Neato Tags

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- 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

tags	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

tags	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

tag	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

tags	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

tags	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

tag	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

tags	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

tags	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:

```
┌─────────────────────────────────────────────────┐
│                 ScriptableObject                  │
└─────────────────────────────────────────────────┘
                         ▲
┌─────────────────────────────────────────────────┐
│  CharlieMadeAThing.NeatoTags.Core.NeatoTag        │
└─────────────────────────────────────────────────┘
```
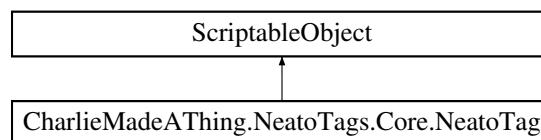
Properties

- 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

gameObject	
tag	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

gameObject	
tagList	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

gameObject	
tagNameList	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

gameObject	
tagParams	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

gameObject	
tagNameParams	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

gameObject	
tagList	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

gameObject	
tagList	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

gameObject	
tagParams	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

gameObject	
tagNameParams	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

gameObject	
tagList	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

gameObject	
tagNameList	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

gameObject	
tagList	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

gameObject	
tagNameList	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

gameObject	
tag	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

gameObject	
tagName	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

gameObject	

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

gameObject	
tag	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

gameObject	

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/Neato↩ TagsExtensions.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/Neato↩ TagTaggerTracker.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

tagList	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

tags	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

tag	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

tagList	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

tags	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

tag	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

tagList	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

tags	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:

```
┌─────────────────────────────────────────────┐
│               MonoBehaviour                   │
└─────────────────────────────────────────────┘
                      ▲
                      │
┌─────────────────────────────────────────────┐
│  CharlieMadeAThing.NeatoTags.Core.Tagger      │
└─────────────────────────────────────────────┘
```
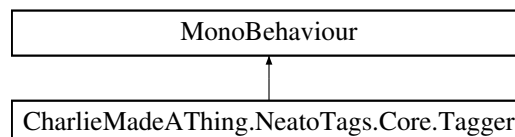
Classes

- 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

neatoTag	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

tagList	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

tagList	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

tagList	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

tagList	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

gameObjects	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

neatoTag	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

neatoTag	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

gameObject	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

tagList	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

tagList	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

neatoTag	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

gameObject	Gameobject to check
tagger	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.↩ cs

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