

Namespace Synesthesia.PLATEAU.Snap. Generated.Api

Classes

[ImagesApi](#)

Represents a collection of functions to interact with the API endpoints

[SurfacesApi](#)

Represents a collection of functions to interact with the API endpoints

Interfaces

[IImagesApi](#)

Represents a collection of functions to interact with the API endpoints

[IImagesApiAsync](#)

Represents a collection of functions to interact with the API endpoints

[IImagesApiSync](#)

Represents a collection of functions to interact with the API endpoints

[ISurfacesApi](#)

Represents a collection of functions to interact with the API endpoints

[ISurfacesApiAsync](#)

Represents a collection of functions to interact with the API endpoints

[ISurfacesApiSync](#)

Represents a collection of functions to interact with the API endpoints

Interface IImagesApi

Namespace: [Synesthesia.PLATEAU.Snap.Generated.Api](#)

Assembly: Synesthesia.Snap.Generated.Sample.dll

Represents a collection of functions to interact with the API endpoints

```
public interface IImagesApi : IImagesApiSync, IImagesApiAsync, IApiAccessor
```

Inherited Members

[IImagesApiSync.CreateBuildingImageAsync\(FileParameter, string\)](#) ,
[IImagesApiSync.CreateBuildingImageAsyncWithHttpInfo\(FileParameter, string\)](#) ,
[IImagesApiAsync.CreateBuildingImageAsyncAsync\(FileParameter, string, CancellationToken\)](#) ,
[IImagesApiAsync.CreateBuildingImageAsyncWithHttpInfoAsync\(FileParameter, string, CancellationToken\)](#) ,
[IApiAccessor.Configuration](#) , [IApiAccessor.GetBasePath\(\)](#) , [IApiAccessor.ExceptionFactory](#)

Interface IImagesApiAsync

Namespace: [Synesthesia.PLATEAU.Snap.Generated.Api](#)

Assembly: Synesthesia.Snap.Generated.Sample.dll

Represents a collection of functions to interact with the API endpoints

```
public interface IImagesApiAsync : IApiAccessor
```

Inherited Members

[IApiAccessor.Configuration](#) , [IApiAccessor.GetBasePath\(\)](#) , [IApiAccessor.ExceptionFactory](#)

Methods

CreateBuildingImageAsyncAsync(FileParameter, string, CancellationToken)

撮影した建物面の画像を登録します。

```
Task<BuildingImageResponse> CreateBuildingImageAsyncAsync(FileParameter file, string metadata, CancellationToken cancellationToken = default)
```

Parameters

file [FileParameter](#)

建物面を撮影した画像ファイル

metadata [string](#)

画像に関連するメタデータ

cancellationToken [CancellationToken](#)

Cancellation Token to cancel the request.

Returns

[Task](#)<[BuildingImageResponse](#)>

Task of BuildingImageResponse

Exceptions

[ApiException](#)

Thrown when fails to make API call

CreateBuildingImageAsyncWithHttpInfoAsync(FileParameter, string, CancellationToken)

撮影した建物面の画像を登録します。

```
Task<ApiResponse<BuildingImageResponse>>
CreateBuildingImageAsyncWithHttpInfoAsync(FileParameter file, string metadata,
CancellationToken cancellationToken = default)
```

Parameters

file [FileParameter](#)

建物面を撮影した画像ファイル

metadata [string](#)

画像に関連するメタデータ

cancellationToken [CancellationToken](#)

Cancellation Token to cancel the request.

Returns

[Task](#)<ApiResponse<BuildingImageResponse>>

Task of ApiResponse (BuildingImageResponse)

Exceptions

[ApiException](#)

Thrown when fails to make API call

Interface IImagesApiSync

Namespace: [Synesthesia.PLATEAU.Snap.Generated.Api](#)

Assembly: Synesthesia.Snap.Generated.Sample.dll

Represents a collection of functions to interact with the API endpoints

```
public interface IImagesApiSync : IApiAccessor
```

Inherited Members

[IApiAccessor.Configuration](#) , [IApiAccessor.GetBasePath\(\)](#) , [IApiAccessor.ExceptionFactory](#)

Methods

CreateBuildingImageAsync(FileParameter, string)

撮影した建物面の画像を登録します。

```
BuildingImageResponse CreateBuildingImageAsync(FileParameter file, string metadata)
```

Parameters

file [FileParameter](#)

建物面を撮影した画像ファイル

metadata [string](#)

画像に関連するメタデータ

Returns

[BuildingImageResponse](#)

BuildingImageResponse

Exceptions

[ApiException](#)

Thrown when fails to make API call

CreateBuildingImageAsyncWithHttpInfo(FileParameter, string)

撮影した建物面の画像を登録します。

ApiResponse<BuildingImageResponse>

CreateBuildingImageAsyncWithHttpInfo(FileParameter file, **string** metadata)

Parameters

file [FileParameter](#)

建物面を撮影した画像ファイル

metadata [string](#) ↗

画像に関連するメタデータ

Returns

[ApiResponse<BuildingImageResponse>](#)

ApiResponse of BuildingImageResponse

Exceptions

[ApiException](#)

Thrown when fails to make API call

Interface ISurfacesApi

Namespace: [Synesthesia.PLATEAU.Snap.Generated.Api](#)

Assembly: Synesthesia.Snap.Generated.Sample.dll

Represents a collection of functions to interact with the API endpoints

```
public interface ISurfacesApi : ISurfacesApiSync, ISurfacesApiAsync, IApiAccessor
```

Inherited Members

[ISurfacesApiSync.GetVisibleSurfacesAsync\(VisibleSurfacesRequest\)](#) ,
[ISurfacesApiSync.GetVisibleSurfacesAsyncWithHttpInfo\(VisibleSurfacesRequest\)](#) ,
[ISurfacesApiAsync.GetVisibleSurfacesAsyncAsync\(VisibleSurfacesRequest, CancellationToken\)](#) ,
[ISurfacesApiAsync.GetVisibleSurfacesAsyncWithHttpInfoAsync\(VisibleSurfacesRequest, CancellationToken\)](#) ,
[IApiAccessor.Configuration](#) , [IApiAccessor.GetBasePath\(\)](#) , [IApiAccessor.ExceptionFactory](#)

Interface ISurfacesApiAsync

Namespace: [Synesthesia.PLATEAU.Snap.Generated.Api](#)

Assembly: Synesthesia.Snap.Generated.Sample.dll

Represents a collection of functions to interact with the API endpoints

```
public interface ISurfacesApiAsync : IApiAccessor
```

Inherited Members

[IApiAccessor.Configuration](#) , [IApiAccessor.GetBasePath\(\)](#) , [IApiAccessor.ExceptionFactory](#)

Methods

GetVisibleSurfacesAsyncAsync(VisibleSurfacesRequest, CancellationToken)

現在の位置で撮影可能な面の情報を取得します。

```
Task<VisibleSurfacesResponse> GetVisibleSurfacesAsyncAsync(VisibleSurfacesRequest  
visibleSurfacesRequest = null, CancellationToken cancellationToken = default)
```

Parameters

visibleSurfacesRequest [VisibleSurfacesRequest](#)

(optional)

cancellationToken [CancellationToken](#)

Cancellation Token to cancel the request.

Returns

[Task](#)<[VisibleSurfacesResponse](#)>

Task of VisibleSurfacesResponse

Exceptions

[ApiException](#)

Thrown when fails to make API call

GetVisibleSurfacesAsyncWithHttpInfoAsync(VisibleSurfacesRequest, CancellationToken)

現在の位置で撮影可能な面の情報を取得します。

```
Task<ApiResponse<VisibleSurfacesResponse>>
GetVisibleSurfacesAsyncWithHttpInfoAsync(VisibleSurfacesRequest
visibleSurfacesRequest = null, CancellationToken cancellationToken = default)
```

Parameters

visibleSurfacesRequest [VisibleSurfacesRequest](#)

(optional)

cancellationToken [CancellationToken](#)

Cancellation Token to cancel the request.

Returns

[Task](#)<[ApiResponse](#)<[VisibleSurfacesResponse](#)>>

Task of ApiResponse (VisibleSurfacesResponse)

Exceptions

[ApiException](#)

Thrown when fails to make API call

Interface ISurfacesApiSync

Namespace: [Synesthesia.PLATEAU.Snap.Generated.Api](#)

Assembly: Synesthesia.Snap.Generated.Sample.dll

Represents a collection of functions to interact with the API endpoints

```
public interface ISurfacesApiSync : IApiAccessor
```

Inherited Members

[IApiAccessor.Configuration](#) , [IApiAccessor.GetBasePath\(\)](#) , [IApiAccessor.ExceptionFactory](#)

Methods

GetVisibleSurfacesAsync(VisibleSurfacesRequest)

現在の位置で撮影可能な面の情報を取得します。

```
VisibleSurfacesResponse GetVisibleSurfacesAsync(VisibleSurfacesRequest  
visibleSurfacesRequest = null)
```

Parameters

visibleSurfacesRequest [VisibleSurfacesRequest](#)

(optional)

Returns

[VisibleSurfacesResponse](#)

VisibleSurfacesResponse

Exceptions

[ApiException](#)

Thrown when fails to make API call

GetVisibleSurfacesAsyncWithHttpInfo(VisibleSurfacesRequest)

現在の位置で撮影可能な面の情報を取得します。

```
ApiResponse<VisibleSurfacesResponse>
GetVisibleSurfacesAsyncWithHttpInfo(VisibleSurfacesRequest visibleSurfacesRequest
= null)
```

Parameters

visibleSurfacesRequest [VisibleSurfacesRequest](#)

(optional)

Returns

[ApiResponse<VisibleSurfacesResponse>](#)

ApiResponse of VisibleSurfacesResponse

Exceptions

[ApiException](#)

Thrown when fails to make API call

Class ImagesApi

Namespace: [Synesthesia.PLATEAU.Snap.Generated.Api](#)

Assembly: Synesthesia.Snap.Generated.Sample.dll

Represents a collection of functions to interact with the API endpoints

```
public class ImagesApi : IDisposable, IImagesApi, IImagesApiSync,  
IImagesApiAsync, IApiAccessor
```

Inheritance

[object](#) ← ImagesApi

Implements

[IDisposable](#), [IImagesApi](#), [IImagesApiSync](#), [IImagesApiAsync](#), [IApiAccessor](#)

Inherited Members

[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#),
[object.GetType\(\)](#), [object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#),
[object.ToString\(\)](#)

Constructors

ImagesApi()

Initializes a new instance of the [ImagesApi](#) class. **IMPORTANT** This will also create an instance of HttpClient, which is less than ideal. It's better to reuse the [HttpClient and HttpClientHandler](#).

```
public ImagesApi()
```

ImagesApi(Configuration)

Initializes a new instance of the [ImagesApi](#) class using Configuration object. **IMPORTANT** This will also create an instance of HttpClient, which is less than ideal. It's better to reuse the [HttpClient and HttpClientHandler](#).

```
public ImagesApi(Configuration configuration)
```

Parameters

[configuration Configuration](#)

An instance of Configuration.

Exceptions

[ArgumentNullException](#)

ImagesApi(ISynchronousClient, IAsynchronousClient, IReadableConfiguration)

Initializes a new instance of the [ImagesApi](#) class using a Configuration object and client instance.

```
public ImagesApi(ISynchronousClient client, IAsynchronousClient asyncClient,  
IReadableConfiguration configuration)
```

Parameters

[client ISynchronousClient](#)

The client interface for synchronous API access.

[asyncClient IAsynchronousClient](#)

The client interface for asynchronous API access.

[configuration IReadableConfiguration](#)

The configuration object.

Exceptions

[ArgumentNullException](#)

ImagesApi(HttpClient, Configuration, HttpClientHandler)

Initializes a new instance of the [ImagesApi](#) class using Configuration object.

```
public ImagesApi(HttpClient client, Configuration configuration, HttpClientHandler handler = null)
```

Parameters

client [HttpClient](#)

An instance of HttpClient.

configuration [Configuration](#)

An instance of Configuration.

handler [HttpClientHandler](#)

An optional instance of HttpClientHandler that is used by HttpClient.

Remarks

Some configuration settings will not be applied without passing an HttpClientHandler. The features affected are: Setting and Retrieving Cookies, Client Certificates, Proxy settings.

Exceptions

[ArgumentNullException](#)

ImagesApi(HttpClient, HttpClientHandler)

Initializes a new instance of the [ImagesApi](#) class.

```
public ImagesApi(HttpClient client, HttpClientHandler handler = null)
```

Parameters

client [HttpClient](#)

An instance of HttpClient.

handler [HttpClientHandler](#)

An optional instance of HttpClientHandler that is used by HttpClient.

Remarks

Some configuration settings will not be applied without passing an HttpClientHandler. The features affected are: Setting and Retrieving Cookies, Client Certificates, Proxy settings.

Exceptions

[ArgumentNullException](#)

ImagesApi(HttpClient, string, HttpClientHandler)

Initializes a new instance of the [ImagesApi](#) class.

```
public ImagesApi(HttpClient client, string basePath, HttpClientHandler handler  
= null)
```

Parameters

client [HttpClient](#)

An instance of HttpClient.

basePath [string](#)

The target service's base path in URL format.

handler [HttpClientHandler](#)

An optional instance of HttpClientHandler that is used by HttpClient.

Remarks

Some configuration settings will not be applied without passing an HttpClientHandler. The features affected are: Setting and Retrieving Cookies, Client Certificates, Proxy settings.

Exceptions

[ArgumentNullException](#)

[ArgumentException](#)

ImagesApi(string)

Initializes a new instance of the [ImagesApi](#) class. **IMPORTANT** This will also create an instance of HttpClient, which is less than ideal. It's better to reuse the [HttpClient and HttpClientHandler](#).

```
public ImagesApi(string basePath)
```

Parameters

basePath [string](#)

The target service's base path in URL format.

Exceptions

[ArgumentException](#)

Properties

ApiClient

Holds the ApiClient if created

```
public ApiClient ApiClient { get; set; }
```

Property Value

[ApiClient](#)

AsynchronousClient

The client for accessing this underlying API asynchronously.

```
public IAsynchronousClient AsynchronousClient { get; set; }
```

Property Value

[IAsynchronousClient](#)

Client

The client for accessing this underlying API synchronously.

```
public ISynchronousClient Client { get; set; }
```

Property Value

[ISynchronousClient](#)

Configuration

Gets or sets the configuration object

```
public IReadableConfiguration Configuration { get; set; }
```

Property Value

[IReadableConfiguration](#)

An instance of the Configuration

ExceptionFactory

Provides a factory method hook for the creation of exceptions.

```
public ExceptionFactory ExceptionFactory { get; set; }
```

Property Value

[ExceptionFactory](#)

Methods

CreateBuildingImageAsync(FileParameter, string)

撮影した建物面の画像を登録します。

```
public BuildingImageResponse CreateBuildingImageAsync(FileParameter file,  
string metadata)
```

Parameters

[file FileParameter](#)

建物面を撮影した画像ファイル

[metadata string](#)

画像に関連するメタデータ

Returns

[BuildingImageResponse](#)

BuildingImageResponse

Exceptions

[ApiException](#)

Thrown when fails to make API call

CreateBuildingImageAsyncAsync(FileParameter, string, CancellationToken)

撮影した建物面の画像を登録します。

```
public Task<BuildingImageResponse> CreateBuildingImageAsyncAsync(FileParameter file,  
string metadata, CancellationToken cancellationToken = default)
```

Parameters

[file FileParameter](#)

建物面を撮影した画像ファイル

metadata [string](#)

画像に関するメタデータ

cancellationToken [CancellationToken](#)

Cancellation Token to cancel the request.

Returns

[Task](#)<[BuildingImageResponse](#)>

Task of BuildingImageResponse

Exceptions

[ApiException](#)

Thrown when fails to make API call

CreateBuildingImageAsyncWithHttpInfo(FileParameter, string)

撮影した建物面の画像を登録します。

```
public ApiResponse<BuildingImageResponse>
CreateBuildingImageAsyncWithHttpInfo(FileParameter file, string metadata)
```

Parameters

file [FileParameter](#)

建物面を撮影した画像ファイル

metadata [string](#)

画像に関するメタデータ

Returns

[ApiResponse](#)<[BuildingImageResponse](#)>

ApiResponse of BuildingImageResponse

Exceptions

[ApiException](#)

Thrown when fails to make API call

CreateBuildingImageAsyncWithHttpInfoAsync(FileParameter, string, CancellationToken)

撮影した建物面の画像を登録します。

```
public Task<ApiResponse<BuildingImageResponse>>
CreateBuildingImageAsyncWithHttpInfoAsync(FileParameter file, string metadata,
CancellationToken cancellationToken = default)
```

Parameters

file [FileParameter](#)

建物面を撮影した画像ファイル

metadata [string](#)

画像に関連するメタデータ

cancellationToken [CancellationToken](#)

Cancellation Token to cancel the request.

Returns

[Task](#)<ApiResponse<BuildingImageResponse>>

Task of ApiResponse (BuildingImageResponse)

Exceptions

[ApiException](#)

Thrown when fails to make API call

Dispose()

Disposes resources if they were created by us

```
public void Dispose()
```

GetBasePath()

Gets the base path of the API client.

```
public string GetbasePath()
```

Returns

[string](#)

The base path

Class SurfacesApi

Namespace: [Synesthesia.PLATEAU.Snap.Generated.Api](#)

Assembly: Synesthesia.Snap.Generated.Sample.dll

Represents a collection of functions to interact with the API endpoints

```
public class SurfacesApi : IDisposable, ISurfacesApi, ISurfacesApiSync,  
ISurfacesApiAsync, IApiAccessor
```

Inheritance

[object](#) ← SurfacesApi

Implements

[IDisposable](#), [ISurfacesApi](#), [ISurfacesApiSync](#), [ISurfacesApiAsync](#), [IApiAccessor](#)

Inherited Members

[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#),
[object.GetType\(\)](#), [object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#),
[object.ToString\(\)](#)

Constructors

SurfacesApi()

Initializes a new instance of the [SurfacesApi](#) class. **IMPORTANT** This will also create an instance of HttpClient, which is less than ideal. It's better to reuse the [HttpClient and HttpClientHandler](#).

```
public SurfacesApi()
```

SurfacesApi(Configuration)

Initializes a new instance of the [SurfacesApi](#) class using Configuration object. **IMPORTANT** This will also create an instance of HttpClient, which is less than ideal. It's better to reuse the [HttpClient and HttpClientHandler](#).

```
public SurfacesApi(Configuration configuration)
```

Parameters

[configuration Configuration](#)

An instance of Configuration.

Exceptions

[ArgumentNullException](#)

SurfacesApi(ISynchronousClient, IAsynchronousClient, IReadableConfiguration)

Initializes a new instance of the [SurfacesApi](#) class using a Configuration object and client instance.

```
public SurfacesApi(ISynchronousClient client, IAsynchronousClient asyncClient,  
IReadableConfiguration configuration)
```

Parameters

[client ISynchronousClient](#)

The client interface for synchronous API access.

[asyncClient IAsynchronousClient](#)

The client interface for asynchronous API access.

[configuration IReadableConfiguration](#)

The configuration object.

Exceptions

[ArgumentNullException](#)

SurfacesApi(HttpClient, Configuration, HttpClientHandler)

Initializes a new instance of the [SurfacesApi](#) class using Configuration object.

```
public SurfacesApi(HttpClient client, Configuration configuration, HttpClientHandler  
handler = null)
```

Parameters

client [HttpClient](#)

An instance of HttpClient.

configuration [Configuration](#)

An instance of Configuration.

handler [HttpClientHandler](#)

An optional instance of HttpClientHandler that is used by HttpClient.

Remarks

Some configuration settings will not be applied without passing an HttpClientHandler. The features affected are: Setting and Retrieving Cookies, Client Certificates, Proxy settings.

Exceptions

[ArgumentNullException](#)

SurfacesApi(HttpClient, HttpClientHandler)

Initializes a new instance of the [SurfacesApi](#) class.

```
public SurfacesApi(HttpClient client, HttpClientHandler handler = null)
```

Parameters

client [HttpClient](#)

An instance of HttpClient.

handler [HttpClientHandler](#)

An optional instance of HttpClientHandler that is used by HttpClient.

Remarks

Some configuration settings will not be applied without passing an HttpClientHandler. The features affected are: Setting and Retrieving Cookies, Client Certificates, Proxy settings.

Exceptions

[ArgumentNullException](#)

SurfacesApi(HttpClient, string, HttpClientHandler)

Initializes a new instance of the [SurfacesApi](#) class.

```
public SurfacesApi(HttpClient client, string basePath, HttpClientHandler handler  
= null)
```

Parameters

client [HttpClient](#)

An instance of HttpClient.

basePath [string](#)

The target service's base path in URL format.

handler [HttpClientHandler](#)

An optional instance of HttpClientHandler that is used by HttpClient.

Remarks

Some configuration settings will not be applied without passing an HttpClientHandler. The features affected are: Setting and Retrieving Cookies, Client Certificates, Proxy settings.

Exceptions

[ArgumentNullException](#)

[ArgumentException](#)

SurfacesApi(string)

Initializes a new instance of the [SurfacesApi](#) class. **IMPORTANT** This will also create an instance of HttpClient, which is less than ideal. It's better to reuse the [HttpClient and HttpClientHandler](#).

```
public SurfacesApi(string basePath)
```

Parameters

basePath [string](#)

The target service's base path in URL format.

Exceptions

[ArgumentException](#)

Properties

ApiClient

Holds the ApiClient if created

```
public ApiClient ApiClient { get; set; }
```

Property Value

[ApiClient](#)

AsynchronousClient

The client for accessing this underlying API asynchronously.

```
public IAsynchronousClient AsynchronousClient { get; set; }
```

Property Value

[IAsynchronousClient](#)

Client

The client for accessing this underlying API synchronously.

```
public ISynchronousClient Client { get; set; }
```

Property Value

[ISynchronousClient](#)

Configuration

Gets or sets the configuration object

```
public IReadableConfiguration Configuration { get; set; }
```

Property Value

[IReadableConfiguration](#)

An instance of the Configuration

ExceptionFactory

Provides a factory method hook for the creation of exceptions.

```
public ExceptionFactory ExceptionFactory { get; set; }
```

Property Value

[ExceptionFactory](#)

Methods

Dispose()

Disposes resources if they were created by us

```
public void Dispose()
```

GetBasePath()

Gets the base path of the API client.

```
public string GetBasePath()
```

Returns

[string](#)

The base path

GetVisibleSurfacesAsync(VisibleSurfacesRequest)

現在の位置で撮影可能な面の情報を取得します。

```
public VisibleSurfacesResponse GetVisibleSurfacesAsync(VisibleSurfacesRequest  
visibleSurfacesRequest = null)
```

Parameters

[visibleSurfacesRequest](#) [VisibleSurfacesRequest](#)

(optional)

Returns

[VisibleSurfacesResponse](#)

VisibleSurfacesResponse

Exceptions

[ApiException](#)

Thrown when fails to make API call

GetVisibleSurfacesAsyncAsync(VisibleSurfacesRequest, CancellationToken)

現在の位置で撮影可能な面の情報を取得します。

```
public Task<VisibleSurfacesResponse>
GetVisibleSurfacesAsyncAsync(VisibleSurfacesRequest visibleSurfacesRequest = null,
CancellationToken cancellationToken = default)
```

Parameters

visibleSurfacesRequest [VisibleSurfacesRequest](#)

(optional)

cancellationToken [CancellationToken](#)

Cancellation Token to cancel the request.

Returns

[Task](#)<[VisibleSurfacesResponse](#)>

Task of VisibleSurfacesResponse

Exceptions

[ApiException](#)

Thrown when fails to make API call

GetVisibleSurfacesAsyncWithHttpInfo(VisibleSurfacesRequest)

現在の位置で撮影可能な面の情報を取得します。

```
public ApiResponse<VisibleSurfacesResponse>
GetVisibleSurfacesAsyncWithHttpInfo(VisibleSurfacesRequest visibleSurfacesRequest
= null)
```

Parameters

visibleSurfacesRequest [VisibleSurfacesRequest](#)

(optional)

Returns

[ApiResponse<VisibleSurfacesResponse>](#)

ApiResponse of VisibleSurfacesResponse

Exceptions

[ApiException](#)

Thrown when fails to make API call

GetVisibleSurfacesAsyncWithHttpInfoAsync(VisibleSurfacesRequest, CancellationToken)

現在の位置で撮影可能な面の情報を取得します。

```
public Task<ApiResponse<VisibleSurfacesResponse>>
GetVisibleSurfacesAsyncWithHttpInfoAsync(VisibleSurfacesRequest
visibleSurfacesRequest = null, CancellationToken cancellationToken = default)
```

Parameters

visibleSurfacesRequest [VisibleSurfacesRequest](#)

(optional)

cancellationToken [CancellationToken](#)

Cancellation Token to cancel the request.

Returns

[Task](#) <[ApiResponse](#)<[VisibleSurfacesResponse](#)>>

Task of ApiResponse (VisibleSurfacesResponse)

Exceptions

[ApiException](#)

Thrown when fails to make API call

Namespace Synesthesia.PLATEAU.Snap. Generated.Client

Classes

[ApiClient](#)

Provides a default implementation of an Api client (both synchronous and asynchronous implementations), encapsulating general REST accessor use cases.

[ApiException](#)

API Exception

[ApiResponse<T>](#)

API Response

[ClientUtils](#)

Utility functions providing some benefit to API client consumers.

[Configuration](#)

Represents a set of configuration settings

[FileParameter](#)

Represents a File passed to the API as a Parameter, allows using different backends for files

[GlobalConfiguration](#)

[GlobalConfiguration](#) provides a compile-time extension point for globally configuring API Clients.

[Multimap< TKey, TValue >](#)

A dictionary in which one key has many associated values.

[OpenAPIDateConverter](#)

Formatter for 'date' openapi formats as defined by full-date - RFC3339 see

<https://github.com/OAI/OpenAPI-Specification/blob/master/versions/3.0.0.md#data-types>

[RequestOptions](#)

A container for generalized request inputs. This type allows consumers to extend the request functionality by abstracting away from the default (built-in) request framework (e.g. RestSharp).

[RetryConfiguration](#)

Configuration class to set the polly retry policies to be applied to the requests.

Interfaces

[IApiAccessor](#)

Represents configuration aspects required to interact with the API endpoints.

[IApiResponse](#)

Provides a non-generic contract for the ApiResponse wrapper.

[IAsynchronousClient](#)

Contract for Asynchronous RESTful API interactions.

This interface allows consumers to provide a custom API accessor client.

[IReadableConfiguration](#)

Represents a readable-only configuration contract.

[ISynchronousClient](#)

Contract for Synchronous RESTful API interactions.

This interface allows consumers to provide a custom API accessor client.

Delegates

[ExceptionFactory](#)

A delegate to ExceptionFactory method

Class ApiClient

Namespace: [Synesthesia.PLATEAU.Snap.Generated.Client](#)

Assembly: Synesthesia.Snap.Generated.Sample.dll

Provides a default implementation of an Api client (both synchronous and asynchronous implementations), encapsulating general REST accessor use cases.

```
public class ApiClient : IDisposable, ISynchronousClient, IAsynchronousClient
```

Inheritance

[object](#) ← ApiClient

Implements

[IDisposable](#), [ISynchronousClient](#), [IAsynchronousClient](#)

Inherited Members

[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#),
[object.GetType\(\)](#), [object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#),
[object.ToString\(\)](#)

Remarks

The Dispose method will manage the HttpClient lifecycle when not passed by constructor.

Constructors

ApiClient()

Initializes a new instance of the [ApiClient](#), defaulting to the global configurations' base url.

IMPORTANT This will also create an instance of HttpClient, which is less than ideal. It's better to reuse the [HttpClient and HttpClientHandler](#).

```
public ApiClient()
```

ApiClient(HttpClient, HttpClientHandler)

Initializes a new instance of the [ApiClient](#), defaulting to the global configurations' base url.

```
public ApiClient(HttpClient client, HttpClientHandler handler = null)
```

Parameters

client [HttpClient](#)

An instance of HttpClient.

handler [HttpClientHandler](#)

An optional instance of HttpClientHandler that is used by HttpClient.

Remarks

Some configuration settings will not be applied without passing an HttpClientHandler. The features affected are: Setting and Retrieving Cookies, Client Certificates, Proxy settings.

Exceptions

[ArgumentNullException](#)

ApiClient(HttpClient, string, HttpClientHandler)

Initializes a new instance of the [ApiClient](#).

```
public ApiClient(HttpClient client, string basePath, HttpClientHandler handler  
= null)
```

Parameters

client [HttpClient](#)

An instance of HttpClient.

basePath [string](#)

The target service's base path in URL format.

handler [HttpClientHandler](#)

An optional instance of HttpClientHandler that is used by HttpClient.

Remarks

Some configuration settings will not be applied without passing an `HttpClientHandler`. The features affected are: Setting and Retrieving Cookies, Client Certificates, Proxy settings.

Exceptions

[ArgumentNullException](#)

[ArgumentException](#)

ApiClient(string)

Initializes a new instance of the [ApiClient](#). **IMPORTANT** This will also create an instance of `HttpClient`, which is less than ideal. It's better to reuse the [HttpClient and HttpClientHandler](#).

```
public ApiClient(string basePath)
```

Parameters

`basePath` [string](#)

The target service's base path in URL format.

Exceptions

[ArgumentException](#)

Properties

SerializerSettings

Specifies the settings on a `Newtonsoft.Json.JsonSerializer` object. These settings can be adjusted to accommodate custom serialization rules.

```
public JsonSerializerSettings SerializerSettings { get; set; }
```

Property Value

Methods

DeleteAsync<T>(string, RequestOptions, IReadableConfiguration, CancellationToken)

Make a HTTP DELETE request (async).

```
public Task<ApiResponse<T>> DeleteAsync<T>(string path, RequestOptions options,  
IReadableConfiguration configuration = null, CancellationToken cancellationToken  
= default)
```

Parameters

path [string](#)

The target path (or resource).

options [RequestOptions](#)

The additional request options.

configuration [IReadableConfiguration](#)

A per-request configuration object. It is assumed that any merge with GlobalConfiguration has been done before calling this method.

cancellationToken [CancellationToken](#)

Token that enables callers to cancel the request.

Returns

[Task](#)<ApiResponse<T>>

A Task containing ApiResponse

Type Parameters

T

Delete<T>(string, RequestOptions, IReadableConfiguration)

Make a HTTP DELETE request (synchronous).

```
public ApiResponse<T> Delete<T>(string path, RequestOptions options,  
IReadableConfiguration configuration = null)
```

Parameters

path [string](#)

The target path (or resource).

options [RequestOptions](#)

The additional request options.

configuration [IReadableConfiguration](#)

A per-request configuration object. It is assumed that any merge with GlobalConfiguration has been done before calling this method.

Returns

[ApiResponse](#)<T>

A Task containing ApiResponse

Type Parameters

T

Dispose()

Disposes resources if they were created by us

```
public void Dispose()
```

GetAsync<T>(string, RequestOptions, IReadableConfiguration, CancellationToken)

Make a HTTP GET request (async).

```
public Task<ApiResponse<T>> GetAsync<T>(string path, RequestOptions options,  
IReadableConfiguration configuration = null, CancellationToken cancellationToken  
= default)
```

Parameters

path [string](#)

The target path (or resource).

options [RequestOptions](#)

The additional request options.

configuration [IReadableConfiguration](#)

A per-request configuration object. It is assumed that any merge with GlobalConfiguration has been done before calling this method.

cancellationToken [CancellationToken](#)

Token that enables callers to cancel the request.

Returns

[Task](#)<[ApiResponse](#)<T>>

A Task containing ApiResponse

Type Parameters

T

Get<T>(string, RequestOptions, IReadableConfiguration)

Make a HTTP GET request (synchronous).

```
public ApiResponse<T> Get<T>(string path, RequestOptions options,  
IReadableConfiguration configuration = null)
```

Parameters

path [string](#)

The target path (or resource).

options [RequestOptions](#)

The additional request options.

configuration [IReadableConfiguration](#)

A per-request configuration object. It is assumed that any merge with GlobalConfiguration has been done before calling this method.

Returns

[ApiResponse](#)<T>

A Task containing ApiResponse

Type Parameters

T

HeadAsync<T>(string, RequestOptions, IReadableConfiguration, CancellationToken)

Make a HTTP HEAD request (async).

```
public Task<ApiResponse<T>> HeadAsync<T>(string path, RequestOptions options,  
IReadableConfiguration configuration = null, CancellationToken cancellationToken  
= default)
```

Parameters

path [string](#)

The target path (or resource).

options [RequestOptions](#)

The additional request options.

configuration [IReadableConfiguration](#)

A per-request configuration object. It is assumed that any merge with GlobalConfiguration has been done before calling this method.

cancellationToken [CancellationToken](#)

Token that enables callers to cancel the request.

Returns

[Task](#)<[ApiResponse](#)<T>>

A Task containing ApiResponse

Type Parameters

T

Head<T>(string, RequestOptions, IReadableConfiguration)

Make a HTTP HEAD request (synchronous).

```
public ApiResponse<T> Head<T>(string path, RequestOptions options,  
IReadableConfiguration configuration = null)
```

Parameters

path [string](#)

The target path (or resource).

options [RequestOptions](#)

The additional request options.

configuration [IReadableConfiguration](#)

A per-request configuration object. It is assumed that any merge with GlobalConfiguration has been done before calling this method.

Returns

[ApiResponse<T>](#)

A Task containing ApiResponse

Type Parameters

T

OptionsAsync<T>(string, RequestOptions, IReadableConfiguration, CancellationToken)

Make a HTTP OPTION request (async).

```
public Task<ApiResponse<T>> OptionsAsync<T>(string path, RequestOptions options, IReadableConfiguration configuration = null, CancellationToken cancellationToken = default)
```

Parameters

path [string](#)

The target path (or resource).

options [RequestOptions](#)

The additional request options.

configuration [IReadableConfiguration](#)

A per-request configuration object. It is assumed that any merge with GlobalConfiguration has been done before calling this method.

cancellationToken [CancellationToken](#)

Token that enables callers to cancel the request.

Returns

[Task](#)<[ApiResponse](#)<T>>

A Task containing ApiResponse

Type Parameters

T

Options<T>(string, RequestOptions, IReadableConfiguration)

Make a HTTP OPTION request (synchronous).

```
public ApiResponse<T> Options<T>(string path, RequestOptions options,  
IReadableConfiguration configuration = null)
```

Parameters

path [string](#)

The target path (or resource).

options [RequestOptions](#)

The additional request options.

configuration [IReadableConfiguration](#)

A per-request configuration object. It is assumed that any merge with GlobalConfiguration has been done before calling this method.

Returns

[ApiResponse](#)<T>

A Task containing ApiResponse

Type Parameters

T

PatchAsync<T>(string, RequestOptions, IReadableConfiguration, CancellationToken)

Make a HTTP PATCH request (async).

```
public Task<ApiResponse<T>> PatchAsync<T>(string path, RequestOptions options,  
IReadableConfiguration configuration = null, CancellationToken cancellationToken  
= default)
```

Parameters

path [string](#)

The target path (or resource).

options [RequestOptions](#)

The additional request options.

configuration [IReadableConfiguration](#)

A per-request configuration object. It is assumed that any merge with GlobalConfiguration has been done before calling this method.

cancellationToken [CancellationToken](#)

Token that enables callers to cancel the request.

Returns

[Task](#)<[ApiResponse](#)<T>>

A Task containing ApiResponse

Type Parameters

T

Patch<T>(string, RequestOptions, IReadableConfiguration)

Make a HTTP PATCH request (synchronous).

```
public ApiResponse<T> Patch<T>(string path, RequestOptions options,  
IReadableConfiguration configuration = null)
```

Parameters

path [string](#)

The target path (or resource).

options [RequestOptions](#)

The additional request options.

configuration [IReadableConfiguration](#)

A per-request configuration object. It is assumed that any merge with GlobalConfiguration has been done before calling this method.

Returns

[ApiResponse](#)<T>

A Task containing ApiResponse

Type Parameters

T

PostAsync<T>(string, RequestOptions, IReadableConfiguration, CancellationToken)

Make a HTTP POST request (async).

```
public Task<ApiResponse<T>> PostAsync<T>(string path, RequestOptions options,  
IReadableConfiguration configuration = null, CancellationToken cancellationToken  
= default)
```

Parameters

path [string](#)

The target path (or resource).

options [RequestOptions](#)

The additional request options.

configuration [IReadableConfiguration](#)

A per-request configuration object. It is assumed that any merge with GlobalConfiguration has been done before calling this method.

cancellationToken [CancellationToken](#)

Token that enables callers to cancel the request.

Returns

[Task](#)<[ApiResponse](#)<T>>

A Task containing ApiResponse

Type Parameters

T

Post<T>(string, RequestOptions, IReadableConfiguration)

Make a HTTP POST request (synchronous).

```
public ApiResponse<T> Post<T>(string path, RequestOptions options,  
IReadableConfiguration configuration = null)
```

Parameters

path [string](#)

The target path (or resource).

options [RequestOptions](#)

The additional request options.

configuration [IReadableConfiguration](#)

A per-request configuration object. It is assumed that any merge with GlobalConfiguration has been done before calling this method.

Returns

[ApiResponse<T>](#)

A Task containing ApiResponse

Type Parameters

T

PutAsync<T>(string, RequestOptions, IReadableConfiguration, CancellationToken)

Make a HTTP PUT request (async).

```
public Task<ApiResponse<T>> PutAsync<T>(string path, RequestOptions options,  
IReadableConfiguration configuration = null, CancellationToken cancellationToken  
= default)
```

Parameters

path [string](#)

The target path (or resource).

options [RequestOptions](#)

The additional request options.

configuration [IReadableConfiguration](#)

A per-request configuration object. It is assumed that any merge with GlobalConfiguration has been done before calling this method.

cancellationToken [CancellationToken](#)

Token that enables callers to cancel the request.

Returns

[Task](#)<[ApiResponse](#)<T>>

A Task containing ApiResponse

Type Parameters

T

Put<T>(string, RequestOptions, IReadableConfiguration)

Make a HTTP PUT request (synchronous).

```
public ApiResponse<T> Put<T>(string path, RequestOptions options,  
IReadableConfiguration configuration = null)
```

Parameters

path [string](#)

The target path (or resource).

options [RequestOptions](#)

The additional request options.

configuration [IReadableConfiguration](#)

A per-request configuration object. It is assumed that any merge with GlobalConfiguration has been done before calling this method.

Returns

[ApiResponse](#)<T>

A Task containing ApiResponse

Type Parameters

T

Class ApiException

Namespace: [Synesthesia.PLATEAU.Snap.Generated.Client](#)

Assembly: Synesthesia.Snap.Generated.Sample.dll

API Exception

```
public class ApiException : Exception, ISerializable
```

Inheritance

[object](#) ← [Exception](#) ← ApiException

Implements

[ISerializable](#)

Inherited Members

[Exception.GetBaseException\(\)](#) , [Exception.GetObjectData\(SerializationInfo, StreamingContext\)](#) ,
[Exception.GetType\(\)](#) , [Exception.ToString\(\)](#) , [Exception.Data](#) , [Exception.HelpLink](#) ,
[Exception.HResult](#) , [Exception.InnerException](#) , [Exception.Message](#) , [Exception.Source](#) ,
[Exception.StackTrace](#) , [Exception.TargetSite](#) , [Exception.SerializeObjectState](#) ,
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Constructors

ApiException()

Initializes a new instance of the [ApiException](#) class.

```
public ApiException()
```

ApiException(int, string)

Initializes a new instance of the [ApiException](#) class.

```
public ApiException(int errorCode, string message)
```

Parameters

errorCode [int](#)

HTTP status code.

message [string](#)

Error message.

ApiException(int, string, object, Multimap<string, string>)

Initializes a new instance of the [ApiException](#) class.

```
public ApiException(int errorCode, string message, object errorContent = null,  
Multimap<string, string> headers = null)
```

Parameters

errorCode [int](#)

HTTP status code.

message [string](#)

Error message.

errorContent [object](#)

Error content.

headers [Multimap<string, string>](#)

HTTP Headers.

Properties

ErrorCode

Gets or sets the error code (HTTP status code)

```
public int ErrorCode { get; set; }
```

Property Value

[int](#)

The error code (HTTP status code).

ErrorContent

Gets or sets the error content (body json object)

```
public object ErrorContent { get; }
```

Property Value

[object](#)

The error content (Http response body).

Headers

Gets or sets the HTTP headers

```
public Multimap<string, string> Headers { get; }
```

Property Value

[Multimap<string, string>](#)

HTTP headers

Class ApiResponse<T>

Namespace: [Synesthesia.PLATEAU.Snap.Generated.Client](#)

Assembly: Synesthesia.Snap.Generated.Sample.dll

API Response

```
public class ApiResponse<T> : IApiResponse
```

Type Parameters

T

API Response

Inheritance

[object](#) ↗ ← ApiResponse<T>

Implements

[IApiResponse](#)

Inherited Members

[object.Equals\(object\)](#) ↗ , [object.Equals\(object, object\)](#) ↗ , [object.GetHashCode\(\)](#) ↗ ,
[object.GetType\(\)](#) ↗ , [object.MemberwiseClone\(\)](#) ↗ , [object.ReferenceEquals\(object, object\)](#) ↗ ,
[object.ToString\(\)](#) ↗

Constructors

ApiResponse(HttpStatusCode, Multimap<string, string>, T)

Initializes a new instance of the [ApiResponse<T>](#) class.

```
public ApiResponse(HttpStatusCode statusCode, Multimap<string, string> headers,  
T data)
```

Parameters

statusCode [HttpStatusCode](#) ↗

HTTP status code.

headers `Multimap<string, string>`

HTTP headers.

data `T`

Data (parsed HTTP body)

ApiResponse(HttpStatusCode, Multimap<string, string>, T, string)

Initializes a new instance of the [ApiResponse<T>](#) class.

```
public ApiResponse(HttpStatusCode statusCode, Multimap<string, string> headers, T  
data, string rawContent)
```

Parameters

statusCode `HttpStatusCode`

HTTP status code.

headers `Multimap<string, string>`

HTTP headers.

data `T`

Data (parsed HTTP body)

rawContent `string`

Raw content.

ApiResponse(HttpStatusCode, T)

Initializes a new instance of the [ApiResponse<T>](#) class.

```
public ApiResponse(HttpStatusCode statusCode, T data)
```

Parameters

statusCode [HttpStatusCode](#)

HTTP status code.

data T

Data (parsed HTTP body)

ApiResponse(HttpStatusCode, T, string)

Initializes a new instance of the [ApiResponse<T>](#) class.

```
public ApiResponse(HttpStatusCode statusCode, T data, string rawContent)
```

Parameters

statusCode [HttpStatusCode](#)

HTTP status code.

data T

Data (parsed HTTP body)

rawContent [string](#)

Raw content.

Properties

Content

The data type of [Content](#)

```
public object Content { get; }
```

Property Value

[object](#)

Cookies

Gets or sets any cookies passed along on the response.

```
public List<Cookie> Cookies { get; set; }
```

Property Value

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

Data

Gets or sets the data (parsed HTTP body)

```
public T Data { get; }
```

Property Value

T

The data.

ErrorText

Gets or sets any error text defined by the calling client.

```
public string ErrorText { get; set; }
```

Property Value

[string](#)

Headers

Gets or sets the HTTP headers

```
public Multimap<string, string> Headers { get; }
```

Property Value

[Multimap<string, string>](#)

HTTP headers

RawContent

The raw content

```
public string RawContent { get; }
```

Property Value

[string](#)

ResponseType

The content of this response

```
public Type ResponseType { get; }
```

Property Value

[Type](#)

StatusCode

Gets or sets the status code (HTTP status code)

```
public HttpStatusCode StatusCode { get; }
```

Property Value

[HttpStatusCode](#)

The status code.

Class ClientUtils

Namespace: [Synesthesia.PLATEAU.Snap.Generated.Client](#)

Assembly: Synesthesia.Snap.Generated.Sample.dll

Utility functions providing some benefit to API client consumers.

```
public static class ClientUtils
```

Inheritance

[object](#) ← ClientUtils

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Fields

JsonRegex

Provides a case-insensitive check that a provided content type is a known JSON-like content type.

```
public static readonly Regex JsonRegex
```

Field Value

[Regex](#)

Methods

Base64Encode(string)

Encode string in base64 format.

```
public static string Base64Encode(string text)
```

Parameters

text [string](#)

string to be encoded.

Returns

[string](#)

Encoded string.

IsJsonMime(string)

Check if the given MIME is a JSON MIME. JSON MIME examples: application/json application/json; charset=UTF8 APPLICATION/JSON application/vnd.company+json

```
public static bool IsJsonMime(string mime)
```

Parameters

mime [string](#)

MIME

Returns

[bool](#)

Returns True if MIME type is json.

ParameterToMultiMap(string, string, object)

Convert params to key/value pairs. Use collectionFormat to properly format lists and collections.

```
public static Multimap<string, string> ParameterToMultiMap(string collectionFormat,
string name, object value)
```

Parameters

collectionFormat [string](#)

The swagger-supported collection format, one of: csv, tsv, ssv, pipes, multi

name [string](#)

Key name.

value [object](#)

Value object.

Returns

[Multimap<string, string>](#)

A multimap of keys with 1..n associated values.

ParameterToString(**object**, **IReadableConfiguration**)

If parameter is DateTime, output in a formatted string (default ISO 8601), customizable with Configuration.DateTime. If parameter is a list, join the list with ",". Otherwise just return the string.

```
public static string ParameterToString(object obj, IReadableConfiguration  
configuration = null)
```

Parameters

obj [object](#)

The parameter (header, path, query, form).

configuration [IReadableConfiguration](#)

An optional configuration instance, providing formatting options used in processing.

Returns

[string](#)

Formatted string.

ReadAsBytes(Stream)

Convert stream to byte array

```
public static byte[] ReadAsBytes(Stream inputStream)
```

Parameters

`inputStream` [Stream](#)

Input stream to be converted

Returns

`byte[]`

Byte array

SanitizeFilename(string)

Sanitize filename by removing the path

```
public static string SanitizeFilename(string filename)
```

Parameters

`filename` [string](#)

Filename

Returns

[string](#)

Filename

SelectHeaderAccept(string[])

Select the Accept header's value from the given accepts array: if JSON exists in the given array, use it; otherwise use all of them (joining into a string)

```
public static string SelectHeaderAccept(string[] accepts)
```

Parameters

`accepts` [string](#)[]

The accepts array to select from.

Returns

[string](#)[]

The Accept header to use.

SelectHeaderContentType(string[])

Select the Content-Type header's value from the given content-type array: if JSON type exists in the given array, use it; otherwise use the first one defined in 'consumes'

```
public static string SelectHeaderContentType(string[] contentTypes)
```

Parameters

`contentTypes` [string](#)[]

The Content-Type array to select from.

Returns

[string](#)[]

The Content-Type header to use.

Serialize(object)

Serializes the given object when not null. Otherwise return null.

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

Parameters

obj [object](#)

The object to serialize.

Returns

[string](#)

Serialized string.

Class Configuration

Namespace: [Synesthesia.PLATEAU.Snap.Generated.Client](#)

Assembly: Synesthesia.Snap.Generated.Sample.dll

Represents a set of configuration settings

```
public class Configuration : IReadableConfiguration
```

Inheritance

[object](#) ← Configuration

Implements

[IReadableConfiguration](#)

Derived

[GlobalConfiguration](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

Configuration()

Initializes a new instance of the [Configuration](#) class

```
public Configuration()
```

Configuration(IDictionary<string, string>, IDictionary<string, string>, IDictionary<string, string>, string)

Initializes a new instance of the [Configuration](#) class

```
public Configuration(IDictionary<string, string> defaultHeaders, IDictionary<string, string> apiKey, IDictionary<string, string> apiKeyPrefix, string basePath = "http://localhost")
```

Parameters

defaultHeaders [IDictionary<string, string>](#)

apiKey [IDictionary<string, string>](#)

apiKeyPrefix [IDictionary<string, string>](#)

basePath [string](#)

Fields

DefaultExceptionFactory

Default creation of exceptions for a given method name and response object

```
public static readonly ExceptionFactory DefaultExceptionFactory
```

Field Value

[ExceptionFactory](#)

ISO8601_DATETIME_FORMAT

Identifier for ISO 8601 DateTime Format

```
public const string ISO8601_DATETIME_FORMAT = "o"
```

Field Value

[string](#)

Remarks

See [https://msdn.microsoft.com/en-us/library/az4se3k1\(v=vs.110\).aspx#Anchor_8](https://msdn.microsoft.com/en-us/library/az4se3k1(v=vs.110).aspx#Anchor_8) for more information.

Version

Version of the package.

```
public const string Version = "1.0.0"
```

Field Value

[string](#)

Version of the package.

Properties

AccessToken

Gets or sets the access token for OAuth2 authentication.

This helper property simplifies code generation.

```
public virtual string AccessToken { get; set; }
```

Property Value

[string](#)

The access token.

ApiKey

Gets or sets the API key based on the authentication name.

```
public virtual IDictionary<string, string> ApiKey { get; set; }
```

Property Value

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

The API key.

ApiKeyPrefix

Gets or sets the prefix (e.g. Token) of the API key based on the authentication name.

Whatever you set here will be prepended to the value defined in AddApiKey.

An example invocation here might be: ApiKeyPrefix["Authorization"] = "Bearer"; ... where ApiKey["Authorization"] would then be used to set the value of your bearer token.

OAuth2 workflows should set tokens via AccessToken.

```
public virtual IDictionary<string, string> ApiKeyPrefix { get; set; }
```

Property Value

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

The prefix of the API key.

BasePath

Gets or sets the base path for API access.

```
public virtual string BasePath { get; set; }
```

Property Value

[string](#)

ClientCertificates

Gets or sets certificate collection to be sent with requests.

```
public X509CertificateCollection ClientCertificates { get; set; }
```

Property Value

[X509CertificateCollection](#)

X509 Certificate collection.

DateTimeFormat

Gets or sets the date time format used when serializing in the ApiClient By default, it's set to ISO 8601 - "o", for others see: [https://msdn.microsoft.com/en-us/library/az4se3k1\(v=vs.110\).aspx](https://msdn.microsoft.com/en-us/library/az4se3k1(v=vs.110).aspx) and [https://msdn.microsoft.com/en-us/library/8kb3ddd4\(v=vs.110\).aspx](https://msdn.microsoft.com/en-us/library/8kb3ddd4(v=vs.110).aspx) No validation is done to ensure that the string you're providing is valid

```
public virtual string DateTimeFormat { get; set; }
```

Property Value

[string](#)

The DateTimeFormat string

DefaultHeader

Gets or sets the default header.

```
[Obsolete("Use DefaultHeaders instead.")]  
public virtual IDictionary<string, string> DefaultHeader { get; set; }
```

Property Value

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

DefaultHeaders

Gets or sets the default headers.

```
public virtual IDictionary<string, string> DefaultHeaders { get; set; }
```

Property Value

[IDictionary<string, string>](#)

OperationServers

Gets or sets the operation servers.

```
public virtual IReadOnlyDictionary<string, List<IReadOnlyDictionary<string, object>>> OperationServers { get; set; }
```

Property Value

[IReadOnlyDictionary<string, List<IReadOnlyDictionary<string, object>>>](#)

The operation servers.

Password

Gets or sets the password (HTTP basic authentication).

```
public virtual string Password { get; set; }
```

Property Value

[string](#)

The password.

Proxy

Gets or sets the proxy

```
public virtual WebProxy Proxy { get; set; }
```

Property Value

[WebProxy](#)

Proxy.

RemoteCertificateValidationCallback

Gets and Sets the RemoteCertificateValidationCallback

```
public RemoteCertificateValidationCallback RemoteCertificateValidationCallback {  
    get; set; }
```

Property Value

[RemoteCertificateValidationCallback](#)

Servers

Gets or sets the servers.

```
public virtual IList<IReadOnlyDictionary<string, object>> Servers { get; set; }
```

Property Value

[IList](#)<[IReadOnlyDictionary](#)<[string](#), [object](#)>>

The servers.

TempFolderPath

Gets or sets the temporary folder path to store the files downloaded from the server.

```
public virtual string TempFolderPath { get; set; }
```

Property Value

[string](#)

Folder path.

Timeout

Gets or sets the HTTP timeout of ApiClient. Defaults to 100 seconds.

```
public virtual TimeSpan Timeout { get; set; }
```

Property Value

[TimeSpan](#)

UseDefaultCredentials

Determine whether or not the "default credentials" (e.g. the user account under which the current process is running) will be sent along to the server. The default is false.

```
public virtual bool UseDefaultCredentials { get; set; }
```

Property Value

[bool](#)

UserAgent

Gets or sets the HTTP user agent.

```
public virtual string UserAgent { get; set; }
```

Property Value

[string](#)

Http user agent.

Username

Gets or sets the username (HTTP basic authentication).

```
public virtual string Username { get; set; }
```

Property Value

[string](#)

The username.

Methods

AddApiKey(string, string)

Add Api Key Header.

```
public void AddApiKey(string key, string value)
```

Parameters

[key](#) [string](#)

Api Key name.

[value](#) [string](#)

Api Key value.

AddApiKeyPrefix(string, string)

Sets the API key prefix.

```
public void AddApiKeyPrefix(string key, string value)
```

Parameters

key [string](#)

Api Key name.

value [string](#)

Api Key value.

GetApiKeyWithPrefix(string)

Gets the API key with prefix.

```
public string GetApiKeyWithPrefix(string apiKeyIdentifier)
```

Parameters

apiKeyIdentifier [string](#)

API key identifier (authentication scheme).

Returns

[string](#)

API key with prefix.

GetOperationServerUrl(string, int)

Returns URL based on operation server settings.

```
public string GetOperationServerUrl(string operation, int index)
```

Parameters

operation [string](#)

Operation associated with the request path.

index [int](#)

Array index of the server settings.

Returns

[string](#)

GetOperationServerUrl(string, int, Dictionary<string, string>)

Returns URL based on operation server settings.

```
public string GetOperationServerUrl(string operation, int index, Dictionary<string, string> inputVariables)
```

Parameters

operation [string](#)

Operation associated with the request path.

index [int](#)

Array index of the server settings.

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

Dictionary of the variables and the corresponding values.

Returns

[string](#)

GetServerUrl(int)

Returns URL based on server settings without providing values for the variables

```
public string GetServerUrl(int index)
```

Parameters

[index](#) [int](#)

Array index of the server settings.

Returns

[string](#)

GetServerUrl(int, Dictionary<string, string>)

Returns URL based on server settings.

```
public string GetServerUrl(int index, Dictionary<string, string> inputVariables)
```

Parameters

[index](#) [int](#)

Array index of the server settings.

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

Dictionary of the variables and the corresponding values.

Returns

[string](#)

MergeConfigurations(IReadableConfiguration, IReadableConfiguration)

Merge configurations.

```
public static IReadableConfiguration MergeConfigurations(IReadableConfiguration first, IReadableConfiguration second)
```

Parameters

[first](#) [IReadableConfiguration](#)

First configuration.

second [IReadableConfiguration](#)

Second configuration.

Returns

[IReadableConfiguration](#)

ToDebugReport()

Returns a string with essential information for debugging.

```
public static string ToDebugReport()
```

Returns

[string](#) ↗

Delegate ExceptionFactory

Namespace: [Synesthesia.PLATEAU.Snap.Generated.Client](#)

Assembly: Synesthesia.Snap.Generated.Sample.dll

A delegate to ExceptionFactory method

```
public delegate Exception ExceptionFactory(string methodName, IApiResponse response)
```

Parameters

methodName [string](#)

Method name

response [IApiResponse](#)

Response

Returns

[Exception](#)

Exceptions

Class FileParameter

Namespace: [Synesthesia.PLATEAU.Snap.Generated.Client](#)

Assembly: Synesthesia.Snap.Generated.Sample.dll

Represents a File passed to the API as a Parameter, allows using different backends for files

```
public class FileParameter
```

Inheritance

[object](#) ← FileParameter

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

FileParameter(Stream)

Construct a FileParameter just from the contents, will extract the filename from a filestream

```
public FileParameter(Stream content)
```

Parameters

content [Stream](#)

The file content

FileParameter(string, Stream)

Construct a FileParameter from name and content

```
public FileParameter(string filename, Stream content)
```

Parameters

filename [string](#)

The filename

content [Stream](#)

The file content

FileParameter(string, string, Stream)

Construct a FileParameter from name and content

```
public FileParameter(string filename, string contentType, Stream content)
```

Parameters

filename [string](#)

The filename

contentType [string](#)

The content type of the file

content [Stream](#)

The file content

Properties

Content

The content of the file

```
public Stream Content { get; set; }
```

Property Value

[Stream](#)

ContentType

The content type of the file

```
public string ContentType { get; set; }
```

Property Value

[string](#)

Name

The filename

```
public string Name { get; set; }
```

Property Value

[string](#)

Operators

implicit operator FileParameter(Stream)

Implicit conversion of stream to file parameter. Useful for backwards compatibility.

```
public static implicit operator FileParameter(Stream s)
```

Parameters

s [Stream](#)

Stream to convert

Returns

[FileParameter](#)

FileParameter

Class GlobalConfiguration

Namespace: [Synesthesia.PLATEAU.Snap.Generated.Client](#)

Assembly: Synesthesia.Snap.Generated.Sample.dll

[GlobalConfiguration](#) provides a compile-time extension point for globally configuring API Clients.

```
public class GlobalConfiguration : Configuration, IReadableConfiguration
```

Inheritance

[object](#) ↵ [Configuration](#) ↵ GlobalConfiguration

Implements

[IReadableConfiguration](#)

Inherited Members

[Configuration.Version](#) , [Configuration.ISO8601_DATETIME_FORMAT](#) ,
[Configuration.DefaultExceptionFactory](#) , [Configuration.BasePath](#) ,
[Configuration.UseDefaultCredentials](#) , [Configuration.DefaultHeader](#) , [Configuration.DefaultHeaders](#) ,
[Configuration.Timeout](#) , [Configuration.Proxy](#) , [Configuration.UserAgent](#) , [Configuration.Username](#) ,
[Configuration.Password](#) , [Configuration.GetApiKeyWithPrefix\(string\)](#) ,
[Configuration.ClientCertificates](#) , [Configuration.AccessToken](#) , [Configuration.TempFolderPath](#) ,
[Configuration.DateTimeFormat](#) , [Configuration.ApiKeyPrefix](#) , [Configuration.ApiKey](#) ,
[Configuration.Servers](#) , [Configuration.OperationServers](#) , [Configuration.GetServerUrl\(int\)](#) ,
[Configuration.GetServerUrl\(int, Dictionary<string, string>\)](#) ,
[Configuration.GetOperationServerUrl\(string, int\)](#) ,
[Configuration.GetOperationServerUrl\(string, int, Dictionary<string, string>\)](#) ,
[Configuration.RemoteCertificateValidationCallback](#) , [Configuration.ToDebugReport\(\)](#) ,
[Configuration.AddApiKey\(string, string\)](#) , [Configuration.AddApiKeyPrefix\(string, string\)](#) ,
[Configuration.MergeConfigurations\(IReadableConfiguration, IReadableConfiguration\)](#) ,
[object.Equals\(object\)](#) ↵ , [object.Equals\(object, object\)](#) ↵ , [object.GetHashCode\(\)](#) ↵ ,
[object.GetType\(\)](#) ↵ , [object.MemberwiseClone\(\)](#) ↵ , [object.ReferenceEquals\(object, object\)](#) ↵ ,
[object.ToString\(\)](#) ↵

Remarks

A customized implementation via partial class may reside in another file and may be excluded from automatic generation via a .openapi-generator-ignore file.

Constructors

GlobalConfiguration(IDictionary<string, string>,
IDictionary<string, string>, IDictionary<string, string>, string)

Initializes a new instance of the [Configuration](#) class

```
public GlobalConfiguration(IDictionary<string, string> defaultHeader,  
IDictionary<string, string> apiKey, IDictionary<string, string> apiKeyPrefix, string  
basePath = "http://localhost:3000/api")
```

Parameters

defaultHeader [IDictionary](#)<string, string>

apiKey [IDictionary](#)<string, string>

apiKeyPrefix [IDictionary](#)<string, string>

basePath [string](#)

Properties

Instance

Gets or sets the default Configuration.

```
public static IReadableConfiguration Instance { get; set; }
```

Property Value

[IReadableConfiguration](#)

Configuration.

Interface IApiAccessor

Namespace: [Synesthesia.PLATEAU.Snap.Generated.Client](#)

Assembly: Synesthesia.Snap.Generated.Sample.dll

Represents configuration aspects required to interact with the API endpoints.

```
public interface IApiAccessor
```

Properties

Configuration

Gets or sets the configuration object

```
IReadableConfiguration Configuration { get; set; }
```

Property Value

[IReadableConfiguration](#)

An instance of the Configuration

ExceptionFactory

Provides a factory method hook for the creation of exceptions.

```
ExceptionFactory ExceptionFactory { get; set; }
```

Property Value

[ExceptionFactory](#)

Methods

GetBasePath()

Gets the base path of the API client.

```
string GetbasePath()
```

Returns

[string](#)

The base path

Interface IApiResponse

Namespace: [Synesthesia.PLATEAU.Snap.Generated.Client](#)

Assembly: Synesthesia.Snap.Generated.Sample.dll

Provides a non-generic contract for the ApiResponse wrapper.

```
public interface IApiResponse
```

Properties

Content

The content of this response

```
object Content { get; }
```

Property Value

[object](#)

Cookies

Gets or sets any cookies passed along on the response.

```
List<Cookie> Cookies { get; set; }
```

Property Value

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

ErrorText

Gets or sets any error text defined by the calling client.

```
string ErrorText { get; set; }
```

Property Value

[string](#)

Headers

Gets or sets the HTTP headers

```
Multimap<string, string> Headers { get; }
```

Property Value

[Multimap<string, string>](#)

HTTP headers

RawContent

The raw content of this response

```
string RawContent { get; }
```

Property Value

[string](#)

ResponseType

The data type of [Content](#)

```
Type ResponseType { get; }
```

Property Value

Type ↴

StatusCode

Gets or sets the status code (HTTP status code)

```
HttpStatusCode StatusCode { get; }
```

Property Value

[HttpStatusCode ↴](#)

The status code.

Interface IAsynchronousClient

Namespace: [Synesthesia.PLATEAU.Snap.Generated.Client](#)

Assembly: Synesthesia.Snap.Generated.Sample.dll

Contract for Asynchronous RESTful API interactions.

This interface allows consumers to provide a custom API accessor client.

```
public interface IAsynchronousClient
```

Methods

`DeleteAsync<T>(string, RequestOptions, IReadableConfiguration, CancellationToken)`

Executes a non-blocking call to some `path` using the DELETE http verb.

```
Task<ApiResponse<T>> DeleteAsync<T>(string path, RequestOptions options,  
IReadableConfiguration configuration = null, CancellationToken cancellationToken  
= default)
```

Parameters

`path` [string](#)

The relative path to invoke.

`options` [RequestOptions](#)

The request parameters to pass along to the client.

`configuration` [IReadableConfiguration](#)

Per-request configurable settings.

`cancellationToken` [CancellationToken](#)

Cancellation Token to cancel the request.

Returns

[Task](#)<[ApiResponse](#)<T>>

A task eventually representing the response data, decorated with [ApiResponse<T>](#)

Type Parameters

T

The return type.

GetAsync<T>(string, RequestOptions, IReadableConfiguration, CancellationToken)

Executes a non-blocking call to some [path](#) using the GET http verb.

```
Task<ApiResponse<T>> GetAsync<T>(string path, RequestOptions options,  
IReadableConfiguration configuration = null, CancellationToken cancellationToken  
= default)
```

Parameters

[path](#) [string](#)

The relative path to invoke.

[options](#) [RequestOptions](#)

The request parameters to pass along to the client.

[configuration](#) [IReadableConfiguration](#)

Per-request configurable settings.

[cancellationToken](#) [CancellationToken](#)

Cancellation Token to cancel the request.

Returns

[Task](#)<[ApiResponse](#)<T>>

A task eventually representing the response data, decorated with [ApiResponse<T>](#)

Type Parameters

T

The return type.

HeadAsync<T>(string, RequestOptions, IReadableConfiguration, CancellationToken)

Executes a non-blocking call to some [path](#) using the HEAD http verb.

```
Task<ApiResponse<T>> HeadAsync<T>(string path, RequestOptions options,  
IReadableConfiguration configuration = null, CancellationToken cancellationToken  
= default)
```

Parameters

[path](#) [string](#)

The relative path to invoke.

[options](#) [RequestOptions](#)

The request parameters to pass along to the client.

[configuration](#) [IReadableConfiguration](#)

Per-request configurable settings.

[cancellationToken](#) [CancellationToken](#)

Cancellation Token to cancel the request.

Returns

[Task](#)<[ApiResponse](#)<T>>

A task eventually representing the response data, decorated with [ApiResponse<T>](#)

Type Parameters

T

The return type.

OptionsAsync<T>(string, RequestOptions, IReadableConfiguration, CancellationToken)

Executes a non-blocking call to some [path](#) using the OPTIONS http verb.

```
Task<ApiResponse<T>> OptionsAsync<T>(string path, RequestOptions options,  
IReadableConfiguration configuration = null, CancellationToken cancellationToken  
= default)
```

Parameters

[path](#) [string](#)

The relative path to invoke.

[options](#) [RequestOptions](#)

The request parameters to pass along to the client.

[configuration](#) [IReadableConfiguration](#)

Per-request configurable settings.

[cancellationToken](#) [CancellationToken](#)

Cancellation Token to cancel the request.

Returns

[Task](#)<[ApiResponse](#)<T>>

A task eventually representing the response data, decorated with [ApiResponse<T>](#)

Type Parameters

T

The return type.

PatchAsync<T>(string, RequestOptions, IReadableConfiguration, CancellationToken)

Executes a non-blocking call to some `path` using the PATCH http verb.

```
Task<ApiResponse<T>> PatchAsync<T>(string path, RequestOptions options,  
IReadableConfiguration configuration = null, CancellationToken cancellationToken  
= default)
```

Parameters

path [string](#)

The relative path to invoke.

options [RequestOptions](#)

The request parameters to pass along to the client.

configuration [IReadableConfiguration](#)

Per-request configurable settings.

cancellationToken [CancellationToken](#)

Cancellation Token to cancel the request.

Returns

[Task](#)<[ApiResponse](#)<T>>

A task eventually representing the response data, decorated with [ApiResponse<T>](#)

Type Parameters

T

The return type.

PostAsync<T>(string, RequestOptions, IReadableConfiguration, CancellationToken)

Executes a non-blocking call to some `path` using the POST http verb.

```
Task<ApiResponse<T>> PostAsync<T>(string path, RequestOptions options,  
IReadableConfiguration configuration = null, CancellationToken cancellationToken  
= default)
```

Parameters

`path` [string](#)

The relative path to invoke.

`options` [RequestOptions](#)

The request parameters to pass along to the client.

`configuration` [IReadableConfiguration](#)

Per-request configurable settings.

`cancellationToken` [CancellationToken](#)

Cancellation Token to cancel the request.

Returns

[Task](#)<[ApiResponse](#)<T>>

A task eventually representing the response data, decorated with [ApiResponse<T>](#)

Type Parameters

`T`

The return type.

`PutAsync<T>(string, RequestOptions, IReadableConfiguration,
CancellationToken)`

Executes a non-blocking call to some `path` using the PUT http verb.

```
Task<ApiResponse<T>> PutAsync<T>(string path, RequestOptions options,  
IReadableConfiguration configuration = null, CancellationToken cancellationToken  
= default)
```

Parameters

path [string](#)

The relative path to invoke.

options [RequestOptions](#)

The request parameters to pass along to the client.

configuration [IReadableConfiguration](#)

Per-request configurable settings.

cancellationToken [CancellationToken](#)

Cancellation Token to cancel the request.

Returns

[Task](#)<[ApiResponse](#)<T>>

A task eventually representing the response data, decorated with [ApiResponse<T>](#)

Type Parameters

T

The return type.

Interface IReadableConfiguration

Namespace: [Synesthesia.PLATEAU.Snap.Generated.Client](#)

Assembly: Synesthesia.Snap.Generated.Sample.dll

Represents a readable-only configuration contract.

```
public interface IReadableConfiguration
```

Properties

AccessToken

Gets the access token.

```
string AccessToken { get; }
```

Property Value

[string](#)

Access token.

ApiKey

Gets the API key.

```
IDictionary<string, string> ApiKey { get; }
```

Property Value

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

API key.

ApiKeyPrefix

Gets the API key prefix.

```
IDictionary<string, string> ApiKeyPrefix { get; }
```

Property Value

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

API key prefix.

BasePath

Gets the base path.

```
string BasePath { get; }
```

Property Value

[string](#)

Base path.

ClientCertificates

Gets certificate collection to be sent with requests.

```
X509CertificateCollection ClientCertificates { get; }
```

Property Value

[X509CertificateCollection](#)

X509 Certificate collection.

DateTimeFormat

Gets the date time format.

```
string DateTimeFormat { get; }
```

Property Value

[string](#)

Date time format.

DefaultHeader

Gets the default header.

```
[Obsolete("Use DefaultHeaders instead.")]  
IDictionary<string, string> DefaultHeader { get; }
```

Property Value

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

Default header.

DefaultHeaders

Gets the default headers.

```
IDictionary<string, string> DefaultHeaders { get; }
```

Property Value

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

Default headers.

OperationServers

Get the servers associated with the operation.

```
IReadOnlyDictionary<string, List<IReadOnlyDictionary<string, object>>>
OperationServers { get; }
```

Property Value

[IReadOnlyDictionary](#)<[string](#), [List](#)<[IReadOnlyDictionary](#)<[string](#), [object](#)>>>

Operation servers.

Password

Gets the password.

```
string Password { get; }
```

Property Value

[string](#)

Password.

Proxy

Gets the proxy.

```
WebProxy Proxy { get; }
```

Property Value

[WebProxy](#)

Proxy.

RemoteCertificateValidationCallback

Callback function for handling the validation of remote certificates. Useful for certificate pinning and overriding certificate errors in the scope of a request.

```
RemoteCertificateValidationCallback RemoteCertificateValidationCallback { get; }
```

Property Value

[RemoteCertificateValidationCallback](#)

TempFolderPath

Gets the temp folder path.

```
string TempFolderPath { get; }
```

Property Value

[string](#)

Temp folder path.

Timeout

Gets the HTTP connection timeout.

```
TimeSpan Timeout { get; }
```

Property Value

[TimeSpan](#)

HTTP connection timeout.

UseDefaultCredentials

Determine whether or not the "default credentials" (e.g. the user account under which the current process is running) will be sent along to the server. The default is false.

```
bool UseDefaultCredentials { get; }
```

Property Value

[bool](#)

UserAgent

Gets the user agent.

```
string UserAgent { get; }
```

Property Value

[string](#)

User agent.

Username

Gets the username.

```
string Username { get; }
```

Property Value

[string](#)

Username.

Methods

GetApiKeyWithPrefix(string)

Gets the API key with prefix.

```
string GetApiKeyWithPrefix(string apiKeyIdentifier)
```

Parameters

apiKeyIdentifier [string](#)

API key identifier (authentication scheme).

Returns

[string](#)

API key with prefix.

GetOperationServerUrl(string, int)

Gets the Operation server url at the provided index.

```
string GetOperationServerUrl(string operation, int index)
```

Parameters

operation [string](#)

Operation server name.

index [int](#)

Index of the operation server settings.

Returns

[string](#)

Interface ISynchronousClient

Namespace: [Synesthesia.PLATEAU.Snap.Generated.Client](#)

Assembly: Synesthesia.Snap.Generated.Sample.dll

Contract for Synchronous RESTful API interactions.

This interface allows consumers to provide a custom API accessor client.

```
public interface ISynchronousClient
```

Methods

Delete<T>(string, RequestOptions, IReadableConfiguration)

Executes a blocking call to some **path** using the DELETE http verb.

```
ApiResponse<T> Delete<T>(string path, RequestOptions options, IReadableConfiguration configuration = null)
```

Parameters

path [string](#)

The relative path to invoke.

options [RequestOptions](#)

The request parameters to pass along to the client.

configuration [IReadableConfiguration](#)

Per-request configurable settings.

Returns

[ApiResponse](#)<T>

The response data, decorated with [ApiResponse](#)<T>

Type Parameters

T

The return type.

Get<T>(string, RequestOptions, IReadableConfiguration)

Executes a blocking call to some `path` using the GET http verb.

```
ApiResponse<T> Get<T>(string path, RequestOptions options, IReadableConfiguration configuration = null)
```

Parameters

`path` [string](#)

The relative path to invoke.

`options` [RequestOptions](#)

The request parameters to pass along to the client.

`configuration` [IReadableConfiguration](#)

Per-request configurable settings.

Returns

[ApiResponse](#)<T>

The response data, decorated with [ApiResponse](#)<T>

Type Parameters

T

The return type.

Head<T>(string, RequestOptions, IReadableConfiguration)

Executes a blocking call to some `path` using the HEAD http verb.

```
ApiResponse<T> Head<T>(string path, RequestOptions options, IReadableConfiguration configuration = null)
```

Parameters

`path` [string](#)

The relative path to invoke.

`options` [RequestOptions](#)

The request parameters to pass along to the client.

`configuration` [IReadableConfiguration](#)

Per-request configurable settings.

Returns

[ApiResponse](#)<T>

The response data, decorated with [ApiResponse](#)<T>

Type Parameters

`T`

The return type.

Options<T>(string, RequestOptions, IReadableConfiguration)

Executes a blocking call to some `path` using the OPTIONS http verb.

```
ApiResponse<T> Options<T>(string path, RequestOptions options, IReadableConfiguration configuration = null)
```

Parameters

`path` [string](#)

The relative path to invoke.

[options RequestOptions](#)

The request parameters to pass along to the client.

[configuration IReadableConfiguration](#)

Per-request configurable settings.

Returns

[ApiResponse<T>](#)

The response data, decorated with [ApiResponse<T>](#)

Type Parameters

T

The return type.

Patch<T>(string, RequestOptions, IReadableConfiguration)

Executes a blocking call to some [path](#) using the PATCH http verb.

```
ApiResponse<T> Patch<T>(string path, RequestOptions options, IReadableConfiguration configuration = null)
```

Parameters

[path string](#)

The relative path to invoke.

[options RequestOptions](#)

The request parameters to pass along to the client.

[configuration IReadableConfiguration](#)

Per-request configurable settings.

Returns

[ApiResponse<T>](#)

The response data, decorated with [ApiResponse<T>](#)

Type Parameters

T

The return type.

Post<T>(string, RequestOptions, IReadableConfiguration)

Executes a blocking call to some [path](#) using the POST http verb.

```
ApiResponse<T> Post<T>(string path, RequestOptions options, IReadableConfiguration configuration = null)
```

Parameters

[path](#) [string](#) ↗

The relative path to invoke.

[options](#) [RequestOptions](#)

The request parameters to pass along to the client.

[configuration](#) [IReadableConfiguration](#)

Per-request configurable settings.

Returns

[ApiResponse<T>](#)

The response data, decorated with [ApiResponse<T>](#)

Type Parameters

T

The return type.

Put<T>(string, RequestOptions, IReadableConfiguration)

Executes a blocking call to some `path` using the PUT http verb.

```
ApiResponse<T> Put<T>(string path, RequestOptions options, IReadableConfiguration  
configuration = null)
```

Parameters

`path` [string](#)

The relative path to invoke.

`options` [RequestOptions](#)

The request parameters to pass along to the client.

`configuration` [IReadableConfiguration](#)

Per-request configurable settings.

Returns

[ApiResponse](#)<T>

The response data, decorated with [ApiResponse](#)<T>

Type Parameters

`T`

The return type.

Class Multimap<TKey, TValue>

Namespace: [Synesthesia.PLATEAU.Snap.Generated.Client](#)

Assembly: Synesthesia.Snap.Generated.Sample.dll

A dictionary in which one key has many associated values.

```
public class Multimap<TKey, TValue> : IDictionary<TKey, IList<TValue>>,  
ICollection<KeyValuePair<TKey, IList<TValue>>>, IEnumerable<KeyValuePair<TKey,  
IList<TValue>>>, IEnumerable
```

Type Parameters

TKey

The type of the key

TValue

The type of the value associated with the key.

Inheritance

[object](#) ← Multimap<TKey, TValue>

Implements

[IDictionary](#)<TKey, [IList](#)<TValue>>, [ICollection](#)<[KeyValuePair](#)<TKey, [IList](#)<TValue>>>,
[IEnumerable](#)<[KeyValuePair](#)<TKey, [IList](#)<TValue>>>, [IEnumerable](#)

Inherited Members

[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#),
[object.GetType\(\)](#), [object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#),
[object.ToString\(\)](#)

Constructors

Multimap()

Empty Constructor.

```
public Multimap()
```

Multimap(IEqualityComparer<TKey>)

Constructor with comparer.

```
public Multimap(IEqualityComparer<TKey> comparer)
```

Parameters

comparer [IEqualityComparer](#)<TKey>

Properties

Count

Gets the number of items contained in the Multimap.

```
public int Count { get; }
```

Property Value

[int](#)

IsReadOnly

Gets a value indicating whether the Multimap is read-only.

```
public bool IsReadOnly { get; }
```

Property Value

[bool](#)

this[TKey]

Gets or sets the item with the specified key.

```
public IList<TValue> this[TKey key] { get; set; }
```

Parameters

key TKey

The key of the item to get or set.

Property Value

[IList](#)<TValue>

The value of the specified key.

Keys

Gets a System.Collections.Generic.ICollection containing the keys of the Multimap.

```
public ICollection<TKey> Keys { get; }
```

Property Value

[ICollection](#)<TKey>

Values

Gets a System.Collections.Generic.ICollection containing the values of the Multimap.

```
public ICollection<IList<TValue>> Values { get; }
```

Property Value

[ICollection](#)<[IList](#)<TValue>>

Methods

Add(Multimap<TKey, TValue>)

Add Multimap to Multimap

```
public void Add(Multimap<TKey, TValue> multimap)
```

Parameters

`multimap` [Multimap<TKey, TValue>](#)

Multimap

Add(KeyValuePair<TKey, IList<TValue>>)

Add values to Multimap

```
public void Add(KeyValuePair<TKey, IList<TValue>> item)
```

Parameters

`item` [KeyValuePair<TKey, IList<TValue>>](#)

Key value pair

Add(TKey, IList<TValue>)

Adds an item with the provided key and value to the Multimap.

```
public void Add(TKey key, IList<TValue> value)
```

Parameters

`key` TKey

The object to use as the key of the item to add.

value [IList<TValue>](#)

The object to use as the value of the item to add.

Exceptions

[InvalidOperationException](#)

Thrown when couldn't add the value to Multimap.

Add(TKey, TValue)

Adds an item with the provided key and value to the Multimap.

```
public void Add(TKey key, TValue value)
```

Parameters

key TKey

The object to use as the key of the item to add.

value TValue

The object to use as the value of the item to add.

Exceptions

[InvalidOperationException](#)

Thrown when couldn't add value to Multimap.

Clear()

Clear Multimap

```
public void Clear()
```

Contains(KeyValuePair<TKey, IList< TValue >>)

Determines whether Multimap contains the specified item.

```
public bool Contains(KeyValuePair<TKey, IList< TValue >> item)
```

Parameters

item [KeyValuePair](#)<TKey, [IList](#)< TValue >>

Key value pair

Returns

[bool](#)

true if the Multimap contains the item; otherwise, false.

Exceptions

[NotImplementedException](#)

Method needs to be implemented

ContainsKey(TKey)

Determines whether the Multimap contains an item with the specified key.

```
public bool ContainsKey(TKey key)
```

Parameters

key TKey

The key to locate in the Multimap.

Returns

[bool](#)

true if the Multimap contains an item with the key; otherwise, false.

CopyTo(Array, int)

Copy the items of the Multimap to an System.Array, starting at a particular System.Array index.

```
public void CopyTo(Array array, int index)
```

Parameters

array [Array](#)

The one-dimensional System.Array that is the destination of the items copied from Multimap. The System.Array must have zero-based indexing.

index [int](#)

The zero-based index in array at which copying begins.

CopyTo(KeyValuePair<TKey, IList< TValue>>[], int)

Copy items of the Multimap to an array, starting at a particular array index.

```
public void CopyTo(KeyValuePair<TKey, IList< TValue>>[] array, int arrayIndex)
```

Parameters

array [KeyValuePair](#)<TKey, [IList](#)< TValue>>[]

The array that is the destination of the items copied from Multimap. The array must have zero-based indexing.

arrayIndex [int](#)

The zero-based index in array at which copying begins.

Exceptions

[NotImplementedException](#)

Method needs to be implemented

GetEnumerator()

To get the enumerator.

```
public IEnumrator<KeyValuePair<TKey, IList<TValue>>> GetEnumerator()
```

Returns

[IEnumrator](#)<[KeyValuePair](#)<TKey, [IList](#)<TValue>>>

Enumerator

Remove(KeyValuePair<TKey, IList<TValue>>)

Removes the specified item from the Multimap.

```
public bool Remove(KeyValuePair<TKey, IList<TValue>> item)
```

Parameters

item [KeyValuePair](#)<TKey, [IList](#)<TValue>>

Key value pair

Returns

[bool](#)

true if the item is successfully removed; otherwise, false.

Exceptions

[NotImplementedException](#)

Method needs to be implemented

Remove(TKey)

Removes item with the specified key from the Multimap.

```
public bool Remove(TKey key)
```

Parameters

key TKey

The key to locate in the Multimap.

Returns

[bool](#)

true if the item is successfully removed; otherwise, false.

TryGetValue(TKey, out IList<TValue>)

Gets the value associated with the specified key.

```
public bool TryGetValue(TKey key, out IList<TValue> value)
```

Parameters

key TKey

The key whose value to get.

value [IList](#)<TValue>

When this method returns, the value associated with the specified key, if the key is found; otherwise, the default value for the type of the value parameter. This parameter is passed uninitialized.

Returns

[bool](#)

true if the object that implements Multimap contains an item with the specified key; otherwise, false.

Class OpenAPIDateConverter

Namespace: [Synesthesia.PLATEAU.Snap.Generated.Client](#)

Assembly: Synesthesia.Snap.Generated.Sample.dll

Formatter for 'date' openapi formats as defined by full-date - RFC3339 see

<https://github.com/OAI/OpenAPI-Specification/blob/master/versions/3.0.0.md#data-types>

```
public class OpenAPIDateConverter : IsoDateTimeConverter
```

Inheritance

[object](#) ← JsonConverter ← DateTimeConverterBase ← IsoDateTimeConverter ← OpenAPIDateConverter

Inherited Members

[IsoDateTimeConverter.WriteJson\(JsonWriter, object, JsonSerializer\)](#) ,
[IsoDateTimeConverter.ReadJson\(JsonReader, Type, object, JsonSerializer\)](#) ,
IsoDateTimeConverter.DateTimeStyles , IsoDateTimeConverter.DateTimeFormat ,
IsoDateTimeConverter.Culture , [DateTimeConverterBase.CanConvert\(Type\)](#) ,
JsonConverter.CanRead , JsonConverter.CanWrite , [object.Equals\(object\)](#) ,
[object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#)

Constructors

OpenAPIDateConverter()

Initializes a new instance of the [OpenAPIDateConverter](#) class.

```
public OpenAPIDateConverter()
```

Class RequestOptions

Namespace: [Synesthesia.PLATEAU.Snap.Generated.Client](#)

Assembly: Synesthesia.Snap.Generated.Sample.dll

A container for generalized request inputs. This type allows consumers to extend the request functionality by abstracting away from the default (built-in) request framework (e.g. RestSharp).

```
public class RequestOptions
```

Inheritance

[object](#) ← RequestOptions

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

RequestOptions()

Constructs a new instance of [RequestOptions](#)

```
public RequestOptions()
```

Properties

Cookies

Cookies to be sent along with the request.

```
public List<Cookie> Cookies { get; set; }
```

Property Value

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

Data

Any data associated with a request body.

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

Property Value

[object](#)

FileParameters

File parameters to be sent along with the request.

```
public Multimap<string, FileParameter> FileParameters { get; set; }
```

Property Value

[Multimap](#)<[string](#), [FileParameter](#)>

FormParameters

Form parameters to be sent along with the request.

```
public Dictionary<string, string> FormParameters { get; set; }
```

Property Value

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

HeaderParameters

Header parameters to be applied to the request. Keys may have 1 or more values associated.

```
public Multimap<string, string> HeaderParameters { get; set; }
```

Property Value

[Multimap<string, string>](#)

PathParameters

Parameters to be bound to path parts of the Request's URL

```
public Dictionary<string, string> PathParameters { get; set; }
```

Property Value

[Dictionary<string, string>](#)

QueryParameters

Query parameters to be applied to the request. Keys may have 1 or more values associated.

```
public Multimap<string, string> QueryParameters { get; set; }
```

Property Value

[Multimap<string, string>](#)

Class RetryConfiguration

Namespace: [Synesthesia.PLATEAU.Snap.Generated.Client](#)

Assembly: Synesthesia.Snap.Generated.Sample.dll

Configuration class to set the polly retry policies to be applied to the requests.

```
public static class RetryConfiguration
```

Inheritance

[object](#) ← RetryConfiguration

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

AsyncRetryPolicy

Async retry policy

```
public static AsyncPolicy<HttpResponseMessage> AsyncRetryPolicy { get; set; }
```

Property Value

AsyncPolicy<[HttpResponseMessage](#)>

RetryPolicy

Retry policy

```
public static Policy<HttpResponseMessage> RetryPolicy { get; set; }
```

Property Value

Policy<[HttpResponseMessage](#)>

Namespace Synesthesias.PLATEAU.Snap. Generated.Model

Classes

[AbstractOpenAPISchema](#)

Abstract base class for oneOf, anyOf schemas in the OpenAPI specification

[BuildingImageMetadata](#)

建物画像のメタデータ spec.ymlに含まれていないためopenapi-generatorでは生成されないモデルを定義

[BuildingImageResponse](#)

BuildingImageResponse

[Coordinate](#)

Coordinate

[Surface](#)

Surface

[VisibleSurfacesRequest](#)

VisibleSurfacesRequest

[VisibleSurfacesResponse](#)

VisibleSurfacesResponse

Enums

[StatusType](#)

Defines StatusType

Class AbstractOpenAPISchema

Namespace: [Synesthesia.PLATEAU.Snap.Generated.Model](#)

Assembly: Synesthesia.Snap.Generated.Sample.dll

Abstract base class for oneOf, anyOf schemas in the OpenAPI specification

```
public abstract class AbstractOpenAPISchema
```

Inheritance

[object](#) ← AbstractOpenAPISchema

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Fields

AdditionalPropertiesSerializerSettings

Custom JSON serializer for objects with additional properties

```
public static readonly JsonSerializerSettings AdditionalPropertiesSerializerSettings
```

Field Value

JsonSerializerSettings

SerializerSettings

Custom JSON serializer

```
public static readonly JsonSerializerSettings SerializerSettings
```

Field Value

Properties

ActualInstance

Gets or Sets the actual instance

```
public abstract object ActualInstance { get; set; }
```

Property Value

[object](#)

IsNullable

Gets or Sets IsNullable to indicate whether the instance is nullable

```
public bool IsNullable { get; protected set; }
```

Property Value

[bool](#)

SchemaType

Gets or Sets the schema type, which can be either [oneOf](#) or [anyOf](#)

```
public string SchemaType { get; protected set; }
```

Property Value

[string](#)

Methods

ToJson()

Converts the instance into JSON string.

```
public abstract string ToJson()
```

Returns

[string](#)

Class BuildingImageMetadata

Namespace: [Synesthesia.PLATEAU.Snap.Generated.Model](#)

Assembly: Synesthesia.Snap.Sample.dll

建物画像のメタデータ spec.ymlに含まれていないためopenapi-generatorでは生成されないモデルを定義

```
[Serializable]  
public class BuildingImageMetadata
```

Inheritance

[object](#) ← BuildingImageMetadata

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

BuildingImageMetadata(string, Coordinate, Coordinate, double, DateTime)

コンストラクタ

```
public BuildingImageMetadata(string gmlid, Coordinate from, Coordinate to, double  
roll, DateTime timestamp)
```

Parameters

gmlid [string](#)

from [Coordinate](#)

to [Coordinate](#)

roll [double](#)

timestamp [DateTime](#)

Fields

from

```
public Coordinate from
```

Field Value

[Coordinate](#)

gmlid

```
public string gmlid
```

Field Value

[string](#) ↗

roll

```
public double roll
```

Field Value

[double](#) ↗

timestamp

```
public DateTime timestamp
```

Field Value

[DateTime](#)

to

```
public Coordinate to
```

Field Value

[Coordinate](#)

Methods

ToJson()

JSONに変換

```
public string ToJson()
```

Returns

[string](#)

Class BuildingImageResponse

Namespace: [Synesthesia.PLATEAU.Snap.Generated.Model](#)

Assembly: Synesthesia.Snap.Generated.Sample.dll

BuildingImageResponse

```
[DataContract(Name = "BuildingImageResponse")]
public class BuildingImageResponse
```

Inheritance

[object](#) ← BuildingImageResponse

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Constructors

BuildingImageResponse(StatusType?, long?, string)

Initializes a new instance of the [BuildingImageResponse](#) class.

```
public BuildingImageResponse(StatusType? status = null, long? id = null, string
message = null)
```

Parameters

status [StatusType](#)?

status.

id [long](#)?

id.

message [string](#)

message.

Properties

Id

Gets or Sets Id

```
[DataMember(Name = "id", EmitDefaultValue = true)]  
public long? Id { get; set; }
```

Property Value

[long](#)?

Message

Gets or Sets Message

```
[DataMember(Name = "message", EmitDefaultValue = true)]  
public string Message { get; set; }
```

Property Value

[string](#)?

Status

Gets or Sets Status

```
[DataMember(Name = "status", EmitDefaultValue = false)]  
public StatusType? Status { get; set; }
```

Property Value

[StatusType](#)?

Methods

ToJson()

Returns the JSON string presentation of the object

```
public virtual string ToJson()
```

Returns

[string](#)

JSON string presentation of the object

ToString()

Returns the string presentation of the object

```
public override string ToString()
```

Returns

[string](#)

String presentation of the object

Class Coordinate

Namespace: [Synesthesia.PLATEAU.Snap.Generated.Model](#)

Assembly: Synesthesia.Snap.Generated.Sample.dll

Coordinate

```
[DataContract(Name = "Coordinate")]
public class Coordinate
```

Inheritance

[object](#) ← Coordinate

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Constructors

Coordinate(double, double, double)

Initializes a new instance of the [Coordinate](#) class.

```
public Coordinate(double longitude = 0, double latitude = 0, double altitude = 0)
```

Parameters

longitude [double](#)

longitude.

latitude [double](#)

latitude.

altitude [double](#)

altitude.

Properties

Altitude

Gets or Sets Altitude

```
[DataMember(Name = "altitude", EmitDefaultValue = false)]  
public double Altitude { get; set; }
```

Property Value

[double](#)

Latitude

Gets or Sets Latitude

```
[DataMember(Name = "latitude", EmitDefaultValue = false)]  
public double Latitude { get; set; }
```

Property Value

[double](#)

Longitude

Gets or Sets Longitude

```
[DataMember(Name = "longitude", EmitDefaultValue = false)]  
public double Longitude { get; set; }
```

Property Value

[double](#)

Methods

ToJson()

Returns the JSON string presentation of the object

```
public virtual string ToJson()
```

Returns

[string](#)

JSON string presentation of the object

ToString()

Returns the string presentation of the object

```
public override string ToString()
```

Returns

[string](#)

String presentation of the object

Enum StatusType

Namespace: [Synesthesia.PLATEAU.Snap.Generated.Model](#)

Assembly: Synesthesia.Snap.Generated.Sample.dll

Defines StatusType

```
[JsonConverter(typeof(StringEnumConverter))]  
public enum StatusType
```

Fields

[EnumMember(Value = "error")] Error = 2

Enum Error for value: error

[EnumMember(Value = "success")] Success = 1

Enum Success for value: success

Class Surface

Namespace: [Synesthesia.PLATEAU.Snap.Generated.Model](#)

Assembly: Synesthesia.Snap.Generated.Sample.dll

Surface

```
[DataContract(Name = "Surface")]
public class Surface : ISurfaceModel
```

Inheritance

[object](#) ← Surface

Implements

[ISurfaceModel](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Constructors

Surface(string, List<List<List<double>>>)

Initializes a new instance of the [Surface](#) class.

```
public Surface(string gmlid = null, List<List<List<double>>> coordinates = null)
```

Parameters

gmlid [string](#)

gmlid.

coordinates [List](#)<[List](#)<[List](#)<[double](#)>>>

coordinates.

Properties

Coordinates

Gets or Sets Coordinates

```
[DataMember(Name = "coordinates", EmitDefaultValue = true)]  
public List<List<List<double>>> Coordinates { get; set; }
```

Property Value

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

GmlId

GML ID

```
public string GmlId { get; set; }
```

Property Value

[string](#)

Gmlid

Gets or Sets Gmlid

```
[DataMember(Name = "gmlid", EmitDefaultValue = true)]  
public string Gmlid { get; set; }
```

Property Value

[string](#)

Methods

ToJson()

Returns the JSON string presentation of the object

```
public virtual string ToJson()
```

Returns

[string](#)

JSON string presentation of the object

ToString()

Returns the string presentation of the object

```
public override string ToString()
```

Returns

[string](#)

String presentation of the object

Class VisibleSurfacesRequest

Namespace: [Synesthesia.PLATEAU.Snap.Generated.Model](#)

Assembly: Synesthesia.Snap.Generated.Sample.dll

VisibleSurfacesRequest

```
[DataContract(Name = "VisibleSurfacesRequest")]
public class VisibleSurfacesRequest
```

Inheritance

[object](#) ← VisibleSurfacesRequest

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Constructors

VisibleSurfacesRequest()

Initializes a new instance of the [VisibleSurfacesRequest](#) class.

```
[JsonConstructor]
protected VisibleSurfacesRequest()
```

VisibleSurfacesRequest(Coordinate, Coordinate, double, double?, double?)

Initializes a new instance of the [VisibleSurfacesRequest](#) class.

```
public VisibleSurfacesRequest(Coordinate from = null, Coordinate to = null, double
roll = 0, double? maxDistance = null, double? fieldOfView = null)
```

Parameters

[from Coordinate](#)

from (required).

[to Coordinate](#)

to (required).

[roll double](#)?

カメラのロール角 (度数法で半時計回りを正とする) (required).

[maxDistance double](#)?

検出する最大距離 (メートル).

[fieldOfView double](#)?

カメラの視野角 (度数法).

Properties

FieldOfView

カメラの視野角 (度数法)

```
[DataMember(Name = "field_of_view", EmitDefaultValue = true)]  
public double? FieldOfView { get; set; }
```

Property Value

[double](#)?

カメラの視野角 (度数法)

From

Gets or Sets From

```
[DataMember(Name = "from", IsRequired = true, EmitDefaultValue = true)]  
public Coordinate From { get; set; }
```

Property Value

Coordinate

MaxDistance

検出する最大距離 (メートル)

```
[DataMember(Name = "max_distance", EmitDefaultValue = true)]  
public double? MaxDistance { get; set; }
```

Property Value

double?

検出する最大距離 (メートル)

Roll

カメラのロール角 (度数法で半時計回りを正とする)

```
[DataMember(Name = "roll", IsRequired = true, EmitDefaultValue = true)]  
public double Roll { get; set; }
```

Property Value

double

カメラのロール角 (度数法で半時計回りを正とする)

To

Gets or Sets To

```
[DataMember(Name = "to", IsRequired = true, EmitDefaultValue = true)]  
public Coordinate To { get; set; }
```

Property Value

[Coordinate](#)

Methods

ToJson()

Returns the JSON string presentation of the object

```
public virtual string ToJson()
```

Returns

[string](#)

JSON string presentation of the object

ToString()

Returns the string presentation of the object

```
public override string ToString()
```

Returns

[string](#)

String presentation of the object

Class VisibleSurfacesResponse

Namespace: [Synesthesia.PLATEAU.Snap.Generated.Model](#)

Assembly: Synesthesia.Snap.Generated.Sample.dll

VisibleSurfacesResponse

```
[DataContract(Name = "VisibleSurfacesResponse")]
public class VisibleSurfacesResponse
```

Inheritance

[object](#) ← VisibleSurfacesResponse

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Constructors

VisibleSurfacesResponse(List<Surface>)

Initializes a new instance of the [VisibleSurfacesResponse](#) class.

```
public VisibleSurfacesResponse(List<Surface> surfaces = null)
```

Parameters

surfaces [List](#)<Surface>

surfaces.

Properties

Surfaces

Gets or Sets Surfaces

```
[DataMember(Name = "surfaces", EmitDefaultValue = true)]  
public List<Surface> Surfaces { get; set; }
```

Property Value

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

Methods

ToJson()

Returns the JSON string presentation of the object

```
public virtual string ToJson()
```

Returns

[string](#)

JSON string presentation of the object

ToString()

Returns the string presentation of the object

```
public override string ToString()
```

Returns

[string](#)

String presentation of the object

Namespace Synesthesia.Snap.Runtime

Classes

[CoordinateUtil](#)

[EditorGeospatialMathModel](#)

Geospatialの計算を行うModel(エディタ用)

[EditorGeospatialSimpleMeshModel](#)

メッシュ(簡易版)のModel(エディタ) Hullのみ対応(Holeは無視される)

[GeospatialAccuracyModel](#)

Geospatialの精度を取得するModel

[GeospatialAccuracyResult](#)

Geospatialの精度の結果

[GeospatialAccuracyStateExtensions](#)

GeospatialAccuracyStateの拡張メソッド

[GeospatialAccuracyThresholdModel](#)

Geospatialの精度のしきい値のModel

[GeospatialAnchorHistoryCollection](#)

A wrapper class for serializing a collection of [GeospatialAnchorHistory](#).

[GeospatialAnchorModel](#)

[GeospatialAnchorResult](#)

GeospatialAnchorの結果

[GeospatialAnchorResultTypeExtensions](#)

[GeospatialAsyncModel](#)

Geospatial関連のModel(非同期処理) GeospatialControllerを参考にUniTaskを使用して非同期処理を行なっている

[GeospatialDebugModel](#)

GeospatialのデバッグModel

[GeospatialMainLoopException](#)

GeospatialのメインループのException

[GeospatialMainLoopModel](#)

GeospatialのメインループのModel

[GeospatialMainLoopState](#)

Geospatialのメインループの状態

[GeospatialMainLoopStateTypeExtensions](#)

Geospatialのメインループの状態の拡張メソッド

[GeospatialMainLoopView](#)

GeospatialのメインループのView

[GeospatialMeshResult](#)

メッシュ(簡易版)の結果

[GeospatialModel](#)

GeospatialControllerを複製したもの

[GeospatialPoseExtensions](#)

Geospatial Poseの拡張メソッド

[GeospatialPoseModel](#)

[LatLonConverter](#)

[LatLonTests](#)

[MeshManager](#)

[MeshModel](#)

メッシュのModel

[MeshValidationAngleResultTypeExtensions](#)

メッシュの角度の検証結果の種類の拡張メソッド

[MeshValidationAngleThresholdModel](#)

メッシュの角度の検証しきい値のModel

[MeshValidationModel](#)

メッシュの検証

[MeshValidationResult](#)

メッシュの検証結果

[MeshValidationVertexResultTypeExtensions](#)

メッシュの頂点の検証結果の種類の拡張メソッド

[MeshView](#)

建物検出画面のメッシュのView

[MobileGeospatialMathModel](#)

Geospatialの計算を行うModel(携帯端末)

[MobileGeospatialSimpleMeshModel](#)

メッシュ(簡易版)のModel(携帯端末) Hullのみ対応(Holeは無視される)

[MockJsonParser](#)

[MockSurface](#)

[MockSurfaces](#)

[ShapeCalculator](#)

[ShapeManager](#)

[SimpleMeshModel](#)

[SimpleMeshResultTypeExtensions](#)

SimpleMeshResultTypeの拡張メソッド

[SurfaceConverter](#)

面の変換

Structs

[GeospatialAnchorHistory](#)

A serializable struct that stores the basic information of a persistent geospatial anchor.

[GeospatialVector](#)

Geospatialのベクトル

[LatLonTests.LatLonData](#)

[Shape](#)

Interfaces

[IGeospatialMathModel](#)

Geospatialの計算を行うModel

[IGeospatialSimpleMeshModel](#)

Geospatial上に表示できるメッシュ(簡易版)のModel

[ISurfaceModel](#)

面の情報

Enums

[AnchorType](#)

Describes the current type of anchor created by screen tap.

[GeospatialAccuracyState](#)

Geospatialの精度の状態

[GeospatialAnchorResultType](#)

Geospatialのアンカーの結果の種類

[GeospatialMainLoopStateType](#)

Geospatialのメインループの状態

[GeospatialMeshResultType](#)

メッシュ(簡易版)の結果の種類

[MeshValidationAngleResultType](#)

メッシュの角度の検証結果の種類

[MeshValidationVertexResultType](#)

メッシュの頂点の検証結果の種類

Enum AnchorType

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

Describes the current type of anchor created by screen tap.

```
public enum AnchorType
```

Fields

Geospatial = 0

Type [GeospatialAnchor](#).

Rooftop = 1

Type [RooftopAnchor](#).

Terrain = 2

Type [TerrainAnchor](#).

Class CoordinateUtil

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

```
public class CoordinateUtil
```

Inheritance

[object](#) ← CoordinateUtil

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Methods

JGD2011ToPlaneRectCoord(double, double, double, double)

```
public static (double x, double y) JGD2011ToPlaneRectCoord(double lat, double lon,  
double o_lat, double o_lon)
```

Parameters

lat [double](#)

lon [double](#)

o_lat [double](#)

o_lon [double](#)

Returns

([double](#) x, [double](#) y)

PlaneRectCoordToJGD2011(double, double, double, double)

```
public static (double lat, double lon) PlaneRectCoordToJGD2011(double x, double y,  
double o_lat, double o_lon)
```

Parameters

x [double](#)

y [double](#)

o_lat [double](#)

o_lon [double](#)

Returns

([double](#) x, [double](#) y)

Class EditorGeospatialMathModel

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

Geospatialの計算を行うModel(エディタ用)

```
public class EditorGeospatialMathModel : IGeospatialMathModel
```

Inheritance

[object](#) ← EditorGeospatialMathModel

Implements

[IGeospatialMathModel](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

EditorGeospatialMathModel()

コンストラクタ

```
public EditorGeospatialMathModel()
```

Methods

CreateGeospatialPose(double, double, double, Quaternion)

GeospatialPoseを作成

```
public GeospatialPose CreateGeospatialPose(double latitude, double longitude, double altitude, Quaternion eunRotation)
```

Parameters

`latitude double`

`longitude double`

`altitude double`

`eunRotation Quaternion`

Returns

`GeospatialPose`

CreateGeospatialPoseAtDistance(GeospatialPose, float)

指定した位置から指定した距離だけ離れた位置のGeospatialPoseを作成する

```
public GeospatialPose CreateGeospatialPoseAtDistance(GeospatialPose geospatialPose,  
float distance)
```

Parameters

`geospatialPose GeospatialPose`

`distance float`

Returns

`GeospatialPose`

CreatePose(GeospatialPose)

GeospatialPoseからPoseを作成する

```
public Pose CreatePose(GeospatialPose geospatialPose)
```

Parameters

geospatialPose GeospatialPose

Returns

Pose

GetVector2(GeospatialPose)

指定した位置の座標(Vector2)を取得する

```
public Vector2 GetVector2(GeospatialPose geospatialPose)
```

Parameters

geospatialPose GeospatialPose

Returns

Vector2

GetVector3(GeospatialPose)

指定した位置の座標(Vector3)を取得する

```
public Vector3 GetVector3(GeospatialPose geospatialPose)
```

Parameters

geospatialPose GeospatialPose

Returns

Vector3

Class EditorGeospatialSimpleMeshModel

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

メッシュ(簡易版)のModel(エディタ) Hullのみ対応(Holeは無視される)

```
public class EditorGeospatialSimpleMeshModel : IGeospatialSimpleMeshModel
```

Inheritance

[object](#) ← EditorGeospatialSimpleMeshModel

Implements

[IGeospatialSimpleMeshModel](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

EditorGeospatialSimpleMeshModel(SimpleMeshModel,
IGeospatialMathModel)

コンストラクタ

```
public EditorGeospatialSimpleMeshModel(SimpleMeshModel simpleMeshModel,  
IGeospatialMathModel geospatialMathModel)
```

Parameters

simpleMeshModel [SimpleMeshModel](#)

geospatialMathModel [IGeospatialMathModel](#)

Methods

CreateMeshAsync(Camera, ISurfaceModel, Quaternion, CancellationToken)

メッシュの生成

```
public UniTask<GeospatialMeshResult> CreateMeshAsync(Camera camera, ISurfaceModel  
surface, Quaternion eunRotation, CancellationToken cancellationToken)
```

Parameters

camera Camera

surface [ISurfaceModel](#)

eunRotation Quaternion

cancellationToken [CancellationToken](#)

Returns

UniTask<[GeospatialMeshResult](#)>

Class GeospatialAccuracyModel

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

Geospatialの精度を取得するModel

```
public class GeospatialAccuracyModel
```

Inheritance

[object](#) ← GeospatialAccuracyModel

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

GeospatialAccuracyModel(AREarthManager,
GeospatialMainLoopModel, GeospatialAccuracyThresholdModel)

コンストラクタ

```
public GeospatialAccuracyModel(AREarthManager earthManager, GeospatialMainLoopModel  
mainLoopModel, GeospatialAccuracyThresholdModel thresholdModel)
```

Parameters

earthManager AREarthManager

mainLoopModel [GeospatialMainLoopModel](#)

thresholdModel [GeospatialAccuracyThresholdModel](#)

Methods

GetAccuracy()

精度を取得する

```
public GeospatialAccuracyResult GetAccuracy()
```

Returns

[GeospatialAccuracyResult](#)

Class GeospatialAccuracyResult

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

Geospatialの精度の結果

```
public class GeospatialAccuracyResult
```

Inheritance

[object](#) ← GeospatialAccuracyResult

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

GeospatialAccuracyResult(GeospatialMainLoopState,
GeospatialAccuracyState)

コンストラクタ

```
public GeospatialAccuracyResult(GeospatialMainLoopState mainLoopState,  
GeospatialAccuracyState accuracyState = GeospatialAccuracyState.None)
```

Parameters

mainLoopState [GeospatialMainLoopState](#)

accuracyState [GeospatialAccuracyState](#)

Fields

AccuracyState

精度の状態

```
public readonly GeospatialAccuracyState AccuracyState
```

Field Value

[GeospatialAccuracyState](#)

IsSuccess

成功かどうか

```
public readonly bool IsSuccess
```

Field Value

[bool](#) ↗

MainLoopState

メインループの状態

```
public readonly GeospatialMainLoopState MainLoopState
```

Field Value

[GeospatialMainLoopState](#)

Enum GeospatialAccuracyState

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

Geospatialの精度の状態

```
public enum GeospatialAccuracyState
```

Extension Methods

[GeospatialAccuracyStateExtensions.ToMessage\(GeospatialAccuracyState\)](#)

Fields

HighAccuracy = 2

高精度

LowAccuracy = 1

低精度

None = 0

なし

Class GeospatialAccuracyStateExtensions

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

GeospatialAccuracyStateの拡張メソッド

```
public static class GeospatialAccuracyStateExtensions
```

Inheritance

[object](#) ← GeospatialAccuracyStateExtensions

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Methods

ToMessage(GeospatialAccuracyState)

メッセージに変換する

```
public static string ToMessage(this GeospatialAccuracyState state)
```

Parameters

state [GeospatialAccuracyState](#)

Returns

[string](#)

Class GeospatialAccuracyThresholdModel

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

Geospatialの精度のしきい値のModel

```
public class GeospatialAccuracyThresholdModel
```

Inheritance

[object](#) ← GeospatialAccuracyThresholdModel

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

GeospatialAccuracyThresholdModel(double, double)

コンストラクタ

```
public GeospatialAccuracyThresholdModel(double headingThreshold,  
double horizontalAccuracyThreshold)
```

Parameters

headingThreshold [double](#)

horizontalAccuracyThreshold [double](#)

Fields

HeadingThreshold

方位角のしきい値

```
public readonly double HeadingThreshold
```

Field Value

[double](#)

HorizontalAccuracyThreshold

水平精度のしきい値

```
public readonly double HorizontalAccuracyThreshold
```

Field Value

[double](#)

Properties

Default

デフォルト

```
public static GeospatialAccuracyThresholdModel Default { get; }
```

Property Value

[GeospatialAccuracyThresholdModel](#)

Struct GeospatialAnchorHistory

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

A serializable struct that stores the basic information of a persistent geospatial anchor.

```
[Serializable]
public struct GeospatialAnchorHistory
```

Inherited Members

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

Constructors

GeospatialAnchorHistory(DateTime, double, double, double, AnchorType, Quaternion)

Construct a Geospatial Anchor history.

```
public GeospatialAnchorHistory(DateTime time, double latitude, double longitude,
double altitude, AnchorType anchorType, Quaternion eunRotation)
```

Parameters

time [DateTime](#)

The time this Geospatial Anchor was created.

latitude [double](#)

Latitude of the creation pose in degrees.

longitude [double](#)

Longitude of the creation pose in degrees.

altitude [double](#)

Altitude of the creation pose in meters above the WGS84 ellipsoid.

anchorType [AnchorType](#)

Anchor type of the creation.

eunRotation Quaternion

Rotation of the creation pose as a quaternion, used to calculate the original orientation.

GeospatialAnchorHistory(double, double, double, AnchorType, Quaternion)

Construct a Geospatial Anchor history.

```
public GeospatialAnchorHistory(double latitude, double longitude, double altitude,  
AnchorType anchorType, Quaternion eunRotation)
```

Parameters

latitude [double](#) ↗

Latitude of the creation pose in degrees.

longitude [double](#) ↗

Longitude of the creation pose in degrees.

altitude [double](#) ↗

Altitude of the creation pose in meters above the WGS84 ellipsoid.

anchorType [AnchorType](#)

Anchor type of the creation.

eunRotation Quaternion

Rotation of the creation pose as a quaternion, used to calculate the original orientation.

Fields

Altitude

Altitude of the creation pose in meters above the WGS84 ellipsoid.

```
public double Altitude
```

Field Value

[double](#)

AnchorType

Anchor type of the creation, used to instantiate the original anchor type.

```
public AnchorType AnchorType
```

Field Value

[AnchorType](#)

EunRotation

Rotation of the creation pose as a quaternion, used to calculate the original orientation.

```
public Quaternion EunRotation
```

Field Value

Quaternion

Heading

Heading of the creation pose in degrees, used to calculate the original orientation.

```
public double Heading
```

Field Value

[double](#) ↗

Latitude

Latitude of the creation pose in degrees.

```
public double Latitude
```

Field Value

[double](#) ↗

Longitude

Longitude of the creation pose in degrees.

```
public double Longitude
```

Field Value

[double](#) ↗

SerializedTime

The created time of this geospatial anchor.

```
public string SerializedTime
```

Field Value

[string](#) ↗

Properties

CreatedTime

Gets created time in DateTime format.

```
public DateTime CreatedTime { get; }
```

Property Value

[DateTime](#)

Methods

ToString()

Overrides ToString() method.

```
public override string ToString()
```

Returns

[string](#)

Return the json string of this object.

Class GeospatialAnchorHistoryCollection

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

A wrapper class for serializing a collection of [GeospatialAnchorHistory](#).

```
[Serializable]  
public class GeospatialAnchorHistoryCollection
```

Inheritance

[object](#) ← GeospatialAnchorHistoryCollection

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Fields

Collection

A list of Geospatial Anchor History Data.

```
public List<GeospatialAnchorHistory> Collection
```

Field Value

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

Class GeospatialAnchorModel

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

```
public class GeospatialAnchorModel
```

Inheritance

[object](#) ← GeospatialAnchorModel

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

GeospatialAnchorModel(GeospatialAccuracyModel,
ARAnchorManager)

コンストラクタ

```
public GeospatialAnchorModel(GeospatialAccuracyModel accuracyModel,  
ARAnchorManager arAnchorManager)
```

Parameters

accuracyModel [GeospatialAccuracyModel](#)

arAnchorManager ARAnchorManager

Methods

CreateAnchor(double, double, double, Quaternion)

ARGeospatialAnchorを作成する

```
public GeospatialAnchorResult CreateAnchor(double latitude, double longitude, double altitude, Quaternion eunRotation)
```

Parameters

latitude [double](#)

緯度

longitude [double](#)

経度

altitude [double](#)

高度

eunRotation [Quaternion](#)

EUN回転

Returns

[GeospatialAnchorResult](#)

Class GeospatialAnchorResult

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

GeospatialAnchorの結果

```
public class GeospatialAnchorResult
```

Inheritance

[object](#) ← GeospatialAnchorResult

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

GeospatialAnchorResult(GeospatialMainLoopState,
GeospatialAccuracyState, GeospatialAnchorResultType,
ARGeospatialAnchor)

コンストラクタ

```
public GeospatialAnchorResult(GeospatialMainLoopState mainLoopState,  
GeospatialAccuracyState accuracyState, GeospatialAnchorResultType resultType =  
GeospatialAnchorResultType.None, ARGeospatialAnchor anchor = null)
```

Parameters

mainLoopState [GeospatialMainLoopState](#)

accuracyState [GeospatialAccuracyState](#)

resultType [GeospatialAnchorResultType](#)

anchor ARGeospatialAnchor

Fields

AccuracyState

精度の状態

```
public readonly GeospatialAccuracyState AccuracyState
```

Field Value

[GeospatialAccuracyState](#)

Anchor

結果の値

```
public readonly ARGeospatialAnchor Anchor
```

Field Value

ARGeospatialAnchor

IsSuccess

成功かどうか

```
public readonly bool IsSuccess
```

Field Value

[bool](#)

MainLoopState

メインループの状態

```
public readonly GeospatialMainLoopState MainLoopState
```

Field Value

[GeospatialMainLoopState](#)

ResultType

結果の種類

```
public readonly GeospatialAnchorResultType ResultType
```

Field Value

[GeospatialAnchorResultType](#)

Enum GeospatialAnchorResultType

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

Geospatialのアンカーの結果の種類

```
public enum GeospatialAnchorResultType
```

Extension Methods

[GeospatialAnchorResultTypeExtensions.ToMessage\(GeospatialAnchorResultType\)](#).

Fields

Failed = 1

失敗

None = 0

なし

Success = 2

成功

Class GeospatialAnchorResultTypeExtensions

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

```
public static class GeospatialAnchorResultTypeExtensions
```

Inheritance

[object](#) ← GeospatialAnchorResultTypeExtensions

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Methods

ToMessage(GeospatialAnchorResultType)

メッセージに変換する

```
public static string ToMessage(this GeospatialAnchorResultType resultType)
```

Parameters

resultType [GeospatialAnchorResultType](#)

Returns

[string](#)

Class GeospatialAsyncModel

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

Geospatial関連のModel(非同期処理) GeospatialControllerを参考にUniTaskを使用して非同期処理を行なっている

```
public class GeospatialAsyncModel
```

Inheritance

[object](#) ← GeospatialAsyncModel

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

GeospatialAsyncModel(ARAnchorManager, AREarthManager,
ARRaycastManager, ARStreetSceneGeometryManager)

コンストラクタ

```
public GeospatialAsyncModel(ARAnchorManager arAnchorManager, AREarthManager  
arEarthManager, ARaycastManager arRaycastManager, ARStreetSceneGeometryManager  
arStreetSceneGeometryManager)
```

Parameters

arAnchorManager ARAnchorManager

arEarthManager AREarthManager

arRaycastManager ARaycastManager

arStreetSceneGeometryManager ARStreetSceneGeometryManager

Methods

ARRaycast(Vector2, ref List<XRRaycastHit>)

AR空間にRaycastを行いRaycastHitを取得する

```
public bool ARaycast(Vector2 screenPosition, ref List<XRRaycastHit> results)
```

Parameters

screenPosition Vector2

results [List](#)<XRRaycastHit>

Returns

[bool](#)

CreateARAnchorAsStreetScapeAsync(AnchorType, XRRaycastHit, CancellationToken)

スクリーン上の位置にStreetScapeアンカーを作成する

```
public UniTask<ARAnchor> CreateARAnchorAsStreetScapeAsync(AnchorType anchorType,  
XRRaycastHit hitResult, CancellationToken cancellationToken)
```

Parameters

anchorType [AnchorType](#)

hitResult XRRaycastHit

cancellationToken [CancellationToken](#)

Returns

UniTask<ARAnchor>

CreateARAnchorAsStreetScapeAsync(Pose, TrackableId, CancellationToken)

StreetScapeのARアンカーを作成する

```
public UniTask<ARAnchor> CreateARAnchorAsStreetScapeAsync(Pose pose, TrackableId trackableId, CancellationToken cancellationToken)
```

Parameters

pose Pose

trackableId TrackableId

cancellationToken [CancellationToken](#)

Returns

UniTask<ARAnchor>

CreateARAnchorAsStreetScapeAsync(XRRaycastHit, CancellationToken)

RaycastHitの位置のGeospatial+StreetScapeのARアンカーを作成する

```
public UniTask<ARAnchor> CreateARAnchorAsStreetScapeAsync(XRRaycastHit raycastHit, CancellationToken cancellationToken)
```

Parameters

raycastHit XRRaycastHit

cancellationToken [CancellationToken](#)

Returns

UniTask<ARAnchor>

CreateARGeospatialAnchorAsRooftopAsync(GeospatialPose, CancellationToken)

ARGeospatialアンカー(RoofTop)を作成する

```
public UniTask<ARGeospatialAnchor>
CreateARGeospatialAnchorAsRooftopAsync(GeospatialPose geospatialPose,
CancellationToken cancellationToken)
```

Parameters

geospatialPose GeospatialPose

cancellationToken [CancellationToken](#)

Returns

UniTask<ARGeospatialAnchor>

CreateARGeospatialAnchorAsRooftopAsync(double, double, double, Quaternion, CancellationToken)

ARGeospatialアンカー(RoofTop)を作成する

```
public UniTask<ARGeospatialAnchor> CreateARGeospatialAnchorAsRooftopAsync(double
latitude, double longitude, double altitudeAboveRooftop, Quaternion eunRotation,
CancellationToken cancellationToken)
```

Parameters

latitude [double](#)

longitude [double](#)

altitudeAboveRooftop [double](#)

eunRotation Quaternion

cancellationToken [CancellationToken](#)

Returns

UniTask<ARGeospatialAnchor>

CreateARGeospatialAnchorAsTerrainAsync(GeospatialPose, CancellationToken)

ARGeospatialアンカー(Terrain)を作成する

```
public UniTask<ARGeospatialAnchor>
CreateARGeospatialAnchorAsTerrainAsync(GeospatialPose geospatialPose,
CancellationToken cancellationToken)
```

Parameters

geospatialPose GeospatialPose

cancellationToken [CancellationToken](#)

Returns

UniTask<ARGeospatialAnchor>

CreateARGeospatialAnchorAsTerrainAsync(double, double, double, Quaternion, CancellationToken)

ARGeospatialアンカー(Terrain)を作成する

```
public UniTask<ARGeospatialAnchor> CreateARGeospatialAnchorAsTerrainAsync(double
latitude, double longitude, double altitudeAboveTerrain, Quaternion eunRotation,
CancellationToken cancellationToken)
```

Parameters

latitude [double](#)

longitude [double](#)

altitudeAboveTerrain [double](#)

`eunRotation` Quaternion

`cancellationToken` [CancellationToken](#)

Returns

`UniTask<ARGeospatialAnchor>`

CreateARGeospatialAnchorAsync(GeospatialPose, CancellationToken)

ARGeospatialアンカーを作成する

```
public UniTask<ARGeospatialAnchor> CreateARGeospatialAnchorAsync(GeospatialPose  
geospatialPose, CancellationToken cancellationToken)
```

Parameters

`geospatialPose` GeospatialPose

`cancellationToken` [CancellationToken](#)

Returns

`UniTask<ARGeospatialAnchor>`

CreateARGeospatialAnchorAsync(double, double, double, Quaternion, CancellationToken)

ARGeospatialアンカーを作成する

```
public UniTask<ARGeospatialAnchor> CreateARGeospatialAnchorAsync(double  
latitude, double longitude, double altitude, Quaternion eunRotation,  
CancellationToken cancellationToken)
```

Parameters

`latitude` [double](#)

`longitude` [double](#)

`altitude` [double](#)

`eunRotation` Quaternion

`cancellationToken` [CancellationToken](#)

Returns

`UniTask<ARGeospatialAnchor>`

CreateARGeospatialAnchorWithAnchorTypeAsync(AnchorType, GeospatialPose, CancellationToken)

ARGeospatialアンカーを作成する(AnchorType指定)

```
public UniTask<ARGeospatialAnchor>
```

```
CreateARGeospatialAnchorWithAnchorTypeAsync(AnchorType anchorType, GeospatialPose  
geospatialPose, CancellationToken cancellationToken)
```

Parameters

`anchorType` [AnchorType](#)

`geospatialPose` GeospatialPose

`cancellationToken` [CancellationToken](#)

Returns

`UniTask<ARGeospatialAnchor>`

CreateARGeospatialAnchorWithAnchorTypeAsync(AnchorType, double, double, double, Quaternion, CancellationToken)

ARGeospatialアンカーを作成する(AnchorType指定)

```
public UniTask<ARGeospatialAnchor>
```

```
CreateARGeospatialAnchorWithAnchorTypeAsync(AnchorType anchorType, double
```

```
latitude, double longitude, double altitude, Quaternion eunRotation,  
CancellationToken cancellationToken)
```

Parameters

anchorType [AnchorType](#)

latitude [double](#)

longitude [double](#)

altitude [double](#)

eunRotation [Quaternion](#)

cancellationToken [CancellationToken](#)

Returns

[UniTask<ARGeospatialAnchor>](#)

GetCameraGeospatialPose()

カメラのGeospatialベースのポーズを取得する

```
public GeospatialPose GetCameraGeospatialPose()
```

Returns

[GeospatialPose](#)

Class GeospatialDebugModel

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

GeospatialのデバッグModel

```
public class GeospatialDebugModel
```

Inheritance

[object](#) ← GeospatialDebugModel

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

GeospatialDebugModel(AREarthManager,
GeospatialMainLoopModel, GeospatialAccuracyModel)

コンストラクタ

```
public GeospatialDebugModel(AREarthManager arEarthManager, GeospatialMainLoopModel  
geospatialMainLoopModel, GeospatialAccuracyModel geospatialAccuracyModel)
```

Parameters

arEarthManager AREarthManager

geospatialMainLoopModel [GeospatialMainLoopModel](#)

geospatialAccuracyModel [GeospatialAccuracyModel](#)

Methods

GetDebugText(GeospatialPose)

デバッグテキストを取得する

```
public string GetDebugText(GeospatialPose geospatialPose)
```

Parameters

geospatialPose GeospatialPose

Returns

[string](#)

Class GeospatialMainLoopException

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

GeospatialのメインループのException

```
public class GeospatialMainLoopException : Exception, ISerializable
```

Inheritance

[object](#) ← [Exception](#) ← GeospatialMainLoopException

Implements

[ISerializable](#)

Inherited Members

[Exception.GetBaseException\(\)](#) , [Exception.GetObjectData\(SerializationInfo, StreamingContext\)](#) ,
[Exception.GetType\(\)](#) , [Exception.ToString\(\)](#) , [Exception.Data](#) , [Exception.HelpLink](#) ,
[Exception.HResult](#) , [Exception.InnerException](#) , [Exception.Message](#) , [Exception.Source](#) ,
[Exception.StackTrace](#) , [Exception.TargetSite](#) , [Exception.SerializeObjectState](#) ,
[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#)

Constructors

GeospatialMainLoopException(GeospatialMainLoopStateType)

コンストラクタ

```
public GeospatialMainLoopException(GeospatialMainLoopStateType stateType)
```

Parameters

stateType [GeospatialMainLoopStateType](#)

Fields

StateType

メインループの状態

```
public readonly GeospatialMainLoopStateType StateType
```

Field Value

[GeospatialMainLoopStateType](#)

Class GeospatialMainLoopModel

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

GeospatialのメインループのModel

```
public class GeospatialMainLoopModel
```

Inheritance

[object](#) ← GeospatialMainLoopModel

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

GeospatialMainLoopModel(ARSession, AREarthManager,
ARCoreExtensions)

コンストラクタ

```
public GeospatialMainLoopModel(ARSession arSession, AREarthManager earthManager,  
ARCoreExtensions arCoreExtensions)
```

Parameters

arSession ARSession

earthManager AREarthManager

arCoreExtensions ARCoreExtensions

Fields

State

状態

```
public readonly GeospatialMainLoopState State
```

Field Value

[GeospatialMainLoopState](#)

Methods

Disable()

無効化

```
public void Disable()
```

EnableAsync(CancellationToken)

有効化

```
public UniTask EnableAsync(CancellationToken cancellationToken)
```

Parameters

cancellationToken [CancellationToken](#)

Returns

UniTask

LockToPortrait()

縦画面に固定する

```
public static void LockToPortrait()
```

MainLoopAsync(CancellationToken)

更新

```
public UniTask MainLoopAsync(CancellationToken cancellationToken)
```

Parameters

cancellationToken [CancellationToken](#)

Returns

UniTask

SetFrameRateAs60()

フレームレートを60にする

```
public static void SetFrameRateAs60()
```

Class GeospatialMainLoopState

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

Geospatialのメインループの状態

```
public class GeospatialMainLoopState
```

Inheritance

[object](#) ← GeospatialMainLoopState

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

ARSessionState

ARSessionの状態

```
public ARSessionState ARSessionState { get; }
```

Property Value

ARSessionState

EarthState

Earthの状態

```
public EarthState EarthState { get; }
```

Property Value

FeatureSupported

デバイスのサポート状況

```
public FeatureSupported FeatureSupported { get; }
```

Property Value

FeatureSupported

IsReady

準備完了かどうか

```
public bool IsReady { get; }
```

Property Value

[bool](#)

LocationServiceStatus

位置サービスの状態

```
public LocationServiceStatus LocationServiceStatus { get; }
```

Property Value

LocationServiceStatus

StateType

メインループの状態

```
public GeospatialMainLoopStateType StateType { get; }
```

Property Value

[GeospatialMainLoopStateType](#)

Methods

SetEarthState(EarthState)

Earthの状態を設定する

```
public void SetEarthState(EarthState earthState)
```

Parameters

earthState EarthState

SetFeatureSupported(FeatureSupported)

デバイスのサポート状況を設定する

```
public void SetFeatureSupported(FeatureSupported featureSupported)
```

Parameters

featureSupported FeatureSupported

SetStateType(GeospatialMainLoopStateType)

メインループの状態を設定する

```
public void SetStateType(GeospatialMainLoopStateType stateType)
```

Parameters

stateType [GeospatialMainLoopStateType](#)

Enum GeospatialMainLoopStateType

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

Geospatialのメインループの状態

```
public enum GeospatialMainLoopStateType
```

Extension Methods

[GeospatialMainLoopStateTypeExtensions.ToMessage\(GeospatialMainLoopStateType\)](#)

Fields

ARSessionAvailabilityCheckInProgress = 9

ARセッションのAvailabilityチェック中

ARSessionAvailabilitySupportedAndReady = 11

ARセッションがデバイスでサポートされていて準備完了

ARSessionAvailabilityUnsupported = 10

ARセッションがデバイスでサポートされていない

ARSessionError = 20

ARCoreのセッションエラー

ARSessionInitializing = 17

セッションの初期化中

ARSessionInstalling = 15

ARセッションのインストール中

ARSessionPreparing = 19

セッションの準備中

ARSessionReady = 16

セッションの準備完了

ARSessionResetFailed = 4

ARセッションのリセット失敗

ARSessionResetting = 3

ARセッションのリセット中

ARSessionTracking = 18

セッションのトラッキング中

Disabled = 2

無効化

EarthNotReady = 23

Earthが準備されていない

Enabled = 1

有効化

Error = 24

エラー

GeospatialEnabling = 22

Geospatialの有効化中

LocationServiceDisabledByUser = 5

位置サービスがユーザーによって無効化されている

LocationServiceFailed = 7

位置サービスの初期化失敗

LocationServiceInitializing = 6

位置サービスの初期化中

LocationServiceRunning = 8

位置サービスが実行中

None = 0

なし

NotSupported = 21

デバイスがサポートされていない

Ready = 25

準備完了

VpsAvailabilityChecking = 12

VPSのAvailabilityチェック中

VpsAvailable = 14

VPSが利用できる

VpsNotAvailable = 13

VPSが利用できない

Class GeospatialMainLoopStateTypeExtensions

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

Geospatialのメインループの状態の拡張メソッド

```
public static class GeospatialMainLoopStateTypeExtensions
```

Inheritance

[object](#) ← GeospatialMainLoopStateTypeExtensions

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Methods

ToMessage(GeospatialMainLoopStateType)

メッセージに変換する

```
public static string ToMessage(this GeospatialMainLoopStateType stateType)
```

Parameters

stateType [GeospatialMainLoopStateType](#)

Returns

[string](#)

Class GeospatialMainLoopView

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

GeospatialのメインループのView

```
public class GeospatialMainLoopView : MonoBehaviour
```

Inheritance

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

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,
MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>() ,
[Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T) ,
[Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInChildren<T>() , [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInParent<T>() , [Component.GetComponents\(Type\)](#) ,
[Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() ,
Component.GetComponentIndex() , [Component.CompareTag\(string\)](#) ,

[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform) ,
Object.InstantiateAsync<T>(T, Vector3, Quaternion) ,
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) ,
[Object.InstantiateAsync<T>\(T, int\)](#) , [Object.InstantiateAsync<T>\(T, int, Transform\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#)
, ,
Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform) ,
[Object.Instantiate\(Object, Transform, bool\)](#) , Object.Instantiate<T>(T) ,
Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) ,
Object.Destroy(Object) , [Object.DestroyImmediate\(Object, bool\)](#) ,
Object.DestroyImmediate(Object) , [Object.FindObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfType\(Type, bool\)](#) , [Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
ObjectFindObjectOfType<T>() , [Object.FindObjectType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,

[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Properties

IsFrameRateAs60

フレームレートを60にするかどうか

```
public bool IsFrameRateAs60 { get; }
```

Property Value

[bool](#)

IsLockPortrait

縦画面に固定するかどうか

```
public bool IsLockPortrait { get; }
```

Property Value

[bool](#)

Methods

AwakeObservable()

AwakeのObservable

```
public Observable<Unit> AwakeObservable()
```

Returns

Observable<Unit>

Class GeospatialMeshResult

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

メッシュ(簡易版)の結果

```
public class GeospatialMeshResult
```

Inheritance

[object](#) ← GeospatialMeshResult

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

GeospatialMeshResult(GeospatialMainLoopState,
GeospatialAccuracyState, GeospatialMeshResultType, Transform,
Mesh)

コンストラクタ

```
public GeospatialMeshResult(GeospatialMainLoopState mainLoopState,  
GeospatialAccuracyState accuracyState, GeospatialMeshResultType resultType =  
GeospatialMeshResultType.None, Transform anchorTransform = null, Mesh mesh = null)
```

Parameters

mainLoopState [GeospatialMainLoopState](#)

accuracyState [GeospatialAccuracyState](#)

resultType [GeospatialMeshResultType](#)

anchorTransform Transform

mesh Mesh

Fields

AccuracyState

精度の種類

```
public readonly GeospatialAccuracyState AccuracyState
```

Field Value

[GeospatialAccuracyState](#)

AnchorTransform

アンカーのTransform

```
public readonly Transform AnchorTransform
```

Field Value

Transform

IsSuccess

成功かどうか

```
public readonly bool IsSuccess
```

Field Value

[bool](#) ↗

MainLoopState

メインループの結果の種類

```
public readonly GeospatialMainLoopState MainLoopState
```

Field Value

[GeospatialMainLoopState](#)

Mesh

Mesh

```
public readonly Mesh Mesh
```

Field Value

Mesh

ResultType

結果の種類

```
public readonly GeospatialMeshResultType ResultType
```

Field Value

[GeospatialMeshResultType](#)

Enum GeospatialMeshResultType

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

メッシュ(簡易版)の結果の種類

```
public enum GeospatialMeshResultType
```

Extension Methods

[SimpleMeshResultTypeExtensions.ToMessage\(GeospatialMeshResultType\)](#)

Fields

AnchorCreationFailed = 3

アンカーの作成に失敗

EmptyCoordinate = 1

座標が空

InsufficientVertices = 4

頂点が不足

None = 0

なし

OriginCreationFailed = 2

原点の作成に失敗

Success = 5

作成成功

Class GeospatialModel

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

GeospatialControllerを複製したもの

```
public class GeospatialModel : MonoBehaviour
```

Inheritance

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

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,
MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>() ,
[Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T) ,
[Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) ,
Component.GetComponentInParent<T>() , [Component.GetComponents\(Type\)](#) ,
[Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponent<T>() ,
Component.GetComponentIndex() , [Component.CompareTag\(string\)](#) ,

[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform) ,
Object.InstantiateAsync<T>(T, Vector3, Quaternion) ,
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) ,
[Object.InstantiateAsync<T>\(T, int\)](#) , [Object.InstantiateAsync<T>\(T, int, Transform\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#)
, ,
Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform) ,
[Object.Instantiate\(Object, Transform, bool\)](#) , Object.Instantiate<T>(T) ,
Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) ,
Object.Destroy(Object) , [Object.DestroyImmediate\(Object, bool\)](#) ,
Object.DestroyImmediate(Object) , [Object.FindObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfType\(Type, bool\)](#) , [Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
ObjectFindObjectOfType<T>() , [Object.FindObjectType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,

[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Fields

ARCoreExtensions

The ARCoreExtensions used in the sample.

```
public ARCoreExtensions ARCoreExtensions
```

Field Value

ARCoreExtensions

ARViewCanvas

UI element containing all AR view contents.

```
public GameObject ARViewCanvas
```

Field Value

GameObject

AnchorManager

The ARAnchorManager used in the sample.

```
public ARAnchorManager AnchorManager
```

Field Value

AnchorSettingButton

UI element to display or hide the Anchor Settings panel.

```
public Button AnchorSettingButton
```

Field Value

Button

AnchorSettingPanel

UI element for the Anchor Settings panel.

```
public GameObject AnchorSettingPanel
```

Field Value

GameObject

ClearAllButton

UI element for clearing all anchors, including history.

```
public Button ClearAllButton
```

Field Value

Button

DebugText

Text displaying debug information, only activated in debug build.

```
public Text DebugText
```

Field Value

Text

EarthManager

The AREarthManager used in the sample.

```
public AREarthManager EarthManager
```

Field Value

AREarthManager

GeometryToggle

UI element that enables streetscape geometry visibility.

```
public Toggle GeometryToggle
```

Field Value

Toggle

GeospatialAnchorToggle

UI element that toggles anchor type to Geometry.

```
public Toggle GeospatialAnchorToggle
```

Field Value

Toggle

GeospatialPrefab

```
[Header("UI Elements")]
public GameObject GeospatialPrefab
```

Field Value

GameObject

InfoPanel

UI element to display information at runtime.

```
public GameObject InfoPanel
```

Field Value

GameObject

InfoText

Text displaying Google.XR.ARCoreExtensions.GeospatialPose information at runtime.

```
public Text InfoText
```

Field Value

Text

PrivacyPromptCanvas

UI element showing privacy prompt.

```
public GameObject PrivacyPromptCanvas
```

Field Value

GameObject

RaycastManager

The ARRaycastManager used in the sample.

```
public ARRaycastManager RaycastManager
```

Field Value

ARRaycastManager

RooftopAnchorToggle

UI element that toggles anchor type to Rooftop.

```
public Toggle RooftopAnchorToggle
```

Field Value

Toggle

Session

The ARSession used in the sample.

```
public ARSession Session
```

Field Value

ARSession

SessionOrigin

```
[Header("AR Components")]
public ARSessionOrigin SessionOrigin
```

Field Value

ARSessionOrigin

SnackBarText

Text displaying in a snack bar at the bottom of the screen.

```
public Text SnackBarText
```

Field Value

Text

StreetscapeGeometryManager

The ARStreetscapeGeometryManager used in the sample.

```
public ARStreetscapeGeometryManager StreetscapeGeometryManager
```

Field Value

ARStreetscapeGeometryManager

StreetscapeGeometryMaterialBuilding

The StreetscapeGeometry materials for rendering geometry building meshes.

```
public List<Material> StreetscapeGeometryMaterialBuilding
```

Field Value

StreetscapeGeometryMaterialTerrain

The StreetscapeGeometry material for rendering geometry terrain meshes.

```
public Material StreetscapeGeometryMaterialTerrain
```

Field Value

Material

TerrainAnchorToggle

UI element that toggles anchor type to Terrain.

```
public Toggle TerrainAnchorToggle
```

Field Value

Toggle

TerrainPrefab

A 3D object that presents a Geospatial Terrain anchor.

```
public GameObject TerrainPrefab
```

Field Value

GameObject

VPSCheckCanvas

UI element showing VPS availability notification.

```
public GameObject VPSCheckCanvas
```

Field Value

GameObject

Properties

IsPlaceAnchorByScreenTap

画面をタップしたらアンカーを設置するか

```
public bool IsPlaceAnchorByScreenTap { get; set; }
```

Property Value

[bool](#)

Methods

Awake()

Unity's Awake() method.

```
public void Awake()
```

OnAnchorSettingButtonClicked()

Callback handling the "Anchor Setting" panel display or hide event in AR View.

```
public void OnAnchorSettingButtonClicked()
```

OnClearAllClicked()

Callback handling "Clear All" button click event in AR View.

```
public void OnClearAllClicked()
```

OnContinueClicked()

Callback handling "Continue" button click event in AR View.

```
public void OnContinueClicked()
```

OnDisable()

Unity's OnDisable() method.

```
public void OnDisable()
```

OnEnable()

Unity's OnEnable() method.

```
public void OnEnable()
```

OnGeometryToggled(bool)

Callback handling "Geometry" toggle event in AR View.

```
public void OnGeometryToggled(bool enabled)
```

Parameters

`enabled` bool

Whether to enable Streetscape Geometry visibility.

OnGeospatialAnchorToggled(bool)

Callback handling Geospatial anchor toggle event in AR View.

```
public void OnGeospatialAnchorToggled(bool enabled)
```

Parameters

enabled [bool](#)

Whether to enable Geospatial anchors.

OnGetStartedClicked()

Callback handling "Get Started" button click event in Privacy Prompt.

```
public void OnGetStartedClicked()
```

OnLearnMoreClicked()

Callback handling "Learn More" Button click event in Privacy Prompt.

```
public void OnLearnMoreClicked()
```

OnRooftopAnchorToggled(bool)

Callback handling Rooftop anchor toggle event in AR View.

```
public void OnRooftopAnchorToggled(bool enabled)
```

Parameters

enabled [bool](#)

Whether to enable Rooftop anchors.

OnTerrainAnchorToggled(bool)

Callback handling Terrain anchor toggle event in AR View.

```
public void OnTerrainAnchorToggled(bool enabled)
```

Parameters

enabled bool

Whether to enable Terrain anchors.

Update()

Unity's Update() method.

```
public void Update()
```

Class GeospatialPoseExtensions

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

Geospatial Poseの拡張メソッド

```
public static class GeospatialPoseExtensions
```

Inheritance

[object](#) ← GeospatialPoseExtensions

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Methods

IsValid(GeospatialPose)

Poseが有効かどうか

```
public static bool IsValid(this GeospatialPose pose)
```

Parameters

pose GeospatialPose

Returns

[bool](#)

Class GeospatialPoseModel

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

```
public class GeospatialPoseModel
```

Inheritance

[object](#) ← GeospatialPoseModel

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

GeospatialPoseModel(AREarthManager)

```
public GeospatialPoseModel(AREarthManager arEarthManager)
```

Parameters

arEarthManager AREarthManager

Methods

GetCameraPose()

カメラのPoseを取得する

```
public GeospatialPose GetCameraPose()
```

Returns

GeospatialPose

Struct GeospatialVector

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

Geospatialのベクトル

```
public struct GeospatialVector
```

Inherited Members

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

Constructors

GeospatialVector(double, double, double)

コンストラクタ

```
public GeospatialVector(double latitude, double longitude, double altitude)
```

Parameters

latitude [double](#)

longitude [double](#)

altitude [double](#)

Fields

Altitude

高度

```
public readonly double Altitude
```

Field Value

[double](#) ↗

Latitude

緯度

```
public readonly double Latitude
```

Field Value

[double](#) ↗

Longitude

経度

```
public readonly double Longitude
```

Field Value

[double](#) ↗

Interface IGeospatialMathModel

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

Geospatialの計算を行うModel

```
public interface IGeospatialMathModel
```

Methods

CreateGeospatialPose(double, double, double, Quaternion)

GeospatialPoseを作成

```
GeospatialPose CreateGeospatialPose(double latitude, double longitude, double altitude, Quaternion eunRotation)
```

Parameters

latitude [double](#)

longitude [double](#)

altitude [double](#)

eunRotation Quaternion

Returns

GeospatialPose

CreateGeospatialPoseAtDistance(GeospatialPose, float)

指定した位置から指定した距離だけ離れた位置のGeospatialPoseを作成する

```
GeospatialPose CreateGeospatialPoseAtDistance(GeospatialPose geospatialPose,  
float distance)
```

Parameters

geospatialPose GeospatialPose

distance [float](#)

Returns

GeospatialPose

CreatePose(GeospatialPose)

GeospatialPoseからPoseを作成する

```
Pose CreatePose(GeospatialPose geospatialPose)
```

Parameters

geospatialPose GeospatialPose

Returns

Pose

GetVector2(GeospatialPose)

指定した位置の座標(Vector2)を取得する

```
Vector2 GetVector2(GeospatialPose geospatialPose)
```

Parameters

geospatialPose GeospatialPose

Returns

Vector2

GetVector3(GeospatialPose)

指定した位置の座標(Vector3)を取得する

```
Vector3 GetVector3(GeospatialPose geospatialPose)
```

Parameters

geospatialPose GeospatialPose

Returns

Vector3

Interface IGeospatialSimpleMeshModel

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

Geospatial上に表示できるメッシュ(簡易版)のModel

```
public interface IGeospatialSimpleMeshModel
```

Methods

`CreateMeshAsync(Camera, ISurfaceModel, Quaternion, CancellationToken)`

Meshを作成する

```
UniTask<GeospatialMeshResult> CreateMeshAsync(Camera camera, ISurfaceModel surface, Quaternion eunRotation, CancellationToken cancellationToken)
```

Parameters

`camera` Camera

`surface` [ISurfaceModel](#)

`eunRotation` Quaternion

`cancellationToken` [CancellationToken](#)

Returns

`UniTask<GeospatialMeshResult>`

Interface ISurfaceModel

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

面の情報

```
public interface ISurfaceModel
```

Properties

Coordinates

面の座標

```
List<List<List<double>>> Coordinates { get; set; }
```

Property Value

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

Remarks

内側から数えて [1番目のList] - 座標の配列 0インデックス目: 緯度(Latitude)の座標 1インデックス目: 経度(Longitude)の座標 2インデックス目: 高度(Altitude)の座標

[2番目のList] - 面と穴のデータ 0インデックス目: 面(Hull)の座標の配列 1インデックス目以降: 穴(Hole)の座標の配列(面がくり抜かれているいる場合)

[3番目のList] - 面と穴のデータの配列

GmlId

GML ID

```
string GmlId { get; set; }
```

Property Value

[string ↗](#)

Class LatLonConverter

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

```
public static class LatLonConverter
```

Inheritance

[object](#) ← LatLonConverter

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Methods

ToMeters(double, double, double, double, double, double)

緯度経度高度をメートルに変換

```
public static Vector3 ToMeters(double longitude, double latitude, double altitude,  
double originLongitude, double originLatitude, double originAltitude)
```

Parameters

longitude [double](#)

頂点の経度

latitude [double](#)

頂点の緯度

altitude [double](#)

頂点の高度

originLongitude [double](#)

メッシュ原点の経度

originLatitude [double](#)

メッシュ原点の緯度

originAltitude [double](#)

メッシュ原点の高度

Returns

`Vector3`

(経度, 高度, 緯度)

Class LatLonTests

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

```
public static class LatLonTests
```

Inheritance

[object](#) ← LatLonTests

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Fields

TestData

```
public static LatLonTests.LatLonData[] TestData
```

Field Value

[LatLonData\[\]](#)

Struct LatLonTests.LatLonData

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

```
public struct LatLonTests.LatLonData
```

Inherited Members

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

Fields

holes

```
public List<double>[] holes
```

Field Value

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

hull

```
public double[][] hull
```

Field Value

[double](#)[][]

Class MeshManager

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

```
public class MeshManager
```

Inheritance

[object](#) ← MeshManager

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

MeshModels

```
public static Dictionary<string, MeshModel> MeshModels { get; set; }
```

Property Value

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

Class MeshModel

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

メッシュのModel

```
public class MeshModel
```

Inheritance

[object](#) ← MeshModel

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

GmlId

```
public string GmlId { get; }
```

Property Value

[string](#)

OriginalHolesVertices

```
public List<List<Vector3>> OriginalHolesVertices { get; }
```

Property Value

[List](#)<[List](#)<Vector3>>

OriginalHullVertices

```
public List<Vector3> OriginalHullVertices { get; }
```

Property Value

[List](#)<Vector3>

RotatedHolesVertices

```
public List<List<Vector3>> RotatedHolesVertices { get; }
```

Property Value

[List](#)<[List](#)<Vector3>>

RotatedHullVertices

```
public List<Vector3> RotatedHullVertices { get; }
```

Property Value

[List](#)<Vector3>

Methods

CheckVertices(Material)

頂点が正しい位置に配置されているか確認する用

```
public void CheckVertices(Material material)
```

Parameters

material Material

表示させる頂点の色

CreateCollider(string, Mesh, Transform)

Colliderの生成

```
public Collider CreateCollider(string id, Mesh mesh, Transform parent)
```

Parameters

id [string](#)

mesh Mesh

parent Transform

Returns

Collider

CreateMesh(ISurfaceModel, string, double, double, double)

メッシュの生成

```
public Mesh CreateMesh(ISurfaceModel surface, string id, double originLatitude,
double originLongitude, double originAltitude)
```

Parameters

surface [ISurfaceModel](#)

id [string](#)

originLatitude [double](#)

originLongitude [double](#)

originAltitude [double](#)

Returns

Mesh

Enum MeshValidationAngleResultType

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

メッシュの角度の検証結果の種類

```
public enum MeshValidationAngleResultType
```

Extension Methods

[MeshValidationAngleResultTypeExtensions.ToMessage\(MeshValidationAngleResultType\)](#).

Fields

Invalid = 1

無効な角度 カメラの許容角度を超えている

None = 0

なし

Valid = 2

有効な角度

Class MeshValidationAngleResultTypeExtensions

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

メッシュの角度の検証結果の種類の拡張メソッド

```
public static class MeshValidationAngleResultTypeExtensions
```

Inheritance

[object](#) ← MeshValidationAngleResultTypeExtensions

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Methods

ToMessage(MeshValidationAngleResultType)

メッセージに変換する

```
public static string ToMessage(this MeshValidationAngleResultType resultType)
```

Parameters

resultType [MeshValidationAngleResultType](#)

Returns

[string](#)

Class MeshValidationAngleThresholdModel

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

メッシュの角度の検証しきい値のModel

```
public class MeshValidationAngleThresholdModel
```

Inheritance

[object](#) ← MeshValidationAngleThresholdModel

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

MeshValidationAngleThresholdModel(float, float)

コンストラクタ

```
public MeshValidationAngleThresholdModel(float minimumAngleThreshold,  
float maximumAngleThreshold)
```

Parameters

minimumAngleThreshold [float](#)

maximumAngleThreshold [float](#)

Fields

MaximumAngleThreshold

最大角度のしきい値

```
public readonly float MaximumAngleThreshold
```

Field Value

[float](#)

MinimumAngleThreshold

最小角度のしきい値

```
public readonly float MinimumAngleThreshold
```

Field Value

[float](#)

Properties

Default

デフォルト

```
public static MeshValidationAngleThresholdModel Default { get; }
```

Property Value

[MeshValidationAngleThresholdModel](#)

Class MeshValidationModel

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

メッシュの検証

```
public class MeshValidationModel
```

Inheritance

[object](#) ← MeshValidationModel

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

MeshValidationModel(GeospatialAccuracyModel, Camera,
MeshValidationAngleThresholdModel)

コンストラクタ

```
public MeshValidationModel(GeospatialAccuracyModel accuracyModel, Camera camera,  
MeshValidationAngleThresholdModel angleThresholdModel)
```

Parameters

accuracyModel [GeospatialAccuracyModel](#)

camera Camera

angleThresholdModel [MeshValidationAngleThresholdModel](#)

Methods

Validate(Transform, Mesh)

メッシュを検証します

```
public MeshValidationResult Validate(Transform meshTransform, Mesh mesh)
```

Parameters

meshTransform Transform

mesh Mesh

Returns

[MeshValidationResult](#)

Class MeshValidationResult

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

メッシュの検証結果

```
public class MeshValidationResult
```

Inheritance

[object](#) ← MeshValidationResult

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

MeshValidationResult(GeospatialMainLoopState,
GeospatialAccuracyResult, MeshValidationAngleResultType,
MeshValidationVertexResultType)

コンストラクタ

```
public MeshValidationResult(GeospatialMainLoopState mainLoopState,  
GeospatialAccuracyResult accuracyResult, MeshValidationAngleResultType  
meshAngleResultType, MeshValidationVertexResultType meshVertexResultType)
```

Parameters

mainLoopState [GeospatialMainLoopState](#)

accuracyResult [GeospatialAccuracyResult](#)

meshAngleResultType [MeshValidationAngleResultType](#)

meshVertexResultType [MeshValidationVertexResultType](#)

Fields

AccuracyResult

Geospatialの精度の結果

```
public readonly GeospatialAccuracyResult AccuracyResult
```

Field Value

[GeospatialAccuracyResult](#)

IsSuccess

成功かどうか

```
public readonly bool IsSuccess
```

Field Value

[bool](#) ↗

MainLoopState

メインループの状態

```
public readonly GeospatialMainLoopState MainLoopState
```

Field Value

[GeospatialMainLoopState](#)

MeshAngleResultType

メッシュの角度の検証結果の種類

```
public readonly MeshValidationAngleResultType MeshAngleResultType
```

Field Value

[MeshValidationAngleResultType](#)

MeshVertexResultType

メッシュの頂点の検証結果の種類

```
public readonly MeshValidationVertexResultType MeshVertexResultType
```

Field Value

[MeshValidationVertexResultType](#)

Enum MeshValidationVertexResultType

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

メッシュの頂点の検証結果の種類

```
public enum MeshValidationVertexResultType
```

Extension Methods

[MeshValidationVertexResultTypeExtensions.ToMessage\(MeshValidationVertexResultType\)](#)

Fields

Invalid = 1

無効な頂点 頂点がカメラの画角外にある

None = 0

なし

Valid = 2

有効な頂点 全ての頂点がカメラの画角内にある

Class MeshValidationVertexResultTypeExtensions

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

メッシュの頂点の検証結果の種類の拡張メソッド

```
public static class MeshValidationVertexResultTypeExtensions
```

Inheritance

[object](#) ← MeshValidationVertexResultTypeExtensions

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Methods

ToMessage(MeshValidationVertexResultType)

メッセージに変換する

```
public static string ToMessage(this MeshValidationVertexResultType resultType)
```

Parameters

resultType [MeshValidationVertexResultType](#)

Returns

[string](#)

Class MeshView

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

建物検出画面のメッシュのView

```
public class MeshView : MonoBehaviour
```

Inheritance

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

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,
MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>() ,
[Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T) ,
[Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) ,
Component.GetComponentInParent<T>() , [Component.GetComponents\(Type\)](#) ,
[Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() ,
Component.GetComponentIndex() , [Component.CompareTag\(string\)](#) ,

[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform) ,
Object.InstantiateAsync<T>(T, Vector3, Quaternion) ,
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) ,
[Object.InstantiateAsync<T>\(T, int\)](#) , [Object.InstantiateAsync<T>\(T, int, Transform\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#)
, ,
Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform) ,
[Object.Instantiate\(Object, Transform, bool\)](#) , Object.Instantiate<T>(T) ,
Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) ,
Object.Destroy(Object) , [Object.DestroyImmediate\(Object, bool\)](#) ,
Object.DestroyImmediate(Object) , [Object.FindObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfType\(Type, bool\)](#) , [Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
ObjectFindObjectOfType<T>() , [Object.FindObjectType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,

[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Properties

MeshFilter

メッシュのFilter

```
public MeshFilter MeshFilter { get; }
```

Property Value

MeshFilter

MeshRenderer

メッシュのRenderer

```
public MeshRenderer MeshRenderer { get; }
```

Property Value

MeshRenderer

Class MobileGeospatialMathModel

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

Geospatialの計算を行うModel(携帯端末)

```
public class MobileGeospatialMathModel : IGeospatialMathModel
```

Inheritance

[object](#) ← MobileGeospatialMathModel

Implements

[IGeospatialMathModel](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

MobileGeospatialMathModel(AREarthManager)

コンストラクタ

```
public MobileGeospatialMathModel(AREarthManager arEarthManager)
```

Parameters

arEarthManager AREarthManager

Methods

CreateGeospatialPose(double, double, double, Quaternion)

GeospatialPoseを作成

```
public GeospatialPose CreateGeospatialPose(double latitude, double longitude, double altitude, Quaternion eunRotation)
```

Parameters

latitude [double](#)

longitude [double](#)

altitude [double](#)

eunRotation Quaternion

Returns

GeospatialPose

CreateGeospatialPoseAtDistance(GeospatialPose, float)

指定した位置から指定した距離だけ離れた位置のGeospatialPoseを作成する

```
public GeospatialPose CreateGeospatialPoseAtDistance(GeospatialPose geospatialPose,  
float distance)
```

Parameters

geospatialPose GeospatialPose

distance [float](#)

Returns

GeospatialPose

CreatePose(GeospatialPose)

GeospatialPoseからPoseを作成する

```
public Pose CreatePose(GeospatialPose geospatialPose)
```

Parameters

geospatialPose GeospatialPose

Returns

Pose

GetVector2(GeospatialPose)

指定した位置の座標(Vector2)を取得する

```
public Vector2 GetVector2(GeospatialPose geospatialPose)
```

Parameters

geospatialPose GeospatialPose

Returns

Vector2

GetVector3(GeospatialPose)

指定した位置の座標(Vector3)を取得する

```
public Vector3 GetVector3(GeospatialPose geospatialPose)
```

Parameters

geospatialPose GeospatialPose

Returns

Vector3

Class MobileGeospatialSimpleMeshModel

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

メッシュ(簡易版)のModel(携帯端末) Hullのみ対応(Holeは無視される)

```
public class MobileGeospatialSimpleMeshModel : IDisposable,  
IGeospatialSimpleMeshModel
```

Inheritance

[object](#) ← MobileGeospatialSimpleMeshModel

Implements

[IDisposable](#), [IGeospatialSimpleMeshModel](#)

Inherited Members

[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#),
[object.GetType\(\)](#), [object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#),
[object.ToString\(\)](#)

Constructors

MobileGeospatialSimpleMeshModel(SimpleMeshModel,
GeospatialAccuracyModel, GeospatialAnchorModel)

コンストラクタ

```
public MobileGeospatialSimpleMeshModel(SimpleMeshModel simpleMeshModel,  
GeospatialAccuracyModel accuracyModel, GeospatialAnchorModel geospatialAnchorModel)
```

Parameters

simpleMeshModel [SimpleMeshModel](#)

accuracyModel [GeospatialAccuracyModel](#)

geospatialAnchorModel [GeospatialAnchorModel](#)

Methods

CreateMeshAsync(Camera, ISurfaceModel, Quaternion, CancellationToken)

メッシュの生成

```
public UniTask<GeospatialMeshResult> CreateMeshAsync(Camera camera, ISurfaceModel  
surface, Quaternion eunRotation, CancellationToken cancellationToken)
```

Parameters

camera Camera

surface [ISurfaceModel](#)

eunRotation Quaternion

cancellationToken [CancellationToken](#)

Returns

UniTask<[GeospatialMeshResult](#)>

Dispose()

破棄

```
public void Dispose()
```

Class MockJsonParser

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

```
public class MockJsonParser
```

Inheritance

[object](#) ← MockJsonParser

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Methods

Parse()

```
public static MockSurfaces Parse()
```

Returns

[MockSurfaces](#)

Class MockSurface

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

```
public class MockSurface : ISurfaceModel
```

Inheritance

[object](#) ← MockSurface

Implements

[ISurfaceModel](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

Coordinates

面の座標

```
[JsonProperty("coordinates")]
public List<List<List<double>>> Coordinates { get; set; }
```

Property Value

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

Remarks

内側から数えて [1番目のList] - 座標の配列 0インデックス目: 緯度(Latitude)の座標 1インデックス目: 経度(Longitude)の座標 2インデックス目: 高度(Altitude)の座標

[2番目のList] - 面と穴のデータ 0インデックス目: 面(Hull)の座標の配列 1インデックス目以降: 穴(Hole)の座標の配列(面がくり抜かれている場合)

GmlId

GML ID

```
[JsonProperty("gmlid")]
public string GmlId { get; set; }
```

Property Value

[string](#) ↗

Class MockSurfaces

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

```
public class MockSurfaces
```

Inheritance

[object](#) ← MockSurfaces

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

DetectedSurfaces

```
[JsonProperty("surfaces")]
public IList<ISurfaceModel> DetectedSurfaces { get; set; }
```

Property Value

[IList](#)<[ISurfaceModel](#)>

Struct Shape

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

```
public struct Shape
```

Inherited Members

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

Fields

holes

```
public Vector2[][] holes
```

Field Value

Vector2[][]

hull

```
public Vector2[] hull
```

Field Value

Vector2[]

Methods

ToPlainShape(IntGeom, Allocator)

```
public PlainShape ToPlainShape(IntGeom iGeom, Allocator allocator)
```

Parameters

iGeom IntGeom

allocator Allocator

Returns

PlainShape

Class ShapeCalculator

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

```
public static class ShapeCalculator
```

Inheritance

[object](#) ← ShapeCalculator

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Methods

GeneratePlainShape(Shape, Mesh)

```
public static void GeneratePlainShape(Shape shapeData, Mesh mesh)
```

Parameters

shapeData [Shape](#)

mesh Mesh

GetHolesVertices2d(List<List<Vector3>>)

```
public static Vector2[][] GetHolesVertices2d(List<List<Vector3>> holesVertices)
```

Parameters

holesVertices [List](#)<[List](#)<Vector3>>

Returns

Vector2[][]

GetHullVertices2d(List<Vector3>)

```
public static Vector2[] GetHullVertices2d(List<Vector3> vertices)
```

Parameters

`vertices` [List](#)<Vector3>

Returns

Vector2[]

GetInvertRotationMatrix(float)

```
public static Matrix4x4 GetInvertRotationMatrix(float angle)
```

Parameters

`angle` [float](#)

Returns

Matrix4x4

GetMeshCenter(List<List<List<double>>>)

```
public static (double latitude, double longitude, double altitude)
GetMeshCenter(List<List<List<double>>> coordinates)
```

Parameters

`coordinates` [List](#)<[List](#)<[List](#)<double>>>

Returns

([double](#) [latitude](#), [double](#) [longitude](#), [double](#) [altitude](#))

GetMeshCenter(Vector3[])

```
public static Vector3 GetMeshCenter(Vector3[] vertices)
```

Parameters

[vertices](#) Vector3[]

Returns

Vector3

GetRestoredVertices(List<Vector3>, Matrix4x4)

```
public static List<Vector3> GetRestoredVertices(List<Vector3> vertices,  
Matrix4x4 inverseMatrix)
```

Parameters

[vertices](#) [List](#)<Vector3>

[inverseMatrix](#) Matrix4x4

Returns

[List](#)<Vector3>

GetRotatedVertices(List<Vector3>, float)

```
public static List<Vector3> GetRotatedVertices(List<Vector3> vertices,  
float rotationAngle)
```

Parameters

`vertices` [List](#)<Vector3>

`rotationAngle` [float](#)

Returns

[List](#)<Vector3>

GetRotationAxisY(List<Vector3>)

```
public static float GetRotationAxisY(List<Vector3> vertices)
```

Parameters

`vertices` [List](#)<Vector3>

Returns

[float](#)

RestoredOffsetZ(Vector3[], float)

```
public static Vector3[] RestoredOffsetZ(Vector3[] vertices, float offsetZ)
```

Parameters

`vertices` Vector3[]

`offsetZ` [float](#)

Returns

Vector3[]

Class ShapeManager

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

```
public class ShapeManager
```

Inheritance

[object](#) ← ShapeManager

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Fields

Data

```
public static Shape[] Data
```

Field Value

[Shape\[\]](#)

Class SimpleMeshModel

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

```
public class SimpleMeshModel
```

Inheritance

[object](#) ← SimpleMeshModel

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Methods

CreateMesh(Vector3[], int[])

Meshの生成

```
public Mesh CreateMesh(Vector3[] vertices, int[] triangles)
```

Parameters

vertices Vector3[]

triangles [int](#)[]

Returns

Mesh

TryCreateFanTriangles(Vector3, Vector3[], out int[])

三角形のインデックス

```
public bool TryCreateFanTriangles(Vector3 cameraPosition, Vector3[] vertices, out  
int[] results)
```

Parameters

cameraPosition Vector3

vertices Vector3[]

results [int](#)[]

Returns

[bool](#)

Class SimpleMeshResultTypeExtensions

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

SimpleMeshResultTypeの拡張メソッド

```
public static class SimpleMeshResultTypeExtensions
```

Inheritance

[object](#) ← SimpleMeshResultTypeExtensions

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Methods

ToMessage(GeospatialMeshResultType)

メッセージに変換する

```
public static string ToMessage(this GeospatialMeshResultType resultType)
```

Parameters

resultType [GeospatialMeshResultType](#)

Returns

[string](#)

Class SurfaceConverter

Namespace: [Synesthesia.Snap.Runtime](#)

Assembly: Synesthesia.Snap.dll

面の変換

```
public static class SurfaceConverter
```

Inheritance

[object](#) ← SurfaceConverter

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Methods

ToGeospatialVector(IReadOnlyList<double>)

GeospatialVectorに変換

```
public static GeospatialVector ToGeospatialVector(IReadOnlyList<double> coordinate)
```

Parameters

coordinate [IReadOnlyList](#)<[double](#)>

Returns

[GeospatialVector](#)

Namespace Synesthesias.Snap.Sample

Classes

[APIModel](#)

APIモデル(モック) MockServerと一緒に使用する

[ApiConfigurationScriptableObject](#)

[BaseLifetimeScope](#)

ライフタイムスコープの基底クラス

[BootLifetimeScope](#)

[BootModel](#)

BootシーンのModel

[BootPresenter](#)

ブート画面のPresenter

[DetectionMenuElementModel](#)

検出画面のメニューの要素のModel

[DetectionMenuElementView](#)

[DetectionMenuModel](#)

[DetectionMenuPresenter](#)

建物検出画面のメニューのPresenter

[DetectionMenuView](#)

[DetectionMeshPresenter](#)

建物検出画面のメッシュのPresenter(エディタ)

[DetectionSettingModel](#)

[DetectionSimpleMeshPresenter](#)

建物検出画面のメッシュ(簡易版)のPresenter(エディタ)

[DetectionTouchModel](#)

建物検出画面の画面タップ関連のModel

[DetectionTouchView](#)

[EditorDetectionLifetimeScope](#)

建物検出画面のみが影響範囲のLifetimeScope(エディタ用)

[EditorDetectionMeshModel](#)

建物検出画面のメッシュのModel(エディタ)

[EditorDetectionMeshView](#)

建物検出画面のメッシュのView(エディタ用)

[EditorDetectionModel](#)

建物検出シーンのModel(Editor)

[EditorDetectionParameterView](#)

建物検出画面のパラメータのView(エディタ用)

[EditorDetectionPresenter](#)

建物検出画面のPresenter(エディタ)

[EditorDetectionView](#)

建物検出画面のView(エディタ用)

[EditorSimpleDetectionParameterView](#)

建物検出画面のパラメータのView(簡易メッシュ版 - エディタ用)

[EditorWebCameraModel](#)

[GeospatialDebugPresenter](#)

Geospatialのデバッグ用Presenter

[GeospatialDebugView](#)

Geospatialのデバッグ用View

[GeospatialMainLoopPresenter](#)

GeospatialのメインループのPresenter

[GuideLifetimeScope](#)

利用ガイド画面のみが影響範囲のLifetimeScope

[GuideModel](#)

利用ガイドシーンのModel

[GuidePresenter](#)

利用ガイド画面のPresenter

[GuideView](#)

利用ガイド画面のView

ImageRepository

撮影した建物面の画像を登録するリポジトリ

LocalizationModel

テキストのLocalizationのModel

MainLifetimeScope

メイン画面のみが影響範囲のLifetimeScope

MainModel

メインシーンのModel

MainPresenter

メイン画面のPresenter

MainView

メイン画面のView

MeshRepository

メッシュ情報を管理するリポジトリ 検出されたメッシュや選択されたメッシュの情報を管理する

MeshSample

MobileARCameraModel

MobileDetectionLifetimeScope

建物検出画面のみが影響範囲のLifetimeScope(携帯端末)

MobileDetectionMeshModel

建物検出画面のメッシュのModel(携帯端末)

MobileDetectionMeshView

建物検出画面のメッシュのView(携帯端末)

MobileDetectionModel

建物検出シーンのModel(携帯端末)

MobileDetectionPresenter

建物検出画面のPresenter(携帯端末)

MobileDetectionSimpleMeshModel

建物検出画面のメッシュ(簡易版)のModel(携帯端末)

MobileDetectionSimpleMeshView

建物検出画面のメッシュ(簡易版)のView(エディタ用)

MobileDetectionView

建物検出画面のView(携帯端末)

MobileSimpleDetectionLifetimeScope

建物検出画面のLifetimeScope(簡易メッシュ版 - 携帯端末)

MobileSimpleDetectionModel

建物検出シーンのModel(簡易メッシュ版 - 携帯端末)

MobileSimpleDetectionPresenter

建物検出画面のPresenter(簡易メッシュ版 - 携帯端末)

MobileSimpleDetectionView

建物検出画面のView(簡易メッシュ版 - 携帯端末)

MockAPIModel

APIモデル(モック) MockServerと一緒に使用する

MockEndPointModel

エンドポイントのModel

MockServerLifetimeScope

Mockサーバーのみを動作させるためのLifetimeScope

MockServerModel

モックサーバーのModel Mac/PCでローカルサーバーを立てて画像送信の動作検証をするためのModel

MockValidationModel

撮影判定画面のModel(Mock)

MockValidationResultModel

検証結果のモックのModel

PlatformModel

ResidentView

常駐するView

RootLifetimeScope

シーンをまたいで共有できるLifeTimeScope

SceneModel

シーンのModel

SceneNameDefine

シーン名の定義

ScreenModel

Screen関連のModel

ScreenTouchModel

画面タッチのModel

ServerModel

サーバーのModel

SurfaceRepository

現在の位置で撮影可能な面の情報を取得するリポジトリ

TMPModel

TextMeshProのハンドラ

TextureRepository

テクスチャの情報を取得するリポジトリ テクスチャをシーンをまたいで共有するために使用

ValidationDialogIconSprite

ValidationDialogModel

判定ダイアログのModel

ValidationDialogParameter

判定ダイアログのパラメータ

ValidationDialogPresenter

検証ダイアログのPresenter

ValidationDialogView

ValidationLifetimeScope

ValidationModel

撮影判定画面のModel

ValidationParameterModel

検証するパラメータのModel

ValidationPresenter

建物検証画面のPresenter

ValidationRepository

検証シーンに情報を受け渡すためのリポジトリ パラメータをシーンをまたいで共有するために使用

[ValidationView](#)

Interfaces

[IAPIModel](#)

APIのModel

[IApiConfigurationModel](#)

[IApiKeyModel](#)

[IEditorDetectionParameterModel](#)

建物検出画面のパラメータのModel

[IEndPointModel](#)

エンドポイントのModel

[IMobileDetectionMeshView](#)

[IServerModel](#)

サーバーのModel

[IValidationModel](#)

撮影判定画面のModel

Enums

[DialogIconDefine](#)

ダイアログアイコンの定義

[ServerStatusCode](#)

サーバーからのレスポンスのステータスコード

Class APIModel

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

APIモデル(モック) MockServerと一緒に使用する

```
public class APIModel : IAPIModel
```

Inheritance

[object](#) ← APIModel

Implements

[IAPIModel](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

APIModel(IEndPointModel)

コンストラクタ

```
public APIModel(IEndPointModel endPointModel)
```

Parameters

endPointModel [IEndPointModel](#)

Methods

ImageRegisterAsync(Texture2D, CancellationToken)

画像の登録

```
public UniTask ImageRegisterAsync(Texture2D texture, CancellationToken cancellationToken)
```

Parameters

texture Texture2D

cancellationToken [CancellationToken](#)

Returns

UniTask

Class ApiConfigurationScriptableObject

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

```
[CreateAssetMenu(menuName = "Synesthesia/Snap/Sample/ApiKeyScriptableObject")]
[Obsolete("APIキーのバージョン管理やアプリへの組込はセキュリティリスクがあります")]
public class ApiConfigurationScriptableObject : ScriptableObject,
IApiConfigurationModel
```

Inheritance

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

Implements

[IApiConfigurationModel](#)

Inherited Members

ScriptableObject.SetDirty() , [ScriptableObject.CreateInstance\(string\)](#) ,
[ScriptableObject.CreateInstance\(Type\)](#) , ScriptableObject.CreateInstance<T>() ,
Object.GetInstanceID() , Object.GetHashCode() , [Object.Equals\(object\)](#) ,
Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform) ,
Object.InstantiateAsync<T>(T, Vector3, Quaternion) ,
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) ,
[Object.InstantiateAsync<T>\(T, int\)](#) , [Object.InstantiateAsync<T>\(T, int, Transform\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform) ,
[Object.Instantiate\(Object, Transform, bool\)](#) , Object.Instantiate<T>(T) ,
Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) ,
Object.Destroy(Object) , [Object.DestroyImmediate\(Object, bool\)](#) ,
Object.DestroyImmediate(Object) , [Object.FindObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfType\(Type, bool\)](#) , [Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,

Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
Object.FindObjectOfType<T>() , [Object.FindObjectOfType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Properties

ApiKeyType

APIキーの種類を取得

```
public string ApiKeyType { get; }
```

Property Value

[string](#)

ApiKeyValue

APIキーを取得

```
public string ApiKeyValue { get; }
```

Property Value

[string](#)

EndPoint

エンドポイントを取得

```
public string EndPoint { get; }
```

Property Value

[string](#)

Class BaseLifetimeScope

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

ライフタイムスコープの基底クラス

```
public abstract class BaseLifetimeScope : LifetimeScope, IDisposable
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← LifetimeScope ← BaseLifetimeScope

Implements

[IDisposable](#)

Derived

[BootLifetimeScope](#), [EditorDetectionLifetimeScope](#), [GuideLifetimeScope](#), [MainLifetimeScope](#),
[MobileDetectionLifetimeScope](#), [MobileSimpleDetectionLifetimeScope](#), [ValidationLifetimeScope](#)

Inherited Members

LifetimeScope.parentReference , LifetimeScope.autoRun , LifetimeScope.autoInjectGameObjects ,
[LifetimeScope.Create\(IInstaller, string\)](#) , [LifetimeScope.Create\(Action<.IContainerBuilder>, string\)](#) ,
LifetimeScope.EnqueueParent(LifetimeScope) ,
[LifetimeScope.Enqueue\(Action<.IContainerBuilder>\)](#) , LifetimeScope.Enqueue(IInstaller) ,
LifetimeScope.PushParent(LifetimeScope) , [LifetimeScope.Push\(Action<.IContainerBuilder>\)](#) ,
LifetimeScope.Push(IInstaller) , LifetimeScope.Find<T>(Scene) , LifetimeScope.Find<T>() ,
LifetimeScope.Awake() , LifetimeScope.OnDestroy() , LifetimeScope.Dispose() ,
LifetimeScope.DisposeCore() , LifetimeScope.Build() ,
[LifetimeScope.CreateChild<TScope>\(IInstaller, string\)](#) ,
[LifetimeScope.CreateChild\(IInstaller, string\)](#) ,
[LifetimeScope.CreateChild<TScope>\(Action<.IContainerBuilder>, string\)](#) ,
[LifetimeScope.CreateChild\(Action<.IContainerBuilder>, string\)](#) ,
LifetimeScope.CreateChildFromPrefab<TScope>(TScope, IInstaller) ,
[LifetimeScope.CreateChildFromPrefab<TScope>\(TScope, Action<.IContainerBuilder>\)](#) ,
LifetimeScope.FindParent() , LifetimeScope.Container , LifetimeScope.Parent , LifetimeScope.IsRoot ,
MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ,

[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,
MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>()
[Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T) ,
[Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInChildren<T>() , [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>()
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInParent<T>() , [Component.GetComponents\(Type\)](#) ,
[Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>()
Component.GetComponentIndex() , [Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode()
[Object.Equals\(object\)](#) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform) ,
Object.InstantiateAsync<T>(T, Vector3, Quaternion) ,
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) ,
[Object.InstantiateAsync<T>\(T, int\)](#) , [Object.InstantiateAsync<T>\(T, int, Transform\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#) ,

[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#)
↗ ,
Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform) ,
[Object.Instantiate\(Object, Transform, bool\)](#) ↗ , Object.Instantiate<T>(T) ,
Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) ↗ , [Object.Destroy\(Object, float\)](#) ↗ ,
Object.Destroy(Object) , [Object.DestroyImmediate\(Object, bool\)](#) ↗ ,
Object.DestroyImmediate(Object) , [Object.FindObjectsOfType\(Type\)](#) ↗ ,
[Object.FindObjectsOfType\(Type, bool\)](#) ↗ , [Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ↗ ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ↗ ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ↗ ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ↗ ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) ↗ , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ↗ ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
Object.FindObjectOfType<T>() , [Object.FindObjectType<T>\(bool\)](#) ↗ ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ↗ ,
[Object.FindObjectType\(Type\)](#) ↗ , [Object.FindFirstObjectByType\(Type\)](#) ↗ ,
[Object.FindAnyObjectByType\(Type\)](#) ↗ , [Object.FindObjectType\(Type, bool\)](#) ↗ ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ↗ ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) ↗ , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) ↗ , [object.GetType\(\)](#) ↗ , [object.MemberwiseClone\(\)](#) ↗ ,
[object.ReferenceEquals\(object, object\)](#) ↗

Methods

Configure(IContainerBuilder)

DIの設定

```
protected override void Configure(IContainerBuilder builder)
```

Parameters

builder.IContainerBuilder

OnBootstrap(IObjectResolver)

起動時の処理

```
protected virtual void OnBootstrap(IObjectResolver container)
```

Parameters

container IObjectResolver

Class BootLifetimeScope

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

```
public class BootLifetimeScope : BaseLifetimeScope, IDisposable
```

Inheritance

[Object](#) ↗ ← Object ← Component ← Behaviour ← MonoBehaviour ← LifetimeScope ← [BaseLifetimeScope](#) ← BootLifetimeScope

Implements

[IDisposable](#) ↗

Inherited Members

[BaseLifetimeScope.OnBootstrap\(IObjectResolver\)](#) , LifetimeScope.parentReference ,
LifetimeScope.autoRun , LifetimeScope.autoInjectGameObjects ,
[LifetimeScope.Create\(IInstaller, string\)](#) ↗ , [LifetimeScope.Create\(Action<.IContainerBuilder>, string\)](#) ↗ ,
LifetimeScope.EnqueueParent(LifetimeScope) ,
[LifetimeScope.Enqueue\(Action<.IContainerBuilder>\)](#) ↗ , LifetimeScope.Enqueue(IInstaller) ,
LifetimeScope.PushParent(LifetimeScope) , [LifetimeScope.Push\(Action<.IContainerBuilder>\)](#) ↗ ,
LifetimeScope.Push(IInstaller) , LifetimeScope.Find<T>(Scene) , LifetimeScope.Find<T>() ,
LifetimeScope.Awake() , LifetimeScope.OnDestroy() , LifetimeScope.Dispose() ,
LifetimeScope.DisposeCore() , LifetimeScope.Build() ,
[LifetimeScope.CreateChild<TScope>\(IInstaller, string\)](#) ↗ ,
[LifetimeScope.CreateChild\(IInstaller, string\)](#) ↗ ,
[LifetimeScope.CreateChild<TScope>\(Action<.IContainerBuilder>, string\)](#) ↗ ,
[LifetimeScope.CreateChild\(Action<.IContainerBuilder>, string\)](#) ↗ ,
LifetimeScope.CreateChildFromPrefab<TScope>(TScope, IInstaller) ,
[LifetimeScope.CreateChildFromPrefab<TScope>\(TScope, Action<.IContainerBuilder>\)](#) ↗ ,
LifetimeScope.FindParent() , LifetimeScope.Container , LifetimeScope.Parent , LifetimeScope.IsRoot ,
MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ↗ ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) ↗ , [MonoBehaviour.CancelInvoke\(string\)](#) ↗ ,
[MonoBehaviour.IsInvoking\(string\)](#) ↗ , [MonoBehaviour.StartCoroutine\(string\)](#) ↗ ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) ↗ , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ↗ ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) ↗ , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ↗ ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ↗ ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ↗ ,
MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout ,

MonoBehaviour.RunWithEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>() ,
[Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T) ,
[Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInChildren<T>() , [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInParent<T>() , [Component.GetComponents\(Type\)](#) ,
[Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() ,
Component.GetComponentIndex() , [Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform) ,
Object.InstantiateAsync<T>(T, Vector3, Quaternion) ,
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) ,
[Object.InstantiateAsync<T>\(T, int\)](#) , [Object.InstantiateAsync<T>\(T, int, Transform\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform) ,

[Object.Instantiate\(Object, Transform, bool\)](#) , Object.Instantiate<T>(T) ,
Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) ,
Object.Destroy(Object) , [Object.DestroyImmediate\(Object, bool\)](#) ,
Object.DestroyImmediate(Object) , [Object.FindObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfType\(Type, bool\)](#) , [Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
ObjectFindObjectOfTye<T>() , [Object.FindObjectOfTye<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfTye\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfTye\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Methods

Configure(IContainerBuilder)

DIの設定

```
protected override void Configure(IContainerBuilder builder)
```

Parameters

builder IContainerBuilder

Class BootModel

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

BootシーンのModel

```
public class BootModel : IAsyncStartable, IDisposable
```

Inheritance

[object](#) ← BootModel

Implements

IAsyncStartable, [IDisposable](#)

Inherited Members

[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#),
[object.GetType\(\)](#), [object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#),
[object.ToString\(\)](#)

Constructors

BootModel(IListModel, LocalizationModel)

コンストラクタ

```
public BootModel(IListModel serverModel, LocalizationModel localizationModel)
```

Parameters

serverModel [IListModel](#)

localizationModel [LocalizationModel](#)

Methods

Dispose()

破棄

```
public void Dispose()
```

StartAsync(CancellationToken)

開始

```
public UniTask StartAsync(CancellationToken cancellationToken)
```

Parameters

cancellationToken [CancellationToken ↗](#)

Returns

UniTask

Class BootPresenter

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

ブート画面のPresenter

```
public class BootPresenter : IAsyncStartable
```

Inheritance

[object](#) ← BootPresenter

Implements

IAsyncStartable

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

BootPresenter(SceneModel, BootModel, ResidentView)

コンストラクタ

```
public BootPresenter(SceneModel sceneModel, BootModel bootModel, ResidentView view)
```

Parameters

sceneModel [SceneModel](#)

bootModel [BootModel](#)

view [ResidentView](#)

Methods

StartAsync(CancellationToken)

開始

```
public UniTask StartAsync(CancellationToken cancellationToken)
```

Parameters

cancellationToken [CancellationToken ↗](#)

Returns

UniTask

Class DetectionMenuElementModel

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

検出画面のメニューの要素のModel

```
public class DetectionMenuElementModel : IDisposable
```

Inheritance

[object](#) ← DetectionMenuElementModel

Implements

[IDisposable](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

DetectionMenuElementModel(string, Func<CancellationToken, UniTask>)

コンストラクタ

```
public DetectionMenuElementModel(string text, Func<CancellationToken,  
UniTask> onClickAsync)
```

Parameters

text [string](#)

onClickAsync [Func](#)<[CancellationToken](#), UniTask>

Fields

TextProperty

テキスト

```
public readonly ReactiveProperty<string> TextProperty
```

Field Value

ReactiveProperty<[string](#)>

Methods

ClickAsync(CancellationToken)

クリックを通知

```
public UniTask ClickAsync(CancellationToken cancellationToken)
```

Parameters

cancellationToken [CancellationToken](#)

Returns

UniTask

Dispose()

破棄

```
public void Dispose()
```

Class DetectionMenuElementView

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

```
public class DetectionMenuElementView : MonoBehaviour
```

Inheritance

[Object](#) ↗ ← Object ← Component ← Behaviour ← MonoBehaviour ← DetectionMenuElementView

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ↗ ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) ↗ , [MonoBehaviour.CancelInvoke\(string\)](#) ↗ ,
[MonoBehaviour.IsInvoking\(string\)](#) ↗ , [MonoBehaviour.StartCoroutine\(string\)](#) ↗ ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) ↗ , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ↗ ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) ↗ , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ↗ ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ↗ ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ↗ ,
MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) ↗ , Component.GetComponent<T>() ,
[Component.TryGetComponent\(Type, out Component\)](#) ↗ , Component.TryGetComponent<T>(out T) ,
[Component.GetComponent\(string\)](#) ↗ , [Component.GetComponentInChildren\(Type, bool\)](#) ↗ ,
[Component.GetComponentInChildren\(Type\)](#) ↗ , [Component.GetComponentInChildren<T>\(bool\)](#) ↗ ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren\(Type, bool\)](#) ↗ ,
[Component.GetComponentsInChildren\(Type\)](#) ↗ , [Component.GetComponentsInChildren<T>\(bool\)](#) ↗ ,
Component.GetComponentsInChildren<T>(bool, List<T>) ↗ ,
Component.GetComponentsInChildren<T>() , [Component.GetComponentsInChildren<T>\(List<T>\)](#) ↗ ,
[Component.GetComponentInParent\(Type, bool\)](#) ↗ , [Component.GetComponentInParent\(Type\)](#) ↗ ,
[Component.GetComponentInParent<T>\(bool\)](#) ↗ , Component.GetComponentInParent<T>() ,
[Component.GetComponentsInParent\(Type, bool\)](#) ↗ , [Component.GetComponentsInParent\(Type\)](#) ↗ ,
Component.GetComponentsInParent<T>(bool) ↗ ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) ↗ ,
Component.GetComponentsInParent<T>() , [Component.GetComponents\(Type\)](#) ↗ ,
[Component.GetComponents\(Type, List<Component>\)](#) ↗ ,
[Component.GetComponents<T>\(List<T>\)](#) ↗ , Component.GetComponents<T>() ,
Component.GetComponentIndex() , [Component.CompareTag\(string\)](#) ↗ ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ↗ ,
[Component.SendMessageUpwards\(string, object\)](#) ↗ , [Component.SendMessageUpwards\(string\)](#) ↗ ,

[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform) ,
Object.InstantiateAsync<T>(T, Vector3, Quaternion) ,
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) ,
[Object.InstantiateAsync<T>\(T, int\)](#) , [Object.InstantiateAsync<T>\(T, int, Transform\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform) ,
[Object.Instantiate\(Object, Transform, bool\)](#) , Object.Instantiate<T>(T) ,
Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) ,
Object.Destroy(Object) , [Object.DestroyImmediate\(Object, bool\)](#) ,
Object.DestroyImmediate(Object) , [Object.FindObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfType\(Type, bool\)](#) , [Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
ObjectFindObjectOfType<T>() , [Object.FindObjectType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
Object.FindFirstObjectByType(Type, FindObjectsInactive) ,

[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Properties

Button

ボタン

```
public Button Button { get; }
```

Property Value

Button

Text

テキスト

```
public TMP_Text Text { get; }
```

Property Value

TMP_Text

Class DetectionMenuModel

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

```
public class DetectionMenuModel : IDisposable
```

Inheritance

[object](#) ← DetectionMenuModel

Implements

[IDisposable](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

DetectionMenuModel(SceneModel)

コンストラクタ

```
public DetectionMenuModel(SceneModel sceneModel)
```

Parameters

sceneModel [SceneModel](#)

Fields

IsVisibleProperty

メニューを表示するか

```
public readonly ReactiveProperty<bool> IsVisibleProperty
```

Field Value

ReactiveProperty<[bool](#)>

Methods

AddElement(DetectionMenuElementModel)

メニュー要素を追加

```
public void AddElement(DetectionMenuElementModel element)
```

Parameters

[element](#) [DetectionMenuElementModel](#)

Dispose()

破棄

```
public void Dispose()
```

OnElementAddedAsObservable()

メニューの要素を追加のObservable

```
public Observable<DetectionMenuElementModel> OnElementAddedAsObservable()
```

Returns

Observable<[DetectionMenuElementModel](#)>

PopulateElements()

要素を追加

```
public void PopulateElements()
```

Class DetectionMenuPresenter

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

建物検出画面のメニューのPresenter

```
public class DetectionMenuPresenter : IAsyncStartable, IDisposable
```

Inheritance

[object](#) ← DetectionMenuPresenter

Implements

IAsyncStartable, [IDisposable](#)

Inherited Members

[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#),
[object.GetType\(\)](#), [object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#),
[object.ToString\(\)](#)

Constructors

DetectionMenuPresenter(DetectionMenuModel,
DetectionMenuView)

コンストラクタ

```
public DetectionMenuPresenter(DetectionMenuModel model, DetectionMenuView view)
```

Parameters

model [DetectionMenuModel](#)

view [DetectionMenuView](#)

Methods

Dispose()

破棄

```
public void Dispose()
```

StartAsync(CancellationToken)

開始

```
public UniTask StartAsync(CancellationToken cancellationToken)
```

Parameters

cancellationToken [CancellationToken ↗](#)

Returns

UniTask

Class DetectionMenuView

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

```
public class DetectionMenuView : MonoBehaviour
```

Inheritance

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

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,
MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>() ,
[Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T) ,
[Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
Component.GetComponentsInChildren<T>(bool, List<T>) ,
Component.GetComponentsInChildren<T>() , [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInParent<T>() , [Component.GetComponents\(Type\)](#) ,
[Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() ,
Component.GetComponentIndex() , [Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,

[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform) ,
Object.InstantiateAsync<T>(T, Vector3, Quaternion) ,
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) ,
[Object.InstantiateAsync<T>\(T, int\)](#) , [Object.InstantiateAsync<T>\(T, int, Transform\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform) ,
[Object.Instantiate\(Object, Transform, bool\)](#) , Object.Instantiate<T>(T) ,
Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) ,
Object.Destroy(Object) , [Object.DestroyImmediate\(Object, bool\)](#) ,
Object.DestroyImmediate(Object) , [Object.FindObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfType\(Type, bool\)](#) , [Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
ObjectFindObjectOfType<T>() , [Object.FindObjectType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
Object.FindFirstObjectByType(Type, FindObjectsInactive) ,

[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Properties

BackgroundButton

背景のボタン

```
public Button BackgroundButton { get; }
```

Property Value

Button

ContentTransform

コンテンツのTransform

```
public Transform ContentTransform { get; }
```

Property Value

Transform

RootObject

ルートオブジェクト

```
public GameObject RootObject { get; }
```

Property Value

GameObject

TemplateButton

テンプレートのボタン

```
public DetectionMenuElementView TemplateButton { get; }
```

Property Value

[DetectionMenuElementView](#)

Class DetectionMeshPresenter

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

建物検出画面のメッシュのPresenter(エディタ)

```
public class DetectionMeshPresenter : IAsyncStartable
```

Inheritance

[object](#) ← DetectionMeshPresenter

Implements

IAsyncStartable

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

DetectionMeshPresenter(EditorDetectionView, MeshView)

コンストラクタ

```
public DetectionMeshPresenter(EditorDetectionView detectionView,  
    MeshView meshViewTemplate)
```

Parameters

detectionView [EditorDetectionView](#)

meshViewTemplate [MeshView](#)

Methods

StartAsync(CancellationToken)

開始

```
public UniTask StartAsync(CancellationToken cancellationToken)
```

Parameters

cancellationToken [CancellationToken ↗](#)

Returns

UniTask

Class DetectionSettingModel

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

```
public class DetectionSettingModel : IDisposable
```

Inheritance

[object](#) ← DetectionSettingModel

Implements

[IDisposable](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

DetectionSettingModel(DetectionMenuModel, int, int, int)

コンストラクタ

```
public DetectionSettingModel(DetectionMenuModel menuModel, int minimumDistance, int  
maximumDistance, int incrementDistance)
```

Parameters

menuModel [DetectionMenuModel](#)

minimumDistance [int](#)

maximumDistance [int](#)

incrementDistance [int](#)

Fields

DistanceProperty

検出距離

```
public readonly ReactiveProperty<int> DistanceProperty
```

Field Value

ReactiveProperty<[int](#)>

IsGeospatialVisibleProperty

Geospatial情報を表示するか

```
public readonly ReactiveProperty<bool> IsGeospatialVisibleProperty
```

Field Value

ReactiveProperty<[bool](#)>

IsManualDetectionProperty

手動検出か

```
public readonly ReactiveProperty<bool> IsManualDetectionProperty
```

Field Value

ReactiveProperty<[bool](#)>

Methods

Dispose()

破棄

```
public void Dispose()
```

StartAsync(CancellationToken)

開始

```
public UniTask StartAsync(CancellationToken cancellation)
```

Parameters

cancellation [CancellationToken](#)

Returns

UniTask

Class DetectionSimpleMeshPresenter

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

建物検出画面のメッシュ(簡易版)のPresenter(エディタ)

```
public class DetectionSimpleMeshPresenter : IAsyncStartable
```

Inheritance

[object](#) ← DetectionSimpleMeshPresenter

Implements

IAsyncStartable

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

DetectionSimpleMeshPresenter(EditorDetectionView, MeshView)

コンストラクタ

```
public DetectionSimpleMeshPresenter(EditorDetectionView detectionView,  
MeshView meshViewTemplate)
```

Parameters

detectionView [EditorDetectionView](#)

meshViewTemplate [MeshView](#)

Methods

StartAsync(CancellationToken)

開始

```
public UniTask StartAsync(CancellationToken cancellationToken)
```

Parameters

cancellationToken [CancellationToken ↗](#)

Returns

UniTask

Class DetectionTouchModel

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

建物検出画面の画面タップ関連のModel

```
public class DetectionTouchModel : IDisposable
```

Inheritance

[object](#) ← DetectionTouchModel

Implements

[IDisposable](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

DetectionTouchModel(MeshRepository, DetectionMenuModel)

コンストラクタ

```
public DetectionTouchModel(MeshRepository meshRepository,  
DetectionMenuModel menuModel)
```

Parameters

meshRepository [MeshRepository](#)

menuModel [DetectionMenuModel](#)

Properties

IsTapToCreateAnchor

タップでアンカーを作成するか

```
public bool IsTapToCreateAnchor { get; }
```

Property Value

[bool](#)

Methods

Dispose()

破棄

```
public void Dispose()
```

GetSelectedMeshView()

選択されたメッシュのViewを取得する

```
public IMobileDetectionMeshView GetSelectedMeshView()
```

Returns

[IMobileDetectionMeshView](#)

OnSelectedAsObservable()

検出された建物が選択されたかのObservable

```
public Observable<bool> OnSelectedAsObservable()
```

Returns

Observable<bool>

SetDetectedMeshView(IMobileDetectionMeshView)

検出されたメッシュのViewを設定する

```
public void SetDetectedMeshView(IMobileDetectionMeshView meshView)
```

Parameters

meshView [IMobileDetectionMeshView](#)

SetDetectedMeshViews(IEnumerable<IMobileDetectionMeshView>)

検出されたメッシュのViewを設定する

```
public void SetDetectedMeshViews(IEnumerable<IMobileDetectionMeshView> meshViews)
```

Parameters

meshViews [IEnumerable](#)<[IMobileDetectionMeshView](#)>

TouchScreen(Camera, Vector2)

画面をタッチ

```
public void TouchScreen(Camera camera, Vector2 screenPosition)
```

Parameters

camera Camera

screenPosition Vector2

Class DetectionTouchView

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

```
public class DetectionTouchView : MonoBehaviour
```

Inheritance

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

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,
MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>() ,
[Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T) ,
[Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
Component.GetComponentsInChildren<T>(bool, List<T>) ,
Component.GetComponentsInChildren<T>() , [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInParent<T>() , [Component.GetComponents\(Type\)](#) ,
[Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() ,
Component.GetComponentIndex() , [Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,

[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform) ,
Object.InstantiateAsync<T>(T, Vector3, Quaternion) ,
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) ,
[Object.InstantiateAsync<T>\(T, int\)](#) , [Object.InstantiateAsync<T>\(T, int, Transform\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform) ,
[Object.Instantiate\(Object, Transform, bool\)](#) , Object.Instantiate<T>(T) ,
Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) ,
Object.Destroy(Object) , [Object.DestroyImmediate\(Object, bool\)](#) ,
Object.DestroyImmediate(Object) , [Object.FindObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfType\(Type, bool\)](#) , [Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
ObjectFindObjectOfType<T>() , [Object.FindObjectType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
Object.FindFirstObjectByType(Type, FindObjectsInactive) ,

[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Properties

TargetCamera

ターゲットのカメラ

```
public Camera TargetCamera { get; }
```

Property Value

Camera

Methods

OnScreenInputAsObservable()

画面タッチのObservable

```
public Observable<Vector2> OnScreenInputAsObservable()
```

Returns

Observable<Vector2>

Enum DialogIconDefine

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

ダイアログアイコンの定義

```
public enum DialogIconDefine
```

Fields

Error1 = 3

エラー(1)

Error2 = 4

エラー(2)

None = 0

なし

Success1 = 1

成功(1)

Success2 = 2

成功(2)

Class EditorDetectionLifetimeScope

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

建物検出画面のみが影響範囲のLifetimeScope(エディタ用)

```
public class EditorDetectionLifetimeScope : BaseLifetimeScope, IDisposable
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← LifetimeScope ← [BaseLifetimeScope](#) ← EditorDetectionLifetimeScope

Implements

[IDisposable](#)

Inherited Members

[BaseLifetimeScope.OnBootstrap\(IObjectResolver\)](#) , LifetimeScope.parentReference ,
LifetimeScope.autoRun , LifetimeScope.autoInjectGameObjects ,
[LifetimeScope.Create\(IInstaller, string\)](#) , [LifetimeScope.Create\(Action<.IContainerBuilder>, string\)](#) ,
LifetimeScope.EnqueueParent(LifetimeScope) ,
[LifetimeScope.Enqueue\(Action<.IContainerBuilder>\)](#) , LifetimeScope.Enqueue(IInstaller) ,
LifetimeScope.PushParent(LifetimeScope) , [LifetimeScope.Push\(Action<.IContainerBuilder>\)](#) ,
LifetimeScope.Push(IInstaller) , LifetimeScope.Find<T>(Scene) , LifetimeScope.Find<T>() ,
LifetimeScope.Awake() , LifetimeScope.OnDestroy() , LifetimeScope.Dispose() ,
LifetimeScope.DisposeCore() , LifetimeScope.Build() ,
[LifetimeScope.CreateChild<TScope>\(IInstaller, string\)](#) ,
[LifetimeScope.CreateChild\(IInstaller, string\)](#) ,
[LifetimeScope.CreateChild<TScope>\(Action<.IContainerBuilder>, string\)](#) ,
[LifetimeScope.CreateChild\(Action<.IContainerBuilder>, string\)](#) ,
LifetimeScope.CreateChildFromPrefab<TScope>(TScope, IInstaller) ,
[LifetimeScope.CreateChildFromPrefab<TScope>\(TScope, Action<.IContainerBuilder>\)](#) ,
LifetimeScope.FindParent() , LifetimeScope.Container , LifetimeScope.Parent , LifetimeScope.IsRoot ,
MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , MonoBehaviour.StartCoroutine(IEnumerator) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,

MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,
MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>()
, [Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T)
, [Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>()
, [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInChildren<T>()
, [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>()
,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInParent<T>()
, [Component.GetComponents\(Type\)](#) ,
[Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>()
,
Component.GetComponentIndex()
, [Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID()
, Object.GetHashCode()
,
[Object.Equals\(object\)](#) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform) ,
Object.InstantiateAsync<T>(T, Vector3, Quaternion) ,
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) ,
[Object.InstantiateAsync<T>\(T, int\)](#) , [Object.InstantiateAsync<T>\(T, int, Transform\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#)
,
Object.Instantiate(Object, Vector3, Quaternion) ,

Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform) ,
[Object.Instantiate\(Object, Transform, bool\)](#) , Object.Instantiate<T>(T) ,
Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) ,
Object.Destroy(Object) , [Object.DestroyImmediate\(Object, bool\)](#) ,
Object.DestroyImmediate(Object) , [Object.FindObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfType\(Type, bool\)](#) , [Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>()
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
ObjectFindObjectOfType<T>() , [Object.FindObjectType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>()
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Methods

Configure(IContainerBuilder)

DIの設定

```
protected override void Configure(IContainerBuilder builder)
```

Parameters

builder IContainerBuilder

Class EditorDetectionMeshModel

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

建物検出画面のメッシュのModel(エディタ)

```
public class EditorDetectionMeshModel : IDisposable
```

Inheritance

[object](#) ← EditorDetectionMeshModel

Implements

[IDisposable](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

EditorDetectionMeshModel(EditorDetectionMeshView)

コンストラクタ

```
public EditorDetectionMeshModel(EditorDetectionMeshView meshViewTemplate)
```

Parameters

meshViewTemplate [EditorDetectionMeshView](#)

Methods

Clear()

全てのメッシュを削除する

```
public void Clear()
```

CreateMeshAtARGeospatialAnchor(double, double, double, ISurfaceModel)

メッシュ(surface)をAFGeospatialアンカーの位置に生成する

```
public EditorDetectionMeshView CreateMeshAtARGeospatialAnchor(double latitude,  
double longitude, double altitude, ISurfaceModel detectedSurface)
```

Parameters

latitude [double](#)

longitude [double](#)

altitude [double](#)

detectedSurface [ISurfaceModel](#)

Returns

[EditorDetectionMeshView](#)

CreateMeshAtTransform(string, Vector3, Quaternion)

メッシュをAFGeospatialアンカーの位置に生成する

```
public EditorDetectionMeshView CreateMeshAtTransform(string id, Vector3 position,  
Quaternion rotation)
```

Parameters

id [string](#)

position [Vector3](#)

rotation [Quaternion](#)

Returns

[EditorDetectionMeshView](#)

Dispose()

破棄

```
public void Dispose()
```

Class EditorDetectionMeshView

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

建物検出画面のメッシュのView(エディタ用)

```
public class EditorDetectionMeshView : MonoBehaviour, IMobileDetectionMeshView
```

Inheritance

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

Implements

[IMobileDetectionMeshView](#)

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,
MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>() ,
[Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T) ,
[Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInChildren<T>() , [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInParent<T>() , [Component.GetComponents\(Type\)](#) ,

[Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>()
Component.GetComponentIndex() , [Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode()
[Object.Equals\(object\)](#) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform)
Object.InstantiateAsync<T>(T, Vector3, Quaternion)
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion)
[Object.InstantiateAsync<T>\(T, int\)](#) , [Object.InstantiateAsync<T>\(T, int, Transform\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#)
Object.Instantiate(Object, Vector3, Quaternion)
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object)
Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform)
[Object.Instantiate\(Object, Transform, bool\)](#) , Object.Instantiate<T>(T)
Object.Instantiate<T>(T, Vector3, Quaternion)
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform)
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) ,
Object.Destroy(Object) , [Object.DestroyImmediate\(Object, bool\)](#) ,
Object.DestroyImmediate(Object) , [Object.FindObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfType\(Type, bool\)](#) , [Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>()
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
ObjectFindObjectOfType<T>() , [Object.FindObjectType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>()

Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Properties

DebugSphereMaterial

```
public Material DebugSphereMaterial { get; }
```

Property Value

Material

Id

メッシュのID

```
public string Id { get; set; }
```

Property Value

[string](#)

MeshFilter

メッシュのFilter

```
public MeshFilter MeshFilter { get; }
```

Property Value

MeshFilter

MeshRenderer

メッシュのRenderer

```
public MeshRenderer MeshRenderer { get; }
```

Property Value

MeshRenderer

Methods

GetChildGameObject()

```
public GameObject GetChildGameObject()
```

Returns

GameObject

GetGameObject()

GameObjectを取得する

```
public GameObject GetGameObject()
```

Returns

GameObject

Class EditorDetectionModel

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

建物検出シーンのModel(Editor)

```
public class EditorDetectionModel : IDisposable
```

Inheritance

[object](#) ← EditorDetectionModel

Implements

[IDisposable](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

EditorDetectionModel(TextureRepository, ValidationRepository,
SurfaceRepository, SceneModel, LocalizationModel,
EditorGeospatialMathModel, IEditorDetectionParameterModel,
EditorWebCameraModel, DetectionMenuModel,
DetectionTouchModel, EditorDetectionMeshModel,
MeshValidationModel, MockValidationResultModel)

コンストラクタ

```
public EditorDetectionModel(TextureRepository textureRepository,  
ValidationRepository validationRepository, SurfaceRepository surfaceRepository,  
SceneModel sceneModel, LocalizationModel localizationModel,  
EditorGeospatialMathModel geospatialMathModel, IEditorDetectionParameterModel  
parameterModel, EditorWebCameraModel cameraModel, DetectionMenuModel menuModel,
```

```
DetectionTouchModel touchModel, EditorDetectionMeshModel meshModel,  
MeshValidationModel meshValidationModel, MockValidationResultModel resultModel)
```

Parameters

textureRepository [TextureRepository](#)

validationRepository [ValidationRepository](#)

surfaceRepository [SurfaceRepository](#)

sceneModel [SceneModel](#)

localizationModel [LocalizationModel](#)

geospatialMathModel [EditorGeospatialMathModel](#)

parameterModel [IEditorDetectionParameterModel](#)

cameraModel [EditorWebCameraModel](#)

menuModel [DetectionMenuModel](#)

touchModel [DetectionTouchModel](#)

meshModel [EditorDetectionMeshModel](#)

meshValidationModel [MeshValidationModel](#)

resultModel [MockValidationResultModel](#)

Methods

CaptureAsync(Camera, CancellationToken)

撮影

```
public UniTask CaptureAsync(Camera camera, CancellationToken cancellationToken)
```

Parameters

camera Camera

cancellationToken [CancellationToken](#)

Returns

UniTask

Dispose()

破棄

```
public void Dispose()
```

GetCameraTexture()

カメラのTextureを取得

```
public Texture GetCameraTexture()
```

Returns

Texture

OnSelectedAsObservable()

オブジェクトが選択されたかのObservable

```
public Observable<bool> OnSelectedAsObservable()
```

Returns

Observable<[bool](#)>

ShowMenu()

メニューを表示

```
public void ShowMenu()
```

StartAsync(Camera, CancellationToken)

開始

```
public UniTask StartAsync(Camera camera, CancellationToken cancellation)
```

Parameters

camera Camera

cancellation [CancellationToken](#)

Returns

UniTask

TouchScreen(Camera, Vector2)

画面をタッチ

```
public void TouchScreen(Camera camera, Vector2 screenPosition)
```

Parameters

camera Camera

screenPosition Vector2

Class EditorDetectionParameterView

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

建物検出画面のパラメータのView(エディタ用)

```
public class EditorDetectionParameterView : MonoBehaviour,  
IEditorDetectionParameterModel
```

Inheritance

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

Implements

[IEditorDetectionParameterModel](#)

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,
MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>() ,
[Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T) ,
[Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInChildren<T>() , [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInParent<T>() , [Component.GetComponents\(Type\)](#) ,

[Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>()
Component.GetComponentIndex() , [Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode()
[Object.Equals\(object\)](#) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform)
Object.InstantiateAsync<T>(T, Vector3, Quaternion)
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion)
[Object.InstantiateAsync<T>\(T, int\)](#) , [Object.InstantiateAsync<T>\(T, int, Transform\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#)
Object.Instantiate(Object, Vector3, Quaternion)
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object)
Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform)
[Object.Instantiate\(Object, Transform, bool\)](#) , Object.Instantiate<T>(T)
Object.Instantiate<T>(T, Vector3, Quaternion)
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform)
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) ,
Object.Destroy(Object) , [Object.DestroyImmediate\(Object, bool\)](#) ,
Object.DestroyImmediate(Object) , [Object.FindObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfType\(Type, bool\)](#) , [Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>()
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
ObjectFindObjectOfType<T>() , [Object.FindObjectType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>()

Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Properties

EunRotation

カメラの角度

```
public Quaternion EunRotation { get; }
```

Property Value

Quaternion

FieldOfView

視野角

```
public double FieldOfView { get; }
```

Property Value

[double](#)

FromAltitude

始点の高度

```
public double FromAltitude { get; }
```

Property Value

[double](#)

FromLatitude

始点の緯度

```
public double FromLatitude { get; }
```

Property Value

[double](#)

FromLongitude

始点の経度

```
public double FromLongitude { get; }
```

Property Value

[double](#)

MaxDistance

最大距離

```
public double MaxDistance { get; }
```

Property Value

[double](#)

Roll

```
public double Roll { get; }
```

Property Value

double ↗

ToAltitude

終点の高度

```
public double ToAltitude { get; }
```

Property Value

double ↗

ToLatitude

終点の緯度

```
public double ToLatitude { get; }
```

Property Value

double ↗

ToLongitude

終点の経度

```
public double ToLongitude { get; }
```

Property Value

double ↗

Class EditorDetectionPresenter

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

建物検出画面のPresenter(エディタ)

```
public class EditorDetectionPresenter : IAsyncStartable
```

Inheritance

[object](#) ← EditorDetectionPresenter

Implements

IAsyncStartable

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

EditorDetectionPresenter(EditorDetectionModel,
EditorDetectionView)

コンストラクタ

```
public EditorDetectionPresenter(EditorDetectionModel model,  
EditorDetectionView view)
```

Parameters

model [EditorDetectionModel](#)

view [EditorDetectionView](#)

Methods

StartAsync(CancellationToken)

開始

```
public UniTask StartAsync(CancellationToken cancellationToken)
```

Parameters

cancellationToken [CancellationToken ↗](#)

Returns

UniTask

Class EditorDetectionView

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

建物検出画面のView(エディタ用)

```
public class EditorDetectionView : MonoBehaviour
```

Inheritance

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

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,
MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>() ,
[Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T) ,
[Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInChildren<T>() , [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInParent<T>() , [Component.GetComponents\(Type\)](#) ,
[Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() ,
Component.GetComponentIndex() , [Component.CompareTag\(string\)](#) ,

[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform) ,
Object.InstantiateAsync<T>(T, Vector3, Quaternion) ,
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) ,
[Object.InstantiateAsync<T>\(T, int\)](#) , [Object.InstantiateAsync<T>\(T, int, Transform\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#)
, ,
Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform) ,
[Object.Instantiate\(Object, Transform, bool\)](#) , Object.Instantiate<T>(T) ,
Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) ,
Object.Destroy(Object) , [Object.DestroyImmediate\(Object, bool\)](#) ,
Object.DestroyImmediate(Object) , [Object.FindObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfType\(Type, bool\)](#) , [Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
ObjectFindObjectOfType<T>() , [Object.FindObjectType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,

[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Properties

CameraButton

カメラボタン

```
public Button CameraButton { get; }
```

Property Value

Button

CameraRawImage

カメラのRawImage

```
public RawImage CameraRawImage { get; }
```

Property Value

RawImage

DetectedMaterial

検出時のMaterial

```
public Material DetectedMaterial { get; }
```

Property Value

Material

MainCamera

メインカメラ

```
public Camera MainCamera { get; }
```

Property Value

Camera

MenuButton

メニューボタン

```
public Button MenuButton { get; }
```

Property Value

Button

MeshParent

メッシュを配置する親オブジェクト

```
[Obsolete("ARAnchorやARGespatialAnchorを使用してください")]
public Transform MeshParent { get; }
```

Property Value

Transform

SelectedMaterial

選択中のMaterial

```
public Material SelectedMaterial { get; }
```

Property Value

Material

TouchView

タッチ関連のView

```
public DetectionTouchView TouchView { get; }
```

Property Value

[DetectionTouchView](#)

Class EditorSimpleDetectionParameterView

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

建物検出画面のパラメータのView(簡易メッシュ版 - エディタ用)

```
public class EditorSimpleDetectionParameterView : MonoBehaviour,  
IEditorDetectionParameterModel
```

Inheritance

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

Implements

[IEditorDetectionParameterModel](#)

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,
MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>() ,
[Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T) ,
[Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInChildren<T>() , [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) ,

Component.GetComponentsInParent<T>() , [Component.GetComponents\(Type\)](#) ,
[Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>()
Component.GetComponentIndex() , [Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform) ,
Object.InstantiateAsync<T>(T, Vector3, Quaternion) ,
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) ,
[Object.InstantiateAsync<T>\(T, int\)](#) , [Object.InstantiateAsync<T>\(T, int, Transform\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform) ,
[Object.Instantiate\(Object, Transform, bool\)](#) , Object.Instantiate<T>(T) ,
Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) ,
Object.Destroy(Object) , [Object.DestroyImmediate\(Object, bool\)](#) ,
Object.DestroyImmediate(Object) , [Object.FindObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfType\(Type, bool\)](#) , [Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>()
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
ObjectFindObjectOfType<T>() , [Object.FindObjectType<T>\(bool\)](#) ,

Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Properties

EunRotation

カメラの角度

```
public Quaternion EunRotation { get; }
```

Property Value

Quaternion

FieldOfView

視野角

```
public double FieldOfView { get; }
```

Property Value

[double](#)

FromAltitude

始点の高度

```
public double FromAltitude { get; }
```

Property Value

[double](#) ↗

FromLatitude

始点の緯度

```
public double FromLatitude { get; }
```

Property Value

[double](#) ↗

FromLongitude

始点の経度

```
public double FromLongitude { get; }
```

Property Value

[double](#) ↗

MaxDistance

最大距離

```
public double MaxDistance { get; }
```

Property Value

[double](#) ↗

Roll

```
public double Roll { get; }
```

Property Value

[double](#)

ToAltitude

終点の高度

```
public double ToAltitude { get; }
```

Property Value

[double](#)

ToLatitude

終点の緯度

```
public double ToLatitude { get; }
```

Property Value

[double](#)

ToLongitude

終点の経度

```
public double ToLongitude { get; }
```

Property Value

[double](#) ↗

Class EditorWebCameraModel

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

```
public class EditorWebCameraModel : IDisposable
```

Inheritance

[object](#) ← EditorWebCameraModel

Implements

[IDisposable](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

EditorWebCameraModel(RenderTexture)

コンストラクタ

```
public EditorWebCameraModel(RenderTexture renderTexture)
```

Parameters

renderTexture RenderTexture

Methods

Dispose()

破棄

```
public void Dispose()
```

GetCameraTexture()

```
public Texture GetCameraTexture()
```

Returns

Texture

StartAsync(CancellationToken)

開始

```
public UniTask StartAsync(CancellationToken cancellationToken)
```

Parameters

cancellationToken [CancellationToken ↗](#)

Returns

UniTask

ToggleDeviceAsync(CancellationToken)

カメラデバイスの切り替え

```
public UniTask ToggleDeviceAsync(CancellationToken cancellationToken)
```

Parameters

cancellationToken [CancellationToken ↗](#)

Returns

TryCaptureTexture2D(out Texture2D)

```
public bool TryCaptureTexture2D(out Texture2D result)
```

Parameters

result Texture2D

Returns

[bool](#)

Class GeospatialDebugPresenter

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

Geospatialのデバッグ用Presenter

```
public class GeospatialDebugPresenter : IDisposable, IAsyncStartable
```

Inheritance

[object](#) ← GeospatialDebugPresenter

Implements

[IDisposable](#), IAsyncStartable

Inherited Members

[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#),
[object.GetType\(\)](#), [object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#),
[object.ToString\(\)](#)

Constructors

GeospatialDebugPresenter(GeospatialPoseModel,
GeospatialDebugModel, GeospatialDebugView)

コンストラクタ

```
public GeospatialDebugPresenter(GeospatialPoseModel poseModel, GeospatialDebugModel  
debugModel, GeospatialDebugView debugView)
```

Parameters

poseModel [GeospatialPoseModel](#)

debugModel [GeospatialDebugModel](#)

debugView [GeospatialDebugView](#)

Methods

Dispose()

破棄

```
public void Dispose()
```

StartAsync(CancellationToken)

開始

```
public UniTask StartAsync(CancellationToken cancellationToken)
```

Parameters

cancellationToken [CancellationToken ↗](#)

Returns

UniTask

Class GeospatialDebugView

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

Geospatialのデバッグ用View

```
public class GeospatialDebugView : MonoBehaviour
```

Inheritance

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

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,
MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>() ,
[Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T) ,
[Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInChildren<T>() , [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInParent<T>() , [Component.GetComponents\(Type\)](#) ,
[Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() ,
Component.GetComponentIndex() , [Component.CompareTag\(string\)](#) ,

[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform) ,
Object.InstantiateAsync<T>(T, Vector3, Quaternion) ,
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) ,
[Object.InstantiateAsync<T>\(T, int\)](#) , [Object.InstantiateAsync<T>\(T, int, Transform\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#)
, ,
Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform) ,
[Object.Instantiate\(Object, Transform, bool\)](#) , Object.Instantiate<T>(T) ,
Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) ,
Object.Destroy(Object) , [Object.DestroyImmediate\(Object, bool\)](#) ,
Object.DestroyImmediate(Object) , [Object.FindObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfType\(Type, bool\)](#) , [Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
ObjectFindObjectOfType<T>() , [Object.FindObjectType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,

[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Properties

DebugText

デバッグ用テキスト

```
public TMP_Text DebugText { get; }
```

Property Value

TMP_Text

Class GeospatialMainLoopPresenter

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

GeospatialのメインループのPresenter

```
public class GeospatialMainLoopPresenter : IDisposable, IAsyncStartable
```

Inheritance

[object](#) ← GeospatialMainLoopPresenter

Implements

[IDisposable](#), IAsyncStartable

Inherited Members

[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#),
[object.GetType\(\)](#), [object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#),
[object.ToString\(\)](#)

Constructors

GeospatialMainLoopPresenter(SceneModel,
GeospatialMainLoopModel, GeospatialMainLoopView)

コンストラクタ

```
public GeospatialMainLoopPresenter(SceneModel sceneModel, GeospatialMainLoopModel  
model, GeospatialMainLoopView view)
```

Parameters

sceneModel [SceneModel](#)

model [GeospatialMainLoopModel](#)

view [GeospatialMainLoopView](#)

Methods

Dispose()

破棄

```
public void Dispose()
```

StartAsync(CancellationToken)

開始

```
public UniTask StartAsync(CancellationToken cancellationToken)
```

Parameters

cancellationToken [CancellationToken ↗](#)

Returns

UniTask

Class GuideLifetimeScope

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

利用ガイド画面のみが影響範囲のLifetimeScope

```
public class GuideLifetimeScope : BaseLifetimeScope, IDisposable
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← LifetimeScope ← [BaseLifetimeScope](#) ← GuideLifetimeScope

Implements

[IDisposable](#)

Inherited Members

[BaseLifetimeScope.OnBootstrap\(IObjectResolver\)](#) , LifetimeScope.parentReference ,
LifetimeScope.autoRun , LifetimeScope.autoInjectGameObjects ,
[LifetimeScope.Create\(IInstaller, string\)](#) , [LifetimeScope.Create\(Action<.IContainerBuilder>, string\)](#) ,
LifetimeScope.EnqueueParent(LifetimeScope) ,
[LifetimeScope.Enqueue\(Action<.IContainerBuilder>\)](#) , LifetimeScope.Enqueue(IInstaller) ,
LifetimeScope.PushParent(LifetimeScope) , [LifetimeScope.Push\(Action<.IContainerBuilder>\)](#) ,
LifetimeScope.Push(IInstaller) , LifetimeScope.Find<T>(Scene) , LifetimeScope.Find<T>() ,
LifetimeScope.Awake() , LifetimeScope.OnDestroy() , LifetimeScope.Dispose() ,
LifetimeScope.DisposeCore() , LifetimeScope.Build() ,
[LifetimeScope.CreateChild<TScope>\(IInstaller, string\)](#) ,
[LifetimeScope.CreateChild\(IInstaller, string\)](#) ,
[LifetimeScope.CreateChild<TScope>\(Action<.IContainerBuilder>, string\)](#) ,
[LifetimeScope.CreateChild\(Action<.IContainerBuilder>, string\)](#) ,
LifetimeScope.CreateChildFromPrefab<TScope>(TScope, IInstaller) ,
[LifetimeScope.CreateChildFromPrefab<TScope>\(TScope, Action<.IContainerBuilder>\)](#) ,
LifetimeScope.FindParent() , LifetimeScope.Container , LifetimeScope.Parent , LifetimeScope.IsRoot ,
MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , MonoBehaviour.StartCoroutine(IEnumerator) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,

MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,
MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>()
, [Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T)
, [Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>()
, [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInChildren<T>()
, [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>()
,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInParent<T>()
, [Component.GetComponents\(Type\)](#) ,
[Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>()
,
Component.GetComponentIndex()
, [Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID()
, Object.GetHashCode()
,
[Object.Equals\(object\)](#) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform) ,
Object.InstantiateAsync<T>(T, Vector3, Quaternion) ,
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) ,
[Object.InstantiateAsync<T>\(T, int\)](#) , [Object.InstantiateAsync<T>\(T, int, Transform\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#)
,
Object.Instantiate(Object, Vector3, Quaternion) ,

Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform) ,
[Object.Instantiate\(Object, Transform, bool\)](#) , Object.Instantiate<T>(T) ,
Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) ,
Object.Destroy(Object) , [Object.DestroyImmediate\(Object, bool\)](#) ,
Object.DestroyImmediate(Object) , [Object.FindObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfType\(Type, bool\)](#) , [Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>()
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
ObjectFindObjectOfType<T>() , [Object.FindObjectType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>()
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Methods

Configure(IContainerBuilder)

DIの設定

```
protected override void Configure(IContainerBuilder builder)
```

Parameters

builder IContainerBuilder

Class GuideModel

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

利用ガイドシーンのModel

```
public class GuideModel
```

Inheritance

[object](#) ← GuideModel

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

GuideModel(SceneModel, PlatformModel)

コンストラクタ

```
public GuideModel(SceneModel sceneModel, PlatformModel platformModel)
```

Parameters

sceneModel [SceneModel](#)

platformModel [PlatformModel](#)

Methods

Close()

閉じる

```
public void Close()
```

Class GuidePresenter

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

利用ガイド画面のPresenter

```
public class GuidePresenter : IAsyncStartable
```

Inheritance

[object](#) ← GuidePresenter

Implements

IAsyncStartable

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

GuidePresenter(GuideModel, GuideView)

コンストラクタ

```
public GuidePresenter(GuideModel guideModel, GuideView view)
```

Parameters

guideModel [GuideModel](#)

view [GuideView](#)

Methods

StartAsync(CancellationToken)

開始

```
public UniTask StartAsync(CancellationToken cancellation)
```

Parameters

cancellation [CancellationToken ↗](#)

Returns

UniTask

Class GuideView

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

利用ガイド画面のView

```
public class GuideView : MonoBehaviour
```

Inheritance

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

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,
MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>() ,
[Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T) ,
[Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInChildren<T>() , [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInParent<T>() , [Component.GetComponents\(Type\)](#) ,
[Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() ,
Component.GetComponentIndex() , [Component.CompareTag\(string\)](#) ,

[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform) ,
Object.InstantiateAsync<T>(T, Vector3, Quaternion) ,
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) ,
[Object.InstantiateAsync<T>\(T, int\)](#) , [Object.InstantiateAsync<T>\(T, int, Transform\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#)
, ,
Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform) ,
[Object.Instantiate\(Object, Transform, bool\)](#) , Object.Instantiate<T>(T) ,
Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) ,
Object.Destroy(Object) , [Object.DestroyImmediate\(Object, bool\)](#) ,
Object.DestroyImmediate(Object) , [Object.FindObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfType\(Type, bool\)](#) , [Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
ObjectFindObjectOfType<T>() , [Object.FindObjectType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,

[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Properties

CloseButton

閉じるボタン

```
public Button CloseButton { get; }
```

Property Value

Button

Interface IAPIModel

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

APIのModel

```
public interface IAPIModel
```

Methods

`ImageRegisterAsync(Texture2D, CancellationToken)`

画像の登録

```
UniTask ImageRegisterAsync(Texture2D texture, CancellationToken cancellationToken)
```

Parameters

`texture` Texture2D

`cancellationToken` [CancellationToken](#)

Returns

UniTask

Interface IApiConfigurationModel

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

```
public interface IApiConfigurationModel
```

Properties

ApiKeyType

APIキーの種類

```
string ApiKeyType { get; }
```

PropertyValue

[string](#)

ApiKeyValue

APIキーの値

```
string ApiKeyValue { get; }
```

PropertyValue

[string](#)

EndPoint

APIのエンドポイント

```
string EndPoint { get; }
```

Property Value

[string](#) ↗

Interface IApiKeyModel

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

```
public interface IApiKeyModel
```

Methods

GetKeyType()

キーの種類を取得 例: "Bearer", "x-api-key"

```
string GetKeyType()
```

Returns

[string](#)

GetKeyValue()

APIキーを取得

```
string GetKeyValue()
```

Returns

[string](#)

Interface IEditorDetectionParameterModel

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

建物検出画面のパラメータのModel

```
public interface IEditorDetectionParameterModel
```

Properties

EunRotation

カメラの角度

```
Quaternion EunRotation { get; }
```

Property Value

Quaternion

FieldOfView

視野角

```
double FieldOfView { get; }
```

Property Value

[double](#)

FromAltitude

始点の高度

```
double FromAltitude { get; }
```

Property Value

[double](#) ↗

FromLatitude

始点の緯度

```
double FromLatitude { get; }
```

Property Value

[double](#) ↗

FromLongitude

始点の経度

```
double FromLongitude { get; }
```

Property Value

[double](#) ↗

MaxDistance

最大距離

```
double MaxDistance { get; }
```

Property Value

[double](#) ↗

ToAltitude

終点の高度

```
double ToAltitude { get; }
```

Property Value

[double](#)

ToLatitude

終点の緯度

```
double ToLatitude { get; }
```

Property Value

[double](#)

ToLongitude

終点の経度

```
double ToLongitude { get; }
```

Property Value

[double](#)

Interface IEndPointModel

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

エンドポイントのModel

```
public interface IEndPointModel
```

Methods

GetEndPoint()

エンドポイントを取得

```
string GetEndPoint()
```

Returns

[string](#) ↗

Interface IMobileDetectionMeshView

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

```
public interface IMobileDetectionMeshView
```

Properties

Id

メッシュのID

```
string Id { get; }
```

Property Value

[string](#)

MeshFilter

メッシュのFilter

```
MeshFilter MeshFilter { get; }
```

Property Value

MeshFilter

MeshRenderer

メッシュのRenderer

```
MeshRenderer MeshRenderer { get; }
```

Property Value

MeshRenderer

Methods

GetChildGameObject()

子GameObjectを取得する

```
[Obsolete("削除予定")]
GameObject GetChildGameObject()
```

Returns

GameObject

GetGameObject()

GameObjectを取得する

```
GameObject GetGameObject()
```

Returns

GameObject

Interface IServerModel

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

サーバーのModel

```
public interface IServerModel : IAsyncStartable
```

Inherited Members

[IAsyncStartable.StartAsync\(CancellationToken\)](#)

Interface IValidationModel

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

撮影判定画面のModel

```
public interface IValidationModel : IAsyncStartable
```

Inherited Members

[IAsyncStartable.StartAsync\(CancellationToken\)](#)

Methods

Cancel()

キャンセル

```
void Cancel()
```

GetCapturedTexture()

キャプチャしたテクスチャを取得

```
Texture GetCapturedTexture()
```

Returns

Texture

RegisterAsync(CancellationToken)

登録

`UniTask RegisterAsync(CancellationToken cancellationToken)`

Parameters

`cancellationToken` [CancellationToken](#)

Returns

`UniTask`

Class ImageRepository

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

撮影した建物面の画像を登録するリポジトリ

```
public class ImageRepository
```

Inheritance

[object](#) ← ImageRepository

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

ImageRepository(IImagesApiAsync)

コンストラクタ

```
public ImageRepository(IImagesApiAsync imagesApiAsync)
```

Parameters

imagesApiAsync [IImagesApiAsync](#)

Methods

CreateBuildingImageAsync(ValidationParameterModel, Texture2D, string, CancellationToken)

建物画像を作成する

```
public UniTask CreateBuildingImageAsyncAsync(ValidationParameterModel validationParameter, Texture2D texture, string fileName, CancellationToken cancellationToken)
```

Parameters

validationParameter [ValidationParameterModel](#)

texture Texture2D

fileName [string](#)

cancellationToken [CancellationToken](#)

Returns

UniTask

Class LocalizationModel

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

テキストのLocalizationのModel

```
public class LocalizationModel : IAsyncStartable
```

Inheritance

[object](#) ← LocalizationModel

Implements

IAsyncStartable

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Methods

Get(string)

テキスト取得

```
public string Get(string key)
```

Parameters

key [string](#)

Returns

[string](#)

InitializeAsync(string, CancellationToken)

初期化

```
public UniTask InitializeAsync(string tableName, CancellationToken cancellationToken)
```

Parameters

tableName [string](#)

cancellationToken [CancellationToken](#)

Returns

UniTask

StartAsync(CancellationToken)

開始

```
public UniTask StartAsync(CancellationToken cancellation)
```

Parameters

cancellation [CancellationToken](#)

Returns

UniTask

Class MainLifetimeScope

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

メイン画面のみが影響範囲のLifetimeScope

```
public class MainLifetimeScope : BaseLifetimeScope, IDisposable
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← LifetimeScope ← [BaseLifetimeScope](#) ← MainLifetimeScope

Implements

[IDisposable](#)

Inherited Members

[BaseLifetimeScope.OnBootstrap\(IObjectResolver\)](#) , LifetimeScope.parentReference ,
LifetimeScope.autoRun , LifetimeScope.autoInjectGameObjects ,
[LifetimeScope.Create\(IInstaller, string\)](#) , [LifetimeScope.Create\(Action<.IContainerBuilder>, string\)](#) ,
LifetimeScope.EnqueueParent(LifetimeScope) ,
[LifetimeScope.Enqueue\(Action<.IContainerBuilder>\)](#) , LifetimeScope.Enqueue(IInstaller) ,
LifetimeScope.PushParent(LifetimeScope) , [LifetimeScope.Push\(Action<.IContainerBuilder>\)](#) ,
LifetimeScope.Push(IInstaller) , LifetimeScope.Find<T>(Scene) , LifetimeScope.Find<T>() ,
LifetimeScope.Awake() , LifetimeScope.OnDestroy() , LifetimeScope.Dispose() ,
LifetimeScope.DisposeCore() , LifetimeScope.Build() ,
[LifetimeScope.CreateChild<TScope>\(IInstaller, string\)](#) ,
[LifetimeScope.CreateChild\(IInstaller, string\)](#) ,
[LifetimeScope.CreateChild<TScope>\(Action<.IContainerBuilder>, string\)](#) ,
[LifetimeScope.CreateChild\(Action<.IContainerBuilder>, string\)](#) ,
LifetimeScope.CreateChildFromPrefab<TScope>(TScope, IInstaller) ,
[LifetimeScope.CreateChildFromPrefab<TScope>\(TScope, Action<.IContainerBuilder>\)](#) ,
LifetimeScope.FindParent() , LifetimeScope.Container , LifetimeScope.Parent , LifetimeScope.IsRoot ,
MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , MonoBehaviour.StartCoroutine(IEnumerator) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,

MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,
MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>()
, [Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T)
, [Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>()
, [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInChildren<T>()
, [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>()
,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInParent<T>()
, [Component.GetComponents\(Type\)](#) ,
[Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>()
,
Component.GetComponentIndex()
, [Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID()
, Object.GetHashCode()
,
[Object.Equals\(object\)](#) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform) ,
Object.InstantiateAsync<T>(T, Vector3, Quaternion) ,
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) ,
[Object.InstantiateAsync<T>\(T, int\)](#) , [Object.InstantiateAsync<T>\(T, int, Transform\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#)
,
Object.Instantiate(Object, Vector3, Quaternion) ,

Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform) ,
[Object.Instantiate\(Object, Transform, bool\)](#) , Object.Instantiate<T>(T) ,
Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) ,
Object.Destroy(Object) , [Object.DestroyImmediate\(Object, bool\)](#) ,
Object.DestroyImmediate(Object) , [Object.FindObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfType\(Type, bool\)](#) , [Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>()
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
ObjectFindObjectOfType<T>() , [Object.FindObjectType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>()
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Methods

Configure(IContainerBuilder)

DIの設定

```
protected override void Configure(IContainerBuilder builder)
```

Parameters

builder IContainerBuilder

Class MainModel

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

メインシーンのModel

```
public class MainModel
```

Inheritance

[object](#) ← MainModel

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

MainModel(SceneModel)

コンストラクタ

```
public MainModel(SceneModel sceneModel)
```

Parameters

sceneModel [SceneModel](#)

Methods

Start()

開始

```
public void Start()
```


Class MainPresenter

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

メイン画面のPresenter

```
public class MainPresenter : IAsyncStartable
```

Inheritance

[object](#) ← MainPresenter

Implements

IAsyncStartable

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

MainPresenter(MainModel, MainView)

コンストラクタ

```
public MainPresenter(MainModel model, MainView view)
```

Parameters

model [MainModel](#)

view [MainView](#)

Methods

StartAsync(CancellationToken)

開始

```
public UniTask StartAsync(CancellationToken cancellation)
```

Parameters

cancellation [CancellationToken ↗](#)

Returns

UniTask

Class MainView

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

メイン画面のView

```
public class MainView : MonoBehaviour
```

Inheritance

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

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,
MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>() ,
[Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T) ,
[Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInChildren<T>() , [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInParent<T>() , [Component.GetComponents\(Type\)](#) ,
[Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() ,
Component.GetComponentIndex() , [Component.CompareTag\(string\)](#) ,

[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform) ,
Object.InstantiateAsync<T>(T, Vector3, Quaternion) ,
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) ,
[Object.InstantiateAsync<T>\(T, int\)](#) , [Object.InstantiateAsync<T>\(T, int, Transform\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#)
, ,
Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform) ,
[Object.Instantiate\(Object, Transform, bool\)](#) , Object.Instantiate<T>(T) ,
Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) ,
Object.Destroy(Object) , [Object.DestroyImmediate\(Object, bool\)](#) ,
Object.DestroyImmediate(Object) , [Object.FindObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfType\(Type, bool\)](#) , [Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
ObjectFindObjectOfType<T>() , [Object.FindObjectType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,

[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Properties

StartButton

アプリ起動ボタン

```
public Button StartButton { get; }
```

Property Value

Button

Class MeshRepository

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

メッシュ情報を管理するリポジトリ 検出されたメッシュや選択されたメッシュの情報を管理する

```
public class MeshRepository
```

Inheritance

[object](#) ← MeshRepository

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

MeshRepository(Material, Material)

コンストラクタ

```
public MeshRepository(Material detectedMaterial, Material selectedMaterial)
```

Parameters

detectedMaterial Material

selectedMaterial Material

Fields

SelectedMeshViewProperty

選択されたメッシュのViewのProperty

```
public readonly ReactiveProperty<IMobileDetectionMeshView> SelectedMeshViewProperty
```

Field Value

ReactiveProperty<[IMobileDetectionMeshView](#)>

Methods

Clear()

クリア 検出や選択されたメッシュをクリアする

```
public void Clear()
```

ClearDetected()

```
public void ClearDetected()
```

ClearSelected()

```
public void ClearSelected()
```

OnSelectedAsObservable()

MeshViewが選択されたかのObservable

```
public Observable<bool> OnSelectedAsObservable()
```

Returns

Observable<[bool](#)>

RemoveDetected(string)

検出されたメッシュを削除する

```
public void RemoveDetected(string id)
```

Parameters

id [string](#)

SelectObject(GameObject)

メッシュのGameObjectを選択する

```
public void SelectObject(GameObject gameObject)
```

Parameters

gameObject GameObject

SetMesh(IMobileDetectionMeshView)

検出されたメッシュのViewを設定する

```
public void SetMesh(IMobileDetectionMeshView meshView)
```

Parameters

meshView [IMobileDetectionMeshView](#)

SetMeshes(IEnumerable<IMobileDetectionMeshView>)

検出されたメッシュのViewを設定する

```
public void SetMeshes(IEnumerable<IMobileDetectionMeshView> meshViews)
```

Parameters

meshViews [IEnumerable](#)<[IMobileDetectionMeshView](#)>

Class MeshSample

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

```
public class MeshSample : MonoBehaviour
```

Inheritance

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

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,
MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>() ,
[Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T) ,
[Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
Component.GetComponentsInChildren<T>(bool, List<T>) ,
Component.GetComponentsInChildren<T>() , [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInParent<T>() , [Component.GetComponents\(Type\)](#) ,
[Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() ,
Component.GetComponentIndex() , [Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,

[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform) ,
Object.InstantiateAsync<T>(T, Vector3, Quaternion) ,
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) ,
[Object.InstantiateAsync<T>\(T, int\)](#) , [Object.InstantiateAsync<T>\(T, int, Transform\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform) ,
[Object.Instantiate\(Object, Transform, bool\)](#) , Object.Instantiate<T>(T) ,
Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) ,
Object.Destroy(Object) , [Object.DestroyImmediate\(Object, bool\)](#) ,
Object.DestroyImmediate(Object) , [Object.FindObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfType\(Type, bool\)](#) , [Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
ObjectFindObjectOfType<T>() , [Object.FindObjectType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
Object.FindFirstObjectByType(Type, FindObjectsInactive) ,

[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Methods

CreateMesh(Vector3[], int[])

Meshの生成

```
public Mesh CreateMesh(Vector3[] vertices, int[] triangles)
```

Parameters

vertices Vector3[]

triangles int[]

Returns

Mesh

TryCreateFanTriangles(Camera, Vector3[], out int[])

Camera の位置を考慮し、正しい方向で Mesh を生成

```
public bool TryCreateFanTriangles(Camera camera, Vector3[] vertices, out  
int[] results)
```

Parameters

camera Camera

vertices Vector3[]

results int[]

Returns

bool ↗

Class MobileARCameraModel

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

```
public class MobileARCameraModel
```

Inheritance

[object](#) ← MobileARCameraModel

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

MobileARCameraModel(RawImage)

コンストラクタ

```
public MobileARCameraModel(RawImage rawImage)
```

Parameters

rawImage RawImage

Methods

TryCaptureTexture2D(out Texture2D)

```
public bool TryCaptureTexture2D(out Texture2D result)
```

Parameters

result Texture2D

Returns

[bool](#) ↗

Class MobileDetectionLifetimeScope

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

建物検出画面のみが影響範囲のLifetimeScope(携帯端末)

```
public class MobileDetectionLifetimeScope : BaseLifetimeScope, IDisposable
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← LifetimeScope ← [BaseLifetimeScope](#) ← MobileDetectionLifetimeScope

Implements

[IDisposable](#)

Inherited Members

[BaseLifetimeScope.OnBootstrap\(IObjectResolver\)](#) , LifetimeScope.parentReference ,
LifetimeScope.autoRun , LifetimeScope.autoInjectGameObjects ,
[LifetimeScope.Create\(IInstaller, string\)](#) , [LifetimeScope.Create\(Action<.IContainerBuilder>, string\)](#) ,
LifetimeScope.EnqueueParent(LifetimeScope) ,
[LifetimeScope.Enqueue\(Action<.IContainerBuilder>\)](#) , LifetimeScope.Enqueue(IInstaller) ,
LifetimeScope.PushParent(LifetimeScope) , [LifetimeScope.Push\(Action<.IContainerBuilder>\)](#) ,
LifetimeScope.Push(IInstaller) , LifetimeScope.Find<T>(Scene) , LifetimeScope.Find<T>() ,
LifetimeScope.Awake() , LifetimeScope.OnDestroy() , LifetimeScope.Dispose() ,
LifetimeScope.DisposeCore() , LifetimeScope.Build() ,
[LifetimeScope.CreateChild<TScope>\(IInstaller, string\)](#) ,
[LifetimeScope.CreateChild\(IInstaller, string\)](#) ,
[LifetimeScope.CreateChild<TScope>\(Action<.IContainerBuilder>, string\)](#) ,
[LifetimeScope.CreateChild\(Action<.IContainerBuilder>, string\)](#) ,
LifetimeScope.CreateChildFromPrefab<TScope>(TScope, IInstaller) ,
[LifetimeScope.CreateChildFromPrefab<TScope>\(TScope, Action<.IContainerBuilder>\)](#) ,
LifetimeScope.FindParent() , LifetimeScope.Container , LifetimeScope.Parent , LifetimeScope.IsRoot ,
MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , MonoBehaviour.StartCoroutine(IEnumerator) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,

MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,
MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>()
, [Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T)
, [Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>()
, [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInChildren<T>()
, [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>()
,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInParent<T>()
, [Component.GetComponents\(Type\)](#) ,
[Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>()
,
Component.GetComponentIndex()
, [Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID()
, Object.GetHashCode()
,
[Object.Equals\(object\)](#) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform) ,
Object.InstantiateAsync<T>(T, Vector3, Quaternion) ,
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) ,
[Object.InstantiateAsync<T>\(T, int\)](#) , [Object.InstantiateAsync<T>\(T, int, Transform\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#)
 ,
Object.Instantiate(Object, Vector3, Quaternion) ,

Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform) ,
[Object.Instantiate\(Object, Transform, bool\)](#) , Object.Instantiate<T>(T) ,
Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) ,
Object.Destroy(Object) , [Object.DestroyImmediate\(Object, bool\)](#) ,
Object.DestroyImmediate(Object) , [Object.FindObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfType\(Type, bool\)](#) , [Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>()
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
ObjectFindObjectOfType<T>() , [Object.FindObjectType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>()
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Methods

Configure(IContainerBuilder)

DIの設定

```
protected override void Configure(IContainerBuilder builder)
```

Parameters

builder IContainerBuilder

Class MobileDetectionMeshModel

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

建物検出画面のメッシュのModel(携帯端末)

```
public class MobileDetectionMeshModel : IDisposable
```

Inheritance

[object](#) ← MobileDetectionMeshModel

Implements

[IDisposable](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

MobileDetectionMeshModel(GeospatialAsyncModel,
MobileDetectionMeshView)

コンストラクタ

```
public MobileDetectionMeshModel(GeospatialAsyncModel geospatialAsyncModel,  
MobileDetectionMeshView meshViewTemplate)
```

Parameters

geospatialAsyncModel [GeospatialAsyncModel](#)

meshViewTemplate [MobileDetectionMeshView](#)

Methods

Clear()

全てのメッシュを削除する

```
public void Clear()
```

CreateMeshAtARAnchor(ARAnchor)

メッシュをARアンカーの位置に生成する

```
public MobileDetectionMeshView CreateMeshAtARAnchor(ARAnchor arAnchor)
```

Parameters

arAnchor ARAnchor

Returns

[MobileDetectionMeshView](#)

CreateMeshAtARGeospatialAnchor(ARGeospatialAnchor)

メッシュをARGeospatialアンカーの位置に生成する

```
public MobileDetectionMeshView CreateMeshAtARGeospatialAnchor(ARGeospatialAnchor  
geospatialAnchor)
```

Parameters

geospatialAnchor ARGeospatialAnchor

Returns

[MobileDetectionMeshView](#)

CreateMeshAtARGeospatialPose(GeospatialPose, CancellationToken)

GeospatialPoseの位置にメッシュを生成する

```
public UniTask<MobileDetectionMeshView> CreateMeshAtARGeospatialPose(GeospatialPose  
geospatialPose, CancellationToken cancellationToken)
```

Parameters

geospatialPose GeospatialPose

cancellationToken [CancellationToken](#)

Returns

UniTask<[MobileDetectionMeshView](#)>

CreateMeshAtCameraAsync(CancellationToken)

カメラの位置にメッシュを生成する

```
public UniTask<MobileDetectionMeshView> CreateMeshAtCameraAsync(CancellationToken  
cancellationToken)
```

Parameters

cancellationToken [CancellationToken](#)

Returns

UniTask<[MobileDetectionMeshView](#)>

Dispose()

破棄

```
public void Dispose()
```

Class MobileDetectionMeshView

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

建物検出画面のメッシュのView(携帯端末)

```
public class MobileDetectionMeshView : MonoBehaviour, IMobileDetectionMeshView
```

Inheritance

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

Implements

[IMobileDetectionMeshView](#)

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,
MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>() ,
[Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T) ,
[Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInChildren<T>() , [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInParent<T>() , [Component.GetComponents\(Type\)](#) ,

[Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>()
Component.GetComponentIndex() , [Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode()
[Object.Equals\(object\)](#) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform)
Object.InstantiateAsync<T>(T, Vector3, Quaternion)
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion)
[Object.InstantiateAsync<T>\(T, int\)](#) , [Object.InstantiateAsync<T>\(T, int, Transform\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#)
Object.Instantiate(Object, Vector3, Quaternion)
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object)
Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform)
[Object.Instantiate\(Object, Transform, bool\)](#) , Object.Instantiate<T>(T)
Object.Instantiate<T>(T, Vector3, Quaternion)
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform)
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) ,
Object.Destroy(Object) , [Object.DestroyImmediate\(Object, bool\)](#) ,
Object.DestroyImmediate(Object) , [Object.FindObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfType\(Type, bool\)](#) , [Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>()
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
ObjectFindObjectOfType<T>() , [Object.FindObjectType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>()

Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Properties

Id

メッシュのID

```
public string Id { get; set; }
```

Property Value

[string](#)

MeshFilter

メッシュのFilter

```
public MeshFilter MeshFilter { get; }
```

Property Value

MeshFilter

MeshRenderer

メッシュのRenderer

```
public MeshRenderer MeshRenderer { get; }
```

Property Value

MeshRenderer

Methods

GetChildGameObject()

```
public GameObject GetChildGameObject()
```

Returns

GameObject

GetGameObject()

GameObjectを取得する

```
public GameObject GetGameObject()
```

Returns

GameObject

Class MobileDetectionModel

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

建物検出シーンのModel(携帯端末)

```
public class MobileDetectionModel : IDisposable
```

Inheritance

[object](#) ← MobileDetectionModel

Implements

[IDisposable](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

MobileDetectionModel(SurfaceRepository, TextureRepository,
SceneModel, LocalizationModel, MobileARCameraModel,
DetectionMenuModel, GeospatialAsyncModel,
MobileGeospatialMathModel, MobileDetectionMeshModel,
DetectionTouchModel, MockValidationResultModel)

コンストラクタ

```
public MobileDetectionModel(SurfaceRepository surfaceRepository, TextureRepository  
textureRepository, SceneModel sceneModel, LocalizationModel localizationModel,  
MobileARCameraModel cameraModel, DetectionMenuModel menuModel, GeospatialAsyncModel  
geospatialAsyncModel, MobileGeospatialMathModel geospatialMathModel,  
MobileDetectionMeshModel meshModel, DetectionTouchModel touchModel,  
MockValidationResultModel resultModel)
```

Parameters

surfaceRepository [SurfaceRepository](#)

textureRepository [TextureRepository](#)

sceneModel [SceneModel](#)

localizationModel [LocalizationModel](#)

cameraModel [MobileARCameraModel](#)

menuModel [DetectionMenuModel](#)

geospatialAsyncModel [GeospatialAsyncModel](#)

geospatialMathModel [MobileGeospatialMathModel](#)

meshModel [MobileDetectionMeshModel](#)

touchModel [DetectionTouchModel](#)

resultModel [MockValidationResultModel](#)

Fields

IsGeospatialVisibleProperty

Geospatial情報を表示するか

```
public readonly ReactiveProperty<bool> IsGeospatialVisibleProperty
```

Field Value

ReactiveProperty<[bool](#)>

Methods

CaptureAsync(CancellationToken)

撮影

```
public UniTask CaptureAsync(CancellationToken cancellationToken)
```

Parameters

cancellationToken [CancellationToken ↗](#)

Returns

UniTask

Dispose()

破棄

```
public void Dispose()
```

OnSelectedAsObservable()

オブジェクトが選択されたかのObservable

```
public Observable<bool> OnSelectedAsObservable()
```

Returns

Observable<[bool ↗](#)>

ShowMenu()

メニューを表示

```
public void ShowMenu()
```

StartAsync(Camera, float, CancellationToken)

開始

```
public UniTask StartAsync(Camera camera, float maxDistance,  
CancellationToken cancellation)
```

Parameters

camera Camera

maxDistance [float](#)

cancellation [CancellationToken](#)

Returns

UniTask

TouchScreen(Camera, Vector2)

画面のタッチ

```
public void TouchScreen(Camera camera, Vector2 screenPosition)
```

Parameters

camera Camera

screenPosition Vector2

Class MobileDetectionPresenter

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

建物検出画面のPresenter(携帯端末)

```
public class MobileDetectionPresenter : IAsyncStartable
```

Inheritance

[object](#) ← MobileDetectionPresenter

Implements

IAsyncStartable

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

MobileDetectionPresenter(MobileDetectionModel,
MobileDetectionView)

コンストラクタ

```
public MobileDetectionPresenter(MobileDetectionModel model,  
MobileDetectionView view)
```

Parameters

model [MobileDetectionModel](#)

view [MobileDetectionView](#)

Methods

StartAsync(CancellationToken)

開始

```
public UniTask StartAsync(CancellationToken cancellationToken)
```

Parameters

cancellationToken [CancellationToken ↗](#)

Returns

UniTask

Class MobileDetectionSimpleMeshModel

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

建物検出画面のメッシュ(簡易版)のModel(携帯端末)

```
public class MobileDetectionSimpleMeshModel : IDisposable
```

Inheritance

[object](#) ← MobileDetectionSimpleMeshModel

Implements

[IDisposable](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

MobileDetectionSimpleMeshModel(IGeospatialSimpleMeshMode
l, MobileDetectionSimpleMeshView)

コンストラクタ

```
public MobileDetectionSimpleMeshModel(IGeospatialSimpleMeshModel  
geospatialSimpleMeshModel, MobileDetectionSimpleMeshView meshViewTemplate)
```

Parameters

geospatialSimpleMeshModel [IGeospatialSimpleMeshModel](#)

meshViewTemplate [MobileDetectionSimpleMeshView](#)

Methods

Clear()

全てのメッシュを削除する

```
public void Clear()
```

CreateMeshView(Camera, ISurfaceModel, Quaternion, CancellationToken)

メッシュを作成する

```
public UniTask<MobileDetectionSimpleMeshView> CreateMeshView(Camera camera, ISurfaceModel surface, Quaternion eunRotation, CancellationToken cancellationToken)
```

Parameters

camera Camera

surface [ISurfaceModel](#)

eunRotation Quaternion

cancellationToken [CancellationToken](#) ↗

Returns

[UniTask<MobileDetectionSimpleMeshView>](#)

Dispose()

破棄

```
public void Dispose()
```

SetMeshActive(bool)

メッシュの表示を設定する

```
public void SetMeshActive(bool isActive)
```

Parameters

isActive [bool](#)

Class MobileDetectionSimpleMeshView

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

建物検出画面のメッシュ(簡易版)のView(エディタ用)

```
public class MobileDetectionSimpleMeshView : MonoBehaviour, IMobileDetectionMeshView
```

Inheritance

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

Implements

[IMobileDetectionMeshView](#)

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,
MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>() ,
[Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T) ,
[Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInChildren<T>() , [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInParent<T>() , [Component.GetComponents\(Type\)](#) ,

[Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>()
Component.GetComponentIndex() , [Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode()
[Object.Equals\(object\)](#) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform)
Object.InstantiateAsync<T>(T, Vector3, Quaternion)
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion)
[Object.InstantiateAsync<T>\(T, int\)](#) , [Object.InstantiateAsync<T>\(T, int, Transform\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#)
Object.Instantiate(Object, Vector3, Quaternion)
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object)
Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform)
[Object.Instantiate\(Object, Transform, bool\)](#) , Object.Instantiate<T>(T)
Object.Instantiate<T>(T, Vector3, Quaternion)
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform)
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) ,
Object.Destroy(Object) , [Object.DestroyImmediate\(Object, bool\)](#) ,
Object.DestroyImmediate(Object) , [Object.FindObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfType\(Type, bool\)](#) , [Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>()
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
ObjectFindObjectOfType<T>() , [Object.FindObjectType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>()

Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Properties

Id

メッシュのID

```
public string Id { get; set; }
```

Property Value

[string](#)

MeshCollider

メッシュのCollider

```
public MeshCollider MeshCollider { get; }
```

Property Value

MeshCollider

MeshFilter

メッシュのFilter

```
public MeshFilter MeshFilter { get; }
```

Property Value

MeshFilter

MeshRenderer

メッシュのRenderer

```
public MeshRenderer MeshRenderer { get; }
```

Property Value

MeshRenderer

Methods

GetChildGameObject()

子GameObjectを取得する

```
[Obsolete("削除予定")]
public GameObject GetChildGameObject()
```

Returns

GameObject

GetGameObject()

GameObjectを取得する

```
public GameObject GetGameObject()
```

Returns

GameObject

Class MobileDetectionView

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

建物検出画面のView(携帯端末)

```
public class MobileDetectionView : MonoBehaviour
```

Inheritance

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

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,
MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>() ,
[Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T) ,
[Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) ,
Component.GetComponentInParent<T>() , [Component.GetComponents\(Type\)](#) ,
[Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() ,
Component.GetComponentIndex() , [Component.CompareTag\(string\)](#) ,

[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform) ,
Object.InstantiateAsync<T>(T, Vector3, Quaternion) ,
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) ,
[Object.InstantiateAsync<T>\(T, int\)](#) , [Object.InstantiateAsync<T>\(T, int, Transform\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#)
, ,
Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform) ,
[Object.Instantiate\(Object, Transform, bool\)](#) , Object.Instantiate<T>(T) ,
Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) ,
Object.Destroy(Object) , [Object.DestroyImmediate\(Object, bool\)](#) ,
Object.DestroyImmediate(Object) , [Object.FindObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfType\(Type, bool\)](#) , [Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
ObjectFindObjectOfType<T>() , [Object.FindObjectType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,

[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Properties

ArCamera

ARカメラ

```
public Camera ArCamera { get; }
```

Property Value

Camera

CameraButton

カメラボタン

```
public Button CameraButton { get; }
```

Property Value

Button

CameraRawImage

カメラのRawImage

```
public RawImage CameraRawImage { get; }
```

Property Value

RawImage

DetectedMaterial

検出時のMaterial

```
public Material DetectedMaterial { get; }
```

Property Value

Material

GeospatialObject

Geospatial情報のオブジェクト

```
public GameObject GeospatialObject { get; }
```

Property Value

GameObject

MenuButton

メニューボタン

```
public Button MenuButton { get; }
```

Property Value

Button

SelectedMaterial

選択中のMaterial

```
public Material SelectedMaterial { get; }
```

Property Value

Material

TouchView

タッチ関連のView

```
public DetectionTouchView TouchView { get; }
```

Property Value

[DetectionTouchView](#)

Class MobileSimpleDetectionLifetimeScope

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

建物検出画面のLifetimeScope(簡易メッシュ版 - 携帯端末)

```
public class MobileSimpleDetectionLifetimeScope : BaseLifetimeScope, IDisposable
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← LifetimeScope ← [BaseLifetimeScope](#) ← MobileSimpleDetectionLifetimeScope

Implements

[IDisposable](#)

Inherited Members

LifetimeScope.parentReference , LifetimeScope.autoRun , LifetimeScope.autoInjectGameObjects ,
[LifetimeScope.Create\(IInstaller, string\)](#) , [LifetimeScope.Create\(Action<.IContainerBuilder>, string\)](#) ,
LifetimeScope.EnqueueParent(LifetimeScope) ,
[LifetimeScope.Enqueue\(Action<.IContainerBuilder>\)](#) , LifetimeScope.Enqueue(IInstaller) ,
LifetimeScope.PushParent(LifetimeScope) , [LifetimeScope.Push\(Action<.IContainerBuilder>\)](#) ,
LifetimeScope.Push(IInstaller) , LifetimeScope.Find<T>(Scene) , LifetimeScope.Find<T>() ,
LifetimeScope.Awake() , LifetimeScope.OnDestroy() , LifetimeScope.Dispose() ,
LifetimeScope.DisposeCore() , LifetimeScope.Build() ,
[LifetimeScope.CreateChild<TScope>\(IInstaller, string\)](#) ,
[LifetimeScope.CreateChild\(IInstaller, string\)](#) ,
[LifetimeScope.CreateChild<TScope>\(Action<.IContainerBuilder>, string\)](#) ,
[LifetimeScope.CreateChild\(Action<.IContainerBuilder>, string\)](#) ,
LifetimeScope.CreateChildFromPrefab<TScope>(TScope, IInstaller) ,
[LifetimeScope.CreateChildFromPrefab<TScope>\(TScope, Action<.IContainerBuilder>\)](#) ,
LifetimeScope.FindParent() , LifetimeScope.Container , LifetimeScope.Parent , LifetimeScope.IsRoot ,
MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,

MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>() ,
[Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T) ,
[Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInChildren<T>() , [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInParent<T>() , [Component.GetComponents\(Type\)](#) ,
[Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() ,
Component.GetComponentIndex() , [Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform) ,
Object.InstantiateAsync<T>(T, Vector3, Quaternion) ,
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) ,
[Object.InstantiateAsync<T>\(T, int\)](#) , [Object.InstantiateAsync<T>\(T, int, Transform\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,

Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform) ,
[Object.Instantiate\(Object, Transform, bool\)](#) , Object.Instantiate<T>(T) ,
Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) ,
Object.Destroy(Object) , [Object.DestroyImmediate\(Object, bool\)](#) ,
Object.DestroyImmediate(Object) , [Object.FindObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfType\(Type, bool\)](#) , [Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
ObjectFindObjectOfType<T>() , [Object.FindObjectType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Methods

Configure(IContainerBuilder)

DIの設定

```
protected override void Configure(IContainerBuilder builder)
```

Parameters

builder IContainerBuilder

OnBootstrap(IObjectResolver)

起動時の処理

```
protected override void OnBootstrap(IObjectResolver resolver)
```

Parameters

resolver IObjectResolver

Class MobileSimpleDetectionModel

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

建物検出シーンのModel(簡易メッシュ版 - 携帯端末)

```
public class MobileSimpleDetectionModel : IDisposable
```

Inheritance

[object](#) ← MobileSimpleDetectionModel

Implements

[IDisposable](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

MobileSimpleDetectionModel(ValidationRepository,
SurfaceRepository, TextureRepository, SceneModel,
LocalizationModel, MobileARCameraModel,
DetectionMenuModel, DetectionSettingModel,
GeospatialAccuracyModel, MeshValidationModel,
GeospatialPoseModel, IGespatialMathModel,
MobileDetectionSimpleMeshModel, DetectionTouchModel,
MockValidationResultModel)

コンストラクタ

```
public MobileSimpleDetectionModel(ValidationRepository validationRepository,  
SurfaceRepository surfaceRepository, TextureRepository textureRepository, SceneModel  
sceneModel, LocalizationModel localizationModel, MobileARCameraModel cameraModel,  
DetectionMenuModel menuModel, DetectionSettingModel settingModel,
```

```
GeospatialAccuracyModel accuracyModel, MeshValidationModel validationModel,  
GeospatialPoseModel geospatialPoseModel, IGeospatialMathModel geospatialMathModel,  
MobileDetectionSimpleMeshModel detectionMeshModel, DetectionTouchModel touchModel,  
MockValidationResultModel mockValidationResultModel)
```

Parameters

validationRepository [ValidationRepository](#)

surfaceRepository [SurfaceRepository](#)

textureRepository [TextureRepository](#)

sceneModel [SceneModel](#)

localizationModel [LocalizationModel](#)

cameraModel [MobileARCameraModel](#)

menuModel [DetectionMenuModel](#)

settingModel [DetectionSettingModel](#)

accuracyModel [GeospatialAccuracyModel](#)

validationModel [MeshValidationModel](#)

geospatialPoseModel [GeospatialPoseModel](#)

geospatialMathModel [IGeospatialMathModel](#)

detectionMeshModel [MobileDetectionSimpleMeshModel](#)

touchModel [DetectionTouchModel](#)

mockValidationResultModel [MockValidationResultModel](#)

Properties

IsGeospatialVisibleProperty

Geospatial情報を表示するか

```
public ReactiveProperty<bool> IsGeospatialVisibleProperty { get; }
```

Property Value

ReactiveProperty<[bool](#)>

Methods

CaptureAsync(Camera, CancellationToken)

撮影

```
public UniTask CaptureAsync(Camera camera, CancellationToken cancellationToken)
```

Parameters

camera Camera

cancellationToken [CancellationToken](#)

Returns

UniTask

Dispose()

破棄

```
public void Dispose()
```

OnSelectedAsObservable()

オブジェクトが選択されたかのObservable

```
public Observable<bool> OnSelectedAsObservable()
```

Returns

Observable<[bool](#)>

ShowMenu()

メニューを表示

```
public void ShowMenu()
```

StartAsync(Camera, CancellationToken)

開始

```
public UniTask StartAsync(Camera camera, CancellationToken cancellation)
```

Parameters

camera Camera

cancellation [CancellationToken](#)

Returns

UniTask

TouchScreen(Camera, Vector2)

画面のタッチ

```
public void TouchScreen(Camera camera, Vector2 screenPosition)
```

Parameters

camera Camera

screenPosition Vector2

Class MobileSimpleDetectionPresenter

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

建物検出画面のPresenter(簡易メッシュ版 - 携帯端末)

```
public class MobileSimpleDetectionPresenter : IAsyncStartable
```

Inheritance

[object](#) ← MobileSimpleDetectionPresenter

Implements

IAsyncStartable

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

MobileSimpleDetectionPresenter(MobileSimpleDetectionModel,
MobileSimpleDetectionView)

コンストラクタ

```
public MobileSimpleDetectionPresenter(MobileSimpleDetectionModel model,  
MobileSimpleDetectionView view)
```

Parameters

model [MobileSimpleDetectionModel](#)

view [MobileSimpleDetectionView](#)

Methods

StartAsync(CancellationToken)

開始

```
public UniTask StartAsync(CancellationToken cancellationToken)
```

Parameters

cancellationToken [CancellationToken ↗](#)

Returns

UniTask

Class MobileSimpleDetectionView

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

建物検出画面のView(簡易メッシュ版 - 携帯端末)

```
public class MobileSimpleDetectionView : MonoBehaviour
```

Inheritance

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

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,
MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>() ,
[Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T) ,
[Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) ,
Component.GetComponentInParent<T>() , [Component.GetComponents\(Type\)](#) ,
[Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponent<T>() ,
Component.GetComponentIndex() , [Component.CompareTag\(string\)](#) ,

[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform) ,
Object.InstantiateAsync<T>(T, Vector3, Quaternion) ,
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) ,
[Object.InstantiateAsync<T>\(T, int\)](#) , [Object.InstantiateAsync<T>\(T, int, Transform\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#)
, ,
Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform) ,
[Object.Instantiate\(Object, Transform, bool\)](#) , Object.Instantiate<T>(T) ,
Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) ,
Object.Destroy(Object) , [Object.DestroyImmediate\(Object, bool\)](#) ,
Object.DestroyImmediate(Object) , [Object.FindObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfType\(Type, bool\)](#) , [Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
ObjectFindObjectOfType<T>() , [Object.FindObjectType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,

[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Properties

ArCamera

ARカメラ

```
public Camera ArCamera { get; }
```

Property Value

Camera

CameraButton

カメラボタン

```
public Button CameraButton { get; }
```

Property Value

Button

CameraRawImage

カメラのRawImage

```
public RawImage CameraRawImage { get; }
```

Property Value

RawImage

DetectedMaterial

検出時のMaterial

```
public Material DetectedMaterial { get; }
```

Property Value

Material

GeospatialObject

Geospatial情報のオブジェクト

```
public GameObject GeospatialObject { get; }
```

Property Value

GameObject

MenuButton

メニューボタン

```
public Button MenuButton { get; }
```

Property Value

Button

SelectedMaterial

選択中のMaterial

```
public Material SelectedMaterial { get; }
```

Property Value

Material

TouchView

タッチ関連のView

```
public DetectionTouchView TouchView { get; }
```

Property Value

[DetectionTouchView](#)

Class MockAPIModel

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

APIモデル(モック) MockServerと一緒に使用する

```
public class MockAPIModel : IAPIModel
```

Inheritance

[object](#) ← MockAPIModel

Implements

[IAPIModel](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

MockAPIModel(IEndPointModel)

コンストラクタ

```
public MockAPIModel(IEndPointModel endPointModel)
```

Parameters

endPointModel [IEndPointModel](#)

Methods

ImageRegisterAsync(Texture2D, CancellationToken)

画像の登録

```
public UniTask ImageRegisterAsync(Texture2D texture, CancellationToken cancellationToken)
```

Parameters

texture Texture2D

cancellationToken [CancellationToken](#)

Returns

UniTask

Class MockEndPointModel

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

エンドポイントのModel

```
public class MockEndPointModel : IEndPointModel
```

Inheritance

[object](#) ← MockEndPointModel

Implements

[IEndPointModel](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Methods

GetEndPoint()

エンドポイントを取得

```
public string GetEndPoint()
```

Returns

[string](#)

Class MockServerLifetimeScope

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

Mockサーバーのみを動作させるためのLifetimeScope

```
public class MockServerLifetimeScope : LifetimeScope, IDisposable
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← LifetimeScope ← MockServerLifetimeScope

Implements

[IDisposable](#)

Inherited Members

LifetimeScope.parentReference , LifetimeScope.autoRun , LifetimeScope.autoInjectGameObjects ,
[LifetimeScope.Create\(IInstaller, string\)](#) , [LifetimeScope.Create\(Action<.IContainerBuilder>, string\)](#) ,
LifetimeScope.EnqueueParent(LifetimeScope) ,
[LifetimeScope.Enqueue\(Action<.IContainerBuilder>\)](#) , LifetimeScope.Enqueue(IInstaller) ,
LifetimeScope.PushParent(LifetimeScope) , [LifetimeScope.Push\(Action<.IContainerBuilder>\)](#) ,
LifetimeScope.Push(IInstaller) , LifetimeScope.Find<T>(Scene) , LifetimeScope.Find<T>() ,
LifetimeScope.Awake() , LifetimeScope.OnDestroy() , LifetimeScope.Dispose() ,
LifetimeScope.DisposeCore() , LifetimeScope.Build() ,
[LifetimeScope.CreateChild<TScope>\(IInstaller, string\)](#) ,
[LifetimeScope.CreateChild\(IInstaller, string\)](#) ,
[LifetimeScope.CreateChild<TScope>\(Action<.IContainerBuilder>, string\)](#) ,
[LifetimeScope.CreateChild\(Action<.IContainerBuilder>, string\)](#) ,
LifetimeScope.CreateChildFromPrefab<TScope>(TScope, IInstaller) ,
[LifetimeScope.CreateChildFromPrefab<TScope>\(TScope, Action<.IContainerBuilder>\)](#) ,
LifetimeScope.FindParent() , LifetimeScope.Container , LifetimeScope.Parent , LifetimeScope.IsRoot ,
MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,

MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>() ,
[Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T) ,
[Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInChildren<T>() , [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInParent<T>() , [Component.GetComponents\(Type\)](#) ,
[Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() ,
Component.GetComponentIndex() , [Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform) ,
Object.InstantiateAsync<T>(T, Vector3, Quaternion) ,
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) ,
[Object.InstantiateAsync<T>\(T, int\)](#) , [Object.InstantiateAsync<T>\(T, int, Transform\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,

Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform) ,
[Object.Instantiate\(Object, Transform, bool\)](#) , Object.Instantiate<T>(T) ,
Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) ,
Object.Destroy(Object) , [Object.DestroyImmediate\(Object, bool\)](#) ,
Object.DestroyImmediate(Object) , [Object.FindObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfType\(Type, bool\)](#) , [Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
ObjectFindObjectOfType<T>() , [Object.FindObjectType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Methods

Configure(IContainerBuilder)

```
protected override void Configure(IContainerBuilder builder)
```

Parameters

builder IContainerBuilder

Class MockServerModel

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

モックサーバーのModel Mac/PCでローカルサーバーを立てて画像送信の動作検証をするためのModel

```
public class MockServerModel : IServerModel, IAsyncStartable, IDisposable
```

Inheritance

[object](#) ← MockServerModel

Implements

[IServerModel](#), [IAsyncStartable](#), [IDisposable](#)

Inherited Members

[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#),
[object.GetType\(\)](#), [object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#),
[object.ToString\(\)](#)

Constructors

MockServerModel(IEndPointModel)

コンストラクタ

```
public MockServerModel(IEndPointModel endPointModel)
```

Parameters

endPointModel [IEndPointModel](#)

Methods

Dispose()

破棄

```
public void Dispose()
```

StartAsync(CancellationToken)

サーバーを起動する

```
public UniTask StartAsync(CancellationToken cancellationToken)
```

Parameters

cancellationToken [CancellationToken](#)

Returns

UniTask

Class MockValidationModel

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

撮影判定画面のModel(Mock)

```
public class MockValidationModel : IValidationModel, IAsyncStartable, IDisposable
```

Inheritance

[object](#) ← MockValidationModel

Implements

[IValidationModel](#), [IAsyncStartable](#), [IDisposable](#)

Inherited Members

[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#),
[object.GetType\(\)](#), [object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#),
[object.ToString\(\)](#)

Constructors

MockValidationModel(TextureRepository, ImageRepository,
ValidationRepository, SceneModel, PlatformModel,
LocalizationModel, ValidationDialogModel)

コンストラクタ

```
public MockValidationModel(TextureRepository textureRepository, ImageRepository  
imageRepository, ValidationRepository validationRepository, SceneModel sceneModel,  
PlatformModel platformModel, LocalizationModel localizationModel,  
ValidationDialogModel dialogModel)
```

Parameters

textureRepository [TextureRepository](#)

imageRepository [ImageRepository](#)

`validationRepository` [ValidationRepository](#)

`sceneModel` [SceneModel](#)

`platformModel` [PlatformModel](#)

`localizationModel` [LocalizationModel](#)

`dialogModel` [ValidationDialogModel](#)

Methods

Back()

戻る

```
public void Back()
```

Cancel()

キャンセル

```
public void Cancel()
```

Dispose()

破棄

```
public void Dispose()
```

GetCapturedTexture()

キャプチャしたテクスチャを取得

```
public Texture GetCapturedTexture()
```

Returns

Texture

RegisterAsync(CancellationToken)

登録

```
public UniTask RegisterAsync(CancellationToken cancellationToken)
```

Parameters

cancellationToken [CancellationToken](#)

Returns

UniTask

StartAsync(CancellationToken)

開始

```
public UniTask StartAsync(CancellationToken cancellationToken)
```

Parameters

cancellationToken [CancellationToken](#)

Returns

UniTask

Class MockValidationResultModel

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

検証結果のモックのModel

```
public class MockValidationResultModel : IDisposable
```

Inheritance

[object](#) ← MockValidationResultModel

Implements

[IDisposable](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

MockValidationResultModel(ValidationRepository,
DetectionMenuModel)

コンストラクタ

```
public MockValidationResultModel(ValidationRepository validationRepository,  
DetectionMenuModel menuModel)
```

Parameters

validationRepository [ValidationRepository](#)

menuModel [DetectionMenuModel](#)

Methods

Dispose()

破棄

```
public void Dispose()
```

StartAsync(CancellationToken)

開始

```
public UniTask StartAsync(CancellationToken cancellationToken)
```

Parameters

cancellationToken [CancellationToken ↗](#)

Returns

UniTask

Class PlatformModel

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

```
public class PlatformModel
```

Inheritance

[object](#) ← PlatformModel

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Methods

IsSupportedMobileDevice()

```
public bool IsSupportedMobileDevice()
```

Returns

[bool](#)

Class ResidentView

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

常駐するView

```
public class ResidentView : MonoBehaviour
```

Inheritance

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

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,
MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>() ,
[Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T) ,
[Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInChildren<T>() , [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInParent<T>() , [Component.GetComponents\(Type\)](#) ,
[Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() ,
Component.GetComponentIndex() , [Component.CompareTag\(string\)](#) ,

[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform) ,
Object.InstantiateAsync<T>(T, Vector3, Quaternion) ,
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) ,
[Object.InstantiateAsync<T>\(T, int\)](#) , [Object.InstantiateAsync<T>\(T, int, Transform\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#)
, ,
Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform) ,
[Object.Instantiate\(Object, Transform, bool\)](#) , Object.Instantiate<T>(T) ,
Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) ,
Object.Destroy(Object) , [Object.DestroyImmediate\(Object, bool\)](#) ,
Object.DestroyImmediate(Object) , [Object.FindObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfType\(Type, bool\)](#) , [Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
ObjectFindObjectOfType<T>() , [Object.FindObjectType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,

[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Class RootLifetimeScope

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

シーンをまたいで共有できるLifeTimeScope

```
public class RootLifetimeScope : LifetimeScope, IDisposable
```

Inheritance

[object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← LifetimeScope ← RootLifetimeScope

Implements

[IDisposable](#)

Inherited Members

LifetimeScope.parentReference , LifetimeScope.autoRun , LifetimeScope.autoInjectGameObjects ,
[LifetimeScope.Create\(IInstaller, string\)](#) , [LifetimeScope.Create\(Action<.IContainerBuilder>, string\)](#) ,
LifetimeScope.EnqueueParent(LifetimeScope) ,
[LifetimeScope.Enqueue\(Action<.IContainerBuilder>\)](#) , LifetimeScope.Enqueue(IInstaller) ,
LifetimeScope.PushParent(LifetimeScope) , [LifetimeScope.Push\(Action<.IContainerBuilder>\)](#) ,
LifetimeScope.Push(IInstaller) , LifetimeScope.Find<T>(Scene) , LifetimeScope.Find<T>() ,
LifetimeScope.Awake() , LifetimeScope.OnDestroy() , LifetimeScope.Dispose() ,
LifetimeScope.DisposeCore() , LifetimeScope.Build() ,
[LifetimeScope.CreateChild<TScope>\(IInstaller, string\)](#) ,
[LifetimeScope.CreateChild\(IInstaller, string\)](#) ,
[LifetimeScope.CreateChild<TScope>\(Action<.IContainerBuilder>, string\)](#) ,
[LifetimeScope.CreateChild\(Action<.IContainerBuilder>, string\)](#) ,
LifetimeScope.CreateChildFromPrefab<TScope>(TScope, IInstaller) ,
[LifetimeScope.CreateChildFromPrefab<TScope>\(TScope, Action<.IContainerBuilder>\)](#) ,
LifetimeScope.FindParent() , LifetimeScope.Container , LifetimeScope.Parent , LifetimeScope.IsRoot ,
MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,

MonoBehaviour.destroyCancelledToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>() ,
[Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T) ,
[Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInChildren<T>() , [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInParent<T>() , [Component.GetComponents\(Type\)](#) ,
[Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() ,
Component.GetComponentIndex() , [Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform) ,
Object.InstantiateAsync<T>(T, Vector3, Quaternion) ,
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) ,
[Object.InstantiateAsync<T>\(T, int\)](#) , [Object.InstantiateAsync<T>\(T, int, Transform\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,

Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform) ,
[Object.Instantiate\(Object, Transform, bool\)](#) , Object.Instantiate<T>(T) ,
Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) ,
Object.Destroy(Object) , [Object.DestroyImmediate\(Object, bool\)](#) ,
Object.DestroyImmediate(Object) , [Object.FindObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfType\(Type, bool\)](#) , [Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
ObjectFindObjectOfType<T>() , [Object.FindObjectType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Methods

Configure(IContainerBuilder)

設定

```
protected override void Configure(IContainerBuilder builder)
```

Parameters

builder IContainerBuilder

Class SceneModel

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

シーンのModel

```
public class SceneModel
```

Inheritance

[object](#) ← SceneModel

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Methods

IsBootstrap()

最初に起動したシーンかどうか

```
public bool IsBootstrap()
```

Returns

[bool](#)

NotifyBoot()

起動を通知する

```
public void NotifyBoot()
```

Transition(string)

シーン遷移

```
public void Transition(string sceneName)
```

Parameters

sceneName [string](#)

Class SceneNameDefine

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

シーン名の定義

```
public static class SceneNameDefine
```

Inheritance

[object](#) ← SceneNameDefine

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Fields

Boot

ブート画面

```
public const string Boot = "BootScene"
```

Field Value

[string](#)

EditorDetection

建物検出画面(エディタ)

```
public const string EditorDetection = "EditorDetectionScene"
```

Field Value

[string](#)

Guide

利用ガイド画面

```
public const string Guide = "GuideScene"
```

Field Value

[string](#)

Main

メイン画面

```
public const string Main = "MainScene"
```

Field Value

[string](#)

MobileDetection

建物検出画面(携帯端末)

```
public const string MobileDetection = "MobileDetectionScene"
```

Field Value

[string](#)

MobileSimpleDetection

建物検出(簡易版メッシュ)画面(携帯端末)

```
public const string MobileSimpleDetection = "MobileSimpleDetectionScene"
```

Field Value

[string](#) ↗

Validation

検証画面

```
public const string Validation = "ValidationScene"
```

Field Value

[string](#) ↗

Class ScreenModel

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

Screen関連のModel

```
public class ScreenModel
```

Inheritance

[object](#) ← ScreenModel

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Methods

GetAdjustedSizeDelta(int, int)

```
public Vector2 GetAdjustedSizeDelta(int width, int height)
```

Parameters

width [int](#)

height [int](#)

Returns

Vector2

Class ScreenTouchModel

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

画面タッチのModel

```
public class ScreenTouchModel
```

Inheritance

[object](#) ← ScreenTouchModel

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Methods

GetTouch(int)

タッチを取得

```
public Touch GetTouch(int index)
```

Parameters

index [int](#)

Returns

Touch

GetTouchCount()

タッチ数を取得

```
public int GetTouchCount()
```

Returns

[int](#)

IsTouchScreen(Touch)

画面をタッチしているかどうか

```
public bool IsTouchScreen(Touch touch)
```

Parameters

touch Touch

Returns

[bool](#)

Class ServerModel

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

サーバーのModel

```
public class ServerModel : IServerModel, IAsyncStartable
```

Inheritance

[object](#) ← ServerModel

Implements

[IServerModel](#), [IAsyncStartable](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Methods

StartAsync(CancellationToken)

開始

```
public UniTask StartAsync(CancellationToken cancellation)
```

Parameters

cancellation [CancellationToken](#)

Returns

UniTask

Enum ServerStatusCode

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

サーバーからのレスポンスのステータスコード

```
public enum ServerStatusCode
```

Fields

BadRequest = 400

InternalServerError = 500

MethodNotAllowed = 405

NotFound = 404

ServiceUnavailable = 503

Success = 200

Class SurfaceRepository

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

現在の位置で撮影可能な面の情報を取得するリポジトリ

```
public class SurfaceRepository
```

Inheritance

[object](#) ← SurfaceRepository

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

SurfaceRepository(ISurfacesApiAsync)

コンストラクタ

```
public SurfaceRepository(ISurfacesApiAsync surfacesApiAsync)
```

Parameters

surfacesApiAsync [ISurfacesApiAsync](#)

Methods

GetVisibleSurfacesAsync(GeospatialPose, GeospatialPose, double, double, double, CancellationToken)

現在の位置で撮影可能な面の情報を取得

```
public UniTask<IReadOnlyList<ISurfaceModel>> GetVisibleSurfacesAsync(GeospatialPose  
fromGeospatialPose, GeospatialPose toGeospatialPose, double roll, double  
maxDistance, double fieldOfView, CancellationToken cancellationToken)
```

Parameters

fromGeospatialPose GeospatialPose

始点のGeospatial情報

toGeospatialPose GeospatialPose

終点のGeospatial情報

roll [double](#)

回転

maxDistance [double](#)

最大距離

fieldOfView [double](#)

視野角

cancellationToken [CancellationToken](#)

キャンセルトークン

Returns

UniTask<[IReadOnlyList](#)<[ISurfaceModel](#)>>

面の配列

**GetVisibleSurfacesAsync(GeospatialPose, GeospatialPose,
Camera, double, CancellationToken)**

現在の位置で撮影可能な面の情報を取得

```
public UniTask<IReadOnlyList<ISurfaceModel>> GetVisibleSurfacesAsync(GeospatialPose  
fromGeospatialPose, GeospatialPose toGeospatialPose, Camera camera, double  
maxDistance, CancellationToken cancellationToken)
```

Parameters

fromGeospatialPose GeospatialPose

始点のGeospatial情報

toGeospatialPose GeospatialPose

終点のGeospatial情報

camera Camera

カメラ

maxDistance [double](#)

最大距離

cancellationToken [CancellationToken](#)

キャンセルトークン

Returns

[UniTask](#)<[IReadOnlyList](#)<[ISurfaceModel](#)>>

面の配列

GetVisibleSurfacesAsync(double, double, double, double, double, double, double, double, double, CancellationToken)

現在の位置で撮影可能な面の情報を取得

```
public UniTask<IReadOnlyList<ISurfaceModel>> GetVisibleSurfacesAsync(double  
fromLatitude, double fromLongitude, double fromAltitude, double toLatitude, double  
toLongitude, double toAltitude, double roll, double maxDistance, double fieldOfView,  
CancellationToken cancellationToken)
```

Parameters

fromLatitude [double](#)

始点の緯度

fromLongitude [double](#)

始点の経度

fromAltitude [double](#)

始点の高度

toLatitude [double](#)

終点の緯度

toLongitude [double](#)

終点の経度

toAltitude [double](#)

終点の高度

roll [double](#)

回転

maxDistance [double](#)

最大距離

fieldOfView [double](#)

視野角

cancellationToken [CancellationToken](#)

キャンセルトークン

Returns

UniTask< [IReadOnlyList](#)**<**[ISurfaceModel](#)**>>**

面の配列

Class TMPModel

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

TextMeshProのハンドラ

```
public class TMPModel : IDisposable
```

Inheritance

[object](#) ← TMPModel

Implements

[IDisposable](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

TMPModel(string)

コンストラクタ

```
public TMPModel(string path)
```

Parameters

path [string](#)

Methods

Dispose()

破棄

```
public void Dispose()
```

LoadAsync(CancellationToken)

読み

```
public UniTask LoadAsync(CancellationToken cancellationToken)
```

Parameters

cancellationToken [CancellationToken](#)

Returns

UniTask

Class TextureRepository

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

テクスチャの情報を取得するリポジトリ テクスチャをシーンをまたいで共有するために使用

```
public class TextureRepository : IDisposable
```

Inheritance

[object](#) ← TextureRepository

Implements

[IDisposable](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Methods

Clear()

テクスチャを破棄

```
public void Clear()
```

Dispose()

破棄

```
public void Dispose()
```

GetTexture()

テクスチャを取得

```
public Texture GetTexture()
```

Returns

Texture

SetTexture(Texture)

テクスチャを設定

```
public void SetTexture(Texture texture)
```

Parameters

texture Texture

Class ValidationDialogIconSprite

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

```
[Serializable]
public class ValidationDialogIconSprite
```

Inheritance

[object](#) ← ValidationDialogIconSprite

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Properties

Icon

アイコンの定義

```
public DialogIconDefine Icon { get; }
```

Property Value

[DialogIconDefine](#)

Sprite

スプライト

```
public Sprite Sprite { get; }
```

Property Value

Sprite

Class ValidationDialogModel

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

判定ダイアログのModel

```
public class ValidationDialogModel : IDisposable
```

Inheritance

[object](#) ← ValidationDialogModel

Implements

[IDisposable](#)

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

ValidationDialogModel()

コンストラクタ

```
public ValidationDialogModel()
```

Fields

IsLeftValidProperty

左が有効かどうかのプロパティ

```
public readonly ReactiveProperty<bool> IsLeftValidProperty
```

Field Value

ReactiveProperty<[bool](#)>

IsRightValidProperty

右が有効かどうかのプロパティ

```
public readonly ReactiveProperty<bool> IsRightValidProperty
```

Field Value

ReactiveProperty<[bool](#)>

IsVisibleProperty

表示するかどうかのプロパティ

```
public readonly ReactiveProperty<bool> IsVisibleProperty
```

Field Value

ReactiveProperty<[bool](#)>

Methods

DescriptionAsObservable()

説明のObservable

```
public Observable<string> DescriptionAsObservable()
```

Returns

Observable<[string](#)>

Dispose()

破棄

```
public void Dispose()
```

GetTextIconSprite(ValidationDialogIconSprite[], bool)

テキストアイコンスプライト取得

```
public Sprite GetTextIconSprite(ValidationDialogIconSprite[] iconSprites,  
bool isValid)
```

Parameters

iconSprites [ValidationDialogIconSprite\[\]](#)

isValid [bool](#)

Returns

Sprite

GetTitleIconSprite(ValidationDialogIconSprite[], bool)

タイトルアイコンスプライト取得

```
public Sprite GetTitleIconSprite(ValidationDialogIconSprite[] iconSprites,  
bool isValid)
```

Parameters

iconSprites [ValidationDialogIconSprite\[\]](#)

isValid [bool](#)

Returns

IsValidAsObservable()

有効かどうかのObservable

```
public Observable<bool> IsValidAsObservable()
```

Returns

Observable<[bool](#)>

ParameterAsObservable()

開くのObservable

```
public Observable<ValidationDialogParameter> ParameterAsObservable()
```

Returns

Observable<[ValidationDialogParameter](#)>

SetDescription(string)

説明設定

```
public void SetDescription(string description)
```

Parameters

description [string](#)

SetParameter(ValidationDialogParameter)

パラメータ設定

```
public void SetParameter(ValidationDialogParameter parameter)
```

Parameters

parameter [ValidationDialogParameter](#)

SetTitle(string)

タイトル設定

```
public void SetTitle(string title)
```

Parameters

title [string](#)

TitleAsObservable()

タイトルのObservable

```
public Observable<string> TitleAsObservable()
```

Returns

[Observable<string>](#)

Class ValidationDialogParameter

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

判定ダイアログのパラメータ

```
public class ValidationDialogParameter
```

Inheritance

[object](#) ← ValidationDialogParameter

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

ValidationDialogParameter(string, string, string, string)

コンストラクタ

```
public ValidationDialogParameter(string leftValidationText, string  
rightValidationText, string cancelButtonText, string confirmButtonText)
```

Parameters

leftValidationText [string](#)

rightValidationText [string](#)

cancelButtonText [string](#)

confirmButtonText [string](#)

Fields

CancelButtonText

キャンセルボタンテキスト

```
public readonly string CancelButtonText
```

Field Value

[string](#)

ConfirmButtonText

確認ボタンテキスト

```
public readonly string ConfirmButtonText
```

Field Value

[string](#)

LeftValidationText

左のバリデーションテキスト

```
public readonly string LeftValidationText
```

Field Value

[string](#)

RightValidationText

右のバリデーションテキスト

```
public readonly string RightValidationText
```

Field Value

[string](#) ↗

Class ValidationDialogPresenter

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

検証ダイアログのPresenter

```
public class ValidationDialogPresenter : IAsyncStartable, IDisposable
```

Inheritance

[object](#) ← ValidationDialogPresenter

Implements

IAsyncStartable, [IDisposable](#)

Inherited Members

[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#),
[object.GetType\(\)](#), [object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#),
[object.ToString\(\)](#)

Constructors

ValidationDialogPresenter(ValidationDialogModel,
ValidationDialogView)

コンストラクタ

```
public ValidationDialogPresenter(ValidationDialogModel dialogModel,  
ValidationDialogView view)
```

Parameters

dialogModel [ValidationDialogModel](#)

view [ValidationDialogView](#)

Methods

Dispose()

破棄

```
public void Dispose()
```

StartAsync(CancellationToken)

開始

```
public UniTask StartAsync(CancellationToken cancellation)
```

Parameters

cancellation [CancellationToken](#)

Returns

UniTask

Class ValidationDialogView

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

```
public class ValidationDialogView : MonoBehaviour
```

Inheritance

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

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,
MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>() ,
[Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T) ,
[Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
Component.GetComponentsInChildren<T>(bool, List<T>) ,
Component.GetComponentsInChildren<T>() , [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
[Component.GetComponentsInParent<T>\(bool\)](#) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInParent<T>() , [Component.GetComponents\(Type\)](#) ,
[Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() ,
Component.GetComponentIndex() , [Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,

[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform) ,
Object.InstantiateAsync<T>(T, Vector3, Quaternion) ,
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) ,
[Object.InstantiateAsync<T>\(T, int\)](#) , [Object.InstantiateAsync<T>\(T, int, Transform\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform) ,
[Object.Instantiate\(Object, Transform, bool\)](#) , Object.Instantiate<T>(T) ,
Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) ,
Object.Destroy(Object) , [Object.DestroyImmediate\(Object, bool\)](#) ,
Object.DestroyImmediate(Object) , [Object.FindObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfType\(Type, bool\)](#) , [Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
ObjectFindObjectOfType<T>() , [Object.FindObjectType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
Object.FindFirstObjectByType(Type, FindObjectsInactive) ,

[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Properties

CancelButton

キャンセルボタン

```
public Button CancelButton { get; }
```

Property Value

Button

CancelButtonText

キャンセルボタンのテキスト

```
public TMP_Text CancelButtonText { get; }
```

Property Value

TMP_Text

ConfirmButton

確認ボタン

```
public Button ConfirmButton { get; }
```

Property Value

Button

ConfirmButtonText

確認ボタンのテキスト

```
public TMP_Text ConfirmButtonText { get; }
```

Property Value

TMP_Text

DescriptionText

説明テキスト

```
public TMP_Text DescriptionText { get; }
```

Property Value

TMP_Text

IconImage

アイコン画像

```
public Image IconImage { get; }
```

Property Value

Image

IconSprites

アイコンのスプライト

```
public ValidationDialogIconSprite[] IconSprites { get; }
```

Property Value

[ValidationDialogIconSprite\[\]](#)

LeftIconImage

右アイコン画像

```
public Image LeftIconImage { get; }
```

Property Value

Image

LeftText

左テキスト

```
public TMP_Text LeftText { get; }
```

Property Value

TMP_Text

RightIconImage

```
public Image RightIconImage { get; }
```

Property Value

Image

RightText

右テキスト

```
public TMP_Text RightText { get; }
```

Property Value

TMP_Text

RootObject

ルートオブジェクト

```
public GameObject RootObject { get; }
```

Property Value

GameObject

TitleText

タイトルテキスト

```
public TMP_Text TitleText { get; }
```

Property Value

TMP_Text

Class ValidationLifetimeScope

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

```
public class ValidationLifetimeScope : BaseLifetimeScope, IDisposable
```

Inheritance

[Object](#) ← Object ← Component ← Behaviour ← MonoBehaviour ← LifetimeScope ← [BaseLifetimeScope](#) ← ValidationLifetimeScope

Implements

[IDisposable](#)

Inherited Members

[BaseLifetimeScope.OnBootstrap\(IObjectResolver\)](#) , LifetimeScope.parentReference ,
LifetimeScope.autoRun , LifetimeScope.autoInjectGameObjects ,
[LifetimeScope.Create\(IInstaller, string\)](#) , [LifetimeScope.Create\(Action<.IContainerBuilder>, string\)](#) ,
LifetimeScope.EnqueueParent(LifetimeScope) ,
[LifetimeScope.Enqueue\(Action<.IContainerBuilder>\)](#) , LifetimeScope.Enqueue(IInstaller) ,
LifetimeScope.PushParent(LifetimeScope) , [LifetimeScope.Push\(Action<.IContainerBuilder>\)](#) ,
LifetimeScope.Push(IInstaller) , LifetimeScope.Find<T>(Scene) , LifetimeScope.Find<T>() ,
LifetimeScope.Awake() , LifetimeScope.OnDestroy() , LifetimeScope.Dispose() ,
LifetimeScope.DisposeCore() , LifetimeScope.Build() ,
[LifetimeScope.CreateChild<TScope>\(IInstaller, string\)](#) ,
[LifetimeScope.CreateChild\(IInstaller, string\)](#) ,
[LifetimeScope.CreateChild<TScope>\(Action<.IContainerBuilder>, string\)](#) ,
[LifetimeScope.CreateChild\(Action<.IContainerBuilder>, string\)](#) ,
LifetimeScope.CreateChildFromPrefab<TScope>(TScope, IInstaller) ,
[LifetimeScope.CreateChildFromPrefab<TScope>\(TScope, Action<.IContainerBuilder>\)](#) ,
LifetimeScope.FindParent() , LifetimeScope.Container , LifetimeScope.Parent , LifetimeScope.IsRoot ,
MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,
MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout ,

MonoBehaviour.RunWithEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>()
, Component.TryGetComponent(Type, out Component) , Component.TryGetComponent<T>(out T)
, Component.GetComponent(string) , Component.GetComponentInChildren(Type, bool)
, Component.GetComponentInChildren(Type) , Component.GetComponentInChildren<T>(bool)
, Component.GetComponentInChildren<T>()
, Component.GetComponentsInChildren(Type, bool)
, Component.GetComponentsInChildren(Type) , Component.GetComponentsInChildren<T>(bool)
, Component.GetComponentsInChildren<T>(bool, List<T>) ,
Component.GetComponentsInChildren<T>()
, Component.GetComponentsInChildren<T>(List<T>) ,
Component.GetComponentInParent(Type, bool) , Component.GetComponentInParent(Type)
, Component.GetComponentInParent<T>(bool) , Component.GetComponentInParent<T>()
, Component.GetComponentsInParent(Type, bool)
, Component.GetComponentsInParent(Type)
, Component.GetComponentsInParent<T>(bool)
, Component.GetComponentsInParent<T>(bool, List<T>) ,
Component.GetComponentsInParent<T>()
, Component.GetComponents(Type)
, Component.GetComponents(Type, List<Component>) ,
Component.GetComponents<T>(List<T>) , Component.GetComponents<T>()
, Component.GetComponentIndex()
, Component.CompareTag(string)
, Component.SendMessageUpwards(string, object, SendMessageOptions)
, Component.SendMessageUpwards(string, object) , Component.SendMessageUpwards(string)
, Component.SendMessageUpwards(string, SendMessageOptions)
, Component.SendMessage(string, object)
, Component.SendMessage(string)
, Component.SendMessage(string, object, SendMessageOptions)
, Component.SendMessage(string, SendMessageOptions)
, Component.BroadcastMessage(string, object, SendMessageOptions)
, Component.BroadcastMessage(string, object) , Component.BroadcastMessage(string)
, Component.BroadcastMessage(string, SendMessageOptions)
, Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID()
, Object.GetHashCode()
, Object.Equals(object)
, Object.InstantiateAsync<T>(T)
, Object.InstantiateAsync<T>(T, Transform)
, Object.InstantiateAsync<T>(T, int)
, Object.InstantiateAsync<T>(T, int, Transform)
, Object.InstantiateAsync<T>(T, int, Vector3, Quaternion)
, Object.InstantiateAsync<T>(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>)
, Object.InstantiateAsync<T>(T, int, Transform, Vector3, Quaternion)
, Object.InstantiateAsync<T>(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>)
,
Object.Instantiate(Object, Vector3, Quaternion)
, Object.Instantiate(Object, Vector3, Quaternion, Transform)
, Object.Instantiate(Object)
, Object.Instantiate(Object, Scene)
, Object.Instantiate(Object, Transform)
,

[Object.Instantiate\(Object, Transform, bool\)](#) , Object.Instantiate<T>(T) ,
Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) ,
Object.Destroy(Object) , [Object.DestroyImmediate\(Object, bool\)](#) ,
Object.DestroyImmediate(Object) , [Object.FindObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfType\(Type, bool\)](#) , [Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
ObjectFindObjectOfTye<T>() , [Object.FindObjectType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectType\(Type, bool\)](#) ,
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Methods

Configure(IContainerBuilder)

DIの設定

```
protected override void Configure(IContainerBuilder builder)
```

Parameters

builder IContainerBuilder

Class ValidationModel

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

撮影判定画面のModel

```
public class ValidationModel : IValidationModel, IAsyncStartable, IDisposable
```

Inheritance

[object](#) ← ValidationModel

Implements

[IValidationModel](#), [IAsyncStartable](#), [IDisposable](#)

Inherited Members

[object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#),
[object.GetType\(\)](#), [object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#),
[object.ToString\(\)](#)

Constructors

ValidationModel(TextureRepository, ImageRepository,
ValidationRepository, SceneModel, PlatformModel,
LocalizationModel, ValidationDialogModel)

コンストラクタ

```
public ValidationModel(TextureRepository textureRepository, ImageRepository  
imageRepository, ValidationRepository validationRepository, SceneModel sceneModel,  
PlatformModel platformModel, LocalizationModel localizationModel,  
ValidationDialogModel dialogModel)
```

Parameters

textureRepository [TextureRepository](#)

imageRepository [ImageRepository](#)

`validationRepository` [ValidationRepository](#)

`sceneModel` [SceneModel](#)

`platformModel` [PlatformModel](#)

`localizationModel` [LocalizationModel](#)

`dialogModel` [ValidationDialogModel](#)

Methods

Back()

戻る

```
public void Back()
```

Cancel()

キャンセル

```
public void Cancel()
```

Dispose()

破棄

```
public void Dispose()
```

GetCapturedTexture()

キャプチャしたテクスチャを取得

```
public Texture GetCapturedTexture()
```

Returns

Texture

RegisterAsync(CancellationToken)

登録

```
public UniTask RegisterAsync(CancellationToken cancellationToken)
```

Parameters

cancellationToken [CancellationToken](#)

Returns

UniTask

StartAsync(CancellationToken)

開始

```
public UniTask StartAsync(CancellationToken cancellationToken)
```

Parameters

cancellationToken [CancellationToken](#)

Returns

UniTask

Class ValidationParameterModel

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

検証するパラメータのModel

```
public class ValidationParameterModel
```

Inheritance

[object](#) ← ValidationParameterModel

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

ValidationParameterModel(MeshValidationResult, string,
GeospatialPose, GeospatialPose, double, DateTime)

コンストラクタ

```
public ValidationParameterModel(MeshValidationResult meshValidationResult, string  
gmlId, GeospatialPose fromGeospatialPose, GeospatialPose toGeospatialPose, double  
roll, DateTime timestamp)
```

Parameters

meshValidationResult [MeshValidationResult](#)

gmlId [string](#)

fromGeospatialPose GeospatialPose

toGeospatialPose GeospatialPose

roll [double](#)

timestamp [DateTime](#)

ValidationParameterModel(MeshValidationResult, string, Coordinate, Coordinate, double, DateTime)

コンストラクタ

```
public ValidationParameterModel(MeshValidationResult meshValidationResult,  
    string gmlId, Coordinate fromCoordinate, Coordinate toCoordinate, double roll,  
    DateTime timestamp)
```

Parameters

meshValidationResult [MeshValidationResult](#)

gmlId [string](#)

fromCoordinate [Coordinate](#)

toCoordinate [Coordinate](#)

roll [double](#)

timestamp [DateTime](#)

ValidationParameterModel(MeshValidationResult, string, double, double, double, double, double, double, double, DateTime)

コンストラクタ

```
public ValidationParameterModel(MeshValidationResult meshValidationResult, string  
    gmlId, double fromLongitude, double fromLatitude, double fromAltitude, double  
    toLongitude, double toLatitude, double toAltitude, double roll, DateTime timestamp)
```

Parameters

meshValidationResult [MeshValidationResult](#)

gmlId [string](#)

[fromLongitude double](#)

[fromLatitude double](#)

[fromAltitude double](#)

[toLongitude double](#)

[toLatitude double](#)

[toAltitude double](#)

[roll double](#)

[timestamp DateTime](#)

Fields

FromCoordinate

開始地点の座標

`public readonly Coordinate FromCoordinate`

Field Value

[Coordinate](#)

GmlId

GML ID

`public readonly string GmlId`

Field Value

[string](#)

MeshValidationResult

Meshの検証結果

```
public readonly MeshValidationResult MeshValidationResult
```

Field Value

[MeshValidationResult](#)

Roll

ロール

```
public readonly double Roll
```

Field Value

[double](#)

Timestamp

タイムスタンプ

```
public readonly DateTime Timestamp
```

Field Value

[DateTime](#)

ToCoordinate

終了地点の座標

```
public readonly Coordinate ToCoordinate
```

Field Value

[Coordinate](#)

Class ValidationPresenter

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

建物検証画面のPresenter

```
public class ValidationPresenter : IAsyncStartable
```

Inheritance

[object](#) ← ValidationPresenter

Implements

IAsyncStartable

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

ValidationPresenter(IValidationModel, ValidationView,
ValidationDialogView)

コンストラクタ

```
public ValidationPresenter(IValidationModel model, ValidationView view,  
ValidationDialogView dialogView)
```

Parameters

model [IValidationModel](#)

view [ValidationView](#)

dialogView [ValidationDialogView](#)

Methods

StartAsync(CancellationToken)

開始

```
public UniTask StartAsync(CancellationToken cancellationToken)
```

Parameters

cancellationToken [CancellationToken ↗](#)

Returns

UniTask

Class ValidationRepository

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

検証シーンに情報を受け渡すためのリポジトリ パラメータをシーンをまたいで共有するために使用

```
public class ValidationRepository
```

Inheritance

[object](#) ← ValidationRepository

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) ,
[object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) ,
[object.ToString\(\)](#)

Constructors

ValidationRepository()

コンストラクタ

```
public ValidationRepository()
```

Methods

GetAngleResult()

角度が正しいかどうかのモックを取得

```
public MeshValidationAngleResultType GetAngleResult()
```

Returns

[MeshValidationAngleResultType](#)

GetParameter()

パラメータを取得

```
public ValidationParameterModel GetParameter()
```

Returns

[ValidationParameterModel](#)

GetVertexResult()

面が正しいかどうかのモックを取得

```
public MeshValidationVertexResultType GetVertexResult()
```

Returns

[MeshValidationVertexResultType](#)

SetMockAngleResult(MeshValidationAngleResultType)

モックの角度判定の結果を設定

```
public void SetMockAngleResult(MeshValidationAngleResultType mockAngleResult)
```

Parameters

mockAngleResult [MeshValidationAngleResultType](#)

SetMockVertexResult(MeshValidationVertexResultType)

モックの面判定の結果を設定

```
public void SetMockVertexResult(MeshValidationVertexResultType mockVertexResult)
```

Parameters

mockVertexResult [MeshValidationVertexResultType](#)

SetParameter(ValidationParameterModel)

パラメータを設定

```
public void SetParameter(ValidationParameterModel parameter)
```

Parameters

parameter [ValidationParameterModel](#)

Class ValidationView

Namespace: [Synesthesia.Snap.Sample](#)

Assembly: Synesthesia.Snap.Sample.dll

```
public class ValidationView : MonoBehaviour
```

Inheritance

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

Inherited Members

MonoBehaviour.IsInvoking() , MonoBehaviour.CancelInvoke() , [MonoBehaviour.Invoke\(string, float\)](#) ,
[MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) ,
[MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) ,
[MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) ,
[MonoBehaviour.StartCoroutine_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) ,
MonoBehaviour.StopCoroutine(Coroutine) , [MonoBehaviour.StopCoroutine\(string\)](#) ,
MonoBehaviour.StopAllCoroutines() , [MonoBehaviour.print\(object\)](#) ,
MonoBehaviour.destroyCancellationToken , MonoBehaviour.useGUILayout ,
MonoBehaviour.runInEditMode , Behaviour.enabled , Behaviour.isActiveAndEnabled ,
[Component.GetComponent\(Type\)](#) , Component.GetComponent<T>() ,
[Component.TryGetComponent\(Type, out Component\)](#) , Component.TryGetComponent<T>(out T) ,
[Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) ,
[Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) ,
Component.GetComponentInChildren<T>() , [Component.GetComponentsInChildren\(Type, bool\)](#) ,
[Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) ,
Component.GetComponentsInChildren<T>(bool, List<T>) ,
Component.GetComponentsInChildren<T>() , [Component.GetComponentsInChildren<T>\(List<T>\)](#) ,
[Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) , Component.GetComponentInParent<T>() ,
[Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) ,
Component.GetComponentsInParent<T>(bool) ,
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#) ,
Component.GetComponentsInParent<T>() , [Component.GetComponents\(Type\)](#) ,
[Component.GetComponents\(Type, List<Component>\)](#) ,
[Component.GetComponents<T>\(List<T>\)](#) , Component.GetComponents<T>() ,
Component.GetComponentIndex() , [Component.CompareTag\(string\)](#) ,
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,
Component.SendMessageUpwards(string, object) , [Component.SendMessageUpwards\(string\)](#) ,

[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,
[Component.SendMessage\(string, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,
[Object.Equals\(object\)](#) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform) ,
Object.InstantiateAsync<T>(T, Vector3, Quaternion) ,
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) ,
[Object.InstantiateAsync<T>\(T, int\)](#) , [Object.InstantiateAsync<T>\(T, int, Transform\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#) ,
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,
Object.Instantiate(Object, Vector3, Quaternion) ,
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,
Object.Instantiate(Object, Scene) , Object.Instantiate(Object, Transform) ,
[Object.Instantiate\(Object, Transform, bool\)](#) , Object.Instantiate<T>(T) ,
Object.Instantiate<T>(T, Vector3, Quaternion) ,
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) ,
Object.Destroy(Object) , [Object.DestroyImmediate\(Object, bool\)](#) ,
Object.DestroyImmediate(Object) , [Object.FindObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfType\(Type, bool\)](#) , [Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,
Object.FindObjectsByType<T>(FindObjectsSortMode) , [Object.FindObjectsOfType<T>\(bool\)](#) ,
Object.FindObjectsByType<T>(FindObjectsInactive, FindObjectsSortMode) ,
ObjectFindObjectOfType<T>() , [Object.FindObjectType<T>\(bool\)](#) ,
Object.FindFirstObjectByType<T>() , Object.FindAnyObjectByType<T>() ,
Object.FindFirstObjectByType<T>(FindObjectsInactive) ,
Object.FindAnyObjectByType<T>(FindObjectsInactive) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,
[Object.FindObjectType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,
Object.FindFirstObjectByType(Type, FindObjectsInactive) ,

[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , Object.ToString() , Object.name ,
Object.hideFlags , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,
[object.ReferenceEquals\(object, object\)](#)

Properties

CapturedRawImage

撮影した画像のRawImage

```
public RawImage CapturedRawImage { get; }
```

Property Value

RawImage