

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.CreateBuildingImageAsync\(FileParameter, string, CancellationToken\)](#) ,
[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)

Method

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

Parameters

file [FileParameter](#)

File to upload.

metadata [string](#)

Metadata for the image.

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)

Creates a building image.

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

Parameters

`file` [FileParameter](#)

File to build.

`metadata` [string](#)

Metadata for the image.

`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)

Creates a building image.

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

Parameters

file [FileParameter](#)

File to be converted.

metadata [string](#)

Metadata for the building image.

Returns

[BuildingImageResponse](#)

BuildingImageResponse

Exceptions

[ApiException](#)

Thrown when fails to make API call

CreateBuildingImageAsyncWithHttpInfo(FileParameter, string)

参数

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

Parameters

file [FileParameter](#)

参数

metadata [string](#) ↗

参数

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.GetVisibleSurfacesAsync\(VisibleSurfacesRequest, Cancellation
Token\)](#) ,
[ISurfacesApiAsync.GetVisibleSurfacesAsyncWithHttpInfo\(VisibleSurfacesRequest,
CancellationToken\)](#) ,
[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)

Method

```
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)

visibleSurfacesRequest, CancellationToken

```
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)

visibleSurfacesResponse GetVisibleSurfacesAsync(VisibleSurfacesRequest
visibleSurfacesRequest = null)

Parameters

visibleSurfacesRequest [VisibleSurfacesRequest](#)

(optional)

Returns

[VisibleSurfacesResponse](#)

VisibleSurfacesResponse

Exceptions

[ApiException](#)

Thrown when fails to make API call

GetVisibleSurfacesAsyncWithHttpInfo(VisibleSurfacesRequest)

VisibleSurfaces

```
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)

Создание изображения здания

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

Parameters

file [FileParameter](#)

Файл для создания изображения

metadata [string](#) ↗

Метаданные

Returns

[BuildingImageResponse](#)

BuildingImageResponse

Exceptions

[ApiException](#)

Thrown when fails to make API call

CreateBuildingImageAsync(FileParameter, string, CancellationToken)

Создание изображения здания

```
public Task<BuildingImageResponse> CreateBuildingImageAsync(FileParameter file,
```

```
string metadata, CancellationToken cancellationToken = default)
```

Parameters

file [FileParameter](#)

文件

metadata [string](#)

元数据

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)

文件

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

Parameters

file [FileParameter](#)

文件

metadata [string](#)

Metadata

Returns

[ApiResponse<BuildingImageResponse>](#)

ApiResponse of BuildingImageResponse

Exceptions

[ApiException](#)

Thrown when fails to make API call

CreateBuildingImageAsyncWithHttpInfoAsync(FileParameter, string, CancellationToken)

Metadata

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

Parameters

file [FileParameter](#)

File

metadata [string](#)

Metadata

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)

GetVisibleSurfacesAsync

```
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)

async

```
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)

□□□□□□□□□□□□□□□□

```
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)

□□□□□□□□□□□□□□□□

```
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.

[IAynchronousClient](#)

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

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; set; }
```

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](#)

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 DateFormat { 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>>>, I Enumerable<KeyValuePair<TKey,  
IList<TValue>>>, I Enumerable
```

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 IEnumarator<KeyValuePair<TKey, IList<TValue>>> GetEnumerator()
```

Returns

[IEnumarator](#)<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 ss 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 Synesthesia.PLATEAU.Snap.Generated.Model

Classes

[AbstractOpenAPISchema](#)

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

[BuildingImageMetadata](#)

spec.yaml → openapi-generator → BuildingImageMetadata

[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

spec.yml
openapi-generator

```
[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)

spec.yml

```
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

```
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

GetUniqueCoordinates()

ГетУникоКоординаты(Геометрия)

```
public List<List<List<double>>> GetUniqueCoordinates()
```

Returns

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

Remarks

Геометрия [1 элемент List] - Геометрия 0 координаты: 0(Latitude) или 1 координаты: 0(Longitude) или 2 координаты: 0(Altitude)

[2 элемент List] - Геометрия 0 координаты: 0(Hull) или 1 координаты: 0(Hole) или 2 координаты (Геометрия 0)

[3 элемент List] - Геометрия 0

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](#)

ローリング (ローリングディスタンス) (required).

[maxDistance double](#)?

マックスディスタンス (数値).

[fieldOfView double](#)?

フィールドオブビュー (数値).

Properties

FieldOfView

フィールドオブビュー (数値)

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

Property Value

[double](#)?

フィールドオブビュー (数値)

From

Gets or Sets From

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

Property Value

[Coordinate](#)

MaxDistance

Лимит дистанции (число)

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

Property Value

[double](#)?

Лимит дистанции (число)

Roll

Лимит высоты (число в диапазоне от 0 до 1000)

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

Property Value

[double](#)

Лимит высоты (число в диапазоне от 0 до 1000)

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

[EditorGeospatialMathModel](#)

Geospatial数学模型(Model)

[EditorGeospatialMeshModel](#)

几何模型(Model) Hull洞(Hole)

[EditorMeshValidationModel](#)

验证模型

[GeospatialAccuracyModel](#)

Geospatial精度模型

[GeospatialAccuracyResult](#)

Geospatial精度结果

[GeospatialAccuracyStateExtensions](#)

GeospatialAccuracyState扩展

[GeospatialAccuracyThresholdModel](#)

Geospatial精度阈值模型

[GeospatialAnchorHistoryCollection](#)

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

[GeospatialAnchorModel](#)

[GeospatialAnchorResult](#)

Geospatial锚点结果

[GeospatialAnchorResultTypeExtensions](#)

[GeospatialAsyncResult](#)

Geospatial异步结果模型(Model) GeospatialController异步UniTask

[GeospatialDebugModel](#)

Geospatial调试模型

[GeospatialMainLoopException](#)

Geospatial主循环异常

[GeospatialMainLoopModel](#)

[Geospatial](#)[MainLoopModel](#)

[GeospatialMainLoopState](#)

Geospatial MainLoopState

[GeospatialMainLoopStateTypeExtensions](#)

Geospatial MainLoopStateTypeExtensions

[GeospatialMainLoopView](#)

Geospatial MainLoopView

[GeospatialMeshResult](#)

Geospatial MeshResult

[GeospatialModel](#)

GeospatialController Model

[GeospatialPoseExtensions](#)

Geospatial PoseExtensions

[GeospatialPoseModel](#)

[MeshValidationAngleResultTypeExtensions](#)

Geospatial MeshValidationAngleResultTypeExtensions

[MeshValidationAngleThresholdModel](#)

Geospatial MeshValidationAngleThresholdModel

[MeshValidationResult](#)

Geospatial MeshValidationResult

[MeshValidationVertexResultTypeExtensions](#)

Geospatial MeshValidationVertexResultTypeExtensions

[MobileGeospatialMathModel](#)

Geospatial MobileGeospatialMathModel

[MobileGeospatialMeshModel](#)

Geospatial MobileGeospatialMeshModel

[MobileMeshValidationModel](#)

Geospatial MobileMeshValidationModel

[PlainShapeFactoryModel](#)

Geospatial PlainShapeFactoryModel

[ShapeMeshFactoryModel](#)

iShape网格工厂模型

[ShapeValidatorModel](#)

[SimpleMeshFactoryModel](#)

简单网格工厂模型

[SimpleMeshResultTypeExtensions](#)

SimpleMeshResultType扩展

[SurfaceConverter](#)

表面转换器

[VectorCalculatorModel](#)

Structs

[GeospatialAnchorHistory](#)

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

[GeospatialVector](#)

Geospatial向量

[Shape](#)

几何形状

Interfaces

[IGeospatialMathModel](#)

Geospatial数学模型

[IGeospatialMeshModel](#)

Geospatial网格模型(类)

[IMeshFactoryModel](#)

网格工厂模型

[IMeshValidationModel](#)

网格验证模型

[ISurfaceModel](#)

表面模型

Enums

[AnchorType](#)

Describes the current type of anchor created by screen tap.

[GeospatialAccuracyState](#)

Geospatial精度状态

[GeospatialAnchorResultType](#)

Geospatial锚点结果类型

[GeospatialMainLoopStateType](#)

Geospatial主循环状态类型

[GeospatialMeshResultType](#)

网格(模型)结果类型

[MeshValidationAngleResultType](#)

网格验证角度结果类型

[MeshValidationVertexResultType](#)

网格验证顶点结果类型

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 EditorGeospatialMathModel

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

Assembly: Synesthesia.Snap.dll

GeospatialEditorModel(继承)

```
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()

无参数构造函数

```
public EditorGeospatialMathModel()
```

Methods

CreateGeospatialPose(double, double, double, Quaternion)

GeospatialPose

```
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)

GeospatialPose CreateGeospatialPoseAtDistance(GeospatialPose geospatialPose, float distance)

Parameters

geospatialPose GeospatialPose

distance [float](#)

Returns

GeospatialPose

CreatePose(GeospatialPose)

GeospatialPose CreatePose(GeospatialPose geospatialPose)

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

Parameters

geospatialPose GeospatialPose

Returns

Pose

GetVector2(GeospatialPose)

返回一个向量2(向量2)的值

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

Parameters

geospatialPose GeospatialPose

Returns

Vector2

GetVector3(GeospatialPose)

返回一个向量3(向量3)的值

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

Parameters

geospatialPose GeospatialPose

Returns

Vector3

Class EditorGeospatialMeshModel

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

Assembly: Synesthesia.Snap.dll

几何模型(Model) Hull洞(Hole)

```
public class EditorGeospatialMeshModel : IGeospatialMeshModel
```

Inheritance

[object](#) ← EditorGeospatialMeshModel

Implements

[IGeospatialMeshModel](#)

Inherited Members

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

Constructors

EditorGeospatialMeshModel(IGeospatialMathModel,
IMeshFactoryModel)

参数

```
public EditorGeospatialMeshModel(IGeospatialMathModel geospatialMathModel,  
IMeshFactoryModel meshFactoryModel)
```

Parameters

geospatialMathModel [IGeospatialMathModel](#)

meshFactoryModel [IMeshFactoryModel](#)

Methods

CreateMeshAsync(ISurfaceModel, Quaternion, CancellationToken)

方法

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

Parameters

surface [ISurfaceModel](#)

eunRotation Quaternion

cancellationToken [CancellationToken](#)

Returns

UniTask<[GeospatialMeshResult](#)>

Class EditorMeshValidationModel

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

Assembly: Synesthesia.Snap.dll

宣告類別

```
public class EditorMeshValidationModel : IMeshValidationModel
```

Inheritance

[object](#) ← EditorMeshValidationModel

Implements

[IMeshValidationModel](#)

Inherited Members

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

Constructors

EditorMeshValidationModel(Camera,
MeshValidationAngleThresholdModel)

宣告方法

```
public EditorMeshValidationModel(Camera camera, MeshValidationAngleThresholdModel  
angleThresholdModel)
```

Parameters

camera Camera

angleThresholdModel [MeshValidationAngleThresholdModel](#)

Methods

GetMeshValidationAngleResultType(Transform, Mesh)

网路验证角度结果类型

```
public MeshValidationAngleResultType GetMeshValidationAngleResultType(Transform  
meshTransform, Mesh mesh)
```

Parameters

meshTransform Transform

mesh Mesh

Returns

[MeshValidationAngleResultType](#)

GetMeshValidationVertexResultType(Transform, Mesh)

网路验证顶点结果类型

```
public MeshValidationVertexResultType GetMeshValidationVertexResultType(Transform  
meshTransform, Mesh mesh)
```

Parameters

meshTransform Transform

mesh Mesh

Returns

[MeshValidationVertexResultType](#)

Validate(Transform, Mesh)

网路验证

```
public MeshValidationResult Validate(Transform meshTransform, Mesh mesh)
```

Parameters

`meshTransform` Transform

`mesh` Mesh

Returns

[MeshValidationResult](#)

Class GeospatialAccuracyModel

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

Assembly: Synesthesia.Snap.dll

GeospatialAccuracyModel

```
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)

Parameters

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

Parameters

earthManager AREarthManager

mainLoopModel [GeospatialMainLoopModel](#)

thresholdModel [GeospatialAccuracyThresholdModel](#)

Methods

GetAccuracy()

Method

```
public GeospatialAccuracyResult GetAccuracy()
```

Returns

[GeospatialAccuracyResult](#)

Class GeospatialAccuracyResult

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

Assembly: Synesthesia.Snap.dll

Geospatial精度結果

```
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)

精度結果

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

Parameters

mainLoopState [GeospatialMainLoopState](#)

accuracyState [GeospatialAccuracyState](#)

Fields

AccuracyState

准确性

```
public readonly GeospatialAccuracyState AccuracyState
```

Field Value

[GeospatialAccuracyState](#)

IsSuccess

是否成功

```
public readonly bool IsSuccess
```

Field Value

[bool](#)

MainLoopState

主循环状态

```
public readonly GeospatialMainLoopState MainLoopState
```

Field Value

[GeospatialMainLoopState](#)

Enum GeospatialAccuracyState

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

Assembly: Synesthesia.Snap.dll

Geospatial Accuracy State

```
public enum GeospatialAccuracyState
```

Extension Methods

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

Fields

HighAccuracy = 2

High

LowAccuracy = 1

Low

None = 0

None

Class GeospatialAccuracyStateExtensions

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

Assembly: Synesthesia.Snap.dll

GeospatialAccuracyState

```
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)

Method

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

Parameters

state [GeospatialAccuracyState](#)

Returns

[string](#)

Class GeospatialAccuracyThresholdModel

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

Assembly: Synesthesia.Snap.dll

GeospatialAccuracyThresholdModel

```
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)

Method

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

Parameters

headingThreshold [double](#)

horizontalAccuracyThreshold [double](#)

Fields

HeadingThreshold

Method

```
public readonly double HeadingThreshold
```

Field Value

[double](#)

HorizontalAccuracyThreshold

□□□□□□□□□

```
public readonly double HorizontalAccuracyThreshold
```

Field Value

[double](#)

Properties

Default

□□□□□

```
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)

██████████

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

Parameters

accuracyModel [GeospatialAccuracyModel](#)

arAnchorManager ARAnchorManager

Methods

CreateAnchor(double, double, double, Quaternion)

ARGeospatialAnchor██████

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

Parameters

latitude [double](#)

□□

longitude [double](#)

□□

altitude [double](#)

□□

eunRotation [Quaternion](#)

EUN□□

Returns

[GeospatialAnchorResult](#)

Class GeospatialAnchorResult

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

Assembly: Synesthesia.Snap.dll

GeospatialAnchorResult

```
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)

GeospatialAnchorResult

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

Parameters

mainLoopState [GeospatialMainLoopState](#)

accuracyState [GeospatialAccuracyState](#)

resultType [GeospatialAnchorResultType](#)

anchor ARGeospatialAnchor

Fields

AccuracyState

□□□□

```
public readonly GeospatialAccuracyState AccuracyState
```

Field Value

[GeospatialAccuracyState](#)

Anchor

□□□□

```
public readonly ARGeospatialAnchor Anchor
```

Field Value

ARGeospatialAnchor

IsSuccess

□□□□□□

```
public readonly bool IsSuccess
```

Field Value

[bool](#) ↗

MainLoopState

□□□□□□□□□

```
public readonly GeospatialMainLoopState MainLoopState
```

Field Value

[GeospatialMainLoopState](#)

ResultType

□□□□□

```
public readonly GeospatialAnchorResultType ResultType
```

Field Value

[GeospatialAnchorResultType](#)

Enum GeospatialAnchorResultType

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

Assembly: Synesthesia.Snap.dll

GeospatialAnchorResultType

```
public enum GeospatialAnchorResultType
```

Extension Methods

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

Fields

Failed = 1

失败

None = 0

无

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)

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

Parameters

resultType [GeospatialAnchorResultType](#)

Returns

[string](#)

Class GeospatialAsyncModel

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

Assembly: Synesthesia.Snap.dll

GeospatialAsyncModel() GeospatialControllerUniTask

```
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)

Parameters

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

Parameters

arAnchorManager ARAnchorManager

arEarthManager AREarthManager

arRaycastManager ARRaycastManager

arStreetSceneGeometryManager ARStreetSceneGeometryManager

Methods

ARRaycast(Vector2, ref List<XRRaycastHit>)

ARRaycastRaycastRaycastHit

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

Parameters

screenPosition Vector2

results [List](#)<XRRaycastHit>

Returns

[bool](#)

CreateARAnchorAsStreetScapeAsync(AnchorType, XRRaycastHit, CancellationToken)

StreetScape

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

Parameters

anchorType [AnchorType](#)

hitResult XRRaycastHit

cancellationToken [CancellationToken](#)

Returns

UniTask<ARAnchor>

CreateARAnchorAsStreetScapeAsync(Pose, TrackableId, CancellationToken)

StreetScapeARAnchor

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

Parameters

pose Pose

trackableId TrackableId

cancellationToken [CancellationToken](#)

Returns

UniTask<ARAnchor>

CreateARAnchorAsStreetScapeAsync(XRRaycastHit, CancellationToken)

RaycastHitGeospatial+StreetScapeARAnchor

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

Parameters

raycastHit XRRaycastHit

cancellationToken [CancellationToken](#)

Returns

UniTask<ARAnchor>

CreateARGeospatialAnchorAsRooftopAsync(GeospatialPose, CancellationToken)

ARGeospatial锚点(RoofTop)创建

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

Parameters

geospatialPose GeospatialPose

cancellationToken [CancellationToken](#)

Returns

UniTask<ARGeospatialAnchor>

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

ARGeospatial锚点(RoofTop)创建

```
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)

ARGeospatialObject(Terrain) 반환

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

Parameters

geospatialPose GeospatialPose

cancellationToken [CancellationToken](#)

Returns

UniTask<ARGeospatialAnchor>

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

ARGeospatialObject(Terrain) 반환

```
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)

ARGeospatialAnchor

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

Parameters

`geospatialPose` GeospatialPose

`cancellationToken` [CancellationToken](#)

Returns

`UniTask<ARGeospatialAnchor>`

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

ARGeospatialAnchor

```
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)

ARGeospatialAnchor (AnchorType)

```
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)

ARGeospatialAnchor (AnchorType)

```
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>

GetCameraEarthState()

EarthState

```
public EarthState GetCameraEarthState()
```

Returns

EarthState

GetCameraGeospatialPose()

Geospatial

```
public GeospatialPose GetCameraGeospatialPose()
```

Returns

GeospatialPose

GetCameraTrackingState()

TrackingState

```
public TrackingState GetCameraTrackingState()
```

Returns

TrackingState

Class GeospatialDebugModel

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

Assembly: Synesthesia.Snap.dll

GeospatialDebugModel

```
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)

GeospatialDebugModel

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

Parameters

arEarthManager AREarthManager

geospatialMainLoopModel [GeospatialMainLoopModel](#)

geospatialAccuracyModel [GeospatialAccuracyModel](#)

Methods

GetDebugText(GeospatialPose)

メソッド詳細

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

Parameters

geospatialPose GeospatialPose

Returns

[string](#)

Class GeospatialMainLoopException

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

Assembly: Synesthesia.Snap.dll

GeospatialMainLoopException

```
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)

GeospatialMainLoopException

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

Parameters

stateType [GeospatialMainLoopStateType](#)

Fields

StateType

状态类型

```
public readonly GeospatialMainLoopStateType StateType
```

Field Value

[GeospatialMainLoopStateType](#)

Class GeospatialMainLoopModel

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

Assembly: Synesthesia.Snap.dll

GeospatialMainLoopModel

```
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)

Method

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

Parameters

arSession ARSession

earthManager AREarthManager

arCoreExtensions ARCoreExtensions

Fields

State

□□

```
public readonly GeospatialMainLoopState State
```

Field Value

[GeospatialMainLoopState](#)

Methods

Disable()

□□□

```
public void Disable()
```

EnableAsync(CancellationToken)

□□□

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

Parameters

cancellationToken [CancellationToken](#) ↴

Returns

UniTask

LockToPortrait()

□□□□□□□

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

MainLoopAsync(CancellationToken)

□□

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

Parameters

cancellationToken [CancellationToken ↗](#)

Returns

UniTask

SetFrameRateAs60()

□□□□□□□60□□□

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

Class GeospatialMainLoopState

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

Assembly: Synesthesia.Snap.dll

Geospatial

```
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

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

Property Value

ARSessionState

EarthState

Earth

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

Property Value

FeatureSupported

□□□□□□□□□

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

Property Value

FeatureSupported

IsReady

□□□□□□□

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

Property Value

bool ↗

LocationServiceStatus

□□□□□□□□

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

Property Value

LocationServiceStatus

StateType

□□□□□□□□

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

Property Value

[GeospatialMainLoopStateType](#)

Methods

SetEarthState(EarthState)

EarthState

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

Parameters

earthState EarthState

SetFeatureSupported(FeatureSupported)

FeatureSupported

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

Parameters

featureSupported FeatureSupported

SetStateType(GeospatialMainLoopStateType)

GeospatialMainLoopStateType

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

Parameters

stateType [GeospatialMainLoopStateType](#)

Enum GeospatialMainLoopStateType

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

Assembly: Synesthesia.Snap.dll

Geospatial

```
public enum GeospatialMainLoopStateType
```

Extension Methods

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

Fields

ARSessionAvailabilityCheckInProgress = 9

AR

ARSessionAvailabilitySupportedAndReady = 11

AR

ARSessionAvailabilityUnsupported = 10

AR

ARSessionError = 20

ARCore

ARSessionInitializing = 17

AR

ARSessionInstalling = 15

AR

ARSessionPreparing = 19

AR

ARSessionReady = 16

ARSessionFailed

ARSessionResetFailed = 4

ARSessionReseting

ARSessionResetting = 3

ARSessionRunning

ARSessionTracking = 18

ARSessionUnknown

Disabled = 2

Enabled

EarthNotReady = 23

EarthUnknown

Enabled = 1

Disabled

Error = 24

Geospatial

GeospatialEnabling = 22

GeospatialUnknown

LocationServiceDisabledByUser = 5

LocationServiceFailed

LocationServiceFailed = 7

LocationServiceInitialzing

LocationServiceInitialzing = 6

LocationServiceRunning

LocationServiceRunning = 8

None

None = 0

NotSupported

NotSupported = 21

Ready

Ready = 25

VpsAvailabilityChecking

VpsAvailabilityChecking = 12

VPSAvailability

VpsAvailable = 14

VPSAvailable

VpsNotAvailable = 13

VPSNotAvailable

Class GeospatialMainLoopStateTypeExtensions

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

Assembly: Synesthesia.Snap.dll

Geospatial

```
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)

Message

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

Parameters

stateType [GeospatialMainLoopStateType](#)

Returns

[string](#)

Class GeospatialMainLoopView

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

Assembly: Synesthesia.Snap.dll

GeospatialMainLoopView

```
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) ,
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

IsFrameRateAs60

□□□□□□□60□□□□□□

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

Property Value

[bool](#)

IsLockPortrait

□□□□□□□□□□□□

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

Property Value

[bool](#)

Methods

AwakeObservable()

AwakeObservable

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

Returns

Observable<Unit>

Class GeospatialMeshResult

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

Assembly: Synesthesia.Snap.dll

概述(摘要)方法

```
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)

概述(摘要)

```
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

□□□□□

```
public readonly GeospatialAccuracyState AccuracyState
```

Field Value

[GeospatialAccuracyState](#)

AnchorTransform

□□□□□Transform

```
public readonly Transform AnchorTransform
```

Field Value

Transform

IsSuccess

□□□□□□

```
public readonly bool IsSuccess
```

Field Value

[bool](#) ↗

MainLoopState

□□□□□□□□□□

```
public readonly GeospatialMainLoopState MainLoopState
```

Field Value

[GeospatialMainLoopState](#)

Mesh

Mesh

```
public readonly Mesh Mesh
```

Field Value

Mesh

ResultType

□□□□□

```
public readonly GeospatialMeshResultType ResultType
```

Field Value

[GeospatialMeshResultType](#)

Enum GeospatialMeshResultType

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

Assembly: Synesthesia.Snap.dll

概述(属性)成员

```
public enum GeospatialMeshResultType
```

Extension Methods

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

Fields

AnchorCreationFailed = 3

锚点创建失败

EmptyCoordinate = 1

空坐标

InsufficientVertices = 4

不足顶点

None = 0

无

OriginCreationFailed = 2

原点创建失败

Success = 5

成功

Class GeospatialModel

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

Assembly: Synesthesia.Snap.dll

GeospatialController

```
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.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.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\(object, object\)](#)

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

ARAnchorManager

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 ARStreetSceneGeometryManager StreetscapeGeometryManager
```

Field Value

ARStreetSceneGeometryManager

StreetscapeGeometryMaterialBuilding

The StreetscapeGeometry materials for rendering geometry building meshes.

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

Field Value

[List](#)<Material>

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

□□□□□□□□□□□□□□□

```
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

```
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

```
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()

GeospatialPose GetCameraPose()

```
public GeospatialPose GetCameraPose()
```

Returns

GeospatialPose

Struct GeospatialVector

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

Assembly: Synesthesia.Snap.dll

GeospatialVector

```
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)

GeospatialVector

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

Parameters

latitude [double](#)

longitude [double](#)

altitude [double](#)

Fields

Altitude

Altitude

```
public readonly double Altitude
```

Field Value

[double](#)

Latitude

□□

```
public readonly double Latitude
```

Field Value

[double](#)

Longitude

□□

```
public readonly double Longitude
```

Field Value

[double](#)

Interface IGeospatialMathModel

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

Assembly: Synesthesia.Snap.dll

Geospatial $\square\square\square\square\square$ Model

```
public interface IGeospatialMathModel
```

Methods

CreateGeospatialPose(double, double, double, Quaternion)

GeospatialPose $\square\square\square$

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

Parameters

latitude [double](#)

longitude [double](#)

altitude [double](#)

eunRotation Quaternion

Returns

GeospatialPose

CreateGeospatialPoseAtDistance(GeospatialPose, float)

Geospatial $\square\square\square\square\square$ GeospatialPose $\square\square\square$

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

Parameters

geospatialPose GeospatialPose

distance [float](#)

Returns

GeospatialPose

CreatePose(GeospatialPose)

GeospatialPose → Pose → Vector2

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

Parameters

geospatialPose GeospatialPose

Returns

Pose

GetVector2(GeospatialPose)

Vector2 → Vector2 → Vector2

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

Parameters

geospatialPose GeospatialPose

Returns

Vector2

GetVector3(GeospatialPose)

返回向量3(向量3)方法

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

Parameters

geospatialPose GeospatialPose

Returns

Vector3

Interface IGeospatialMeshModel

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

Assembly: Synesthesia.Snap.dll

Geospatial
メッシュモデル(表面)のModel

```
public interface IGeospatialMeshModel
```

Methods

CreateMeshAsync(ISurfaceModel, Quaternion, CancellationToken)

Meshメソッド

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

Parameters

surface [ISurfaceModel](#)

eunRotation Quaternion

cancellationToken [CancellationToken](#)

Returns

UniTask<[GeospatialMeshResult](#)>

Interface IMeshFactoryModel

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

Assembly: Synesthesia.Snap.dll

IMeshFactoryModel

```
public interface IMeshFactoryModel
```

Methods

CreateAsync(Vector3[], Vector3[][][], CancellationToken)

UniTask<Mesh>

```
UniTask<Mesh> CreateAsync(Vector3[] hull, Vector3[][][] holes,  
CancellationToken cancellationToken)
```

Parameters

hull Vector3[]

holes Vector3[][][]

cancellationToken [CancellationToken](#)

Returns

UniTask<Mesh>

Interface IMeshValidationModel

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

Assembly: Synesthesia.Snap.dll

概述

```
public interface IMeshValidationModel
```

Methods

GetMeshValidationAngleResultType(Transform, Mesh)

概述

```
MeshValidationAngleResultType GetMeshValidationAngleResultType(Transform  
meshTransform, Mesh mesh)
```

Parameters

meshTransform Transform

mesh Mesh

Returns

[MeshValidationAngleResultType](#)

GetMeshValidationVertexResultType(Transform, Mesh)

概述

```
MeshValidationVertexResultType GetMeshValidationVertexResultType(Transform  
meshTransform, Mesh mesh)
```

Parameters

`meshTransform` Transform

`mesh` Mesh

Returns

[MeshValidationVertexResultType](#)

Validate(Transform, Mesh)

验证方法

`MeshValidationResult Validate(Transform meshTransform, Mesh mesh)`

Parameters

`meshTransform` Transform

`mesh` Mesh

Returns

[MeshValidationResult](#)

Interface ISurfaceModel

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

Assembly: Synesthesia.Snap.dll

概述

```
public interface ISurfaceModel
```

Properties

GmlId

GML ID

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

Property Value

[string](#)

Methods

GetUniqueCoordinates()

获取唯一坐标(返回值)

```
List<List<List<double>>> GetUniqueCoordinates()
```

Returns

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

Remarks

[[Coordinate [1][List]] - 0(Latitude) 1(Longitude) 2(Altitude)]
[]: 0(Latitude)]

[2[[List]] - 0(Hull) 1(Hole)]
[]: 0(Hull)(Hole)]

[3[[List]] -]

Enum MeshValidationAngleResultType

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

Assembly: Synesthesia.Snap.dll

概述
方法
事件
字段

```
public enum MeshValidationAngleResultType
```

Extension Methods

[MeshValidationAngleResultTypeExtensions.ToMessage\(MeshValidationAngleResultType\)](#)

Fields

Invalid = 1

未验证
无效

None = 0

未验证

Valid = 2

有效

Class MeshValidationAngleResultTypeExtensions

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

Assembly: Synesthesia.Snap.dll

|||||

```
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)

|||||

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

Parameters

resultType [MeshValidationAngleResultType](#)

Returns

[string](#)

Class MeshValidationAngleThresholdModel

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

Assembly: Synesthesia.Snap.dll

类

```
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)

方法

```
public MeshValidationAngleThresholdModel(float minimumAngleThreshold,  
float maximumAngleThreshold)
```

Parameters

minimumAngleThreshold [float](#)

maximumAngleThreshold [float](#)

Fields

MaximumAngleThreshold

方法

```
public readonly float MaximumAngleThreshold
```

Field Value

[float](#)

MinimumAngleThreshold

□□□□□□□□

```
public readonly float MinimumAngleThreshold
```

Field Value

[float](#)

Properties

Default

□□□□

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

Property Value

[MeshValidationAngleThresholdModel](#)

Class MeshValidationResult

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

Assembly: Synesthesia.Snap.dll

宣告類別

```
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)

宣告方法

```
public MeshValidationResult(GeospatialMainLoopState mainLoopState,  
GeospatialAccuracyResult accuracyResult, MeshValidationAngleResultType  
meshAngleResultType, MeshValidationVertexResultType meshVertexResultType)
```

Parameters

mainLoopState [GeospatialMainLoopState](#)

accuracyResult [GeospatialAccuracyResult](#)

meshAngleResultType [MeshValidationAngleResultType](#)

`meshVertexResultType` [MeshValidationVertexResultType](#)

Fields

AccuracyResult

Geospatial类

```
public readonly GeospatialAccuracyResult AccuracyResult
```

Field Value

[GeospatialAccuracyResult](#)

IsSuccess

Boolean类

```
public readonly bool IsSuccess
```

Field Value

[bool](#)

MainLoopState

GeospatialMainLoopState类

```
public readonly GeospatialMainLoopState MainLoopState
```

Field Value

[GeospatialMainLoopState](#)

MeshAngleResultType

メッシュ検証結果

```
public readonly MeshValidationAngleResultType MeshAngleResultType
```

Field Value

[MeshValidationAngleResultType](#)

MeshVertexResultType

メッシュ検証結果

```
public readonly MeshValidationVertexResultType MeshVertexResultType
```

Field Value

[MeshValidationVertexResultType](#)

Enum MeshValidationVertexResultType

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

Assembly: Synesthesia.Snap.dll

enum MeshValidationVertexResultType

```
public enum MeshValidationVertexResultType
```

Extension Methods

[MeshValidationVertexResultTypeExtensions.ToMessage\(MeshValidationVertexResultType\)](#)

Fields

Invalid = 1

未定義の メッシュ頂点結果

None = 0

なし

Valid = 2

有効な メッシュ頂点結果

Class MeshValidationVertexResultTypeExtension S

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

Assembly: Synesthesia.Snap.dll

|||||

```
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)

|||||

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

Parameters

resultType [MeshValidationVertexResultType](#)

Returns

[string](#)

Class MobileGeospatialMathModel

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

Assembly: Synesthesia.Snap.dll

GeospatialMathModel()

```
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)

()

```
public MobileGeospatialMathModel(AREarthManager arEarthManager)
```

Parameters

arEarthManager AREarthManager

Methods

CreateGeospatialPose(double, double, double,
Quaternion)

GeospatialPose[]

```
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)

GeospatialPose[] GeospatialPose[]

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

Parameters

geospatialPose [GeospatialPose](#)

distance [float](#)

Returns

GeospatialPose

CreatePose(GeospatialPose)

GeospatialPose[] Pose[]

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

Parameters

geospatialPose GeospatialPose

Returns

Pose

GetVector2(GeospatialPose)

获取向量2(Vector2)方法

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

Parameters

geospatialPose GeospatialPose

Returns

Vector2

GetVector3(GeospatialPose)

获取向量3(Vector3)方法

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

Parameters

geospatialPose GeospatialPose

Returns

Vector3

Class MobileGeospatialMeshModel

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

Assembly: Synesthesia.Snap.dll

几何模型(Model) Hull(壳) Hole(孔)

```
public class MobileGeospatialMeshModel : IDisposable, IGespatialMeshModel
```

Inheritance

[object](#) ← MobileGeospatialMeshModel

Implements

[IDisposable](#), [IGespatialMeshModel](#)

Inherited Members

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

Constructors

MobileGeospatialMeshModel(IMeshFactoryModel, GeospatialAccuracyModel, GeospatialAnchorModel)

参数

```
public MobileGeospatialMeshModel(IMeshFactoryModel meshFactoryModel,  
GeospatialAccuracyModel accuracyModel, GeospatialAnchorModel geospatialAnchorModel)
```

Parameters

meshFactoryModel [IMeshFactoryModel](#)

accuracyModel [GeospatialAccuracyModel](#)

geospatialAnchorModel [GeospatialAnchorModel](#)

Methods

CreateMeshAsync(ISurfaceModel, Quaternion, CancellationToken)

方法

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

Parameters

surface [ISurfaceModel](#)

eunRotation Quaternion

cancellationToken [CancellationToken](#)

Returns

UniTask<[GeospatialMeshResult](#)>

Dispose()

方法

```
public void Dispose()
```

Class MobileMeshValidationModel

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

Assembly: Synesthesia.Snap.dll

概述

```
public class MobileMeshValidationModel : IMeshValidationModel
```

Inheritance

[object](#) ← MobileMeshValidationModel

Implements

[IMeshValidationModel](#)

Inherited Members

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

Constructors

MobileMeshValidationModel(GeospatialAccuracyModel, Camera, MeshValidationAngleThresholdModel)

概述

```
public MobileMeshValidationModel(GeospatialAccuracyModel accuracyModel, Camera  
camera, MeshValidationAngleThresholdModel angleThresholdModel)
```

Parameters

accuracyModel [GeospatialAccuracyModel](#)

camera Camera

angleThresholdModel [MeshValidationAngleThresholdModel](#)

Methods

GetMeshValidationAngleResultType(Transform, Mesh)

网状结构验证角度结果类型

```
public MeshValidationAngleResultType GetMeshValidationAngleResultType(Transform  
meshTransform, Mesh mesh)
```

Parameters

meshTransform Transform

mesh Mesh

Returns

[MeshValidationAngleResultType](#)

GetMeshValidationVertexResultType(Transform, Mesh)

网状结构验证顶点结果类型

```
public MeshValidationVertexResultType GetMeshValidationVertexResultType(Transform  
meshTransform, Mesh mesh)
```

Parameters

meshTransform Transform

mesh Mesh

Returns

[MeshValidationVertexResultType](#)

Validate(Transform, Mesh)

验证

```
public MeshValidationResult Validate(Transform meshTransform, Mesh mesh)
```

Parameters

`meshTransform` Transform

`mesh` Mesh

Returns

[MeshValidationResult](#)

Class PlainShapeFactoryModel

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

Assembly: Synesthesia.Snap.dll

PlainShapeFactoryModel

```
public class PlainShapeFactoryModel
```

Inheritance

[object](#) ← PlainShapeFactoryModel

Inherited Members

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

Methods

CreatePlainShape(Vector2[], Vector2[][][], IntGeom, Allocator)

IShapePlainShape

```
public PlainShape CreatePlainShape(Vector2[] hull, Vector2[][] holes, IntGeom iGeom,  
Allocator allocator)
```

Parameters

hull Vector2[]

holes Vector2[][]

iGeom IntGeom

allocator Allocator

Returns

PlainShape

Struct Shape

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

Assembly: Synesthesia.Snap.dll

宣告

```
public struct Shape
```

Inherited Members

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

Constructors

Shape(Vector2[], Vector2[][][])

宣告

```
public Shape(Vector2[] hull, Vector2[][][] holes = null)
```

Parameters

hull Vector2[]

holes Vector2[][][]

Properties

Holes

宣告

```
public readonly Vector2[][][] Holes { get; }
```

Property Value

Vector2[][]

Hull

□□□□□□□□□

```
public readonly Vector2[] Hull { get; }
```

Property Value

Vector2[]

Class ShapeMeshFactoryModel

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

Assembly: Synesthesia.Snap.dll

iShapeFactoryModel

```
public class ShapeMeshFactoryModel : IMeshFactoryModel
```

Inheritance

[object](#) ← ShapeMeshFactoryModel

Implements

[IMeshFactoryModel](#)

Inherited Members

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

Constructors

ShapeMeshFactoryModel(ShapeValidatorModel,
VectorCalculatorModel, PlainShapeFactoryModel)

Parameters

```
public ShapeMeshFactoryModel(ShapeValidatorModel validatorModel,  
VectorCalculatorModel calculatorModel, PlainShapeFactoryModel plainShapeFactory)
```

Parameters

validatorModel [ShapeValidatorModel](#)

calculatorModel [VectorCalculatorModel](#)

plainShapeFactory [PlainShapeFactoryModel](#)

Methods

CreateAsync(Vector3[], Vector3[][][], CancellationToken)

Creates a mesh from a hull and holes.

```
public UniTask<Mesh> CreateAsync(Vector3[] hull, Vector3[][][] holes,  
CancellationToken cancellationToken)
```

Parameters

hull Vector3[]

holes Vector3[][][]

cancellationToken [CancellationToken](#)

Returns

UniTask<Mesh>

Class ShapeValidatorModel

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

Assembly: Synesthesia.Snap.dll

```
public class ShapeValidatorModel
```

Inheritance

[object](#) ← ShapeValidatorModel

Inherited Members

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

Constructors

ShapeValidatorModel(VectorCalculatorModel)

Method

```
public ShapeValidatorModel(VectorCalculatorModel calculatorModel)
```

Parameters

calculatorModel [VectorCalculatorModel](#)

Methods

IsCounterClockwise(Vector2[])

Method

```
public bool IsCounterClockwise(Vector2[] hull)
```

Parameters

`hull` Vector2[]

Returns

[bool](#)

IsCounterClockwise(Vector3[])

□□□□□□□□□□□□□□□□

```
public bool IsCounterClockwise(Vector3[] hull)
```

Parameters

`hull` Vector3[]

Returns

[bool](#)

IsOverlappingVerticesAsync(Vector3[], Vector3[][][], CancellationToken)

□□□□□□□□□□

```
public UniTask<bool> IsOverlappingVerticesAsync(Vector3[] hull, Vector3[][][] holes, CancellationToken cancellationToken)
```

Parameters

`hull` Vector3[]

`holes` Vector3[][]

`cancellationToken` [CancellationToken](#)

Returns

UniTask<[bool](#)>

统一任务类

Class SimpleMeshFactoryModel

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

Assembly: Synesthesia.Snap.dll

简单网格工厂模型

```
public class SimpleMeshFactoryModel : IMeshFactoryModel
```

Inheritance

[object](#) ← SimpleMeshFactoryModel

Implements

[IMeshFactoryModel](#)

Inherited Members

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

Constructors

SimpleMeshFactoryModel(VectorCalculatorModel, ShapeValidatorModel)

构造函数

```
public SimpleMeshFactoryModel(VectorCalculatorModel calculatorModel,  
ShapeValidatorModel validatorModel)
```

Parameters

calculatorModel [VectorCalculatorModel](#)

validatorModel [ShapeValidatorModel](#)

Methods

CreateAsync(Vector3[], Vector3[][][], CancellationToken)

メソッド

```
public UniTask<Mesh> CreateAsync(Vector3[] hull, Vector3[][][] holes,  
CancellationToken cancellationToken)
```

Parameters

hull Vector3[]

holes Vector3[][]

cancellationToken [CancellationToken](#)

Returns

UniTask<Mesh>

Class SimpleMeshResultTypeExtensions

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

Assembly: Synesthesia.Snap.dll

SimpleMeshResultType

```
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)

GeospatialMeshResultType

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

Parameters

resultType [GeospatialMeshResultType](#)

Returns

[string](#)

Class SurfaceConverter

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

Assembly: Synesthesia.Snap.dll

类

```
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

```
public static GeospatialVector ToGeospatialVector(IReadOnlyList<double> coordinate)
```

Parameters

coordinate [IReadOnlyList](#)<[double](#)>

Returns

[GeospatialVector](#)

Class VectorCalculatorModel

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

Assembly: Synesthesia.Snap.dll

```
public class VectorCalculatorModel
```

Inheritance

[object](#) ← VectorCalculatorModel

Inherited Members

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

Methods

GetHolesVertices2d(Vector3[][])

```
public Vector2[][] GetHolesVertices2d(Vector3[][] holesVertices)
```

Parameters

holesVertices Vector3[][]

Returns

Vector2[][]

GetHullVertices2d(Vector3[])

```
public Vector2[] GetHullVertices2d(Vector3[] hullVertices)
```

Parameters

```
hullVertices Vector3[]
```

Returns

```
Vector2[]
```

GetInvertMesh(Mesh)

参数说明 TODO: 未完成的参数说明

```
[Obsolete("xxxx")]
public Mesh GetInvertMesh(Mesh mesh)
```

Parameters

```
mesh Mesh
```

Returns

```
Mesh
```

GetInvertRotationMatrix(float)

```
public Matrix4x4 GetInvertRotationMatrix(float angle)
```

Parameters

```
angle float
```

Returns

```
Matrix4x4
```

GetMeshCenter(List<List<double>>)

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

```
GetMeshCenter(List<List<double>> coordinateList)
```

Parameters

`coordinateList List<List<double>>`

Returns

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

GetMeshCenter(Vector3[])

```
public Vector3 GetMeshCenter(Vector3[] vertices)
```

Parameters

`vertices Vector3[]`

Returns

`Vector3`

GetRestoredVertices(Vector3[], Matrix4x4)

```
public Vector3[] GetRestoredVertices(Vector3[] vertices, Matrix4x4 inverseMatrix)
```

Parameters

`vertices Vector3[]`

`inverseMatrix Matrix4x4`

Returns

`Vector3[]`

GetRotatedVertices(Vector3[], float)

```
public Vector3[] GetRotatedVertices(Vector3[] vertices, float rotationAngle)
```

Parameters

`vertices` Vector3[]

`rotationAngle` [float](#)

Returns

Vector3[]

GetRotationAxisY(Vector3[])

```
public float GetRotationAxisY(Vector3[] vertices)
```

Parameters

`vertices` Vector3[]

Returns

[float](#)

NormalVectorFrom2d(Vector2[])

```
public Vector3 NormalVectorFrom2d(Vector2[] vertices)
```

Parameters

`vertices` Vector2[]

Returns

Vector3

NormalVectorFrom3d(Vector3[])

```
public Vector3 NormalVectorFrom3d(Vector3[] vertices)
```

Parameters

`vertices` Vector3[]

Returns

Vector3

RestoredOffsetZ(Vector3[], float)

```
public Vector3[] RestoredOffsetZ(Vector3[] vertices, float offsetZ)
```

Parameters

`vertices` Vector3[]

`offsetZ` [float](#)

Returns

Vector3[]

RotateByMatrix(Vector3, Matrix4x4)

```
public Vector3 RotateByMatrix(Vector3 vertex, Matrix4x4 rotationMatrix)
```

Parameters

`vertex` Vector3

`rotationMatrix` Matrix4x4

Returns

Vector3

Namespace Synesthesia.Snap.Sample Classes

[ApiConfigurationScriptableObject](#)

[BaseLifetimeScope](#)

基础生命周期管理类

[BootLifetimeScope](#)

[BootModel](#)

启动模型

[BootPresenter](#)

启动视图控制器

[CoordinateUtil](#)

[DetectionMaterialModel](#)

检测材料模型

[DetectionMenuElementModel](#)

检测菜单项模型

[DetectionMenuElementView](#)

[DetectionMenuModel](#)

[DetectionMenuPresenter](#)

检测菜单视图控制器

[DetectionMenuView](#)

[DetectionMeshCullingModel](#)

检测网格剔除模型

[DetectionSettingModel](#)

[DetectionTouchModel](#)

检测触控模型

[DetectionTouchView](#)

[EditorDetectionLifetimeScope](#)

编辑器检测生命周期管理类(LifetimeScope)

[EditorDetectionMeshModel](#)

EditorDetectionMeshModel(Engine)

[EditorDetectionMeshView](#)

EditorDetectionMeshView(Engine)

[EditorDetectionModel](#)

EditorDetectionModel(Editor)

[EditorDetectionParameterView](#)

EditorDetectionParameterView(Engine)

[EditorDetectionPresenter](#)

EditorDetectionPresenter(Engine)

[EditorDetectionView](#)

EditorDetectionView(Engine)

[EditorWebCameraModel](#)

[EnvironmentScriptableObject](#)

EnvironmentScriptableObject

[GeospatialDebugPresenter](#)

GeospatialDebugPresenter

[GeospatialDebugView](#)

GeospatialDebugView

[GeospatialMainLoopPresenter](#)

GeospatialMainLoopPresenter

[GuideLifetimeScope](#)

GuideLifetimeScope

[GuideModel](#)

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[GuidePresenter](#)

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[GuideView](#)

GuideView

[ImageRepository](#)

LatLonTests

[LocalizationModel](#)

LocalizationModel

[MainLifetimeScope](#)

LifetimeScope

[MainModel](#)

Model

[MainPresenter](#)

Presenter

[MainView](#)

View

[MeshRepository](#)

MeshRepository

[MobileARCameraModel](#)

[MobileDetectionLifetimeScope](#)

LifetimeScope(移动)

[MobileDetectionMeshModel](#)

MeshModel(移动)

[MobileDetectionMeshView](#)

MeshView(移动)

[MobileDetectionModel](#)

Model(移动)

[MobileDetectionPresenter](#)

Presenter(移动)

[MobileDetectionView](#)

View(移动)

[MockJsonParser](#)

[MockSurface](#)

[MockSurfaces](#)

[MockValidationModel](#)

MockValidationModel(Mock)

[MockValidationResultModel](#)

MockValidationResultModel

[PlatformModel](#)

[ResidentView](#)

ResidentView

[RootLifetimeScope](#)

RootLifetimeScope(LifeTimeScope)

[SceneModel](#)

SceneModel

[SceneNameDefine](#)

SceneNameDefine

[ScreenModel](#)

ScreenModel

[ScreenTouchModel](#)

ScreenTouchModel

[SurfaceRepository](#)

SurfaceRepository

[TMPModel](#)

TextMeshProModel

[TextureRepository](#)

TextureRepository

[ValidationDialogIconSprite](#)

[ValidationDialogModel](#)

ValidationDialogModel

[ValidationDialogParameter](#)

ValidationDialogParameter

[ValidationDialogPresenter](#)

[ValidationPresenter](#)

[ValidationDialogView](#)

[ValidationLifetimeScope](#)

[ValidationModel](#)

ValidationModel

[ValidationParameterModel](#)

ValidationParameterModel

[ValidationPresenter](#)

ValidationPresenter

[ValidationRepository](#)

ValidationRepository

[ValidationView](#)

Structs

[LatLonTests.LatLonData](#)

Interfaces

[IApiConfigurationModel](#)

[IApiKeyModel](#)

[IEditorDetectionParameterModel](#)

EditorDetectionParameterModel

[IEnvironmentModel](#)

EnvironmentModel

[IMobileDetectionMeshView](#)

[IValidationModel](#)

ValidationModel

Enums

[DetectionMeshType](#)

DetectionMeshType

[DialogIconDefine](#)

环境类型

EnvironmentType

环境

Class ApiConfigurationScriptableObject

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

Assembly: Synesthesia.Snap.Sample.dll

```
[CreateAssetMenu(menuName = "Synesthesia/Snap/Sample/ApiKeyScriptableObject")]
[Obsolete("APIoooooooooooooooooooo")]
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>(FindObjectsSortMode) ,
[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

```
public string ApiKeyType { get; }
```

Property Value

[string](#)

ApiKeyValue

API

```
public string ApiKeyValue { get; }
```

Property Value

[string](#)

EndPoint

Endpoint URL

```
public string EndPoint { get; }
```

Property Value

[string](#)

Class BaseLifetimeScope

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

Assembly: Synesthesia.Snap.Sample.dll

System.Object → System.Component → System.Behaviour → System.MonoBehaviour → LifetimeScope → BaseLifetimeScope

```
public abstract class BaseLifetimeScope : LifetimeScope, IDisposable
```

Inheritance

[object](#) ↗ Object ↗ Component ↗ Behaviour ↗ MonoBehaviour ↗ LifetimeScope ↗ BaseLifetimeScope

Implements

[IDisposable](#) ↗

Derived

[BootLifetimeScope](#), [EditorDetectionLifetimeScope](#), [GuideLifetimeScope](#), [MainLifetimeScope](#), [MobileDetectionLifetimeScope](#), [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.FindObjectOfType<T>\(bool\)](#) ,
Object.FindFirstObjectOfType<T>() , Object.FindAnyObjectOfType<T>() ,
Object.FindFirstObjectOfType<T>(FindObjectsInactive) ,
Object.FindAnyObjectOfType<T>(FindObjectsInactive) ,
[Object.FindObjectsOfTypeAll\(Type\)](#) , [Object.FindObjectOfType\(Type\)](#) ,
[Object.FindFirstObjectOfType\(Type\)](#) , [Object.FindAnyObjectOfType\(Type\)](#) ,
[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

Configure(IContainerBuilder)

DI

```
protected override void Configure(IContainerBuilder builder)
```

Parameters

builder IContainerBuilder

OnBootstrap(IObjectResolver)

DI

```
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.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.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\(object, object\)](#)

Methods

Configure(IContainerBuilder)

DI⁰⁰⁰

```
protected override void Configure(IContainerBuilder builder)
```

Parameters

builder IContainerBuilder

Class BootModel

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

Assembly: Synesthesia.Snap.Sample.dll

BootModel

```
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(LocalizationModel)

BootModel

```
public BootModel(LocalizationModel localizationModel)
```

Parameters

localizationModel [LocalizationModel](#)

Methods

Dispose()

Dispose

```
public void Dispose()
```

StartAsync(CancellationToken)

□□

```
public UniTask StartAsync(CancellationToken cancellationToken)
```

Parameters

cancellationToken [CancellationToken ↗](#)

Returns

UniTask

Class BootPresenter

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

Assembly: Synesthesia.Snap.Sample.dll

BootPresenter

```
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)

BootPresenter

```
public BootPresenter(SceneModel sceneModel, BootModel bootModel, ResidentView view)
```

Parameters

sceneModel [SceneModel](#)

bootModel [BootModel](#)

view [ResidentView](#)

Methods

StartAsync(CancellationToken)

□□

```
public UniTask StartAsync(CancellationToken cancellationToken)
```

Parameters

cancellationToken [CancellationToken ↗](#)

Returns

UniTask

Class CoordinateUtil

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

Assembly: Synesthesia.Snap.Sample.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 DetectionMaterialModel

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

Assembly: Synesthesia.Snap.Sample.dll

概述
Model

```
public class DetectionMaterialModel
```

Inheritance

[object](#) ← DetectionMaterialModel

Inherited Members

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

Constructors

DetectionMaterialModel(Material, Material, Material)

概述

```
public DetectionMaterialModel(Material detectedMaterial, Material  
selectableMaterial, Material selectedMaterial)
```

Parameters

detectedMaterial Material

selectableMaterial Material

selectedMaterial Material

Fields

DetectedMaterial

□□□□□□□□□□□

```
public readonly Material DetectedMaterial
```

Field Value

Material

SelectableMaterial

□□□□□□□□□□□

```
public readonly Material SelectableMaterial
```

Field Value

Material

SelectedMaterial

□□□□□□□□□□□

```
public readonly Material SelectedMaterial
```

Field Value

Material

Class DetectionMenuItemModel

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

Assembly: Synesthesia.Snap.Sample.dll

MenuItemModelModel

```
public class DetectionMenuItemModel : IDisposable
```

Inheritance

[object](#) ← DetectionMenuItemModel

Implements

[IDisposable](#)

Inherited Members

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

Constructors

DetectionMenuItemModel(string, Func<CancellationToken, UniTask>)

MenuItemModel

```
public DetectionMenuItemModel(string text, Func<CancellationToken,  
UniTask> onClickAsync)
```

Parameters

text [string](#)

onClickAsync [Func](#)<[CancellationToken](#), UniTask>

Fields

TextProperty

□□□□

```
public readonly ReactiveProperty<string> TextProperty
```

Field Value

ReactiveProperty<[string](#)>

Methods

ClickAsync(CancellationToken)

□□□□□□□

```
public UniTask ClickAsync(CancellationToken cancellationToken)
```

Parameters

cancellationToken [CancellationToken](#)

Returns

UniTask

Dispose()

□□

```
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.GetComponentInParent\(Type, bool\)](#) ,
[Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) ,
[Component.GetComponentInParent<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) ,
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

Button

```
public Button Button { get; }
```

Property Value

Button

Text

```
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(IEnvironmentModel, SceneModel)

Method

```
public DetectionMenuModel(IEnvironmentModel environmentModel, SceneModel sceneModel)
```

Parameters

environmentModel [IEnvironmentModel](#)

sceneModel [SceneModel](#)

Fields

IsVisibleProperty

Method

```
public readonly ReactiveProperty<bool> IsVisibleProperty
```

Field Value

ReactiveProperty<[bool](#)>

Methods

AddElement(DetectionMenuElementModel, EnvironmentType)

□□□□□□□□□

```
public void AddElement(DetectionMenuElementModel element, EnvironmentType environmentType = EnvironmentType.Development)
```

Parameters

element [DetectionMenuElementModel](#)

environmentType [EnvironmentType](#)

Dispose()

□□

```
public void Dispose()
```

OnElementAddedAsObservable()

□□□□□□□□□□□ Observable

```
public Observable<DetectionMenuElementModel> OnElementAddedAsObservable()
```

Returns

Observable<[DetectionMenuElementModel](#)>

PopulateElements()

方法

```
public void PopulateElements()
```

Class DetectionMenuPresenter

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

Assembly: Synesthesia.Snap.Sample.dll

类检测菜单视图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)

类构造函数

```
public DetectionMenuPresenter(DetectionMenuModel model, DetectionMenuView view)
```

Parameters

model [DetectionMenuModel](#)

view [DetectionMenuView](#)

Methods

Dispose()

□□

```
public void Dispose()
```

StartAsync(CancellationToken)

□□

```
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.GetComponentInParent\(Type, bool\)](#) ,
[Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) ,
[Component.GetComponentInParent<T>\(bool, List<T>\)](#) ,
Component.GetComponentInParent<T>() , [Component.GetComponent\(Type\)](#) ,
[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) ,
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.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\(object, object\)](#)

Properties

BackgroundButton

UnityEngine.UI.Button

```
public Button BackgroundButton { get; }
```

Property Value

Button

ContentTransform

UnityEngine.Transform

```
public Transform ContentTransform { get; }
```

Property Value

Transform

RootObject

UnityEngine.Object

```
public GameObject RootObject { get; }
```

Property Value

GameObject

TemplateButton

UnityEngine.Object

```
public DetectionMenuElementView TemplateButton { get; }
```

Property Value

[DetectionMenuElementView](#)

Class DetectionMeshCullingModel

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

Assembly: Synesthesia.Snap.Sample.dll

メッシュカッティングモデル

```
public class DetectionMeshCullingModel
```

Inheritance

[object](#) ← DetectionMeshCullingModel

Inherited Members

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

Constructors

DetectionMeshCullingModel(MeshRepository,
DetectionMaterialModel, IMeshValidationModel)

メソッド

```
public DetectionMeshCullingModel(MeshRepository meshRepository,  
DetectionMaterialModel materialModel, IMeshValidationModel meshValidationModel)
```

Parameters

meshRepository [MeshRepository](#)

materialModel [DetectionMaterialModel](#)

meshValidationModel [IMeshValidationModel](#)

Methods

CullingAsync(CancellationToken)

□□□□□Culling

```
public UniTask CullingAsync(CancellationToken cancellationToken)
```

Parameters

cancelationToken [CancellationToken ↗](#)

Returns

UniTask

Enum DetectionMeshType

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

Assembly: Synesthesia.Snap.Sample.dll

enum DetectionMeshType

```
public enum DetectionMeshType
```

Fields

None = 0

Simple

Simple = 1

ComplexMesh

iShape = 2

Unity.iShape

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, int)

Method

```
public DetectionSettingModel(DetectionMenuModel menuModel, int minimumDistance, int  
maximumDistance, int incrementDistance, int defaultDistance)
```

Parameters

menuModel [DetectionMenuModel](#)

minimumDistance [int](#)

maximumDistance [int](#)

incrementDistance [int](#)

defaultDistance [int](#)

Properties

Distance

□□□□

```
public int Distance { get; }
```

Property Value

[int](#)

IsGeospatialVisible

Geospatial□□□□□□□□

```
public bool IsGeospatialVisible { get; }
```

Property Value

[bool](#)

IsManualDetection

□□□□□

```
public bool IsManualDetection { get; }
```

Property Value

[bool](#)

Methods

Dispose()

□□

```
public void Dispose()
```

IsGeospatialVisibleAsObservable()

Geospatial地理可见性 Observable

```
public Observable<bool> IsGeospatialVisibleAsObservable()
```

Returns

Observable<[bool](#)>

StartAsync(CancellationToken)

□□

```
public UniTask StartAsync(CancellationToken cancellation)
```

Parameters

cancellation [CancellationToken](#)

Returns

UniTask

Class DetectionTouchModel

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

Assembly: Synesthesia.Snap.Sample.dll

类概述

```
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)

类概述

```
public DetectionTouchModel(MeshRepository meshRepository,  
DetectionMenuModel menuModel)
```

Parameters

meshRepository [MeshRepository](#)

menuModel [DetectionMenuModel](#)

Properties

IsTapToCreateAnchor

bool

```
public bool IsTapToCreateAnchor { get; }
```

Property Value

[bool](#)

Methods

ContainsMeshId(string)

bool

```
public bool ContainsMeshId(string id)
```

Parameters

[id](#) [string](#)

Returns

[bool](#)

Dispose()

void

```
public void Dispose()
```

GetSelectedMeshView()

IMeshView

```
public IMobileDetectionMeshView GetSelectedMeshView()
```

Returns

[IMobileDetectionMeshView](#)

OnSelectedAsObservable()

参数

```
public Observable<bool> OnSelectedAsObservable()
```

Returns

[Observable<bool>](#)

SetDetectedMeshView(IMobileDetectionMeshView)

参数

```
public void SetDetectedMeshView(IMobileDetectionMeshView meshView)
```

Parameters

meshView [IMobileDetectionMeshView](#)

TouchScreen(Camera, Vector2)

参数

```
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.GetComponentInParent\(Type, bool\)](#) ,
[Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) ,
[Component.GetComponentInParent<T>\(bool, List<T>\)](#) ,
Component.GetComponentInParent<T>() , [Component.GetComponent\(Type\)](#) ,
[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) ,
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.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\(object, object\)](#)

Properties

TargetCamera

UnityEngine.Object

```
public Camera TargetCamera { get; }
```

Property Value

Camera

Methods

OnScreenInputAsObservable()

UnityEngine.Observable

```
public Observable<Vector2> OnScreenInputAsObservable()
```

Returns

Observable<Vector2>

Enum DialogIconDefine

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

Assembly: Synesthesia.Snap.Sample.dll

对话框图标定义

```
public enum DialogIconDefine
```

Fields

Error1 = 3

错误(1)

Error2 = 4

错误(2)

None = 0

无

Success1 = 1

成功(1)

Success2 = 2

成功(2)

Class EditorDetectionLifetimeScope

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

Assembly: Synesthesia.Snap.Sample.dll

EditorDetectionLifetimeScope(生命周期)

```
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) ,
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\(object, object\)](#)

Methods

Configure(IContainerBuilder)

DI

```
protected override void Configure(IContainerBuilder builder)
```

Parameters

`builder` IContainerBuilder

Class EditorDetectionMeshModel

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

Assembly: Synesthesia.Snap.Sample.dll

EditorDetectionMeshModel()

```
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(IGeospatialMeshModel,
EditorDetectionMeshView)

EditorDetectionMeshModel()

```
public EditorDetectionMeshModel(IGeospatialMeshModel editorGeospatialMeshModel,  
EditorDetectionMeshView meshViewTemplate)
```

Parameters

editorGeospatialMeshModel [IGeospatialMeshModel](#)

meshViewTemplate [EditorDetectionMeshView](#)

Methods

Clear()

清空所有检测结果

```
public void Clear()
```

CreateMeshAtTransform(string, Vector3, Quaternion)

在指定位置创建一个带有指定ID的检测网格

```
public EditorDetectionMeshView CreateMeshAtTransform(string id, Vector3 position,  
Quaternion rotation)
```

Parameters

id [string](#)

position [Vector3](#)

rotation [Quaternion](#)

Returns

[EditorDetectionMeshView](#)

CreateMeshView(Camera, ISurfaceModel, Quaternion, CancellationToken)

根据相机和表面生成一个检测网格

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

Parameters

camera [Camera](#)

surface [ISurfaceModel](#)

eunRotation Quaternion

cancellationToken [CancellationToken](#)

Returns

UniTask<[EditorDetectionMeshView](#)>

Dispose()

□□

```
public void Dispose()
```

Class EditorDetectionMeshView

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

Assembly: Synesthesia.Snap.Sample.dll

EditorDetectionMeshView(继承)

```
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.GetComponentInChildren<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.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

DebugSphereMaterial

```
public Material DebugSphereMaterial { get; }
```

Property Value

Material

Id

UnityEngineID

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

Property Value

[string](#)

MeshCollider

网格碰撞器

```
public MeshCollider MeshCollider { get; }
```

Property Value

MeshCollider

MeshFilter

网格过滤器

```
public MeshFilter MeshFilter { get; }
```

Property Value

MeshFilter

MeshRenderer

网格渲染器

```
public MeshRenderer MeshRenderer { get; }
```

Property Value

MeshRenderer

Methods

GetChildGameObject()

```
public GameObject GetChildGameObject()
```

Returns

GameObject

GetGameObject()

GameObject

```
public GameObject GetGameObject()
```

Returns

GameObject

Class EditorDetectionModel

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

Assembly: Synesthesia.Snap.Sample.dll

EditorDetectionModel(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, IGeospatialMathModel,
IEditorDetectionParameterModel,
EditorWebCameraModel, DetectionMenuModel,
DetectionTouchModel, EditorDetectionMeshModel,
IMeshValidationModel, MockValidationResultModel)

EditorDetectionModel

```
public EditorDetectionModel(TextureRepository textureRepository,  
ValidationRepository validationRepository, SurfaceRepository surfaceRepository,  
SceneModel sceneModel, LocalizationModel localizationModel, IGeospatialMathModel  
geospatialMathModel, IEditorDetectionParameterModel parameterModel,  
EditorWebCameraModel cameraModel, DetectionMenuModel menuModel, DetectionTouchModel
```

```
touchModel, EditorDetectionMeshModel detectionMeshModel, IMeshValidationModel  
meshValidationModel, MockValidationResultModel resultModel)
```

Parameters

textureRepository [TextureRepository](#)

validationRepository [ValidationRepository](#)

surfaceRepository [SurfaceRepository](#)

sceneModel [SceneModel](#)

localizationModel [LocalizationModel](#)

geospatialMathModel [IGeospatialMathModel](#)

parameterModel [IEditorDetectionParameterModel](#)

cameraModel [EditorWebCameraModel](#)

menuModel [DetectionMenuModel](#)

touchModel [DetectionTouchModel](#)

detectionMeshModel [EditorDetectionMeshModel](#)

meshValidationModel [IMeshValidationModel](#)

resultModel [MockValidationResultModel](#)

Methods

CaptureAsync(Camera, CancellationToken)

□□

```
public UniTask CaptureAsync(Camera camera, CancellationToken cancellationToken)
```

Parameters

camera Camera


```
public void ShowMenu()
```

StartAsync(Camera, CancellationToken)

□□

```
public UniTask StartAsync(Camera camera, CancellationToken cancellation)
```

Parameters

camera Camera

cancellation [CancellationToken](#)

Returns

UniTask

TouchScreen(Camera, Vector2)

□□□□□

```
public void TouchScreen(Camera camera, Vector2 screenPosition)
```

Parameters

camera Camera

screenPosition Vector2

Class EditorDetectionParameterView

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

Assembly: Synesthesia.Snap.Sample.dll

EditorDetectionParameterView(参数)

```
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) ,
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.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\(object, object\)](#)

Properties

EunRotation

Quaternion

```
public Quaternion EunRotation { get; }
```

Property Value

Quaternion

FieldOfView

□□□

```
public double FieldOfView { get; }
```

Property Value

[double](#) ↗

FromAltitude

□□□□□

```
public double FromAltitude { get; }
```

Property Value

[double](#) ↗

FromLatitude

□□□□□

```
public double FromLatitude { get; }
```

Property Value

[double](#) ↗

FromLongitude

□□□□□

```
public double FromLongitude { get; }
```

Property Value

[double](#) ↗

MaxDistance

□□□□

```
public double MaxDistance { get; }
```

Property Value

[double](#) ↗

Roll

```
public double Roll { get; }
```

Property Value

[double](#) ↗

Class EditorDetectionPresenter

Namespace: [Synesthesias.Snap.Sample](#)

Assembly: Synesthesias.Snap.Sample.dll

EditorDetectionPresenter()

```
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)

EditorDetectionPresenter()

```
public EditorDetectionPresenter(EditorDetectionModel model,  
EditorDetectionView view)
```

Parameters

model [EditorDetectionModel](#)

view [EditorDetectionView](#)

Methods

StartAsync(CancellationToken)

□□

```
public UniTask StartAsync(CancellationToken cancellationToken)
```

Parameters

cancellationToken [CancellationToken ↗](#)

Returns

UniTask

Class EditorDetectionView

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

Assembly: Synesthesia.Snap.Sample.dll

EditorDetectionView(继承)

```
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) ,
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

CameraButton

UnityEngine

```
public Button CameraButton { get; }
```

Property Value

Button

CameraRawImage

UnityEngine

```
public RawImage CameraRawImage { get; }
```

Property Value

RawImage

DetectedMaterial

Material

```
public Material DetectedMaterial { get; }
```

Property Value

Material

MainCamera

Camera

```
public Camera MainCamera { get; }
```

Property Value

Camera

MenuButton

Button

```
public Button MenuButton { get; }
```

Property Value

Button

MeshParent

メッシュの親オブジェクト

```
[Obsolete("ARAnchor・ARGespatialAnchor・・・・・")]
public Transform MeshParent { get; }
```

Property Value

Transform

SelectableMaterial

選択用マテリアル

```
public Material SelectableMaterial { get; }
```

Property Value

Material

SelectedMaterial

選択済マテリアル

```
public Material SelectedMaterial { get; }
```

Property Value

Material

TouchView

タッチ用ビュー

```
public DetectionTouchView TouchView { get; }
```

Property Value

[DetectionTouchView](#)

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)

██████████

```
public EditorWebCameraModel(RenderTexture renderTexture)
```

Parameters

renderTexture RenderTexture

Methods

Dispose()

████

```
public void Dispose()
```

GetCameraTexture()

```
public Texture GetCameraTexture()
```

Returns

Texture

StartAsync(CancellationToken)

□□

```
public UniTask StartAsync(CancellationToken cancellationToken)
```

Parameters

cancellationToken [CancellationToken ↗](#)

Returns

UniTask

ToggleDeviceAsync(CancellationToken)

□□□□□□□□□□

```
public UniTask ToggleDeviceAsync(CancellationToken cancellationToken)
```

Parameters

cancellationToken [CancellationToken ↗](#)

Returns

TryCaptureTexture2D(out Texture2D)

```
public bool TryCaptureTexture2D(out Texture2D result)
```

Parameters

result Texture2D

Returns

[bool](#)

Class EnvironmentScriptableObject

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

Assembly: Synesthesia.Snap.Sample.dll

EnvironmentScriptableObject

```
[CreateAssetMenu(menuName = "Synesthesia/Snap/Sample/EnvironmentScriptableObject")]
public class EnvironmentScriptableObject : ScriptableObject, IEnvironmentModel
```

Inheritance

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

Implements

[IEnvironmentModel](#)

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>(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.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\(object, object\)](#)

Properties

ApiConfiguration

API

```
public IApiConfigurationModel ApiConfiguration { get; }
```

Property Value

[IApiConfigurationModel](#)

DetectionMeshType

API

```
public DetectionMeshType DetectionMeshType { get; }
```

Property Value

[DetectionMeshType](#)

EnvironmentType

环境类型

```
public EnvironmentType EnvironmentType { get; }
```

Property Value

[EnvironmentType](#)

Enum EnvironmentType

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

Assembly: Synesthesia.Snap.Sample.dll

▪▪▪▪▪

```
public enum EnvironmentType
```

Fields

Development = 1

▪▪

None = 0

▪▪▪

Release = 2

▪▪▪▪▪

Class GeospatialDebugPresenter

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

Assembly: Synesthesia.Snap.Sample.dll

GeospatialDebugPresenter

```
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)

GeospatialDebugPresenter

```
public GeospatialDebugPresenter(GeospatialPoseModel poseModel, GeospatialDebugModel  
debugModel, GeospatialDebugView debugView)
```

Parameters

poseModel [GeospatialPoseModel](#)

debugModel [GeospatialDebugModel](#)

debugView [GeospatialDebugView](#)

Methods

Dispose()

□□

```
public void Dispose()
```

StartAsync(CancellationToken)

□□

```
public UniTask StartAsync(CancellationToken cancellationToken)
```

Parameters

cancellationToken [CancellationToken ↗](#)

Returns

UniTask

Class GeospatialDebugView

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

Assembly: Synesthesia.Snap.Sample.dll

GeospatialDebugView

```
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) ,
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

DebugText

UnityEngine.Object

```
public TMP_Text DebugText { get; }
```

Property Value

TMP_Text

Class GeospatialMainLoopPresenter

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

Assembly: Synesthesia.Snap.Sample.dll

GeospatialMainLoopPresenter

```
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(GeospatialMainLoopMode
l, GeospatialMainLoopView)

GeospatialMainLoopPresenter

```
public GeospatialMainLoopPresenter(GeospatialMainLoopModel model,  
GeospatialMainLoopView view)
```

Parameters

model [GeospatialMainLoopModel](#)

view [GeospatialMainLoopView](#)

Methods

Dispose()

□□

```
public void Dispose()
```

StartAsync(CancellationToken)

□□

```
public UniTask StartAsync(CancellationToken cancellationToken)
```

Parameters

cancellationToken [CancellationToken ↗](#)

Returns

UniTask

Class GuideLifetimeScope

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

Assembly: Synesthesia.Snap.Sample.dll

类说明

```
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) ,
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\(object, object\)](#)

Methods

Configure(IContainerBuilder)

DI

```
protected override void Configure(IContainerBuilder builder)
```

Parameters

`builder` IContainerBuilder

Class GuideModel

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

Assembly: Synesthesia.Snap.Sample.dll

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)

Model

```
public GuideModel(SceneModel sceneModel, PlatformModel platformModel)
```

Parameters

sceneModel [SceneModel](#)

platformModel [PlatformModel](#)

Methods

Close()

Model

```
public void Close()
```

Class GuidePresenter

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

Assembly: Synesthesia.Snap.Sample.dll

GuidePresenter

```
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)

GuidePresenter

```
public GuidePresenter(GuideModel guideModel, GuideView view)
```

Parameters

guideModel [GuideModel](#)

view [GuideView](#)

Methods

StartAsync(CancellationToken)

□□

```
public UniTask StartAsync(CancellationToken cancellation)
```

Parameters

cancellation [CancellationToken ↗](#)

Returns

UniTask

Class GuideView

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

Assembly: Synesthesia.Snap.Sample.dll

UI 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) ,
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

CloseButton

□□□□□

```
public Button CloseButton { get; }
```

Property Value

Button

Interface IApiConfigurationModel

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

Assembly: Synesthesia.Snap.Sample.dll

```
public interface IApiConfigurationModel
```

Properties

ApiKeyType

API鍵種別

```
string ApiKeyType { get; }
```

Property Value

[string](#)

ApiKeyValue

API鍵値

```
string ApiKeyValue { get; }
```

Property Value

[string](#)

EndPoint

API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()

API鍵種別を返す: "Bearer", "x-api-key"

```
string GetKeyType()
```

Returns

[string](#)

GetKeyValue()

API鍵値を返す

```
string GetKeyValue()
```

Returns

[string](#)

Interface IEditorDetectionParameterModel

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

Assembly: Synesthesia.Snap.Sample.dll

接口 IEditorDetectionParameterModel

```
public interface IEditorDetectionParameterModel
```

Properties

EunRotation

值

```
Quaternion EunRotation { get; }
```

Property Value

Quaternion

FieldOfView

值

```
double FieldOfView { get; }
```

Property Value

[double](#)

FromAltitude

值

```
double FromAltitude { get; }
```

Property Value

[double](#)

FromLatitude

□□□□□

```
double FromLatitude { get; }
```

Property Value

[double](#)

FromLongitude

□□□□□

```
double FromLongitude { get; }
```

Property Value

[double](#)

MaxDistance

□□□□

```
double MaxDistance { get; }
```

Property Value

[double](#)

Interface IEnvironmentModel

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

Assembly: Synesthesia.Snap.Sample.dll

Model

```
public interface IEnvironmentModel
```

Properties

ApiConfiguration

APIModel

```
IApiConfigurationModel ApiConfiguration { get; }
```

Property Value

[IApiConfigurationModel](#)

DetectionMeshType

Model

```
DetectionMeshType DetectionMeshType { get; }
```

Property Value

[DetectionMeshType](#)

EnvironmentType

Model

```
EnvironmentType EnvironmentType { get; }
```

Property Value

[EnvironmentType](#)

Interface IMobileDetectionMeshView

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

Assembly: Synesthesia.Snap.Sample.dll

```
public interface IMobileDetectionMeshView
```

Properties

Id

□□□□ID

```
string Id { get; }
```

Property Value

[string](#)

MeshCollider

□□□□Collider

```
MeshCollider MeshCollider { get; }
```

Property Value

MeshCollider

MeshFilter

□□□□Filter

```
MeshFilter MeshFilter { get; }
```

Property Value

MeshFilter

MeshRenderer

网格渲染器

```
MeshRenderer MeshRenderer { get; }
```

Property Value

MeshRenderer

Methods

GetChildGameObject()

子游戏对象

```
[Obsolete("废弃")]
GameObject GetChildGameObject()
```

Returns

GameObject

GetGameObject()

游戏对象

```
GameObject GetGameObject()
```

Returns

GameObject

Interface IValidationModel

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

Assembly: Synesthesia.Snap.Sample.dll

Model

```
public interface IValidationModel : IAsyncStartable
```

Inherited Members

[IAsyncStartable.StartAsync\(CancellationToken\)](#)

Methods

Cancel()

Method

```
void Cancel()
```

GetCapturedTexture()

Method

```
Texture GetCapturedTexture()
```

Returns

Texture

RegisterAsync(CancellationToken)

Method

```
UniTask RegisterAsync(CancellationToken cancellationToken)
```

Parameters

cancellationToken [CancellationToken](#)

Returns

UniTask

Class ImageRepository

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

Assembly: Synesthesia.Snap.Sample.dll

View Source

```
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)

View Source

```
public ImageRepository(IImagesApiAsync imagesApiAsync)
```

Parameters

imagesApiAsync [IImagesApiAsync](#)

Methods

CreateBuildingImageAsync(ValidationParameterModel, Texture2D, string, CancellationToken)

View Source

```
public UniTask CreateBuildingImageAsyncAsync(ValidationParameterModel validationParameter, Texture2D texture, string fileName, CancellationToken cancellationToken)
```

Parameters

validationParameter [ValidationParameterModel](#)

texture Texture2D

fileName [string](#)

cancellationToken [CancellationToken](#)

Returns

UniTask

Class LatLonTests

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

Assembly: Synesthesia.Snap.Sample.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.Sample](#)

Assembly: Synesthesia.Snap.Sample.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 LocalizationModel

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

Assembly: Synesthesia.Snap.Sample.dll

LocalizationModel

```
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)

LocalizationModel

```
public string Get(string key)
```

Parameters

key [string](#)

Returns

[string](#)

InitializeAsync(string, CancellationToken)

□□□

```
public UniTask InitializeAsync(string tableName, CancellationToken cancellationToken)
```

Parameters

tableName [string](#)

cancellationToken [CancellationToken](#)

Returns

UniTask

StartAsync(CancellationToken)

□□

```
public UniTask StartAsync(CancellationToken cancellation)
```

Parameters

cancellation [CancellationToken](#)

Returns

UniTask

Class MainLifetimeScope

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

Assembly: Synesthesia.Snap.Sample.dll

类MainLifetimeScope

```
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) ,
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\(object, object\)](#)

Methods

Configure(IContainerBuilder)

DI

```
protected override void Configure(IContainerBuilder builder)
```

Parameters

`builder` IContainerBuilder

Class MainModel

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

Assembly: Synesthesia.Snap.Sample.dll

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)

Model

```
public MainModel(SceneModel sceneModel)
```

Parameters

sceneModel [SceneModel](#)

Methods

Start()

Model

```
public void Start()
```


Class MainPresenter

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

Assembly: Synesthesia.Snap.Sample.dll

类MainPresenter

```
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)

类MainPresenter

```
public MainPresenter(MainModel model, MainView view)
```

Parameters

model [MainModel](#)

view [MainView](#)

Methods

StartAsync(CancellationToken)

□□

```
public UniTask StartAsync(CancellationToken cancellation)
```

Parameters

cancellation [CancellationToken ↗](#)

Returns

UniTask

Class MainView

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

Assembly: Synesthesia.Snap.Sample.dll

UI 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) ,
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

StartButton

UnityEngine.UI.Button

```
public Button StartButton { get; }
```

Property Value

Button

Class MeshRepository

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

Assembly: Synesthesia.Snap.Sample.dll

类说明

```
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(DetectionMaterialModel)

类说明

```
public MeshRepository(DetectionMaterialModel materialModel)
```

Parameters

materialModel [DetectionMaterialModel](#)

Fields

SelectedMeshViewProperty

类说明 View Property

```
public readonly ReactiveProperty<IMobileDetectionMeshView> SelectedMeshViewProperty
```

Field Value

ReactiveProperty<[IMobileDetectionMeshView](#)>

Properties

DetectedMeshViews

檢測到的 View 集合

```
public IReadOnlyCollection<IMobileDetectionMeshView> DetectedMeshViews { get; }
```

Property Value

[IReadOnlyCollection](#)<[IMobileDetectionMeshView](#)>

Methods

Clear()

移除所有檢測到的 View

```
public void Clear()
```

ClearDetected()

```
public void ClearDetected()
```

ClearSelected()

```
public void ClearSelected()
```

ContainsMeshId(string)

メッシュIDを含む

```
public bool ContainsMeshId(string id)
```

Parameters

id [string](#)

Returns

[bool](#)

OnSelectedAsObservable()

MeshViewの選択状態をObservable

```
public Observable<bool> OnSelectedAsObservable()
```

Returns

[Observable<bool>](#)

RemoveDetected(string)

検出されたオブジェクトを削除

```
public void RemoveDetected(string id)
```

Parameters

id [string](#)

SelectObject(GameObject)

GameObject

```
public void SelectObject(GameObject gameObject)
```

Parameters

gameObject GameObject

SetMesh(IMobileDetectionMeshView)

IMobileDetectionMeshView

```
public void SetMesh(IMobileDetectionMeshView meshView)
```

Parameters

meshView [IMobileDetectionMeshView](#)

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)

Method

```
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

类MobileDetectionLifetimeScope(LifetimeScope)

```
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) ,
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\(object, object\)](#)

Methods

Configure(IContainerBuilder)

DI

```
protected override void Configure(IContainerBuilder builder)
```

Parameters

`builder` IContainerBuilder

Class MobileDetectionMeshModel

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

Assembly: Synesthesia.Snap.Sample.dll

移动检测网格模型类

```
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(IGeospatialMeshModel,
MobileDetectionMeshView)

移动检测网格

```
public MobileDetectionMeshModel(IGeospatialMeshModel mobileGeospatialMeshModel,  
MobileDetectionMeshView meshViewTemplate)
```

Parameters

mobileGeospatialMeshModel [IGeospatialMeshModel](#)

meshViewTemplate [MobileDetectionMeshView](#)

Methods

Clear()

清空檢測結果

```
public void Clear()
```

CreateMeshView(Camera, ISurfaceModel, Quaternion, CancellationToken)

創建檢測視圖
surface AFGeospatial

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

Parameters

`camera` Camera

`surface` [ISurfaceModel](#)

`eunRotation` Quaternion

`cancellationToken` [CancellationToken](#)

Returns

[UniTask<MobileDetectionMeshView>](#)

Dispose()

釋放資源

```
public void Dispose()
```

SetMeshActive(bool)

設置檢測結果顯示狀態

```
public void SetMeshActive(bool isActive)
```

Parameters

isActive [bool](#)

Class MobileDetectionMeshView

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

Assembly: Synesthesia.Snap.Sample.dll

移动检测网格视图(继承)

```
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.GetComponentInChildren<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.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

Id

ObjectID

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

Property Value

[string](#)

MeshCollider

网格碰撞器

```
public MeshCollider MeshCollider { get; }
```

Property Value

MeshCollider

MeshFilter

网格过滤器

```
public MeshFilter MeshFilter { get; }
```

Property Value

MeshFilter

MeshRenderer

网格渲染器

```
public MeshRenderer MeshRenderer { get; }
```

Property Value

MeshRenderer

Methods

GetChildGameObject()

```
public GameObject GetChildGameObject()
```

Returns

GameObject

GetGameObject()

GameObject

```
public GameObject GetGameObject()
```

Returns

GameObject

Class MobileDetectionModel

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

Assembly: Synesthesia.Snap.Sample.dll

MobileDetectionModel(参数)

```
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(IEnvironmentModel,
ValidationRepository, SurfaceRepository,
TextureRepository, SceneModel, LocalizationModel,
MobileARCameraModel, DetectionMenuModel,
DetectionSettingModel, DetectionMeshCullingModel,
GeospatialAccuracyModel, IMeshValidationModel,
GeospatialPoseModel, IGeospatialMathModel,
MobileDetectionMeshModel, DetectionTouchModel,
MockValidationResultModel)

参数

```
public MobileDetectionModel(IEnvironmentModel environmentModel, ValidationRepository  
validationRepository, SurfaceRepository surfaceRepository, TextureRepository  
textureRepository, SceneModel sceneModel, LocalizationModel localizationModel,
```

```
MobileARCameraModel cameraModel, DetectionMenuModel menuModel, DetectionSettingModel
settingModel, DetectionMeshCullingModel meshCullingModel, GeospatialAccuracyModel
geospatialAccuracyModel, IMeshValidationModel validationModel, GeospatialPoseModel
geospatialPoseModel, IGeospatialMathModel geospatialMathModel,
MobileDetectionMeshModel detectionMeshModel, DetectionTouchModel touchModel,
MockValidationResultModel resultModel)
```

Parameters

environmentModel [IEnvironmentModel](#)

validationRepository [ValidationRepository](#)

surfaceRepository [SurfaceRepository](#)

textureRepository [TextureRepository](#)

sceneModel [SceneModel](#)

localizationModel [LocalizationModel](#)

cameraModel [MobileARCameraModel](#)

menuModel [DetectionMenuModel](#)

settingModel [DetectionSettingModel](#)

meshCullingModel [DetectionMeshCullingModel](#)

geospatialAccuracyModel [GeospatialAccuracyModel](#)

validationModel [IMeshValidationModel](#)

geospatialPoseModel [GeospatialPoseModel](#)

geospatialMathModel [IGeospatialMathModel](#)

detectionMeshModel [MobileDetectionMeshModel](#)

touchModel [DetectionTouchModel](#)

resultModel [MockValidationResultModel](#)

Methods

CaptureAsync(Camera, CancellationToken)

□□

```
public UniTask CaptureAsync(Camera camera, CancellationToken cancellationToken)
```

Parameters

camera Camera

cancellationToken [CancellationToken](#)

Returns

UniTask

Dispose()

□□

```
public void Dispose()
```

OnIsGeospatialVisibleAsObservable()

GeoSpatial

```
public Observable<bool> OnIsGeospatialVisibleAsObservable()
```

Returns

Observable<[bool](#)>

OnSelectedAsObservable()

GeoSpatial

```
public Observable<bool> OnSelectedAsObservable()
```

Returns

Observable<[bool](#)>

ShowMenu()

□□□□□

```
public void ShowMenu()
```

StartAsync(Camera, CancellationToken)

□□

```
public UniTask StartAsync(Camera camera, CancellationToken cancellation)
```

Parameters

camera Camera

cancellation [CancellationToken](#)

Returns

UniTask

TouchScreen(Camera, Vector2)

□□□□□

```
public void TouchScreen(Camera camera, Vector2 screenPosition)
```

Parameters

`camera` Camera

`screenPosition` Vector2

Class MobileDetectionPresenter

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

Assembly: Synesthesia.Snap.Sample.dll

类MobileDetectionPresenter(继承)

```
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)

类MobileDetectionPresenter

```
public MobileDetectionPresenter(MobileDetectionModel model,  
MobileDetectionView view)
```

Parameters

model [MobileDetectionModel](#)

view [MobileDetectionView](#)

Methods

StartAsync(CancellationToken)

□□

```
public UniTask StartAsync(CancellationToken cancellationToken)
```

Parameters

cancellationToken [CancellationToken ↗](#)

Returns

UniTask

Class MobileDetectionView

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

Assembly: Synesthesia.Snap.Sample.dll

MobileDetectionView(构造函数)

```
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.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.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

ArCamera

ARSDK

```
public Camera ArCamera { get; }
```

Property Value

Camera

CameraButton

ARSDK

```
public Button CameraButton { get; }
```

Property Value

Button

CameraRawImage

UnityEngine.RawImage

```
public RawImage CameraRawImage { get; }
```

Property Value

RawImage

DetectedMaterial

UnityEngine.Material

```
public Material DetectedMaterial { get; }
```

Property Value

Material

GeospatialObject

Geospatial UnityEngine.GameObject

```
public GameObject GeospatialObject { get; }
```

Property Value

GameObject

MenuButton

菜单按钮

```
public Button MenuButton { get; }
```

Property Value

Button

SelectableMaterial

可选材料

```
public Material SelectableMaterial { get; }
```

Property Value

Material

SelectedMaterial

已选材料

```
public Material SelectedMaterial { get; }
```

Property Value

Material

TouchView

触控视图

```
public DetectionTouchView TouchView { get; }
```

Property Value

[DetectionTouchView](#)

Class MockJsonParser

Namespace: [Synesthesias.Snap.Sample](#)

Assembly: Synesthesias.Snap.Sample.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: [Synesthesias.Snap.Sample](#)

Assembly: Synesthesias.Snap.Sample.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

```
[JsonProperty("coordinates")]
public List<List<List<double>>> Coordinates { get; set; }
```

Property Value

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

GmlId

GML ID

```
[JsonProperty("gmlid")]
public string GmlId { get; set; }
```

Property Value

[string](#)

Methods

GetUniqueCoordinates()

获取唯一坐标(列表)

```
public List<List<List<double>>> GetUniqueCoordinates()
```

Returns

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

Remarks

[1维List] - 第一个维度 0维表示维度: 0(Latitude)或 1维度表示: 0(Longitude)或 2维度
或: 0(Altitude)或

[2维List] - 第一个维度 0维表示维度: 0(Hull)或 1维表示维度: 0(Hole)或 2维表示(孔洞或洞)

[3维List] - 第一个维度

Class MockSurfaces

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

Assembly: Synesthesia.Snap.Sample.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](#)>

Class MockValidationModel

Namespace: [Synesthesias.Snap.Sample](#)

Assembly: Synesthesias.Snap.Sample.dll

MockValidationModel(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)

MockValidationModel

```
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()

□□

```
public void Back()
```

Cancel()

□□□□□

```
public void Cancel()
```

Dispose()

□□

```
public void Dispose()
```

GetCapturedTexture()

□□□□□□□□□□□□□□□

```
public Texture GetCapturedTexture()
```

Returns

Texture

RegisterAsync(CancellationToken)

□□

```
public UniTask RegisterAsync(CancellationToken cancellationToken)
```

Parameters

cancellationToken [CancellationToken ↗](#)

Returns

UniTask

StartAsync(CancellationToken)

□□

```
public UniTask StartAsync(CancellationToken cancellationToken)
```

Parameters

cancellationToken [CancellationToken ↗](#)

Returns

UniTask

Class MockValidationResultModel

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

Assembly: Synesthesia.Snap.Sample.dll

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)

Model

```
public MockValidationResultModel(ValidationRepository validationRepository,  
DetectionMenuModel menuModel)
```

Parameters

validationRepository [ValidationRepository](#)

menuModel [DetectionMenuModel](#)

Methods

Dispose()

□□

```
public void Dispose()
```

StartAsync(CancellationToken)

□□

```
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

residentView

```
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) ,
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\(object, object\)](#)

Class RootLifetimeScope

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

Assembly: Synesthesia.Snap.Sample.dll

生命周期管理器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.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.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\(object, object\)](#)

Methods

Configure(IContainerBuilder)

□□

```
protected override void Configure(IContainerBuilder builder)
```

Parameters

`builder` IContainerBuilder

Class SceneModel

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

Assembly: Synesthesia.Snap.Sample.dll

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()

Boolean

```
public bool IsBootstrap()
```

Returns

[bool](#)

NotifyBoot()

Void

```
public void NotifyBoot()
```

Transition(string)

参数

```
public void Transition(string sceneName)
```

Parameters

sceneName [string](#)

Class SceneNameDefine

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

Assembly: Synesthesia.Snap.Sample.dll

概述

```
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

概述

```
public const string Boot = "BootScene"
```

Field Value

[string](#)

EditorDetection

概述(属性)

```
public const string EditorDetection = "EditorDetectionScene"
```

Field Value

[string](#)

Guide

字符串

```
public const string Guide = "GuideScene"
```

Field Value

[string](#)

Main

字符串

```
public const string Main = "MainScene"
```

Field Value

[string](#)

MobileDetection

字符串(字符串)

```
public const string MobileDetection = "MobileDetectionScene"
```

Field Value

[string](#)

Validation

字符串

```
public const string Validation = "ValidationScene"
```

Field Value

[string](#) ↗

Class ScreenModel

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

Assembly: Synesthesia.Snap.Sample.dll

ScreenModel

```
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

ScreenTouchModel

```
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)

ScreenTouch

```
public Touch GetTouch(int index)
```

Parameters

index [int](#)

Returns

Touch

GetTouchCount()

ScreenTouch

```
public int GetTouchCount()
```

Returns

[int](#)

IsTouchScreen(Touch)

bool IsTouchScreen(Touch touch)

Parameters

touch Touch

Returns

[bool](#)

Class SurfaceRepository

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

Assembly: Synesthesia.Snap.Sample.dll

□□□□□□□□□□□□□□□□□□□□

```
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)

□□□□□□

```
public SurfaceRepository(ISurfacesApiAsync surfacesApiAsync)
```

Parameters

surfacesApiAsync [ISurfacesApiAsync](#)

Methods

GetVisibleSurfacesAsync(GeospatialPose, GeospatialPose, double, double, double, CancellationToken)

□□□□□□□□□□□□□□□□□□

```
public UniTask<IReadOnlyList<ISurfaceModel>> GetVisibleSurfacesAsync(GeospatialPose  
fromGeospatialPose, GeospatialPose toGeospatialPose, double roll, double  
maxDistance, double fieldOfView, CancellationToken cancellationToken)
```

Parameters

fromGeospatialPose GeospatialPose

从Geospatial

toGeospatialPose GeospatialPose

到Geospatial

roll double

滚

maxDistance double

最大距离

fieldOfView double

视野

cancellationToken CancellationToken

取消令牌

Returns

UniTask<IReadOnlyList<ISurfaceModel>>

返回

GetVisibleSurfacesAsync(GeospatialPose, GeospatialPose, Camera, double, CancellationToken)

从Geospatial

```
public UniTask<IReadOnlyList<ISurfaceModel>> GetVisibleSurfacesAsync(GeospatialPose  
fromGeospatialPose, GeospatialPose toGeospatialPose, Camera camera, double
```

```
maxDistance, CancellationToken cancellationToken)
```

Parameters

fromGeospatialPose GeospatialPose

 └─ Geospatial

toGeospatialPose GeospatialPose

 └─ Geospatial

camera Camera

 └─

maxDistance [double](#)

 └─

cancellationToken [CancellationToken](#)

 └─

Returns

[UniTask< IReadOnlyList<ISurfaceModel>>](#)

 └─

GetVisibleSurfacesAsync(double, double, double, double, double, double, double, CancellationToken)

 └─

```
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](#)

緯度

fromLongitude [double](#)

経度

fromAltitude [double](#)

高度

toLatitude [double](#)

緯度

toLongitude [double](#)

経度

toAltitude [double](#)

高度

roll [double](#)

回転

maxDistance [double](#)

距離

fieldOfView [double](#)

視野

cancellationToken [CancellationToken](#)

キャンセル用

Returns

[UniTask< IReadOnlyList<ISurfaceModel>>](#)

結果

Class TMPModel

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

Assembly: Synesthesia.Snap.Sample.dll

TextMeshPro

```
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)

参数

```
public TMPModel(string path)
```

Parameters

path [string](#)

Methods

Dispose()

参数

```
public void Dispose()
```

LoadAsync(CancellationToken)

□□

```
public UniTask LoadAsync(CancellationToken cancellationToken)
```

Parameters

cancellationToken [CancellationToken ↗](#)

Returns

UniTask

Class TextureRepository

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

Assembly: Synesthesia.Snap.Sample.dll

██

```
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()

████████████

```
public void Clear()
```

Dispose()

██

```
public void Dispose()
```

GetTexture()

██████████

```
public Texture GetTexture()
```

Returns

Texture

SetTexture(Texture)

██████████

```
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

□□□□□□

```
public DialogIconDefine Icon { get; }
```

Property Value

[DialogIconDefine](#)

Sprite

□□□□

```
public Sprite Sprite { get; }
```

Property Value

Sprite

Class ValidationDialogModel

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

Assembly: Synesthesia.Snap.Sample.dll

ValidationDialogModel

```
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()

ValidationDialogModel

```
public ValidationDialogModel()
```

Fields

IsLeftValidProperty

IsLeftValidProperty

```
public readonly ReactiveProperty<bool> IsLeftValidProperty
```

Field Value

ReactiveProperty<[bool](#)>

IsRightValidProperty

□□□□□□□□□□□□

```
public readonly ReactiveProperty<bool> IsRightValidProperty
```

Field Value

ReactiveProperty<[bool](#)>

IsVisibleProperty

□□□□□□□□□□□□

```
public readonly ReactiveProperty<bool> IsVisibleProperty
```

Field Value

ReactiveProperty<[bool](#)>

Methods

DescriptionAsObservable()

□□□Observable

```
public Observable<string> DescriptionAsObservable()
```

Returns

Observable<[string](#)>

Dispose()

□□

```
public void Dispose()
```

GetTextIconSprite(ValidationDialogIconSprite[], bool)

□□□□□□□□□□□□□

```
public Sprite GetTextIconSprite(ValidationDialogIconSprite[] iconSprites,  
bool isValid)
```

Parameters

iconSprites [ValidationDialogIconSprite\[\]](#)

isValid [bool](#) ↴

Returns

Sprite

GetTitleIconSprite(ValidationDialogIconSprite[], bool)

□□□□□□□□□□□□□

```
public Sprite GetTitleIconSprite(ValidationDialogIconSprite[] iconSprites,  
bool isValid)
```

Parameters

iconSprites [ValidationDialogIconSprite\[\]](#)

isValid [bool](#) ↴

Returns

IsValidAsObservable()

返回 Observable

```
public Observable<bool> IsValidAsObservable()
```

Returns

Observable<[bool](#)>

ParameterAsObservable()

返回 Observable

```
public Observable<ValidationDialogParameter> ParameterAsObservable()
```

Returns

Observable<[ValidationDialogParameter](#)>

SetDescription(string)

参数

```
public void SetDescription(string description)
```

Parameters

description [string](#)

SetParameter(ValidationDialogParameter)

参数

```
public void SetParameter(ValidationDialogParameter parameter)
```

Parameters

parameter [ValidationDialogParameter](#)

SetTitle(string)

设置标题

```
public void SetTitle(string title)
```

Parameters

title [string](#)

TitleAsObservable()

返回 Observable

```
public Observable<string> TitleAsObservable()
```

Returns

[Observable<string>](#)

Class ValidationDialogParameter

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

Assembly: Synesthesia.Snap.Sample.dll

宣告類別

```
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)

宣告方法

```
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

左側検証テキスト

```
public readonly string LeftValidationText
```

Field Value

[string](#)

RightValidationText

右側検証テキスト

```
public readonly string RightValidationText
```

Field Value

[string](#) ↗

Class ValidationDialogPresenter

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

Assembly: Synesthesia.Snap.Sample.dll

类类类类类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)

类类类类类

```
public ValidationDialogPresenter(ValidationDialogModel dialogModel,  
ValidationDialogView view)
```

Parameters

dialogModel [ValidationDialogModel](#)

view [ValidationDialogView](#)

Methods

Dispose()

□□

```
public void Dispose()
```

StartAsync(CancellationToken)

□□

```
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.GetComponentInParent\(Type, bool\)](#) ,
[Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) ,
[Component.GetComponentInParent<T>\(bool, List<T>\)](#) ,
Component.GetComponentInParent<T>() , [Component.GetComponent\(Type\)](#) ,
[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) ,
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.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\(object, object\)](#)

Properties

CancelButton

cancelButton

```
public Button CancelButton { get; }
```

Property Value

Button

CancelButtonText

cancelButtonText

```
public TMP_Text CancelButtonText { get; }
```

Property Value

TMP_Text

ConfirmButton

□□□□□

```
public Button ConfirmButton { get; }
```

Property Value

Button

ConfirmButtonText

□□□□□□□□□

```
public TMP_Text ConfirmButtonText { get; }
```

Property Value

TMP_Text

DescriptionText

□□□□□□

```
public TMP_Text DescriptionText { get; }
```

Property Value

TMP_Text

IconImage

IconImage

```
public Image IconImage { get; }
```

Property Value

Image

IconSprites

IconSprites

```
public ValidationDialogIconSprite[] IconSprites { get; }
```

Property Value

[ValidationDialogIconSprite\[\]](#)

LeftIconImage

IconImage

```
public Image LeftIconImage { get; }
```

Property Value

Image

LeftText

Text

```
public TMP_Text LeftText { get; }
```

Property Value

TMP_Text

RightIconImage

```
public Image RightIconImage { get; }
```

Property Value

Image

RightText

—————

```
public TMP_Text RightText { get; }
```

Property Value

TMP_Text

RootObject

—————

```
public GameObject RootObject { get; }
```

Property Value

GameObject

TitleText

—————

```
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.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.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\(object, object\)](#)

Methods

Configure(IContainerBuilder)

DI $\square\square\square$

```
protected override void Configure(IContainerBuilder builder)
```

Parameters

`builder` IContainerBuilder

Class ValidationModel

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

Assembly: Synesthesia.Snap.Sample.dll

ValidationModel

```
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)

ValidationModel

```
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()

□□

```
public void Back()
```

Cancel()

□□□□

```
public void Cancel()
```

Dispose()

□□

```
public void Dispose()
```

GetCapturedTexture()

□□□□□□□□□□□□

```
public Texture GetCapturedTexture()
```

Returns

Texture

RegisterAsync(CancellationToken)

□□

```
public UniTask RegisterAsync(CancellationToken cancellationToken)
```

Parameters

cancellationToken [CancellationToken](#)

Returns

UniTask

StartAsync(CancellationToken)

□□

```
public UniTask StartAsync(CancellationToken cancellationToken)
```

Parameters

cancellationToken [CancellationToken](#)

Returns

UniTask

Class ValidationParameterModel

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

Assembly: Synesthesia.Snap.Sample.dll

ValidationParameterModel

```
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)

ValidationParameterModel

```
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)

□□□□□

```
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, DateTime)

□□□□□

```
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

Coordinate

```
public readonly Coordinate FromCoordinate
```

Field Value

[Coordinate](#)

GmlId

GML ID

```
public readonly string GmlId
```

Field Value

[string](#)

MeshValidationResult

Mesh验证结果

```
public readonly MeshValidationResult MeshValidationResult
```

Field Value

[MeshValidationResult](#)

Roll

滚转角

```
public readonly double Roll
```

Field Value

[double](#)

Timestamp

时间戳

```
public readonly DateTime Timestamp
```

Field Value

[DateTime](#)

ToCoordinate

到坐标

```
public readonly Coordinate ToCoordinate
```

Field Value

[Coordinate](#)

Class ValidationPresenter

Namespace: [Synesthesias.Snap.Sample](#)

Assembly: Synesthesias.Snap.Sample.dll

类ValidationPresenter

```
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)

类ValidationPresenter

```
public ValidationPresenter(IValidationModel model, ValidationView view,  
ValidationDialogView dialogView)
```

Parameters

model [IValidationModel](#)

view [ValidationView](#)

dialogView [ValidationDialogView](#)

Methods

StartAsync(CancellationToken)

□□

```
public UniTask StartAsync(CancellationToken cancellationToken)
```

Parameters

cancellationToken [CancellationToken ↗](#)

Returns

UniTask

Class ValidationRepository

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

Assembly: Synesthesia.Snap.Sample.dll

██

```
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()

██████████

```
public ValidationRepository()
```

Properties

MockAngleResult

███████████████████

```
public MeshValidationAngleResultType MockAngleResult { get; set; }
```

Property Value

[MeshValidationAngleResultType](#)

MockVertexResult

类

```
public MeshValidationVertexResultType MockVertexResult { get; set; }
```

Property Value

[MeshValidationVertexResultType](#)

Methods

GetAngleResult()

方法

```
public MeshValidationAngleResultType GetAngleResult()
```

Returns

[MeshValidationAngleResultType](#)

GetParameter()

方法

```
public ValidationParameterModel GetParameter()
```

Returns

[ValidationParameterModel](#)

GetVertexResult()

メッシュ検証結果

```
public MeshValidationVertexResultType GetVertexResult()
```

Returns

[MeshValidationVertexResultType](#)

SetParameter(ValidationParameterModel)

メソッド

```
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.GetComponentInParent\(Type, bool\)](#) ,
[Component.GetComponentInParent\(Type\)](#) ,
[Component.GetComponentInParent<T>\(bool\)](#) ,
[Component.GetComponentInParent<T>\(bool, List<T>\)](#) ,
Component.GetComponentInParent<T>() , [Component.GetComponent\(Type\)](#) ,
[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) ,
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.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\(object, object\)](#)

Properties

CapturedRawImage

RawImage

```
public RawImage CapturedRawImage { get; }
```

Property Value

RawImage