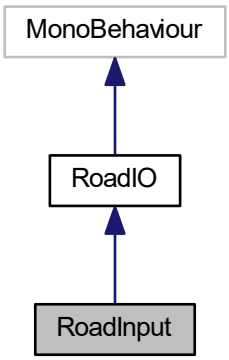
- float **MaxGapBetweenRoads** `[get, set]`

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

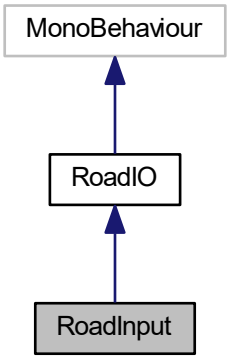
- Assets/Scripts/Roads/RoadFactory/RoadFactory.cs

3.92 RoadInput Class Reference

Inheritance diagram for RoadInput:



Collaboration diagram for RoadInput:



Public Member Functions

- override Color **Color** ()

Properties

- RoadOutput **RoadOutput** `[get, set]`

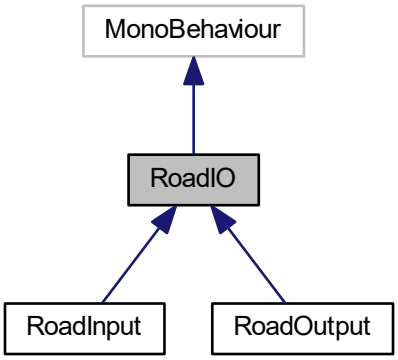
Additional Inherited Members

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

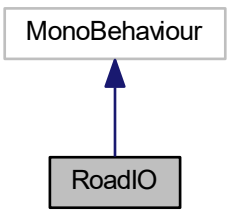
- Assets/Scripts/Roads/RoadIO/RoadInput.cs

3.93 RoadIO Class Reference

Inheritance diagram for RoadIO:



Collaboration diagram for RoadIO:



Public Types

- enum **IODirection** {
  Forward = 0, **Back** = 1, **Left** = 2, **Right** = 3,
  Undefined }

Public Member Functions

- abstract Color **Color** ()
- void **MoveRoadTo** (in Vector3 newPos)
- Road **GetParentRoad** ()

Static Public Member Functions

- static IODirection **GetOppositeDirection** (IODirection direction)

Properties

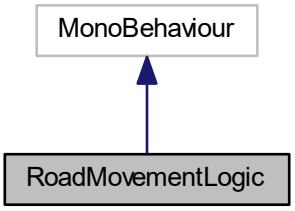
- IODirection **Direction** `[get]`
- string **IOIdentifier** `[get]`
- RoadIO **ConnectedTo** `[get, set]`
- bool **CanBeSelected** `[get]`

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

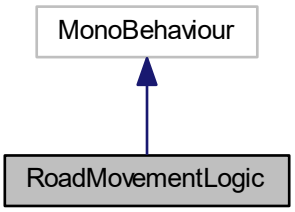
- Assets/Scripts/Roads/RoadIO/RoadIO.cs

3.94 RoadMovementLogic Class Reference

Inheritance diagram for RoadMovementLogic:



Collaboration diagram for RoadMovementLogic:

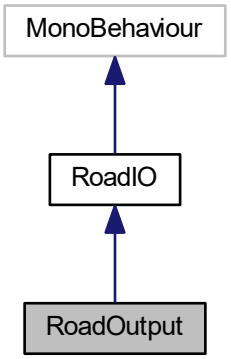


The documentation for this class was generated from the following file:

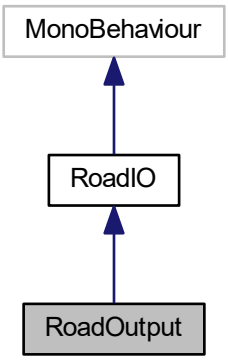
- Assets/Scripts/GameLogic/RoadMovementLogic.cs

3.95 RoadOutput Class Reference

Inheritance diagram for RoadOutput:



Collaboration diagram for RoadOutput:



Public Member Functions

- override Color **Color** ()

Properties

- RoadInput **RoadInput** `[get, set]`

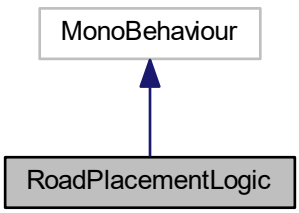
Additional Inherited Members

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

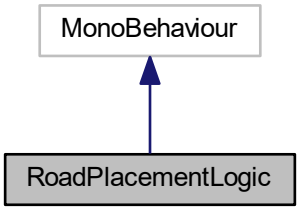
- Assets/Scripts/Roads/RoadIO/RoadOutput.cs

3.96 RoadPlacementLogic Class Reference

Inheritance diagram for RoadPlacementLogic:



Collaboration diagram for RoadPlacementLogic:



Public Member Functions

- void **AddInputFromButton** (Buttons buttonIndex)
- void **DoRestart** ()
- void **ResetRoad** ()

Properties

- RoadIO **FirstInput** `[get]`
- RoadIO **SelectedIO** `[get, set]`
- static RoadPlacementLogic **Instance** `[get]`

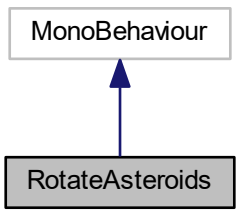
The documentation for this class was generated from the following file:

- Assets/Scripts/GameLogic/RoadPlacementLogic.cs

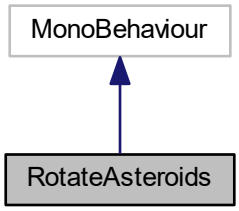
3.97 RotateAsteroids Class Reference

Rotates an asteroid field;

Inheritance diagram for RotateAsteroids:



Collaboration diagram for RotateAsteroids:



Public Attributes

- float period

  Controls how fast the asteroid belt will rotate.

3.97.1 Detailed Description

Rotates an asteroid field;

3.97.2 Member Data Documentation

3.97.2.1 period

```
float RotateAsteroids.period
```

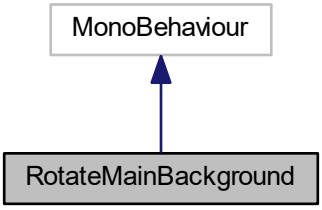
Controls how fast the asteroid belt will rotate.

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

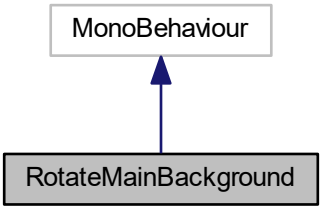
- Assets/Scripts/SolarSystem/RotateAsteroids.cs

3.98 RotateMainBackground Class Reference

Inheritance diagram for RotateMainBackground:



Collaboration diagram for RotateMainBackground:



Public Attributes

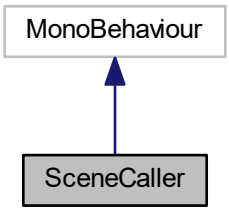
- float **rotationSpeed** = 1.0f

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

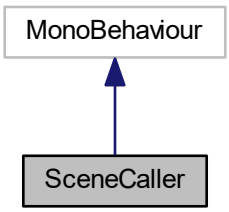
- Assets/Scripts/RotateMainBackground.cs

3.99 SceneCaller Class Reference

Inheritance diagram for SceneCaller:



Collaboration diagram for SceneCaller:



Public Member Functions

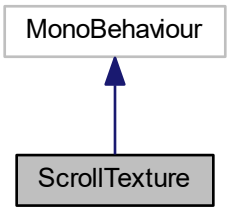
- void **LoadLevel** (string pName)
- void **ExitGame** ()

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

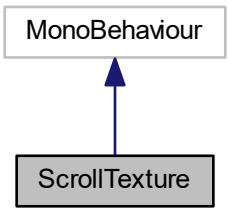
- Assets/Scripts/SceneCaller.cs

3.100 ScrollTexture Class Reference

Inheritance diagram for ScrollTexture:



Collaboration diagram for ScrollTexture:



Public Attributes

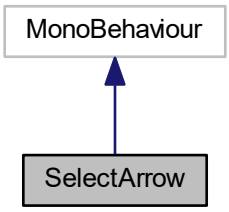
- float **ScrollX** = 0.5f
- float **ScrollY** = 0.5f

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

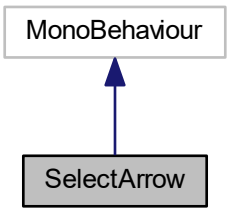
- Assets/Scripts/Visual/ScrollTexture.cs

3.101 SelectArrow Class Reference

Inheritance diagram for SelectArrow:



Collaboration diagram for SelectArrow:



Public Member Functions

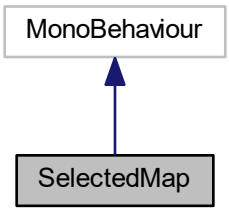
- delegate void **CallbackDelegate** ()
- void **InformMeOfClickedArrow** (CallbackDelegate action)

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

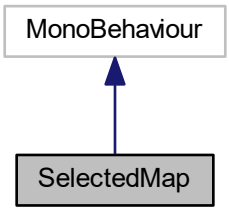
- Assets/Scripts/MapMenu/SelectArrow.cs

3.102 SelectedMap Class Reference

Inheritance diagram for SelectedMap:



Collaboration diagram for SelectedMap:



Properties

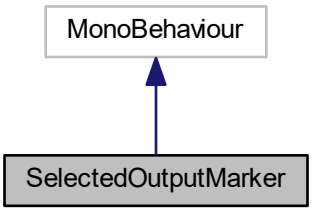
- LevelData **LevelData** `[get, set]`

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

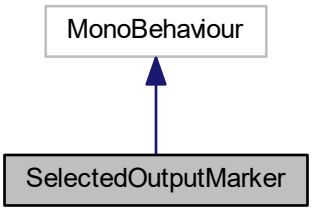
- Assets/Scripts/MapMenu/SelectedMap.cs

3.103 SelectedOutputMarker Class Reference

Inheritance diagram for SelectedOutputMarker:



Collaboration diagram for SelectedOutputMarker:



Public Member Functions

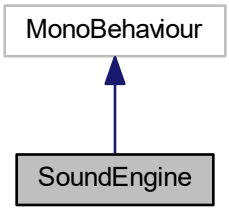
- void **FindAndSelectClosestIO** ()

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

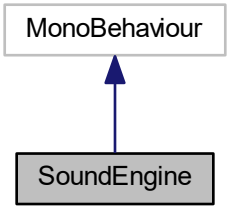
- Assets/Scripts/Visual/SelectedOutputMarker.cs

3.104 SoundEngine Class Reference

Inheritance diagram for SoundEngine:



Collaboration diagram for SoundEngine:



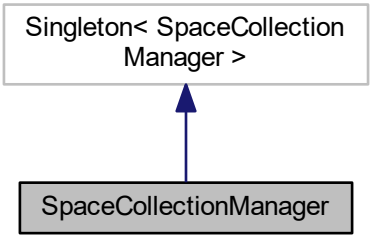
The documentation for this class was generated from the following file:

- Assets/Scripts/Sound/SoundEngine.cs

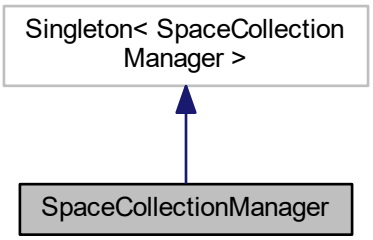
3.105 SpaceCollectionManager Class Reference

Called by PlaySpaceManager after planes have been generated from the Spatial Mapping Mesh. This class will create a collection of prefab objects that have the 'Placeable' component and will attempt to set their initial location on planes that are close to the user.

Inheritance diagram for SpaceCollectionManager:



Collaboration diagram for SpaceCollectionManager:



Public Member Functions

- void SetSurfaces (List< GameObject > horizontalSurfaces, List< GameObject > verticalSurfaces)

  Generates a collection of Placeable objects in the world and sets them on planes that match their affinity.
- bool **IsReady** ()
- bool **PlaceItemInWorld** (GameObject spaceObjectPrefabs)
- bool **PlaceItemsInWorld** (List< GameObject > spaceObjectPrefabs)

3.105.1 Detailed Description

Called by PlaySpaceManager after planes have been generated from the Spatial Mapping Mesh. This class will create a collection of prefab objects that have the 'Placeable' component and will attempt to set their initial location on planes that are close to the user.

3.105.2 Member Function Documentation

3.105.2.1 SetSurfaces()

```
void SpaceCollectionManager.SetSurfaces (
            List< GameObject > horizontalSurfaces,
            List< GameObject > verticalSurfaces )
```

Generates a collection of Placeable objects in the world and sets them on planes that match their affinity.

Parameters

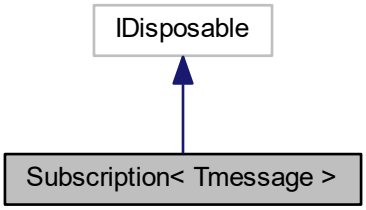
horizontalSurfaces	Horizontal surface planes (floors, tables).
verticalSurfaces	Vertical surface planes (walls).

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

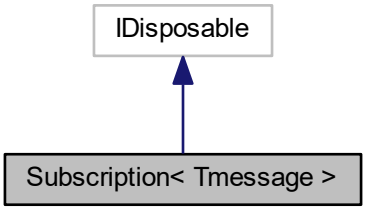
- Assets/Scripts/SpaceCollectionManager.cs

3.106 Subscription< Tmessage > Class Template Reference

Inheritance diagram for Subscription< Tmessage >:



Collaboration diagram for Subscription< Tmessage >:



Public Member Functions

- **Subscription** (Action< Tmessage > action, EventAggregator eventAggregator)
- void **Dispose** ()

Properties

- Action< Tmessage > **Action** `[get]`

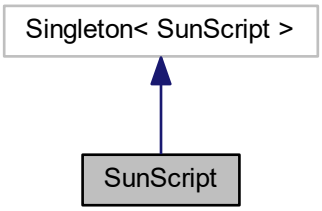
The documentation for this class was generated from the following file:

- Assets/Scripts/MessageHub/Subscription.cs

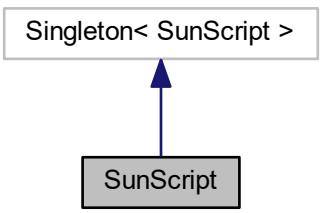
3.107 SunScript Class Reference

This is a helper script to store data about various planets in our solar system.

Inheritance diagram for SunScript:



Collaboration diagram for SunScript:



Public Member Functions

- float GetYearTime (string Planet)

  Gets the time it takes for a planet to rotate around the sun.
- float GetDayTime (string Planet)

  Gets the time a planet takes to revolve around its axis.
- float GetDistance (string Planet)

  Gets the distance the planet should be from the Sun.
  This is not to scale.

Public Attributes

- float EarthYear = 10

  How long it takes for the Earth to rotate around the sun.
- float OneAUInMeters = 0.15f

  The distance the Earth should be from the sun.

3.107.1 Detailed Description

This is a helper script to store data about various planets in our solar system.

3.107.2 Member Function Documentation

3.107.2.1 GetDayTime()

```
float SunScript.GetDayTime (
            string Planet )
```

Gets the time a planet takes to revolve around its axis.

Parameters

Planet	The planet to look up.

Returns

The length of a day for the planet.

3.107.2.2 GetDistance()

```
float SunScript.GetDistance (
            string Planet )
```

Gets the distance the planet should be from the Sun.
This is not to scale.

Parameters

Planet	The planet to look up.

Returns

The distance to put the planet from the sun.

3.107.2.3 GetYearTime()

```
float SunScript.GetYearTime (
            string Planet )
```

Gets the time it takes for a planet to rotate around the sun.

Parameters

Planet	The planet to look up.

Returns

How long a year is for the planet.

3.107.3 Member Data Documentation

3.107.3.1 EarthYear

```
float SunScript.EarthYear = 10
```

How long it takes for the Earth to rotate around the sun.

3.107.3.2 OneAUInMeters

```
float SunScript.OneAUInMeters = 0.15f
```

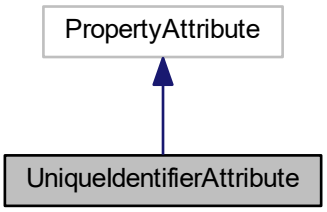
The distance the Earth should be from the sun.

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

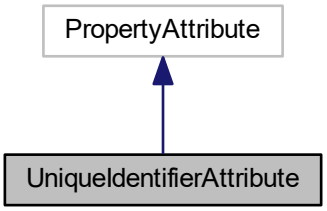
- Assets/Scripts/SolarSystem/SunScript.cs

3.108 UniqueIdentifierAttribute Class Reference

Inheritance diagram for UniqueIdentifierAttribute:



Collaboration diagram for UniqueIdentifierAttribute:

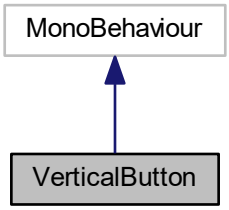


The documentation for this class was generated from the following file:

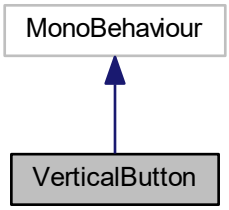
- Assets/Scripts/UniqueIdentifier/UniqueIdentifierAttribute.cs

3.109 VerticalButton Class Reference

Inheritance diagram for VerticalButton:



Collaboration diagram for VerticalButton:



Public Member Functions

- void **Lock** ()
- void **Unlock** ()

Properties

- bool **Locked** `[get]`
- string **ButtonName** `[get]`

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

- Assets/Scripts/Roads/VerticalButton.cs

Index

actionSpeed
    BigCharacter, 12
AddInputFromButton
    GameLogic, 34
AreAllActionsFinished
    BigCharacter, 11
ArrowAnim, 9
AvailableInstructions, 10

BigCharacter, 10
    actionSpeed, 12
    AreAllActionsFinished, 11
    descendJumpPct, 12
    initialActionCapacity, 12
    jumpPct, 12
    rotationTime, 12
    takeOff, 13
Block, 13
Block.EffectReaction, 29
BlockExploder, 15
    cubesInRow, 16
    cubeSize, 16
    Explode, 16
    explosionForce, 17
    explosionRadius, 17
    explosionUpward, 17
    mass, 17
    particleDuration, 17
ButtonCounterScript, 18

CagePoint, 19
CamCage, 20
CameraMsgs, 21
CardConstants, 22
Character, 22
ConditionCard, 23
ConditionCardFrame, 24
ConditionCardPicker, 25
ConnectorDouble, 26
ConnectorVertical, 27
Counter, 28
cubesInRow
    BlockExploder, 16
cubeSize
    BlockExploder, 16
CurrentLevelData
    GameLogic, 34

descendJumpPct
    BigCharacter, 12

EarthYear
    SunScript, 108
EventAggregator, 29
    Instance, 32
    Publish< TMessageType >, 30
    Subscribe< TMessageType >, 31
    Unsubscribe< TMessageType >, 31
Explode
    BlockExploder, 16
explosionForce
    BlockExploder, 17
explosionRadius
    BlockExploder, 17
explosionUpward
    BlockExploder, 17

FaceTarget, 32

GameLogic, 33
    AddInputFromButton, 34
    CurrentLevelData, 34
GenericButton, 34
GetDayTime
    SunScript, 106
GetDistance
    SunScript, 106
GetYearTime
    SunScript, 108

HeadFollower, 35

initialActionCapacity
    BigCharacter, 12
Instance
    EventAggregator, 32
Interactible, 36
InteractibleManager, 37
InteractibleParameters, 38
IsPlacing
    Placeable, 80
Item, 39

JSonLoader, 40
jumpPct
    BigCharacter, 12

LevelButtons, 41
LevelData, 42
LevelObject, 43
LevelObjects, 44
LoopCounter, 45

MapContainer, 46
MapController, 47
MapMenuLogic, 48
MapRenderer, 49
MapSelector, 50
mass
    BlockExploder, 17
MessageScreen, 51
MessageScreenButton, 52
MessageScreenManager, 53
MessageWarehouse, 54
MiniCharacter, 55
MoveCursor, 56
MsgAddInputFromButton, 56
MsgAddInputFromButtonRoadPlacement, 57
MsgBigCharacterAllActionsFinished, 57
MsgBigRobotAction, 57
MsgBigRobotIdle, 58
MsgBlockLength, 58
MsgChangeParentBigCharacter, 58
MsgDisableAllButtons, 58
MsgEnableAllButtons, 59
MsgEnableButton, 59
MsgGetMainCameraTransform, 59
MsgHideAllScreens, 59
MsgLoadLevelData, 59
MsgPlaceCharacter, 60
MsgPlaySfx, 60
MsgPlaySfxAtPoint, 60
MsgRenderMapAndItems, 61
MsgRenderScenery, 61
MsgSetAvInstructions, 62
MsgShowScreen, 62
MsgSomethingTapped, 63
MsgStartLevel, 63
MsgStartRoadMovement, 64
MsgStopMovement, 64
MsgTakeItem, 65
MsgTappedConditionCard, 66
MsgUseItem, 67

NodeIfIn, 68
NodeIfOut, 69
NodeLoopIn, 70
NodeLoopOut, 71
NodeVerticalButton, 72

OneAUInMeters
    SunScript, 108
OnPlacementStart
    Placeable, 80
OnPlacementStop
    Placeable, 80

particleDuration
    BlockExploder, 17
PathContainer, 74
PathContainer.Path, 73
PathPoint, 75
period
    RotateAsteroids, 95
PhysicalBody, 76
PhysicalCamera, 77
PhysicalCameraController, 78
Placeable, 79
    IsPlacing, 80
    OnPlacementStart, 80
    OnPlacementStop, 80
PlanetOcclusion, 81
PlanetOrbit, 82
PlatformMovement, 83
PlaySpaceManager, 83
Publish< TMessageType >
    EventAggregator, 30

ResponseWrapper< TPetition, TResponse >, 85
Road, 85
RoadButton, 87
RoadFactory, 88
RoadInput, 89
RoadIO, 90
RoadMovementLogic, 91
RoadOutput, 92
RoadPlacementLogic, 93
RotateAsteroids, 94
    period, 95
RotateMainBackground, 96
rotationTime
    BigCharacter, 12

SceneCaller, 97
ScrollTexture, 98
SelectArrow, 99
SelectedMap, 100
SelectedOutputMarker, 101
SetSurfaces
    SpaceCollectionManager, 103
SoundEngine, 102
SpaceCollectionManager, 102
    SetSurfaces, 103
Subscribe< TMessageType >
    EventAggregator, 31
Subscription< Tmessage >, 104
SunScript, 105
    EarthYear, 108
    GetDayTime, 106
    GetDistance, 106
    GetYearTime, 108
    OneAUInMeters, 108

takeOff
    BigCharacter, 13

UniqueIdentifierAttribute, 109
Unsubscribe< TMessageType >
    EventAggregator, 31

VerticalButton, 110