

Neato Tags

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Chapter 1

Namespace Index

1.1 Package List

Here are the packages with brief descriptions (if available):

CharlieMadeAThing	7
CharlieMadeAThing.NeatoTags	7
CharlieMadeAThing.NeatoTags.Core	7

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

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

CharlieMadeAThing.NeatoTags.Core.Tagger.GameObjectFilter	9
MonoBehaviour	
CharlieMadeAThing.NeatoTags.Core.Tagger	27
CharlieMadeAThing.NeatoTags.Core.NeatoTagsExtensions	13
CharlieMadeAThing.NeatoTags.Core.NeatoTagTaggerTracker	21
ScriptableObject	
CharlieMadeAThing.NeatoTags.Core.NeatoTag	13
CharlieMadeAThing.NeatoTags.Core.Tagger.TagFilter	21

Chapter 3

Class Index

3.1 Class List

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

CharlieMadeAThing.NeatoTags.Core.Tagger.GameObjectFilter	
GameObjectFilter class for chaining filter functions. Don't use directly. Use Tagger.Filter() instead.	9
CharlieMadeAThing.NeatoTags.Core.NeatoTag	13
CharlieMadeAThing.NeatoTags.Core.NeatoTagsExtensions	13
CharlieMadeAThing.NeatoTags.Core.NeatoTagTaggerTracker	21
CharlieMadeAThing.NeatoTags.Core.Tagger.TagFilter	
TagFilter class for chaining filter functions. Don't use directly. Use StartFilter() instead.	21
CharlieMadeAThing.NeatoTags.Core.Tagger	
Stores and tracks attached gameobject and its tags. Also tracks all tagged gameobjects in the scene using static variables. Provides methods for querying the gameobject tags.	27

Chapter 4

Namespace Documentation

4.1 CharlieMadeAThing Namespace Reference

4.2 CharlieMadeAThing.NeatoTags Namespace Reference

4.3 CharlieMadeAThing.NeatoTags.Core Namespace Reference

Classes

- class [NeatoTag](#)
- class [NeatoTagsExtensions](#)
- class [NeatoTagTaggerTracker](#)
- class [Tagger](#)

Stores and tracks attached gameobject and its tags. Also tracks all tagged gameobjects in the scene using static variables. Provides methods for querying the gameobject tags.

Chapter 5

Class Documentation

5.1 CharlieMadeAThing.NeatoTags.Core.Tagger.GameObjectFilter Class Reference

[GameObjectFilter](#) class for chaining filter functions. Don't use directly. Use [Tagger.Filter\(\)](#) instead.

Public Member Functions

- **GameObjectFilter** (IEnumerable< GameObject > gameObjects)
- HashSet< GameObject > [GetMatches](#) ()
the result of the filter. Will not return duplicate GameObjects.
- [GameObjectFilter WithTag](#) ([NeatoTag](#) tag)
Filters for GameObjects that have the tag.
- [GameObjectFilter WithTags](#) (IEnumerable< [NeatoTag](#) > tags)
Filters for GameObjects that have all of the tags.
- [GameObjectFilter WithTags](#) (params [NeatoTag](#)[] tags)
Filters for GameObjects that have all of the tags.
- [GameObjectFilter WithoutTag](#) ([NeatoTag](#) tag)
Filter for GameObjects that don't have the tag.
- [GameObjectFilter WithoutTags](#) (IEnumerable< [NeatoTag](#) > tags)
Filters for GameObjects that have none of the tags.
- [GameObjectFilter WithoutTags](#) (params [NeatoTag](#)[] tags)
Filters for GameObjects that have none of the tags.
- [GameObjectFilter WithAnyTags](#) (IEnumerable< [NeatoTag](#) > tags)
Filter for GameObjects that have any of the tags.
- [GameObjectFilter WithAnyTags](#) (params [NeatoTag](#)[] tags)
Filter for GameObjects that have any of the tags.

5.1.1 Detailed Description

[GameObjectFilter](#) class for chaining filter functions. Don't use directly. Use [Tagger.Filter\(\)](#) instead.

5.1.2 Member Function Documentation

5.1.2.1 GetMatches()

```
HashSet< GameObject > CharlieMadeAThing.NeatoTags.Core.Tagger.GameObjectFilter.GetMatches ( )
```

the result of the filter. Will not return duplicate GameObjects.

Returns

HashSet of GameObjects

5.1.2.2 WithAnyTags() [1/2]

```
GameObjectFilter CharlieMadeAThing.NeatoTags.Core.Tagger.GameObjectFilter.WithAnyTags (
    IEnumerable< NeatoTag > tags )
```

Filter for GameObjects that have any of the tags.

Parameters

<i>tags</i>	IEnumerable of NeatTagAsset
-------------	-----------------------------

Returns

5.1.2.3 WithAnyTags() [2/2]

```
GameObjectFilter CharlieMadeAThing.NeatoTags.Core.Tagger.GameObjectFilter.WithAnyTags (
    params NeatoTag[] tags )
```

Filter for GameObjects that have any of the tags.

Parameters

<i>tags</i>	IEnumerable of NeatTagAsset
-------------	-----------------------------

Returns

5.1.2.4 WithoutTag()

```
GameObjectFilter CharlieMadeAThing.NeatoTags.Core.Tagger.GameObjectFilter.WithoutTag (
    NeatoTag tag )
```

Filter for GameObjects that don't have the tag.

Parameters

<i>tag</i>	Tag to check for.
------------	-------------------

Returns

5.1.2.5 WithoutTags() [1/2]

```
GameObjectFilter CharlieMadeAThing.NeatoTags.Core.Tagger.GameObjectFilter.WithoutTags (
    IEnumerable< NeatoTag > tags )
```

Filters for GameObjects that have none of the tags.

Parameters

<i>tags</i>	IEnumerable of NeatoTag .
-------------	---

Returns

5.1.2.6 WithoutTags() [2/2]

```
GameObjectFilter CharlieMadeAThing.NeatoTags.Core.Tagger.GameObjectFilter.WithoutTags (
    params NeatoTag[] tags )
```

Filters for GameObjects that have none of the tags.

Parameters

<i>tags</i>	IEnumerable of NeatoTag .
-------------	---

Returns

5.1.2.7 WithTag()

```
GameObjectFilter CharlieMadeAThing.NeatoTags.Core.Tagger.GameObjectFilter.WithTag (
    NeatoTag tag )
```

Filters for GameObjects that have the tag.

Parameters

<i>tag</i>	Tag to check for.
------------	-------------------

Returns

5.1.2.8 WithTags() [1/2]

```
GameObjectFilter CharlieMadeAThing.NeatoTags.Core.Tagger.GameObjectFilter.WithTags (
    IEnumerable< NeatoTag > tags )
```

Filters for GameObjects that have all of the tags.

Parameters

<i>tags</i>	IEnumerable of NeatoTag .
-------------	---

Returns

5.1.2.9 WithTags() [2/2]

```
GameObjectFilter CharlieMadeAThing.NeatoTags.Core.Tagger.GameObjectFilter.WithTags (
    params NeatoTag[] tags )
```

Filters for GameObjects that have all of the tags.

Parameters

<i>tags</i>	IEnumerable of NeatoTag .
-------------	---

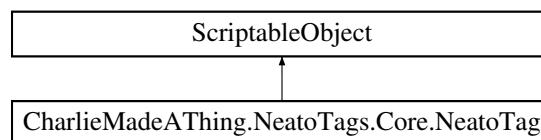
Returns

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

- H:/Programming Projects/Unity/TestingProject/Assets/CharlieMadeAThing/NeatoTags/Core/Scripts/Tagger.↔
cs

5.2 CharlieMadeAThing.NeatoTags.Core.NeatoTag Class Reference

Inheritance diagram for CharlieMadeAThing.NeatoTags.Core.NeatoTag:



Properties

- Color **Color** [get, set]
- string **Comment** [get, set]

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

- H:/Programming Projects/Unity/TestingProject/Assets/CharlieMadeAThing/NeatoTags/Core/Scripts/Neato↔
Tag.cs

5.3 CharlieMadeAThing.NeatoTags.Core.NeatoTagsExtensions Class Reference

Static Public Member Functions

- static bool [HasTagger](#) (this GameObject gameObject)
Returns true if the gameobject has a [Tagger](#) component.
- static void [AddTag](#) (this GameObject gameObject, [NeatoTag](#) tag)
Adds a tag to this gameobject.
- static void [RemoveTag](#) (this GameObject gameObject, [NeatoTag](#) tag)
Removes a tag from this gameobject.
- static bool [HasTag](#) (this GameObject gameObject, [NeatoTag](#) tag)

- Returns true if the gameobject is tagged with the given tag.*
- static bool [HasTag](#) (this GameObject gameObject, string tagName)
 - Returns true if the gameobject is tagged with the given tag by name.*
- static bool [HasAnyTagsMatching](#) (this GameObject gameObject, params [NeatoTag](#)[] tagParams)
 - Returns true if the gameobject is tagged with any of the given tags.*
- static bool [HasAnyTagsMatching](#) (this GameObject gameObject, params string[] tagNameParams)
 - Returns true if the gameobject is tagged with any of the given tags.*
- static bool [HasAnyTagsMatching](#) (this GameObject gameObject, IEnumerable< [NeatoTag](#) > tagList)
 - Returns true if the gameobject is tagged with any of the given tags.*
- static bool [HasAnyTagsMatching](#) (this GameObject gameObject, IEnumerable< string > tagList)
 - Returns true if the gameobject is tagged with any of the given tags.*
- static bool [HasAllTagsMatching](#) (this GameObject gameObject, params [NeatoTag](#)[] tagParams)
 - Returns true if the gameobject is tagged with all of the given tags.*
- static bool [HasAllTagsMatching](#) (this GameObject gameObject, params string[] tagNameParams)
 - Returns true if the gameobject is tagged with all of the given tags.*
- static bool [HasAllTagsMatching](#) (this GameObject gameObject, IEnumerable< [NeatoTag](#) > tagList)
 - Returns true if the gameobject is tagged with all of the given tags.*
- static bool [HasAllTagsMatching](#) (this GameObject gameObject, IEnumerable< string > tagNameList)
 - Returns true if the gameobject is tagged with all of the given tags.*
- static bool [HasNoTagsMatching](#) (this GameObject gameObject, params [NeatoTag](#)[] tagList)
 - Return true if the gameobject is not tagged with any of the given tags.*
- static bool [HasNoTagsMatching](#) (this GameObject gameObject, params string[] tagNameList)
 - Return true if the gameobject is not tagged with any of the given tags.*
- static bool [HasNoTagsMatching](#) (this GameObject gameObject, IEnumerable< [NeatoTag](#) > tagList)
 - Return true if the gameobject is not tagged with any of the given tags.*
- static bool [HasNoTagsMatching](#) (this GameObject gameObject, IEnumerable< string > tagNameList)
 - Return true if the gameobject is not tagged with any of the given tags.*
- static [Tagger.TagFilter StartTagFilter](#) (this GameObject gameObject)
 - Starts a tag filter. Starts a filter for chaining filter functions. WithTag(), WithTags(), WithoutTag(), WithoutTags(), WithAnyTags() To get result call .IsMatch() on the returned filter. Can be null!*

5.3.1 Member Function Documentation

5.3.1.1 AddTag()

```
static void CharlieMadeAThing.NeatoTags.Core.NeatoTagsExtensions.AddTag (
    this GameObject gameObject,
    NeatoTag tag ) [static]
```

Adds a tag to this gameobject.

Parameters

<i>gameObject</i>	
<i>tag</i>	Tag to add

5.3.1.2 HasAllTagsMatching() [1/4]

```
static bool CharlieMadeAThing.NeatoTags.Core.NeatoTagsExtensions.HasAllTagsMatching (
    this GameObject gameObject,
    IEnumerable< NeatoTag > tagList ) [static]
```

Returns true if the gameObject is tagged with all of the given tags.

Parameters

<i>gameObject</i>	
<i>tagList</i>	IEnumerable of tags

Returns

True if any tags match, otherwise false.

5.3.1.3 HasAllTagsMatching() [2/4]

```
static bool CharlieMadeAThing.NeatoTags.Core.NeatoTagsExtensions.HasAllTagsMatching (
    this GameObject gameObject,
    IEnumerable< string > tagNameList ) [static]
```

Returns true if the gameObject is tagged with all of the given tags.

Parameters

<i>gameObject</i>	
<i>tagNameList</i>	IEnumerable of tag names

Returns

True if any tags match, otherwise false.

5.3.1.4 HasAllTagsMatching() [3/4]

```
static bool CharlieMadeAThing.NeatoTags.Core.NeatoTagsExtensions.HasAllTagsMatching (
    this GameObject gameObject,
    params NeatoTag[] tagParams ) [static]
```

Returns true if the gameObject is tagged with all of the given tags.

Parameters

<i>gameObject</i>	
<i>tagParams</i>	params array of tags

Returns

True if all tags match, otherwise false.

5.3.1.5 HasAllTagsMatching() [4/4]

```
static bool CharlieMadeAThing.NeatoTags.Core.NeatoTagsExtensions.HasAllTagsMatching (
    this GameObject gameObject,
    params string[] tagNameParams ) [static]
```

Returns true if the gameobject is tagged with all of the given tags.

Parameters

<i>gameObject</i>	
<i>tagNameParams</i>	params array of tag names

Returns

True if all tags match, otherwise false.

5.3.1.6 HasAnyTagsMatching() [1/4]

```
static bool CharlieMadeAThing.NeatoTags.Core.NeatoTagsExtensions.HasAnyTagsMatching (
    this GameObject gameObject,
    IEnumerable< NeatoTag > tagList ) [static]
```

Returns true if the gameobject is tagged with any of the given tags.

Parameters

<i>gameObject</i>	
<i>tagList</i>	IEnumerable of tags

Returns

True if any tags match, otherwise false.

5.3.1.7 HasAnyTagsMatching() [2/4]

```
static bool CharlieMadeAThing.NeatoTags.Core.NeatoTagsExtensions.HasAnyTagsMatching (
    this GameObject gameObject,
    IEnumerable< string > tagList ) [static]
```

Returns true if the gameobject is tagged with any of the given tags.

Parameters

<i>gameObject</i>	
<i>tagList</i>	IEnumerable of tag names

Returns

True if any tags match, otherwise false.

5.3.1.8 HasAnyTagsMatching() [3/4]

```
static bool CharlieMadeAThing.NeatoTags.Core.NeatoTagsExtensions.HasAnyTagsMatching (
    this GameObject gameObject,
    params NeatoTag[] tagParams ) [static]
```

Returns true if the gameObject is tagged with any of the given tags.

Parameters

<i>gameObject</i>	
<i>tagParams</i>	params array of tags

Returns

True if any tags match, otherwise false.

5.3.1.9 HasAnyTagsMatching() [4/4]

```
static bool CharlieMadeAThing.NeatoTags.Core.NeatoTagsExtensions.HasAnyTagsMatching (
    this GameObject gameObject,
    params string[] tagNameParams ) [static]
```

Returns true if the gameObject is tagged with any of the given tags.

Parameters

<i>gameObject</i>	
<i>tagNameParams</i>	params array of tag names

Returns

True if any tags match, otherwise false.

5.3.1.10 HasNoTagsMatching() [1/4]

```
static bool CharlieMadeAThing.NeatoTags.Core.NeatoTagsExtensions.HasNoTagsMatching (
    this GameObject gameObject,
    IEnumerable< NeatoTag > tagList ) [static]
```

Return true if the gameobject is not tagged with any of the given tags.

Parameters

<i>gameObject</i>	
<i>tagList</i>	IEnumerable array of tags

Returns

True if none of the tags match, otherwise false.

5.3.1.11 HasNoTagsMatching() [2/4]

```
static bool CharlieMadeAThing.NeatoTags.Core.NeatoTagsExtensions.HasNoTagsMatching (
    this GameObject gameObject,
    IEnumerable< string > tagNameList ) [static]
```

Return true if the gameobject is not tagged with any of the given tags.

Parameters

<i>gameObject</i>	
<i>tagNameList</i>	IEnumerable array of tag names

Returns

True if none of the tags match, otherwise false.

5.3.1.12 HasNoTagsMatching() [3/4]

```
static bool CharlieMadeAThing.NeatoTags.Core.NeatoTagsExtensions.HasNoTagsMatching (
    this GameObject gameObject,
    params NeatoTag[] tagList ) [static]
```

Return true if the gameobject is not tagged with any of the given tags.

Parameters

<i>gameObject</i>	
<i>tagList</i>	params array of tags

Returns

True if none of the tags match, otherwise false.

5.3.1.13 HasNoTagsMatching() [4/4]

```
static bool CharlieMadeAThing.NeatoTags.Core.NeatoTagsExtensions.HasNoTagsMatching (
    this GameObject gameObject,
    params string[] tagNameList ) [static]
```

Return true if the gameobject is not tagged with any of the given tags.

Parameters

<i>gameObject</i>	
<i>tagNameList</i>	params array of tag names

Returns

True if none of the tags match, otherwise false.

5.3.1.14 HasTag() [1/2]

```
static bool CharlieMadeAThing.NeatoTags.Core.NeatoTagsExtensions.HasTag (
    this GameObject gameObject,
    NeatoTag tag ) [static]
```

Returns true if the gameobject is tagged with the given tag.

Parameters

<i>gameObject</i>	
<i>tag</i>	Tag to check for.

Returns

True if has matching tag, otherwise false.

5.3.1.15 HasTag() [2/2]

```
static bool CharlieMadeAThing.NeatoTags.Core.NeatoTagsExtensions.HasTag (
    this GameObject gameObject,
    string tagName ) [static]
```

Returns true if the gameobject is tagged with the given tag by name.

Parameters

<i>gameObject</i>	
<i>tagName</i>	Tag to check for

Returns

True if has matching tag, otherwise false.

5.3.1.16 HasTagger()

```
static bool CharlieMadeAThing.NeatoTags.Core.NeatoTagsExtensions.HasTagger (  
    this GameObject gameObject ) [static]
```

Returns true if the gameobject has a [Tagger](#) component.

Parameters

<i>gameObject</i>	
-------------------	--

Returns

bool

5.3.1.17 RemoveTag()

```
static void CharlieMadeAThing.NeatoTags.Core.NeatoTagsExtensions.RemoveTag (  
    this GameObject gameObject,  
    NeatoTag tag ) [static]
```

Removes a tag from this gameobject.

Parameters

<i>gameObject</i>	
<i>tag</i>	Tag to remove

5.3.1.18 StartTagFilter()

```
static Tagger.TagFilter CharlieMadeAThing.NeatoTags.Core.NeatoTagsExtensions.StartTagFilter (  
    this GameObject gameObject ) [static]
```


Starts a tag filter. Starts a filter for chaining filter functions. WithTag(), WithTags(), WithoutTag(), WithoutTags(), WithAnyTags() To get result call .IsMatch() on the returned filter. Can be null!

Parameters

<i>gameObject</i>	
-------------------	--

Returns

TagFilter or null

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

- H:/Programming Projects/Unity/TestingProject/Assets/CharlieMadeAThing/NeatoTags/Core/Scripts/NeatoTagsExtensions.cs

5.4 CharlieMadeAThing.NeatoTags.Core.NeatoTagTaggerTracker Class Reference

Static Public Member Functions

- static void **RegisterTagger** ([Tagger](#) tagger)
- static void **UnregisterTagger** ([Tagger](#) tagger)
- static void **RegisterTaggersInScene** ()
- static void **SelectAllGameObjectsWithTaggerThatHasTag** ([NeatoTag](#) tag)

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

- H:/Programming Projects/Unity/TestingProject/Assets/CharlieMadeAThing/NeatoTags/Core/Scripts/NeatoTagTaggerTracker.cs

5.5 CharlieMadeAThing.NeatoTags.Core.Tagger.TagFilter Class Reference

[TagFilter](#) class for chaining filter functions. Don't use directly. Use [StartFilter\(\)](#) instead.

Public Member Functions

- **TagFilter** ([Tagger](#) target)
- **bool IsMatch** ()
Checks if the filter matches.
- **TagFilter WithTag** ([NeatoTag](#) tag)
Checks if gameobject has tag.
- **TagFilter WithTags** (params [NeatoTag](#)[] tags)
Checks if gameobject has all the tags in params.
- **TagFilter WithTags** (IEnumerable< [NeatoTag](#) > tagList)
Checks if gameobject has all the tags in list.
- **TagFilter WithoutTag** ([NeatoTag](#) tag)
Checks if gameobject doesn't have tag.
- **TagFilter WithoutTags** (params [NeatoTag](#)[] tags)
Checks if gameobject doesn't have tags in params.
- **TagFilter WithoutTags** (IEnumerable< [NeatoTag](#) > tagList)
Checks if gameobject doesn't have tags in list.
- **TagFilter WithAnyTags** (IEnumerable< [NeatoTag](#) > tagList)
Checks if gameobject has any of the tags in list.
- **TagFilter WithAnyTags** (params [NeatoTag](#)[] tags)
Checks if gameobject has any of the tags in params.

5.5.1 Detailed Description

[TagFilter](#) class for chaining filter functions. Don't use directly. Use [StartFilter\(\)](#) instead.

5.5.2 Member Function Documentation

5.5.2.1 IsMatch()

```
bool CharlieMadeAThing.NeatoTags.Core.Tagger.TagFilter.IsMatch ( )
```

Checks if the filter matches.

Returns

true if filter matches, otherwise false.

5.5.2.2 WithAnyTags() [1/2]

```
TagFilter CharlieMadeAThing.NeatoTags.Core.Tagger.TagFilter.WithAnyTags (
    IEnumerable< NeatoTag > tagList )
```

Checks if gameobject has any of the tags in list.

Parameters

<i>tagList</i>	Tags to check for
----------------	-------------------

Returns

5.5.2.3 WithAnyTags() [2/2]

```
TagFilter CharlieMadeAThing.NeatoTags.Core.Tagger.TagFilter.WithAnyTags (
    params NeatoTag[] tags )
```

Checks if gameobject has any of the tags in params.

Parameters

<i>tags</i>	Tags to check for
-------------	-------------------

Returns

5.5.2.4 WithoutTag()

```
TagFilter CharlieMadeAThing.NeatoTags.Core.Tagger.TagFilter.WithoutTag (
    NeatoTag tag )
```

Checks if gameobject doesn't have tag.

Parameters

<i>tag</i>	Tags to check for
------------	-------------------

Returns

5.5.2.5 WithoutTags() [1/2]

```
TagFilter CharlieMadeAThing.NeatoTags.Core.Tagger.TagFilter.WithoutTags (
    IEnumerable< NeatoTag > tagList )
```

Checks if gameobject doesn't have tags in list.

Parameters

<i>tagList</i>	Tags to check for
----------------	-------------------

Returns

5.5.2.6 WithoutTags() [2/2]

```
TagFilter CharlieMadeAThing.NeatoTags.Core.Tagger.TagFilter.WithoutTags (
    params NeatoTag[] tags )
```

Checks if gameobject doesn't have tags in params.

Parameters

<i>tags</i>	Tags to check for
-------------	-------------------

Returns

5.5.2.7 WithTag()

```
TagFilter CharlieMadeAThing.NeatoTags.Core.Tagger.TagFilter.WithTag (
    NeatoTag tag )
```

Checks if gameobject has tag.

Parameters

<i>tag</i>	Tag to check for
------------	------------------

Returns

5.5.2.8 WithTags() [1/2]

```
TagFilter CharlieMadeAThing.NeatoTags.Core.Tagger.TagFilter.WithTags (
    IEnumerable< NeatoTag > tagList )
```

Checks if gameobject has all the tags in list.

Parameters

<code>tagList</code>	Tags to check for
----------------------	-------------------

Returns

5.5.2.9 WithTags() [2/2]

```
TagFilter CharlieMadeAThing.NeatoTags.Core.Tagger.TagFilter.WithTags (
    params NeatoTag[] tags )
```

Checks if gameobject has all the tags in params.

Parameters

<code>tags</code>	Tags to check for
-------------------	-------------------

Returns

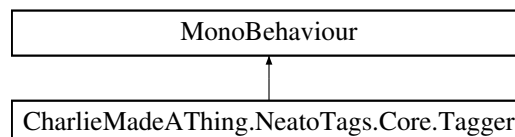
The documentation for this class was generated from the following file:

- [H:/Programming Projects/Unity/TestingProject/Assets/CharlieMadeAThing/NeatoTags/Core/Scripts/Tagger.cs](#)

5.6 CharlieMadeAThing.NeatoTags.Core.Tagger Class Reference

Stores and tracks attached gameobject and its tags. Also tracks all tagged gameobjects in the scene using static variables. Provides methods for querying the gameobject tags.

Inheritance diagram for CharlieMadeAThing.NeatoTags.Core.Tagger:



Classes

- class [GameObjectFilter](#)
GameObjectFilter class for chaining filter functions. Don't use directly. Use [Tagger.Filter\(\)](#) instead.
- class [TagFilter](#)
TagFilter class for chaining filter functions. Don't use directly. Use [StartFilter\(\)](#) instead.

Public Member Functions

- bool [HasTag](#) ([NeatoTag](#) neatoTag)
Checks if [Tagger](#) has a specific tag.
- bool [HasTag](#) (string neatoTag)
Checks if [Tagger](#) has a specific tag by tag name.
- bool [AnyTagsMatch](#) (IEnumerable< [NeatoTag](#) > tagList)
Checks if [Tagger](#) has any of the tags in the list.
- bool [AnyTagsMatch](#) (IEnumerable< string > tagList)
Checks if [Tagger](#) has any of the tags in the list by name.
- bool [AllTagsMatch](#) (IEnumerable< [NeatoTag](#) > tagList)
Checks if all of the tags in the list are in the [Tagger](#).
- bool [AllTagsMatch](#) (IEnumerable< string > tagList)
Checks if all of the tags in the list are in the [Tagger](#) by name.
- bool [NoTagsMatch](#) (IEnumerable< [NeatoTag](#) > tagList)
Checks if [Tagger](#) doesn't have any of the tags in the list.
- bool [NoTagsMatch](#) (IEnumerable< string > tagList)
Checks if [Tagger](#) doesn't have any of the tags in the list by name.
- void [AddTag](#) ([NeatoTag](#) neatoTag)
Add a tag to the tagger.
- void [RemoveTag](#) ([NeatoTag](#) neatoTag)
Remove a tag from the tagger.
- void [RemoveAllTags](#) ()
Remove ALL tags from the tagger.
- [TagFilter](#) [StartFilter](#) ()
Starts a filter for tags on a [GameObject](#). WithTag(), WithTags(), WithoutTag(), WithoutTags(), WithAnyTags() To get result call .IsMatch() or .GetMatches()

Static Public Member Functions

- static List< [GameObject](#) > [GetAllGameObjectsWithTagger](#) ()
All gameobjects in the scene with a tagger component.
- static bool [HasTagger](#) ([GameObject](#) gameObject)
Checks if a gameobject has a [Tagger](#) component. This checks a dictionary so never calls GetComponent.
- static bool [TryGetTagger](#) ([GameObject](#) gameObject, out [Tagger](#) tagger)
Checks if a gameobject has a [Tagger](#) component. If true it will out the [Tagger](#) component.
- static Dictionary< [GameObject](#), [Tagger](#) > [GetGameobjectsWithTagger](#) ()
Gets a Dictionary of all the gameobjects that have a [Tagger](#) component.
- static [GameObjectFilter](#) [Filter](#) (IEnumerable< [GameObject](#) > gameObjects)
Starts a filter for a list of gameobjects. Given a list of gameobjects, this will return a new list of gameobjects using the tag filter. If nothing is passed in, it will check against ALL tagged [GameObjects](#).
- static [GameObjectFilter](#) [Filter](#) ()
Starts a filter for a list of gameobjects. If nothing is passed in, it will check against ALL tagged [GameObjects](#).

Properties

- List< [NeatoTag](#) > [GetTags](#) [get]

5.6.1 Detailed Description

Stores and tracks attached gameobject and its tags. Also tracks all tagged gameobjects in the scene using static variables. Provides methods for querying the gameobject tags.

5.6.2 Member Function Documentation

5.6.2.1 AddTag()

```
void CharlieMadeAThing.NeatoTags.Core.Tagger.AddTag (
    NeatoTag neatoTag )
```

Add a tag to the tagger.

Parameters

<i>neatoTag</i>	Tag to add.
-----------------	-------------

5.6.2.2 AllTagsMatch() [1/2]

```
bool CharlieMadeAThing.NeatoTags.Core.Tagger.AllTagsMatch (
    IEnumerable< NeatoTag > tagList )
```

Checks if all of the tags in the list are in the [Tagger](#).

Parameters

<i>tagList</i>	IEnumerable of tags
----------------	---------------------

Returns

True if [Tagger](#) has all of the tags, otherwise false.

5.6.2.3 AllTagsMatch() [2/2]

```
bool CharlieMadeAThing.NeatoTags.Core.Tagger.AllTagsMatch (
    IEnumerable< string > tagList )
```

Checks if all of the tags in the list are in the [Tagger](#) by name.

Parameters

<i>tagList</i>	IEnumerable of tag names
----------------	--------------------------

Returns

True if [Tagger](#) has all of the tags, otherwise false.

5.6.2.4 AnyTagsMatch() [1/2]

```
bool CharlieMadeAThing.NeatoTags.Core.Tagger.AnyTagsMatch (
    IEnumerable< NeatoTag > tagList )
```

Checks if [Tagger](#) has any of the tags in the list.

Parameters

<i>tagList</i>	IEnumerable of tags
----------------	---------------------

Returns

True if [Tagger](#) has any of the tags, otherwise false.

5.6.2.5 AnyTagsMatch() [2/2]

```
bool CharlieMadeAThing.NeatoTags.Core.Tagger.AnyTagsMatch (
    IEnumerable< string > tagList )
```

Checks if [Tagger](#) has any of the tags in the list by name.

Parameters

<i>tagList</i>	IEnumerable of tag names
----------------	--------------------------

Returns

True if [Tagger](#) has any of the tags, otherwise false.

5.6.2.6 Filter() [1/2]

```
static GameObjectFilter CharlieMadeAThing.NeatoTags.Core.Tagger.Filter ( ) [static]
```

Starts a filter for a list of gameobjects. If nothing is passed in, it will check against ALL tagged GameObjects.

Returns

[TagFilter](#) for chaining filter functions

5.6.2.7 Filter() [2/2]

```
static GameObjectFilter CharlieMadeAThing.NeatoTags.Core.Tagger.Filter (
    IEnumerable< GameObject > gameObjects ) [static]
```

Starts a filter for a list of gameobjects. Given a list of gameobjects, this will return a new list of gameobjects using the tag filter. If nothing is passed in, it will check against ALL tagged GameObjects.

Parameters

<i>gameObjects</i>	Optional list of GameObjects
--------------------	------------------------------

Returns

[TagFilter](#) for chaining filter functions

5.6.2.8 GetAllGameObjectsWithTagger()

```
static List< GameObject > CharlieMadeAThing.NeatoTags.Core.Tagger.GetAllGameObjectsWithTagger
( ) [static]
```

All gameobjects in the scene with a tagger component.

Returns

List of gameobjects in the scene with a tagger component.

5.6.2.9 GetGameobjectsWithTagger()

```
static Dictionary< GameObject, Tagger > CharlieMadeAThing.NeatoTags.Core.Tagger.GetGameobjects↵
WithTagger ( ) [static]
```

Gets a Dictionary of all the gameobjects that have a [Tagger](#) component.

Returns

a Dictionary where the keys are Gameobjects and Values are the respective [Tagger](#) component.

5.6.2.10 HasTag() [1/2]

```
bool CharlieMadeAThing.NeatoTags.Core.Tagger.HasTag (
    NeatoTag neatoTag )
```

Checks if [Tagger](#) has a specific tag.

Parameters

<i>neatoTag</i>	The tag to check for
-----------------	----------------------

Returns

True if [Tagger](#) has the tag, otherwise false.

5.6.2.11 HasTag() [2/2]

```
bool CharlieMadeAThing.NeatoTags.Core.Tagger.HasTag (
    string neatoTag )
```

Checks if [Tagger](#) has a specific tag by tag name.

Parameters

<i>neatoTag</i>	The tag name to check for
-----------------	---------------------------

Returns

True if [Tagger](#) has the tag, otherwise false.

5.6.2.12 HasTagger()

```
static bool CharlieMadeAThing.NeatoTags.Core.Tagger.HasTagger (
    GameObject gameObject ) [static]
```

Checks if a gameobject has a [Tagger](#) component. This checks a dictionary so never calls GetComponent.

Parameters

<i>gameObject</i>	Gameobject to check
-------------------	---------------------

Returns

true if GameObject has a [Tagger](#) component, false if not.

5.6.2.13 NoTagsMatch() [1/2]

```
bool CharlieMadeAThing.NeatoTags.Core.Tagger.NoTagsMatch (
    IEnumerable< NeatoTag > tagList )
```

Checks if [Tagger](#) doesn't have any of the tags in the list.

Parameters

<i>tagList</i>	IEnumerable of tags
----------------	---------------------

Returns

True if [Tagger](#) has none of the tags in the list, otherwise false.

5.6.2.14 NoTagsMatch() [2/2]

```
bool CharlieMadeAThing.NeatoTags.Core.Tagger.NoTagsMatch (
    IEnumerable< string > tagList )
```

Checks if [Tagger](#) doesn't have any of the tags in the list by name.

Parameters

<i>tagList</i>	IEnumerable of tag names
----------------	--------------------------

Returns

True if [Tagger](#) has none of the tags in the list, otherwise false.

5.6.2.15 RemoveTag()

```
void CharlieMadeAThing.NeatoTags.Core.Tagger.RemoveTag (
    NeatoTag neatoTag )
```

Remove a tag from the tagger.

Parameters

<i>neatoTag</i>	Tag to remove.
-----------------	----------------

5.6.2.16 StartFilter()

```
TagFilter CharlieMadeAThing.NeatoTags.Core.Tagger.StartFilter ( )
```

Starts a filter for tags on a GameObject. WithTag(), WithTags(), WithoutTag(), WithoutTags(), WithAnyTags() To get result call .IsMatch() or .GetMatches()

Returns

[TagFilter](#) for chaining filter functions.

5.6.2.17 TryGetTagger()

```
static bool CharlieMadeAThing.NeatoTags.Core.Tagger.TryGetTagger (
    GameObject gameObject,
    out Tagger tagger ) [static]
```

Checks if a gameobject has a [Tagger](#) component. If true it will out the [Tagger](#) component.

Parameters

<i>gameObject</i>	Gameobject to check
<i>tagger</i>	Gameobject's Tagger component

Returns

True if Gameobject has a [Tagger](#) component, otherwise false.

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

- H:/Programming Projects/Unity/TestingProject/Assets/CharlieMadeAThing/NeatoTags/Core/Scripts/Tagger.↔
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