Namespace MyNamespace

Classes

MusicPlayer

This class handles music playing.

Class MusicPlayer

Namespace: MyNamespace

Assembly: Assembly-CSharp.dll

This class handles music playing.

```
public class MusicPlayer : MonoBehaviour
```

Inheritance

object ← Object ← Component ← Behaviour ← MonoBehaviour ← MusicPlayer

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

Instance

```
public static MusicPlayer Instance { get; }
```

Property Value

MusicPlayer

Namespace UI

Classes

PauseMenuUI

ScoreUI

Class PauseMenuUI

Namespace: UI

Assembly: Assembly-CSharp.dll

```
public class PauseMenuUI : MonoBehaviour
```

Inheritance

object ← Object ← Component ← Behaviour ← MonoBehaviour ← PauseMenuUI

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)

Methods

Hide()

```
public void Hide()
```

Show()

```
public void Show()
```

Class ScoreUI

Namespace: UI

Assembly: Assembly-CSharp.dll

```
public class ScoreUI : MonoBehaviour
```

Inheritance

object ← Object ← Component ← Behaviour ← MonoBehaviour ← ScoreUI

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)