

[Namespace Hierarchy](#)

Classes

Class	Description
BaseApplication	Root class for the scene's scripts.
BaseApplication(M,V,C)	Extension of the BaseApplication class to handle different types of Model View Controllers.
Controller	Base class for all Controllers in the application.
Controller(T)	Base class for all Controller related classes.
Element	Base class for all MVC related classes.
Element(T)	Extension of the element class to handle different BaseApplication types.
Model	Base class for all Model related classes.
Model(T)	Base class for all Model related classes.
View	Base class for all View related classes.
View(T)	Base class for all View related classes.

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BaseApplication Class

Root class for the scene's scripts.

For a list of all members of this type, see [BaseApplication Members](#).

[System.Object](#) Object

 Component

 Behaviour

 MonoBehaviour

[Element](#)

BaseApplication

[BaseApplication\(M,V,C\)](#)

```
public class BaseApplication : Element
```

Requirements

Namespace: [thelab.mvc](#)

Assembly: thelab-mvc (in thelab-mvc.dll)

See Also

[BaseApplication Members](#) | [thelab.mvc Namespace](#)


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BaseApplication Members

[BaseApplication overview](#)













Public Instance Constructors


















 BaseApplication Constructor	Initializes a new instance of the BaseApplication class.
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Public Instance Fields
















 verbose	Verbose Level.
----------------------------------------------------------------------------------------------------------	----------------

Public Instance Properties

 animation (inherited from UnityEngine.Component)	Obsolete.
 app (inherited from Element)	Reference to the root application of the scene.
 args	Arguments passed between scenes.
 audio (inherited from UnityEngine.Component)	Obsolete.
 camera (inherited from UnityEngine.Component)	Obsolete.
 collider (inherited from UnityEngine.Component)	Obsolete.
 collider2D (inherited from UnityEngine.Component)	Obsolete.
 constantForce (inherited from UnityEngine.Component)	Obsolete.
 controller	Fetches the root Controller instance.
 enabled (inherited from UnityEngine.Behaviour)	
 gameObject (inherited from UnityEngine.Component)	
 guiElement (inherited from UnityEngine.Component)	Obsolete.

 <code>guiText</code> (inherited from UnityEngine.Component)	Obsolete.
 <code>guiTexture</code> (inherited from UnityEngine.Component)	Obsolete.
 <code>hideFlags</code> (inherited from UnityEngine.Object)	
 <code>hingeJoint</code> (inherited from UnityEngine.Component)	Obsolete.
 <code>light</code> (inherited from UnityEngine.Component)	Obsolete.
 model	Fetches the root Model instance.
 <code>name</code> (inherited from UnityEngine.Object)	
 <code>networkView</code> (inherited from UnityEngine.Component)	Obsolete.
 <code>particleEmitter</code> (inherited from UnityEngine.Component)	Obsolete.
 <code>particleSystem</code> (inherited from UnityEngine.Component)	Obsolete.
 <code>renderer</code> (inherited from UnityEngine.Component)	Obsolete.
 <code>rigidbody</code> (inherited from UnityEngine.Component)	Obsolete.
 <code>rigidbody2D</code> (inherited from UnityEngine.Component)	Obsolete.
 <code>tag</code> (inherited from UnityEngine.Component)	
 <code>transform</code> (inherited from UnityEngine.Component)	
 <code>useGUILayout</code> (inherited from UnityEngine.MonoBehaviour)	
 view	Fetches the root View instance.




Public Instance Methods

<div>  Assert(T) (inherited from Element) </div>	<div> <p>Finds a instance of 'T' if 'var' is null. Returns 'var' otherwise. If 'global' is 'true' searches in all scope, otherwise, searches in childrens.</p> </div>
<div>  BroadcastMessage (inherited from UnityEngine.Component) </div>	<div> <p>Overloaded.</p> </div>
<div>  CancelInvoke (inherited from UnityEngine.MonoBehaviour) </div>	<div> <p>Overloaded.</p> </div>
<div>  CompareTag (inherited from UnityEngine.Component) </div>	<div> </div>
<div>  Equals (inherited from UnityEngine.Object) </div>	<div> </div>
<div>  Find(T) (inherited from Element) </div>	<div> <p>Searchs for a given element in the dot separated path.</p> </div>
<div>  GetComponent (inherited from UnityEngine.Component) </div>	<div> <p>Overloaded.</p> </div>
<div>  GetComponent(T) (inherited from UnityEngine.Component) </div>	<div> </div>
<div>  GetComponentInChildren (inherited from UnityEngine.Component) </div>	<div> </div>
<div>  GetComponentInChildren(T) (inherited from UnityEngine.Component) </div>	<div> </div>
<div>  GetComponentInParent (inherited from UnityEngine.Component) </div>	<div> </div>
<div>  GetComponentInParent(T) (inherited from UnityEngine.Component) </div>	<div> </div>
<div>  GetComponents (inherited from UnityEngine.Component) </div>	<div> <p>Overloaded.</p> </div>
<div>  GetComponents(T) (inherited from UnityEngine.Component) </div>	<div> <p>Overloaded.</p> </div>
<div>  GetComponentsInChildren (inherited from </div>	<div> <p>Overloaded.</p> </div>

UnityEngine.Component)	
◆ GetComponentInChildren(T) (inherited from UnityEngine.Component)	Overloaded.
◆ GetComponentInParent (inherited from UnityEngine.Component)	Overloaded.
◆ GetComponentInParent(T) (inherited from UnityEngine.Component)	Overloaded.
◆ GetHashCode (inherited from UnityEngine.Object)	
◆ GetInstanceID (inherited from UnityEngine.Object)	
◆ GetType (inherited from Object)	
◆ Invoke (inherited from UnityEngine.MonoBehaviour)	
◆ InvokeRepeating (inherited from UnityEngine.MonoBehaviour)	
◆ IsInvoking (inherited from UnityEngine.MonoBehaviour)	Overloaded.
◆ Log (inherited from Element)	Logs a message using this element information.
◆ Notify	Overloaded. Notifies all application's controllers.
◆ Notify (inherited from Element)	Overloaded. Sends a notification to all controllers passing this instance as 'target'.
◆ SendMessage (inherited from UnityEngine.Component)	Overloaded.
◆ SendMessageUpwards (inherited from UnityEngine.Component)	Overloaded.
◆ StartCoroutine (inherited from UnityEngine.MonoBehaviour)	Overloaded.

StartCoroutine_Auto (inherited from UnityEngine.MonoBehaviour)	
StopAllCoroutines (inherited from UnityEngine.MonoBehaviour)	
StopCoroutine (inherited from UnityEngine.MonoBehaviour)	Overloaded.
ToString (inherited from UnityEngine.Object)	

Protected Instance Methods

 Awake	Initialization.
 Finalize (inherited from Object)	
 MemberwiseClone (inherited from Object)	

See Also

[BaseApplication Class](#) | [thelab.mvc Namespace](#)

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BaseApplication Constructor

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

```
BaseApplication ( ) ;
```

See Also

[BaseApplication Class](#) | [thelab.mvc Namespace](#)

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BaseApplication Fields

The fields of the **BaseApplication** class are listed below. For a complete list of **BaseApplication** class members, see the [BaseApplication Members](#) topic.

Public Instance Fields

 verbose	Verbose Level.
----------------------------------------------------------------------------------------------------------	----------------

See Also

[BaseApplication Class](#) | [thelab.mvc Namespace](#)

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BaseApplication.verbose Field

Verbose Level.

```
public int verbose;
```

See Also

[BaseApplication Class](#) | [thelab.mvc Namespace](#)
















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BaseApplication Properties

The properties of the **BaseApplication** class are listed below. For a complete list of **BaseApplication** class members, see the [BaseApplication Members](#) topic.

Public Instance Properties

 animation (inherited from UnityEngine.Component)	Obsolete.
 app (inherited from Element)	Reference to the root application of the scene.
 args	Arguments passed between scenes.
 audio (inherited from UnityEngine.Component)	Obsolete.
 camera (inherited from UnityEngine.Component)	Obsolete.
 collider (inherited from UnityEngine.Component)	Obsolete.
 collider2D (inherited from UnityEngine.Component)	Obsolete.
 constantForce (inherited from UnityEngine.Component)	Obsolete.
 controller	Fetches the root Controller instance.
 enabled (inherited from UnityEngine.Behaviour)	
 gameObject (inherited from UnityEngine.Component)	
 guiElement (inherited from UnityEngine.Component)	Obsolete.
 guiText (inherited from UnityEngine.Component)	Obsolete.
 guiTexture (inherited from UnityEngine.Component)	Obsolete.
 hideFlags (inherited from	

UnityEngine.Object)	
 hingeJoint (inherited from UnityEngine.Component)	Obsolete.
 light (inherited from UnityEngine.Component)	Obsolete.
 model	Fetches the root Model instance.
 name (inherited from UnityEngine.Object)	
 networkView (inherited from UnityEngine.Component)	Obsolete.
 particleEmitter (inherited from UnityEngine.Component)	Obsolete.
 particleSystem (inherited from UnityEngine.Component)	Obsolete.
 renderer (inherited from UnityEngine.Component)	Obsolete.
 rigidbody (inherited from UnityEngine.Component)	Obsolete.
 rigidbody2D (inherited from UnityEngine.Component)	Obsolete.
 tag (inherited from UnityEngine.Component)	
 transform (inherited from UnityEngine.Component)	
 useGUILayout (inherited from UnityEngine.MonoBehaviour)	
 view	Fetches the root View instance.

See Also

[BaseApplication Class](#) | [thelab.mvc Namespace](#)

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BaseApplication.args Property

Arguments passed between scenes.

```
public List<string> args { public get; }
```

See Also

[BaseApplication Class](#) | [thelab.mvc Namespace](#)

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BaseApplication.controller Property

Fetches the root Controller instance.

```
public Controller controller { public get; }
```

See Also

[BaseApplication Class](#) | [thelab.mvc Namespace](#)

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BaseApplication.model Property

Fetches the root Model instance.

```
public Model model { public get; }
```

See Also

[BaseApplication Class](#) | [thelab.mvc Namespace](#)

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BaseApplication.view Property

Fetches the root View instance.

```
public View view { public get; }
```

See Also

[BaseApplication Class](#) | [thelab.mvc Namespace](#)

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BaseApplication Methods

The methods of the **BaseApplication** class are listed below. For a complete list of **BaseApplication** class members, see the [BaseApplication Members](#) topic.

Public Instance Methods

◆ Assert(T) (inherited from Element)	Finds a instance of 'T' if 'var' is null. Returns 'var' otherwise. If 'global' is 'true' searches in all scope, otherwise, searches in childrens.
◆ BroadcastMessage (inherited from UnityEngine.Component)	Overloaded.
◆ CancelInvoke (inherited from UnityEngine.MonoBehaviour)	Overloaded.
◆ CompareTag (inherited from UnityEngine.Component)	
◆ Equals (inherited from UnityEngine.Object)	
◆ Find(T) (inherited from Element)	Searchs for a given element in the dot separated path.
◆ GetComponent (inherited from UnityEngine.Component)	Overloaded.
◆ GetComponent(T) (inherited from UnityEngine.Component)	
◆ GetComponentInChildren (inherited from UnityEngine.Component)	
◆ GetComponentInChildren(T) (inherited from UnityEngine.Component)	
◆ GetComponentInParent (inherited from UnityEngine.Component)	
◆ GetComponentInParent(T) (inherited from UnityEngine.Component)	

◆ GetComponent (inherited from UnityEngine.Component)	Overloaded.
◆ GetComponent(T) (inherited from UnityEngine.Component)	Overloaded.
◆ GetComponentInChildren (inherited from UnityEngine.Component)	Overloaded.
◆ GetComponentInChildren(T) (inherited from UnityEngine.Component)	Overloaded.
◆ GetComponentInParent (inherited from UnityEngine.Component)	Overloaded.
◆ GetComponentInParent(T) (inherited from UnityEngine.Component)	Overloaded.
◆ GetHashCode (inherited from UnityEngine.Object)	
◆ GetInstanceID (inherited from UnityEngine.Object)	
◆ GetType (inherited from Object)	
◆ Invoke (inherited from UnityEngine.MonoBehaviour)	
◆ InvokeRepeating (inherited from UnityEngine.MonoBehaviour)	
◆ IsInvoking (inherited from UnityEngine.MonoBehaviour)	Overloaded.
◆ Log (inherited from Element)	Logs a message using this element information.
◆ Notify	Overloaded. Notifies all application's controllers.
◆ Notify (inherited from Element)	Overloaded. Sends a notification to all controllers passing this instance as 'target'.
◆ SendMessage (inherited from	Overloaded.

UnityEngine.Component	
◆ SendMessageUpwards (inherited from UnityEngine.Component)	Overloaded.
◆ StartCoroutine (inherited from UnityEngine.MonoBehaviour)	Overloaded.
◆ StartCoroutine_Auto (inherited from UnityEngine.MonoBehaviour)	
◆ StopAllCoroutines (inherited from UnityEngine.MonoBehaviour)	
◆ StopCoroutine (inherited from UnityEngine.MonoBehaviour)	Overloaded.
◆ ToString (inherited from UnityEngine.Object)	

Protected Instance Methods

◆ Awake	Initialization.
◆ Finalize (inherited from Object)	
◆ MemberwiseClone (inherited from Object)	

See Also

[BaseApplication Class](#) | [thelab.mvc Namespace](#)

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BaseApplication.Awake Method

Initialization.

```
protected virtual void Awake();
```

See Also

[BaseApplication Class](#) | [thelab.mvc Namespace](#)

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BaseApplication.Notify Method

Notifies all application's controllers.

Overload List

Inherited from [Element](#).

[public void Notify\(string,params object\[\]\)](#)

Notifies all application's controllers.

[public void Notify\(string,Object,params object\[\]\)](#)

See Also

[BaseApplication Class](#) | [thelab.mvc Namespace](#)

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BaseApplication.Notify(String, Object, Object) Method

Notifies all application's controllers.

```
public void Notify(  
    string p_event,  
    Object p_target,  
    params object[] p_data  
) ;
```

Parameters

p_event

p_target

p_data

See Also

[BaseApplication Class](#) | [thelab.mvc Namespace](#) | [BaseApplication.Notify Overload List](#)

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BaseApplication(M,V,C) Class

Extension of the BaseApplication class to handle different types of Model View Controllers.

For a list of all members of this type, see [BaseApplication\(M,V,C\) Members](#).

[System.Object](#) Object

Component

Behaviour

MonoBehaviour

[Element](#)

[BaseApplication](#)

BaseApplication(M,V,C)

```
public class BaseApplication<M, V, C> :  
    BaseApplication  
    where M : Element  
    where V : Element  
    where C : Element
```

Generic template parameters

M

V

C

Requirements

Namespace: [thelab.mvc](#)

Assembly: thelab-mvc (in thelab-mvc.dll)

See Also

[BaseApplication\(M,V,C\) Members](#) | [thelab.mvc Namespace](#)


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BaseApplication(M,V,C) Members

[BaseApplication\(M,V,C\) overview](#)












Public Instance Constructors


















 BaseApplication(M,V,C) Constructor	Initializes a new instance of the BaseApplication(M,V,C) class.
-------------------------------------------------------------------------------------------------------------------------------------	---------------------------------------------------------------------------------

Public Instance Fields

 verbose (inherited from BaseApplication)	Verbose Level.
---------------------------------------------------------------------------------------------------------------------------------------------------	----------------

Public Instance Properties














 animation (inherited from UnityEngine.Component)	Obsolete.
 app (inherited from Element)	Reference to the root application of the scene.
 args (inherited from BaseApplication)	Arguments passed between scenes.
 audio (inherited from UnityEngine.Component)	Obsolete.
 camera (inherited from UnityEngine.Component)	Obsolete.
 collider (inherited from UnityEngine.Component)	Obsolete.
 collider2D (inherited from UnityEngine.Component)	Obsolete.
 constantForce (inherited from UnityEngine.Component)	Obsolete.
 controller	Overloaded. Controller reference using the new type.
 enabled (inherited from UnityEngine.Behaviour)	
 gameObject (inherited from UnityEngine.Component)	

 guiElement (inherited from UnityEngine.Component)	Obsolete.
 guiText (inherited from UnityEngine.Component)	Obsolete.
 guiTexture (inherited from UnityEngine.Component)	Obsolete.
 hideFlags (inherited from UnityEngine.Object)	
 hingeJoint (inherited from UnityEngine.Component)	Obsolete.
 light (inherited from UnityEngine.Component)	Obsolete.
 model	Overloaded. Model reference using the new type.
 name (inherited from UnityEngine.Object)	
 networkView (inherited from UnityEngine.Component)	Obsolete.
 particleEmitter (inherited from UnityEngine.Component)	Obsolete.
 particleSystem (inherited from UnityEngine.Component)	Obsolete.
 renderer (inherited from UnityEngine.Component)	Obsolete.
 rigidbody (inherited from UnityEngine.Component)	Obsolete.
 rigidbody2D (inherited from UnityEngine.Component)	Obsolete.
 tag (inherited from UnityEngine.Component)	
 transform (inherited from UnityEngine.Component)	
 useGUILayout (inherited from UnityEngine.MonoBehaviour)	

 [view](#)

Overloaded. View reference using the new type.

Public Instance Methods

 Assert(T) (inherited from Element)	Finds a instance of 'T' if 'var' is null. Returns 'var' otherwise. If 'global' is 'true' searches in all scope, otherwise, searches in childrens.
 BroadcastMessage (inherited from UnityEngine.Component)	Overloaded.
 CancelInvoke (inherited from UnityEngine.MonoBehaviour)	Overloaded.
 CompareTag (inherited from UnityEngine.Component)	
 Equals (inherited from UnityEngine.Object)	
 Find(T) (inherited from Element)	Searchs for a given element in the dot separated path.
 GetComponent (inherited from UnityEngine.Component)	Overloaded.
 GetComponent(T) (inherited from UnityEngine.Component)	
 GetComponentInChildren (inherited from UnityEngine.Component)	
 GetComponentInChildren(T) (inherited from UnityEngine.Component)	
 GetComponentInParent (inherited from UnityEngine.Component)	
 GetComponentInParent(T) (inherited from UnityEngine.Component)	
 GetComponents (inherited from UnityEngine.Component)	Overloaded.

◆ GetComponent(T) (inherited from UnityEngine.Component)	Overloaded.
◆ GetComponentInChildren (inherited from UnityEngine.Component)	Overloaded.
◆ GetComponentInChildren(T) (inherited from UnityEngine.Component)	Overloaded.
◆ GetComponentInParent (inherited from UnityEngine.Component)	Overloaded.
◆ GetComponentInParent(T) (inherited from UnityEngine.Component)	Overloaded.
◆ GetHashCode (inherited from UnityEngine.Object)	
◆ GetInstanceID (inherited from UnityEngine.Object)	
◆ GetType (inherited from Object)	
◆ Invoke (inherited from UnityEngine.MonoBehaviour)	
◆ InvokeRepeating (inherited from UnityEngine.MonoBehaviour)	
◆ IsInvoking (inherited from UnityEngine.MonoBehaviour)	Overloaded.
◆ Log (inherited from Element)	Logs a message using this element information.
◆ Notify (inherited from BaseApplication)	Overloaded. Notifies all application's controllers.
◆ Notify (inherited from Element)	Overloaded. Sends a notification to all controllers passing this instance as 'target'.
◆ SendMessage (inherited from UnityEngine.Component)	Overloaded.

✚ SendMessagesUpwards (inherited from UnityEngine.Component)	Overloaded.
✚ StartCoroutine (inherited from UnityEngine.MonoBehaviour)	Overloaded.
✚ StartCoroutine_Auto (inherited from UnityEngine.MonoBehaviour)	
✚ StopAllCoroutines (inherited from UnityEngine.MonoBehaviour)	
✚ StopCoroutine (inherited from UnityEngine.MonoBehaviour)	Overloaded.
✚ ToString (inherited from UnityEngine.Object)	

Protected Instance Methods

✚ Awake (inherited from BaseApplication)	Initialization.
✚ Finalize (inherited from Object)	
✚ MemberwiseClone (inherited from Object)	

See Also

[BaseApplication<M, V, C> Class](#) | [thelab.mvc Namespace](#)

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BaseApplication(M,V,C) Constructor

Initializes a new instance of the [BaseApplication\(M,V,C\)](#) class.

```
BaseApplication<M, V, C>();
```

See Also

[BaseApplication<M, V, C> Class](#) | [thelab.mvc Namespace](#)















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BaseApplication(M,V,C) Properties

The properties of the **BaseApplication(M,V,C)** class are listed below. For a complete list of **BaseApplication(M,V,C)** class members, see the [BaseApplication\(M,V,C\) Members](#) topic.

Public Instance Properties

 animation (inherited from UnityEngine.Component)	Obsolete.
 app (inherited from Element)	Reference to the root application of the scene.
 args (inherited from BaseApplication)	Arguments passed between scenes.
 audio (inherited from UnityEngine.Component)	Obsolete.
 camera (inherited from UnityEngine.Component)	Obsolete.
 collider (inherited from UnityEngine.Component)	Obsolete.
 collider2D (inherited from UnityEngine.Component)	Obsolete.
 constantForce (inherited from UnityEngine.Component)	Obsolete.
 controller	Overloaded. Controller reference using the new type.
 enabled (inherited from UnityEngine.Behaviour)	
 gameObject (inherited from UnityEngine.Component)	
 guiElement (inherited from UnityEngine.Component)	Obsolete.
 guiText (inherited from UnityEngine.Component)	Obsolete.
 guiTexture (inherited from UnityEngine.Component)	Obsolete.

 hideFlags (inherited from UnityEngine.Object)	
 hingeJoint (inherited from UnityEngine.Component)	Obsolete.
 light (inherited from UnityEngine.Component)	Obsolete.
 model	Overloaded. Model reference using the new type.
 name (inherited from UnityEngine.Object)	
 networkView (inherited from UnityEngine.Component)	Obsolete.
 particleEmitter (inherited from UnityEngine.Component)	Obsolete.
 particleSystem (inherited from UnityEngine.Component)	Obsolete.
 renderer (inherited from UnityEngine.Component)	Obsolete.
 rigidbody (inherited from UnityEngine.Component)	Obsolete.
 rigidbody2D (inherited from UnityEngine.Component)	Obsolete.
 tag (inherited from UnityEngine.Component)	
 transform (inherited from UnityEngine.Component)	
 useGUILayout (inherited from UnityEngine.MonoBehaviour)	
 view	Overloaded. View reference using the new type.

See Also

[BaseApplication<M, V, C> Class](#) | [thelab.mvc Namespace](#)

[Send comments on this topic.](#)

BaseApplication`3.controller Property

Controller reference using the new type.

```
new public C controller { public get; }
```

See Also

[BaseApplication<M, V, C> Class](#) | [thelab.mvc Namespace](#)

[Send comments on this topic.](#)

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BaseApplication`3.model Property

Model reference using the new type.

```
new public M model { public get; }
```

See Also

[BaseApplication<M, V, C> Class](#) | [thelab.mvc Namespace](#)

[Send comments on this topic.](#)

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BaseApplication`3.view Property

View reference using the new type.

```
new public V view { public get; }
```

See Also

[BaseApplication<M, V, C> Class](#) | [thelab.mvc Namespace](#)

[Send comments on this topic.](#)

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Controller Class

Base class for all Controllers in the application.

For a list of all members of this type, see [Controller Members](#).

[System.Object](#) Object

 Component

 Behaviour

 MonoBehaviour

[Element](#)

Controller

[Controller\(T\)](#)

```
public class Controller : Element
```

Requirements

Namespace: [thelab.mvc](#)

Assembly: thelab-mvc (in thelab-mvc.dll)

See Also

[Controller Members](#) | [thelab.mvc Namespace](#)


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Controller Members













[Controller overview](#)

Public Instance Constructors





 Controller Constructor	Initializes a new instance of the Controller class.
-------------------------------------------------------------------------------------------------------------------------	---------------------------------------------------------------------

Public Instance Properties

 animation (inherited from UnityEngine.Component)	Obsolete.
 app (inherited from Element)	Reference to the root application of the scene.
 audio (inherited from UnityEngine.Component)	Obsolete.
 camera (inherited from UnityEngine.Component)	Obsolete.
 collider (inherited from UnityEngine.Component)	Obsolete.
 collider2D (inherited from UnityEngine.Component)	Obsolete.
 constantForce (inherited from UnityEngine.Component)	Obsolete.
 enabled (inherited from UnityEngine.Behaviour)	
 gameObject (inherited from UnityEngine.Component)	
 guiElement (inherited from UnityEngine.Component)	Obsolete.
 guiText (inherited from UnityEngine.Component)	Obsolete.
 guiTexture (inherited from UnityEngine.Component)	Obsolete.
 hideFlags (inherited from UnityEngine.Object)	

 hingeJoint (inherited from UnityEngine.Component)	Obsolete.
 light (inherited from UnityEngine.Component)	Obsolete.
 name (inherited from UnityEngine.Object)	
 networkView (inherited from UnityEngine.Component)	Obsolete.
 particleEmitter (inherited from UnityEngine.Component)	Obsolete.
 particleSystem (inherited from UnityEngine.Component)	Obsolete.
 renderer (inherited from UnityEngine.Component)	Obsolete.
 rigidbody (inherited from UnityEngine.Component)	Obsolete.
 rigidbody2D (inherited from UnityEngine.Component)	Obsolete.
 tag (inherited from UnityEngine.Component)	
 transform (inherited from UnityEngine.Component)	
 useGUILayout (inherited from UnityEngine.MonoBehaviour)	

Public Instance Methods



 Assert(T) (inherited from Element)	Finds a instance of 'T' if 'var' is null. Returns 'var' otherwise. If 'global' is 'true' searches in all scope, otherwise, searches in childrens.
 BroadcastMessage (inherited from UnityEngine.Component)	Overloaded.
 CancelInvoke (inherited from UnityEngine.MonoBehaviour)	Overloaded.
 CompareTag (inherited from	

UnityEngine.Component	
<ul style="list-style-type: none"> Equals (inherited from UnityEngine.Object) 	
<ul style="list-style-type: none"> Find(T) (inherited from Element) 	Searchs for a given element in the dot separated path.
<ul style="list-style-type: none"> GetComponent (inherited from UnityEngine.Component) 	Overloaded.
<ul style="list-style-type: none"> GetComponent(T) (inherited from UnityEngine.Component) 	
<ul style="list-style-type: none"> GetComponentInChildren (inherited from UnityEngine.Component) 	
<ul style="list-style-type: none"> GetComponentInChildren(T) (inherited from UnityEngine.Component) 	
<ul style="list-style-type: none"> GetComponentInParent (inherited from UnityEngine.Component) 	
<ul style="list-style-type: none"> GetComponentInParent(T) (inherited from UnityEngine.Component) 	
<ul style="list-style-type: none"> GetComponents (inherited from UnityEngine.Component) 	Overloaded.
<ul style="list-style-type: none"> GetComponents(T) (inherited from UnityEngine.Component) 	Overloaded.
<ul style="list-style-type: none"> GetComponentsInChildren (inherited from UnityEngine.Component) 	Overloaded.
<ul style="list-style-type: none"> GetComponentsInChildren(T) (inherited from UnityEngine.Component) 	Overloaded.
<ul style="list-style-type: none"> GetComponentsInParent (inherited from UnityEngine.Component) 	Overloaded.
<ul style="list-style-type: none"> GetComponentsInParent(T) (inherited from 	Overloaded.

UnityEngine.Component	
◆ GetHashCode (inherited from UnityEngine.Object)	
◆ GetInstanceID (inherited from UnityEngine.Object)	
◆ GetType (inherited from Object)	
◆ Invoke (inherited from UnityEngine.MonoBehaviour)	
◆ InvokeRepeating (inherited from UnityEngine.MonoBehaviour)	
◆ IsInvoking (inherited from UnityEngine.MonoBehaviour)	Overloaded.
◆ Log (inherited from Element)	Logs a message using this element information.
◆ Notify (inherited from Element)	Sends a notification to all controllers passing this instance as 'target'.
◆ OnNotification	Handles notifications sent from any Element in the currently running scene.
◆ SendMessage (inherited from UnityEngine.Component)	Overloaded.
◆ SendMessageUpwards (inherited from UnityEngine.Component)	Overloaded.
◆ StartCoroutine (inherited from UnityEngine.MonoBehaviour)	Overloaded.
◆ StartCoroutine_Auto (inherited from UnityEngine.MonoBehaviour)	
◆ StopAllCoroutines (inherited from UnityEngine.MonoBehaviour)	
◆ StopCoroutine (inherited from UnityEngine.MonoBehaviour)	Overloaded.
◆ ToString (inherited from	

UnityEngine.Object)	
---------------------	--

Protected Instance Methods

 Finalize (inherited from Object)	
 MemberwiseClone (inherited from Object)	

See Also

[Controller Class](#) | [thelab.mvc Namespace](#)

[Send comments on this topic.](#)

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Controller Constructor

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

```
Controller ();
```

See Also

[Controller Class](#) | [thelab.mvc Namespace](#)

[Send comments on this topic.](#)

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Controller Methods

The methods of the **Controller** class are listed below. For a complete list of **Controller** class members, see the [Controller Members](#) topic.



Public Instance Methods

◆ Assert(T) (inherited from Element)	Finds a instance of 'T' if 'var' is null. Returns 'var' otherwise. If 'global' is 'true' searches in all scope, otherwise, searches in childrens.
◆ BroadcastMessage (inherited from UnityEngine.Component)	Overloaded.
◆ CancelInvoke (inherited from UnityEngine.MonoBehaviour)	Overloaded.
◆ CompareTag (inherited from UnityEngine.Component)	
◆ Equals (inherited from UnityEngine.Object)	
◆ Find(T) (inherited from Element)	Searchs for a given element in the dot separated path.
◆ GetComponent (inherited from UnityEngine.Component)	Overloaded.
◆ GetComponent(T) (inherited from UnityEngine.Component)	
◆ GetComponentInChildren (inherited from UnityEngine.Component)	
◆ GetComponentInChildren(T) (inherited from UnityEngine.Component)	
◆ GetComponentInParent (inherited from UnityEngine.Component)	
◆ GetComponentInParent(T) (inherited from UnityEngine.Component)	
◆ GetComponents (inherited from	Overloaded.

UnityEngine.Component)	
◆ GetComponent(T) (inherited from UnityEngine.Component)	Overloaded.
◆ GetComponentInChildren (inherited from UnityEngine.Component)	Overloaded.
◆ GetComponentInChildren(T) (inherited from UnityEngine.Component)	Overloaded.
◆ GetComponentInParent (inherited from UnityEngine.Component)	Overloaded.
◆ GetComponentInParent(T) (inherited from UnityEngine.Component)	Overloaded.
◆ GetHashCode (inherited from UnityEngine.Object)	
◆ GetInstanceID (inherited from UnityEngine.Object)	
◆ GetType (inherited from Object)	
◆ Invoke (inherited from UnityEngine.MonoBehaviour)	
◆ InvokeRepeating (inherited from UnityEngine.MonoBehaviour)	
◆ IsInvoking (inherited from UnityEngine.MonoBehaviour)	Overloaded.
◆ Log (inherited from Element)	Logs a message using this element information.
◆ Notify (inherited from Element)	Sends a notification to all controllers passing this instance as 'target'.
◆ OnNotification	Handles notifications sent from any Element in the currently running scene.
◆ SendMessage (inherited from	Overloaded.

UnityEngine.Component	
 SendMessageUpwards (inherited from UnityEngine.Component)	Overloaded.
 StartCoroutine (inherited from UnityEngine.MonoBehaviour)	Overloaded.
 StartCoroutine_Auto (inherited from UnityEngine.MonoBehaviour)	
 StopAllCoroutines (inherited from UnityEngine.MonoBehaviour)	
 StopCoroutine (inherited from UnityEngine.MonoBehaviour)	Overloaded.
 ToString (inherited from UnityEngine.Object)	

Protected Instance Methods

 Finalize (inherited from Object)	
 MemberwiseClone (inherited from Object)	

See Also

[Controller Class](#) | [thelab.mvc Namespace](#)

[Send comments on this topic.](#)

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Controller.OnNotification Method

Handles notifications sent from any Element in the currently running scene.

```
public virtual void OnNotification(  
    string p_event,  
    Object p_target,  
    params object[] p_data  
);
```

Parameters

p_event

p_target

p_data

See Also

[Controller Class](#) | [thelab.mvc Namespace](#)

[Send comments on this topic.](#)

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Controller(T) Class

Base class for all Controller related classes.

For a list of all members of this type, see [Controller\(T\) Members](#).

[System.Object](#) Object

 Component

 Behaviour

 MonoBehaviour

[Element](#)

[Controller](#)

Controller(T)

```
public class Controller<T> : Controller  
    where T : BaseApplication
```

Requirements

Namespace: [thelab.mvc](#)

Assembly: thelab-mvc (in thelab-mvc.dll)

See Also

[Controller\(T\) Members](#) | [thelab.mvc Namespace](#)


[Send comments on this topic.](#)

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Controller(T) Members













[Controller\(T\) overview](#)

Public Instance Constructors





 Controller(T) Constructor	Initializes a new instance of the Controller(T) class.
----------------------------------------------------------------------------------------------------------------------------	------------------------------------------------------------------------

Public Instance Properties

 animation (inherited from UnityEngine.Component)	Obsolete.
 app	Overloaded. Returns app as a custom 'T' type.
 audio (inherited from UnityEngine.Component)	Obsolete.
 camera (inherited from UnityEngine.Component)	Obsolete.
 collider (inherited from UnityEngine.Component)	Obsolete.
 collider2D (inherited from UnityEngine.Component)	Obsolete.
 constantForce (inherited from UnityEngine.Component)	Obsolete.
 enabled (inherited from UnityEngine.Behaviour)	
 gameObject (inherited from UnityEngine.Component)	
 guiElement (inherited from UnityEngine.Component)	Obsolete.
 guiText (inherited from UnityEngine.Component)	Obsolete.
 guiTexture (inherited from UnityEngine.Component)	Obsolete.
 hideFlags (inherited from UnityEngine.Object)	

 hingeJoint (inherited from UnityEngine.Component)	Obsolete.
 light (inherited from UnityEngine.Component)	Obsolete.
 name (inherited from UnityEngine.Object)	
 networkView (inherited from UnityEngine.Component)	Obsolete.
 particleEmitter (inherited from UnityEngine.Component)	Obsolete.
 particleSystem (inherited from UnityEngine.Component)	Obsolete.
 renderer (inherited from UnityEngine.Component)	Obsolete.
 rigidbody (inherited from UnityEngine.Component)	Obsolete.
 rigidbody2D (inherited from UnityEngine.Component)	Obsolete.
 tag (inherited from UnityEngine.Component)	
 transform (inherited from UnityEngine.Component)	
 useGUILayout (inherited from UnityEngine.MonoBehaviour)	

Public Instance Methods



 Assert(T) (inherited from Element)	Finds a instance of 'T' if 'var' is null. Returns 'var' otherwise. If 'global' is 'true' searches in all scope, otherwise, searches in childrens.
 BroadcastMessage (inherited from UnityEngine.Component)	Overloaded.
 CancelInvoke (inherited from UnityEngine.MonoBehaviour)	Overloaded.
 CompareTag (inherited from	

UnityEngine.Component	
◆ Equals (inherited from UnityEngine.Object)	
◆ Find(T) (inherited from Element)	Searchs for a given element in the dot separated path.
◆ GetComponent (inherited from UnityEngine.Component)	Overloaded.
◆ GetComponent(T) (inherited from UnityEngine.Component)	
◆ GetComponentInChildren (inherited from UnityEngine.Component)	
◆ GetComponentInChildren(T) (inherited from UnityEngine.Component)	
◆ GetComponentInParent (inherited from UnityEngine.Component)	
◆ GetComponentInParent(T) (inherited from UnityEngine.Component)	
◆ GetComponents (inherited from UnityEngine.Component)	Overloaded.
◆ GetComponents(T) (inherited from UnityEngine.Component)	Overloaded.
◆ GetComponentsInChildren (inherited from UnityEngine.Component)	Overloaded.
◆ GetComponentsInChildren(T) (inherited from UnityEngine.Component)	Overloaded.
◆ GetComponentsInParent (inherited from UnityEngine.Component)	Overloaded.
◆ GetComponentsInParent(T) (inherited from	Overloaded.

UnityEngine.Component	
◆ GetHashCode (inherited from UnityEngine.Object)	
◆ GetInstanceID (inherited from UnityEngine.Object)	
◆ GetType (inherited from Object)	
◆ Invoke (inherited from UnityEngine.MonoBehaviour)	
◆ InvokeRepeating (inherited from UnityEngine.MonoBehaviour)	
◆ IsInvoking (inherited from UnityEngine.MonoBehaviour)	Overloaded.
◆ Log (inherited from Element)	Logs a message using this element information.
◆ Notify (inherited from Element)	Sends a notification to all controllers passing this instance as 'target'.
◆ OnNotification (inherited from Controller)	Handles notifications sent from any Element in the currently running scene.
◆ SendMessage (inherited from UnityEngine.Component)	Overloaded.
◆ SendMessageUpwards (inherited from UnityEngine.Component)	Overloaded.
◆ StartCoroutine (inherited from UnityEngine.MonoBehaviour)	Overloaded.
◆ StartCoroutine_Auto (inherited from UnityEngine.MonoBehaviour)	
◆ StopAllCoroutines (inherited from UnityEngine.MonoBehaviour)	
◆ StopCoroutine (inherited from UnityEngine.MonoBehaviour)	Overloaded.
◆ ToString (inherited from	

UnityEngine.Object)	
---------------------	--

Protected Instance Methods

 Finalize (inherited from Object)	
 MemberwiseClone (inherited from Object)	

See Also

[Controller<T> Class](#) | [thelab.mvc Namespace](#)

[Send comments on this topic.](#)

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Controller(T) Constructor

Initializes a new instance of the [Controller\(T\)](#) class.

```
Controller<T> ( ) ;
```

See Also

[Controller<T> Class](#) | [thelab.mvc Namespace](#)
















[Send comments on this topic.](#)












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Controller(T) Properties

The properties of the **Controller(T)** class are listed below. For a complete list of **Controller(T)** class members, see the [Controller\(T\) Members](#) topic.

Public Instance Properties

 animation (inherited from UnityEngine.Component)	Obsolete.
 app	Overloaded. Returns app as a custom 'T' type.
 audio (inherited from UnityEngine.Component)	Obsolete.
 camera (inherited from UnityEngine.Component)	Obsolete.
 collider (inherited from UnityEngine.Component)	Obsolete.
 collider2D (inherited from UnityEngine.Component)	Obsolete.
 constantForce (inherited from UnityEngine.Component)	Obsolete.
 enabled (inherited from UnityEngine.Behaviour)	
 gameObject (inherited from UnityEngine.Component)	
 guiElement (inherited from UnityEngine.Component)	Obsolete.
 guiText (inherited from UnityEngine.Component)	Obsolete.
 guiTexture (inherited from UnityEngine.Component)	Obsolete.
 hideFlags (inherited from UnityEngine.Object)	
 hingeJoint (inherited from UnityEngine.Component)	Obsolete.
 light (inherited from	Obsolete.

 UnityEngine.Component	
 name (inherited from UnityEngine.Object)	
 networkView (inherited from UnityEngine.Component)	Obsolete.
 particleEmitter (inherited from UnityEngine.Component)	Obsolete.
 particleSystem (inherited from UnityEngine.Component)	Obsolete.
 renderer (inherited from UnityEngine.Component)	Obsolete.
 rigidbody (inherited from UnityEngine.Component)	Obsolete.
 rigidbody2D (inherited from UnityEngine.Component)	Obsolete.
 tag (inherited from UnityEngine.Component)	
 transform (inherited from UnityEngine.Component)	
 useGUILayout (inherited from UnityEngine.MonoBehaviour)	

See Also

[Controller<T> Class](#) | [thelab.mvc Namespace](#)

[Send comments on this topic.](#)

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Controller`1.app Property

Returns app as a custom 'T' type.

```
new public T app { public get; }
```

See Also

[Controller<T> Class](#) | [thelab.mvc Namespace](#)

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Element Class

Base class for all MVC related classes.

For a list of all members of this type, see [Element Members](#).

[System.Object](#) Object

 Component

 Behaviour

 MonoBehaviour

Element

[BaseApplication](#)

[Controller](#)

[Element\(T\)](#)

[Model](#)

[View](#)

```
public class Element : MonoBehaviour
```

Requirements

Namespace: [thelab.mvc](#)

Assembly: thelab-mvc (in thelab-mvc.dll)

See Also

[Element Members](#) | [thelab.mvc Namespace](#)


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Element Members













[Element overview](#)

Public Instance Constructors





 Element Constructor	Initializes a new instance of the Element class.
----------------------------------------------------------------------------------------------------------------------	------------------------------------------------------------------

Public Instance Properties

 animation (inherited from UnityEngine.Component)	Obsolete.
 app	Reference to the root application of the scene.
 audio (inherited from UnityEngine.Component)	Obsolete.
 camera (inherited from UnityEngine.Component)	Obsolete.
 collider (inherited from UnityEngine.Component)	Obsolete.
 collider2D (inherited from UnityEngine.Component)	Obsolete.
 constantForce (inherited from UnityEngine.Component)	Obsolete.
 enabled (inherited from UnityEngine.Behaviour)	
 gameObject (inherited from UnityEngine.Component)	
 guiElement (inherited from UnityEngine.Component)	Obsolete.
 guiText (inherited from UnityEngine.Component)	Obsolete.
 guiTexture (inherited from UnityEngine.Component)	Obsolete.
 hideFlags (inherited from UnityEngine.Object)	

 hingeJoint (inherited from UnityEngine.Component)	Obsolete.
 light (inherited from UnityEngine.Component)	Obsolete.
 name (inherited from UnityEngine.Object)	
 networkView (inherited from UnityEngine.Component)	Obsolete.
 particleEmitter (inherited from UnityEngine.Component)	Obsolete.
 particleSystem (inherited from UnityEngine.Component)	Obsolete.
 renderer (inherited from UnityEngine.Component)	Obsolete.
 rigidbody (inherited from UnityEngine.Component)	Obsolete.
 rigidbody2D (inherited from UnityEngine.Component)	Obsolete.
 tag (inherited from UnityEngine.Component)	
 transform (inherited from UnityEngine.Component)	
 useGUILayout (inherited from UnityEngine.MonoBehaviour)	

Public Instance Methods



 Assert{T}	Finds a instance of 'T' if 'var' is null. Returns 'var' otherwise. If 'global' is 'true' searches in all scope, otherwise, searches in childrens.
 BroadcastMessage (inherited from UnityEngine.Component)	Overloaded.
 CancelInvoke (inherited from UnityEngine.MonoBehaviour)	Overloaded.
 CompareTag (inherited from	

UnityEngine.Component	
✦ Equals (inherited from UnityEngine.Object)	
✦ Find{T}	Searchs for a given element in the dot separated path.
✦ GetComponent (inherited from UnityEngine.Component)	Overloaded.
✦ GetComponent(T) (inherited from UnityEngine.Component)	
✦ GetComponentInChildren (inherited from UnityEngine.Component)	
✦ GetComponentInChildren(T) (inherited from UnityEngine.Component)	
✦ GetComponentInParent (inherited from UnityEngine.Component)	
✦ GetComponentInParent(T) (inherited from UnityEngine.Component)	
✦ GetComponents (inherited from UnityEngine.Component)	Overloaded.
✦ GetComponents(T) (inherited from UnityEngine.Component)	Overloaded.
✦ GetComponentsInChildren (inherited from UnityEngine.Component)	Overloaded.
✦ GetComponentsInChildren(T) (inherited from UnityEngine.Component)	Overloaded.
✦ GetComponentsInParent (inherited from UnityEngine.Component)	Overloaded.
✦ GetComponentsInParent(T) (inherited from	Overloaded.

UnityEngine.Component)	
◆ GetHashCode (inherited from UnityEngine.Object)	
◆ GetInstanceID (inherited from UnityEngine.Object)	
◆ GetType (inherited from Object)	
◆ Invoke (inherited from UnityEngine.MonoBehaviour)	
◆ InvokeRepeating (inherited from UnityEngine.MonoBehaviour)	
◆ IsInvoking (inherited from UnityEngine.MonoBehaviour)	Overloaded.
◆ Log	Logs a message using this element information.
◆ Notify	Sends a notification to all controllers passing this instance as 'target'.
◆ SendMessage (inherited from UnityEngine.Component)	Overloaded.
◆ SendMessageUpwards (inherited from UnityEngine.Component)	Overloaded.
◆ StartCoroutine (inherited from UnityEngine.MonoBehaviour)	Overloaded.
◆ StartCoroutine_Auto (inherited from UnityEngine.MonoBehaviour)	
◆ StopAllCoroutines (inherited from UnityEngine.MonoBehaviour)	
◆ StopCoroutine (inherited from UnityEngine.MonoBehaviour)	Overloaded.
◆ ToString (inherited from UnityEngine.Object)	

Protected Instance Methods

--	--

 Finalize (inherited from Object)	
 MemberwiseClone (inherited from Object)	

See Also

[Element Class](#) | [thelab.mvc Namespace](#)

[Send comments on this topic.](#)

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Element Constructor

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

```
Element ();
```

See Also

[Element Class](#) | [thelab.mvc Namespace](#)













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Element Properties

The properties of the **Element** class are listed below. For a complete list of **Element** class members, see the [Element Members](#) topic.

Public Instance Properties

 animation (inherited from UnityEngine.Component)	Obsolete.
 app	Reference to the root application of the scene.
 audio (inherited from UnityEngine.Component)	Obsolete.
 camera (inherited from UnityEngine.Component)	Obsolete.
 collider (inherited from UnityEngine.Component)	Obsolete.
 collider2D (inherited from UnityEngine.Component)	Obsolete.
 constantForce (inherited from UnityEngine.Component)	Obsolete.
 enabled (inherited from UnityEngine.Behaviour)	
 gameObject (inherited from UnityEngine.Component)	
 guiElement (inherited from UnityEngine.Component)	Obsolete.
 guiText (inherited from UnityEngine.Component)	Obsolete.
 guiTexture (inherited from UnityEngine.Component)	Obsolete.
 hideFlags (inherited from UnityEngine.Object)	
 hingeJoint (inherited from UnityEngine.Component)	Obsolete.
 light (inherited from	Obsolete.

 UnityEngine.Component	
 name (inherited from UnityEngine.Object)	
 networkView (inherited from UnityEngine.Component)	Obsolete.
 particleEmitter (inherited from UnityEngine.Component)	Obsolete.
 particleSystem (inherited from UnityEngine.Component)	Obsolete.
 renderer (inherited from UnityEngine.Component)	Obsolete.
 rigidbody (inherited from UnityEngine.Component)	Obsolete.
 rigidbody2D (inherited from UnityEngine.Component)	Obsolete.
 tag (inherited from UnityEngine.Component)	
 transform (inherited from UnityEngine.Component)	
 useGUILayout (inherited from UnityEngine.MonoBehaviour)	

See Also

[Element Class](#) | [thelab.mvc Namespace](#)

[Send comments on this topic.](#)

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Element.app Property

Reference to the root application of the scene.

```
public BaseApplication app { public get; }
```

See Also

[Element Class](#) | [thelab.mvc Namespace](#)














[Send comments on this topic.](#)

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Element Methods

The methods of the **Element** class are listed below. For a complete list of **Element** class members, see the [Element Members](#) topic.

Public Instance Methods

 Assert{T}	Finds a instance of 'T' if 'var' is null. Returns 'var' otherwise. If 'global' is 'true' searches in all scope, otherwise, searches in childrens.
 BroadcastMessage (inherited from UnityEngine.Component)	Overloaded.
 CancelInvoke (inherited from UnityEngine.MonoBehaviour)	Overloaded.
 CompareTag (inherited from UnityEngine.Component)	
 Equals (inherited from UnityEngine.Object)	
 Find{T}	Searchs for a given element in the dot separated path.
 GetComponent (inherited from UnityEngine.Component)	Overloaded.
 GetComponent(T) (inherited from UnityEngine.Component)	
 GetComponentInChildren (inherited from UnityEngine.Component)	
 GetComponentInChildren(T) (inherited from UnityEngine.Component)	
 GetComponentInParent (inherited from UnityEngine.Component)	
 GetComponentInParent(T) (inherited from UnityEngine.Component)	
 GetComponents (inherited from	Overloaded.

UnityEngine.Component)	
◆ GetComponent(T) (inherited from UnityEngine.Component)	Overloaded.
◆ GetComponentInChildren (inherited from UnityEngine.Component)	Overloaded.
◆ GetComponentInChildren(T) (inherited from UnityEngine.Component)	Overloaded.
◆ GetComponentInParent (inherited from UnityEngine.Component)	Overloaded.
◆ GetComponentInParent(T) (inherited from UnityEngine.Component)	Overloaded.
◆ GetHashCode (inherited from UnityEngine.Object)	
◆ GetInstanceID (inherited from UnityEngine.Object)	
◆ GetType (inherited from Object)	
◆ Invoke (inherited from UnityEngine.MonoBehaviour)	
◆ InvokeRepeating (inherited from UnityEngine.MonoBehaviour)	
◆ IsInvoking (inherited from UnityEngine.MonoBehaviour)	Overloaded.
◆ Log	Logs a message using this element information.
◆ Notify	Sends a notification to all controllers passing this instance as 'target'.
◆ SendMessage (inherited from UnityEngine.Component)	Overloaded.
◆ SendMessageUpwards (inherited from UnityEngine.Component)	Overloaded.

✦ StartCoroutine (inherited from UnityEngine.MonoBehaviour)	Overloaded.
✦ StartCoroutine_Auto (inherited from UnityEngine.MonoBehaviour)	
✦ StopAllCoroutines (inherited from UnityEngine.MonoBehaviour)	
✦ StopCoroutine (inherited from UnityEngine.MonoBehaviour)	Overloaded.
✦ ToString (inherited from UnityEngine.Object)	

Protected Instance Methods

✦ Finalize (inherited from Object)	
✦ MemberwiseClone (inherited from Object)	

See Also

[Element Class](#) | [thelab.mvc Namespace](#)

[Send comments on this topic.](#)

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Element.Assert(T) Method

Finds a instance of 'T' if 'var' is null. Returns 'var' otherwise. If 'global' is 'true' searches in all scope, otherwise, searches in childrens.

```
public T Assert<T>(
    T p_var,
    bool p_global
)
where T : Object;
```

Parameters

p_var

p_global

Return Value

See Also

[Element Class](#) | [thelab.mvc Namespace](#)

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Element.Find(T) Method

Searchs for a given element in the dot separated path.

```
public T Find<T>(
    string p_path
)
where T : Component;
```

Parameters

p_path

Return Value

See Also

[Element Class](#) | [thelab.mvc Namespace](#)

[Send comments on this topic.](#)

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Element.Log Method

Logs a message using this element information.

```
public void Log(  
    string p_msg,  
    int p_verbose  
);
```

Parameters

p_msg

p_verbose

See Also

[Element Class](#) | [thelab.mvc Namespace](#)

[Send comments on this topic.](#)

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Element.Notify Method

Sends a notification to all controllers passing this instance as 'target'.

```
public void Notify(  
    string p_event,  
    params object[] p_data  
);
```

Parameters

p_event

p_data

See Also

[Element Class](#) | [thelab.mvc Namespace](#)

[Send comments on this topic.](#)

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Element(T) Class

Extension of the element class to handle different BaseApplication types.
For a list of all members of this type, see [Element\(T\) Members](#).

[System.Object](#) Object

 Component

 Behaviour

 MonoBehaviour

[Element](#)

Element(T)

```
public class Element<T> : Element  
    where T : BaseApplication
```

Generic template parameters

T

Requirements

Namespace: [thelab.mvc](#)

Assembly: thelab-mvc (in thelab-mvc.dll)

See Also

[Element\(T\) Members](#) | [thelab.mvc Namespace](#)


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Element(T) Members













[Element\(T\) overview](#)

Public Instance Constructors





 Element(T) Constructor	Initializes a new instance of the Element(T) class.
-------------------------------------------------------------------------------------------------------------------------	---------------------------------------------------------------------

Public Instance Properties

 animation (inherited from UnityEngine.Component)	Obsolete.
 app	Overloaded. Returns app as a custom 'T' type.
 audio (inherited from UnityEngine.Component)	Obsolete.
 camera (inherited from UnityEngine.Component)	Obsolete.
 collider (inherited from UnityEngine.Component)	Obsolete.
 collider2D (inherited from UnityEngine.Component)	Obsolete.
 constantForce (inherited from UnityEngine.Component)	Obsolete.
 enabled (inherited from UnityEngine.Behaviour)	
 gameObject (inherited from UnityEngine.Component)	
 guiElement (inherited from UnityEngine.Component)	Obsolete.
 guiText (inherited from UnityEngine.Component)	Obsolete.
 guiTexture (inherited from UnityEngine.Component)	Obsolete.
 hideFlags (inherited from UnityEngine.Object)	

 hingeJoint (inherited from UnityEngine.Component)	Obsolete.
 light (inherited from UnityEngine.Component)	Obsolete.
 name (inherited from UnityEngine.Object)	
 networkView (inherited from UnityEngine.Component)	Obsolete.
 particleEmitter (inherited from UnityEngine.Component)	Obsolete.
 particleSystem (inherited from UnityEngine.Component)	Obsolete.
 renderer (inherited from UnityEngine.Component)	Obsolete.
 rigidbody (inherited from UnityEngine.Component)	Obsolete.
 rigidbody2D (inherited from UnityEngine.Component)	Obsolete.
 tag (inherited from UnityEngine.Component)	
 transform (inherited from UnityEngine.Component)	
 useGUILayout (inherited from UnityEngine.MonoBehaviour)	

Public Instance Methods



 Assert(T) (inherited from Element)	Finds a instance of 'T' if 'var' is null. Returns 'var' otherwise. If 'global' is 'true' searches in all scope, otherwise, searches in childrens.
 BroadcastMessage (inherited from UnityEngine.Component)	Overloaded.
 CancelInvoke (inherited from UnityEngine.MonoBehaviour)	Overloaded.
 CompareTag (inherited from	

UnityEngine.Component	
✦ Equals (inherited from UnityEngine.Object)	
✦ Find(T) (inherited from Element)	Searchs for a given element in the dot separated path.
✦ GetComponent (inherited from UnityEngine.Component)	Overloaded.
✦ GetComponent(T) (inherited from UnityEngine.Component)	
✦ GetComponentInChildren (inherited from UnityEngine.Component)	
✦ GetComponentInChildren(T) (inherited from UnityEngine.Component)	
✦ GetComponentInParent (inherited from UnityEngine.Component)	
✦ GetComponentInParent(T) (inherited from UnityEngine.Component)	
✦ GetComponents (inherited from UnityEngine.Component)	Overloaded.
✦ GetComponents(T) (inherited from UnityEngine.Component)	Overloaded.
✦ GetComponentsInChildren (inherited from UnityEngine.Component)	Overloaded.
✦ GetComponentsInChildren(T) (inherited from UnityEngine.Component)	Overloaded.
✦ GetComponentsInParent (inherited from UnityEngine.Component)	Overloaded.
✦ GetComponentsInParent(T) (inherited from	Overloaded.

UnityEngine.Component)	
◆ GetHashCode (inherited from UnityEngine.Object)	
◆ GetInstanceID (inherited from UnityEngine.Object)	
◆ GetType (inherited from Object)	
◆ Invoke (inherited from UnityEngine.MonoBehaviour)	
◆ InvokeRepeating (inherited from UnityEngine.MonoBehaviour)	
◆ IsInvoking (inherited from UnityEngine.MonoBehaviour)	Overloaded.
◆ Log (inherited from Element)	Logs a message using this element information.
◆ Notify (inherited from Element)	Sends a notification to all controllers passing this instance as 'target'.
◆ SendMessage (inherited from UnityEngine.Component)	Overloaded.
◆ SendMessageUpwards (inherited from UnityEngine.Component)	Overloaded.
◆ StartCoroutine (inherited from UnityEngine.MonoBehaviour)	Overloaded.
◆ StartCoroutine_Auto (inherited from UnityEngine.MonoBehaviour)	
◆ StopAllCoroutines (inherited from UnityEngine.MonoBehaviour)	
◆ StopCoroutine (inherited from UnityEngine.MonoBehaviour)	Overloaded.
◆ ToString (inherited from UnityEngine.Object)	

Protected Instance Methods

--	--

 Finalize (inherited from Object)	
 MemberwiseClone (inherited from Object)	

See Also

[Element<T> Class](#) | [thelab.mvc Namespace](#)

[Send comments on this topic.](#)

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Element(T) Constructor

Initializes a new instance of the [Element\(T\)](#) class.

```
Element<T> ( ) ;
```

See Also

[Element<T> Class](#) | [thelab.mvc Namespace](#)















[Send comments on this topic.](#)












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Element(T) Properties

The properties of the **Element(T)** class are listed below. For a complete list of **Element(T)** class members, see the [Element\(T\) Members](#) topic.

Public Instance Properties

 animation (inherited from UnityEngine.Component)	Obsolete.
 app	Overloaded. Returns app as a custom 'T' type.
 audio (inherited from UnityEngine.Component)	Obsolete.
 camera (inherited from UnityEngine.Component)	Obsolete.
 collider (inherited from UnityEngine.Component)	Obsolete.
 collider2D (inherited from UnityEngine.Component)	Obsolete.
 constantForce (inherited from UnityEngine.Component)	Obsolete.
 enabled (inherited from UnityEngine.Behaviour)	
 gameObject (inherited from UnityEngine.Component)	
 guiElement (inherited from UnityEngine.Component)	Obsolete.
 guiText (inherited from UnityEngine.Component)	Obsolete.
 guiTexture (inherited from UnityEngine.Component)	Obsolete.
 hideFlags (inherited from UnityEngine.Object)	
 hingeJoint (inherited from UnityEngine.Component)	Obsolete.
 light (inherited from	Obsolete.

 UnityEngine.Component	
 name (inherited from UnityEngine.Object)	
 networkView (inherited from UnityEngine.Component)	Obsolete.
 particleEmitter (inherited from UnityEngine.Component)	Obsolete.
 particleSystem (inherited from UnityEngine.Component)	Obsolete.
 renderer (inherited from UnityEngine.Component)	Obsolete.
 rigidbody (inherited from UnityEngine.Component)	Obsolete.
 rigidbody2D (inherited from UnityEngine.Component)	Obsolete.
 tag (inherited from UnityEngine.Component)	
 transform (inherited from UnityEngine.Component)	
 useGUILayout (inherited from UnityEngine.MonoBehaviour)	

See Also

[Element<T> Class](#) | [thelab.mvc Namespace](#)

[Send comments on this topic.](#)

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Element`1.app Property

Returns app as a custom 'T' type.

```
new public T app { public get; }
```

See Also

[Element<T> Class](#) | [thelab.mvc Namespace](#)

[Send comments on this topic.](#)

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Model Class

Base class for all Model related classes.

For a list of all members of this type, see [Model Members](#).

[System.Object](#) Object

 Component

 Behaviour

 MonoBehaviour

[Element](#)

Model

[Model\(T\)](#)

```
public class Model : Element
```

Requirements

Namespace: [thelab.mvc](#)

Assembly: thelab-mvc (in thelab-mvc.dll)

See Also

[Model Members](#) | [thelab.mvc Namespace](#)

[Send comments on this topic.](#)

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Model Members













[Model overview](#)

Public Instance Constructors





 Model Constructor	Initializes a new instance of the Model class.
--------------------------------------------------------------------------------------------------------------------	----------------------------------------------------------------

Public Instance Properties

 animation (inherited from UnityEngine.Component)	Obsolete.
 app (inherited from Element)	Reference to the root application of the scene.
 audio (inherited from UnityEngine.Component)	Obsolete.
 camera (inherited from UnityEngine.Component)	Obsolete.
 collider (inherited from UnityEngine.Component)	Obsolete.
 collider2D (inherited from UnityEngine.Component)	Obsolete.
 constantForce (inherited from UnityEngine.Component)	Obsolete.
 enabled (inherited from UnityEngine.Behaviour)	
 gameObject (inherited from UnityEngine.Component)	
 guiElement (inherited from UnityEngine.Component)	Obsolete.
 guiText (inherited from UnityEngine.Component)	Obsolete.
 guiTexture (inherited from UnityEngine.Component)	Obsolete.
 hideFlags (inherited from UnityEngine.Object)	

 hingeJoint (inherited from UnityEngine.Component)	Obsolete.
 light (inherited from UnityEngine.Component)	Obsolete.
 name (inherited from UnityEngine.Object)	
 networkView (inherited from UnityEngine.Component)	Obsolete.
 particleEmitter (inherited from UnityEngine.Component)	Obsolete.
 particleSystem (inherited from UnityEngine.Component)	Obsolete.
 renderer (inherited from UnityEngine.Component)	Obsolete.
 rigidbody (inherited from UnityEngine.Component)	Obsolete.
 rigidbody2D (inherited from UnityEngine.Component)	Obsolete.
 tag (inherited from UnityEngine.Component)	
 transform (inherited from UnityEngine.Component)	
 useGUILayout (inherited from UnityEngine.MonoBehaviour)	

Public Instance Methods



 Assert(T) (inherited from Element)	Finds a instance of 'T' if 'var' is null. Returns 'var' otherwise. If 'global' is 'true' searches in all scope, otherwise, searches in childrens.
 BroadcastMessage (inherited from UnityEngine.Component)	Overloaded.
 CancelInvoke (inherited from UnityEngine.MonoBehaviour)	Overloaded.
 CompareTag (inherited from	

UnityEngine.Component	
<ul style="list-style-type: none"> Equals (inherited from UnityEngine.Object) 	
<ul style="list-style-type: none"> Find(T) (inherited from Element) 	Searchs for a given element in the dot separated path.
<ul style="list-style-type: none"> GetComponent (inherited from UnityEngine.Component) 	Overloaded.
<ul style="list-style-type: none"> GetComponent(T) (inherited from UnityEngine.Component) 	
<ul style="list-style-type: none"> GetComponentInChildren (inherited from UnityEngine.Component) 	
<ul style="list-style-type: none"> GetComponentInChildren(T) (inherited from UnityEngine.Component) 	
<ul style="list-style-type: none"> GetComponentInParent (inherited from UnityEngine.Component) 	
<ul style="list-style-type: none"> GetComponentInParent(T) (inherited from UnityEngine.Component) 	
<ul style="list-style-type: none"> GetComponents (inherited from UnityEngine.Component) 	Overloaded.
<ul style="list-style-type: none"> GetComponents(T) (inherited from UnityEngine.Component) 	Overloaded.
<ul style="list-style-type: none"> GetComponentsInChildren (inherited from UnityEngine.Component) 	Overloaded.
<ul style="list-style-type: none"> GetComponentsInChildren(T) (inherited from UnityEngine.Component) 	Overloaded.
<ul style="list-style-type: none"> GetComponentsInParent (inherited from UnityEngine.Component) 	Overloaded.
<ul style="list-style-type: none"> GetComponentsInParent(T) (inherited from 	Overloaded.

UnityEngine.Component)	
◆ GetHashCode (inherited from UnityEngine.Object)	
◆ GetInstanceID (inherited from UnityEngine.Object)	
◆ GetType (inherited from Object)	
◆ Invoke (inherited from UnityEngine.MonoBehaviour)	
◆ InvokeRepeating (inherited from UnityEngine.MonoBehaviour)	
◆ IsInvoking (inherited from UnityEngine.MonoBehaviour)	Overloaded.
◆ Log (inherited from Element)	Logs a message using this element information.
◆ Notify (inherited from Element)	Sends a notification to all controllers passing this instance as 'target'.
◆ SendMessage (inherited from UnityEngine.Component)	Overloaded.
◆ SendMessageUpwards (inherited from UnityEngine.Component)	Overloaded.
◆ StartCoroutine (inherited from UnityEngine.MonoBehaviour)	Overloaded.
◆ StartCoroutine_Auto (inherited from UnityEngine.MonoBehaviour)	
◆ StopAllCoroutines (inherited from UnityEngine.MonoBehaviour)	
◆ StopCoroutine (inherited from UnityEngine.MonoBehaviour)	Overloaded.
◆ ToString (inherited from UnityEngine.Object)	

Protected Instance Methods

--	--

 Finalize (inherited from Object)	
 MemberwiseClone (inherited from Object)	

See Also

[Model Class](#) | [thelab.mvc Namespace](#)

[Send comments on this topic.](#)

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Model Constructor

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

```
Model() ;
```

See Also

[Model Class](#) | [thelab.mvc Namespace](#)

[Send comments on this topic.](#)

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Model(T) Class

Base class for all Model related classes.

For a list of all members of this type, see [Model\(T\) Members](#).

[System.Object](#) Object

 Component

 Behaviour

 MonoBehaviour

[Element](#)

[Model](#)

Model(T)

```
public class Model<T> : Model  
    where T : BaseApplication
```

Requirements

Namespace: [thelab.mvc](#)

Assembly: thelab-mvc (in thelab-mvc.dll)

See Also

[Model\(T\) Members](#) | [thelab.mvc Namespace](#)


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Model(T) Members













[Model\(T\) overview](#)

Public Instance Constructors





 Model(T) Constructor	Initializes a new instance of the Model(T) class.
-----------------------------------------------------------------------------------------------------------------------	-------------------------------------------------------------------

Public Instance Properties

 animation (inherited from UnityEngine.Component)	Obsolete.
 app	Overloaded. Returns app as a custom 'T' type.
 audio (inherited from UnityEngine.Component)	Obsolete.
 camera (inherited from UnityEngine.Component)	Obsolete.
 collider (inherited from UnityEngine.Component)	Obsolete.
 collider2D (inherited from UnityEngine.Component)	Obsolete.
 constantForce (inherited from UnityEngine.Component)	Obsolete.
 enabled (inherited from UnityEngine.Behaviour)	
 gameObject (inherited from UnityEngine.Component)	
 guiElement (inherited from UnityEngine.Component)	Obsolete.
 guiText (inherited from UnityEngine.Component)	Obsolete.
 guiTexture (inherited from UnityEngine.Component)	Obsolete.
 hideFlags (inherited from UnityEngine.Object)	

 hingeJoint (inherited from UnityEngine.Component)	Obsolete.
 light (inherited from UnityEngine.Component)	Obsolete.
 name (inherited from UnityEngine.Object)	
 networkView (inherited from UnityEngine.Component)	Obsolete.
 particleEmitter (inherited from UnityEngine.Component)	Obsolete.
 particleSystem (inherited from UnityEngine.Component)	Obsolete.
 renderer (inherited from UnityEngine.Component)	Obsolete.
 rigidbody (inherited from UnityEngine.Component)	Obsolete.
 rigidbody2D (inherited from UnityEngine.Component)	Obsolete.
 tag (inherited from UnityEngine.Component)	
 transform (inherited from UnityEngine.Component)	
 useGUILayout (inherited from UnityEngine.MonoBehaviour)	

Public Instance Methods



 Assert(T) (inherited from Element)	Finds a instance of 'T' if 'var' is null. Returns 'var' otherwise. If 'global' is 'true' searches in all scope, otherwise, searches in childrens.
 BroadcastMessage (inherited from UnityEngine.Component)	Overloaded.
 CancelInvoke (inherited from UnityEngine.MonoBehaviour)	Overloaded.
 CompareTag (inherited from	

UnityEngine.Component	
<ul style="list-style-type: none"> Equals (inherited from UnityEngine.Object) 	
<ul style="list-style-type: none"> Find(T) (inherited from Element) 	Searchs for a given element in the dot separated path.
<ul style="list-style-type: none"> GetComponent (inherited from UnityEngine.Component) 	Overloaded.
<ul style="list-style-type: none"> GetComponent(T) (inherited from UnityEngine.Component) 	
<ul style="list-style-type: none"> GetComponentInChildren (inherited from UnityEngine.Component) 	
<ul style="list-style-type: none"> GetComponentInChildren(T) (inherited from UnityEngine.Component) 	
<ul style="list-style-type: none"> GetComponentInParent (inherited from UnityEngine.Component) 	
<ul style="list-style-type: none"> GetComponentInParent(T) (inherited from UnityEngine.Component) 	
<ul style="list-style-type: none"> GetComponents (inherited from UnityEngine.Component) 	Overloaded.
<ul style="list-style-type: none"> GetComponents(T) (inherited from UnityEngine.Component) 	Overloaded.
<ul style="list-style-type: none"> GetComponentsInChildren (inherited from UnityEngine.Component) 	Overloaded.
<ul style="list-style-type: none"> GetComponentsInChildren(T) (inherited from UnityEngine.Component) 	Overloaded.
<ul style="list-style-type: none"> GetComponentsInParent (inherited from UnityEngine.Component) 	Overloaded.
<ul style="list-style-type: none"> GetComponentsInParent(T) (inherited from 	Overloaded.

UnityEngine.Component	
◆ GetHashCode (inherited from UnityEngine.Object)	
◆ GetInstanceID (inherited from UnityEngine.Object)	
◆ GetType (inherited from Object)	
◆ Invoke (inherited from UnityEngine.MonoBehaviour)	
◆ InvokeRepeating (inherited from UnityEngine.MonoBehaviour)	
◆ IsInvoking (inherited from UnityEngine.MonoBehaviour)	Overloaded.
◆ Log (inherited from Element)	Logs a message using this element information.
◆ Notify (inherited from Element)	Sends a notification to all controllers passing this instance as 'target'.
◆ SendMessage (inherited from UnityEngine.Component)	Overloaded.
◆ SendMessageUpwards (inherited from UnityEngine.Component)	Overloaded.
◆ StartCoroutine (inherited from UnityEngine.MonoBehaviour)	Overloaded.
◆ StartCoroutine_Auto (inherited from UnityEngine.MonoBehaviour)	
◆ StopAllCoroutines (inherited from UnityEngine.MonoBehaviour)	
◆ StopCoroutine (inherited from UnityEngine.MonoBehaviour)	Overloaded.
◆ ToString (inherited from UnityEngine.Object)	

Protected Instance Methods

--	--

 Finalize (inherited from Object)	
 MemberwiseClone (inherited from Object)	

See Also

[Model<T> Class](#) | [thelab.mvc Namespace](#)

[Send comments on this topic.](#)

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Model(T) Constructor

Initializes a new instance of the [Model\(T\)](#) class.

```
Model<T> () ;
```

See Also

[Model<T> Class](#) | [thelab.mvc Namespace](#)
















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Model(T) Properties

The properties of the **Model(T)** class are listed below. For a complete list of **Model(T)** class members, see the [Model\(T\) Members](#) topic.

Public Instance Properties

 animation (inherited from UnityEngine.Component)	Obsolete.
 app	Overloaded. Returns app as a custom 'T' type.
 audio (inherited from UnityEngine.Component)	Obsolete.
 camera (inherited from UnityEngine.Component)	Obsolete.
 collider (inherited from UnityEngine.Component)	Obsolete.
 collider2D (inherited from UnityEngine.Component)	Obsolete.
 constantForce (inherited from UnityEngine.Component)	Obsolete.
 enabled (inherited from UnityEngine.Behaviour)	
 gameObject (inherited from UnityEngine.Component)	
 guiElement (inherited from UnityEngine.Component)	Obsolete.
 guiText (inherited from UnityEngine.Component)	Obsolete.
 guiTexture (inherited from UnityEngine.Component)	Obsolete.
 hideFlags (inherited from UnityEngine.Object)	
 hingeJoint (inherited from UnityEngine.Component)	Obsolete.
 light (inherited from	Obsolete.

UnityEngine.Component	
 name (inherited from UnityEngine.Object)	
 networkView (inherited from UnityEngine.Component)	Obsolete.
 particleEmitter (inherited from UnityEngine.Component)	Obsolete.
 particleSystem (inherited from UnityEngine.Component)	Obsolete.
 renderer (inherited from UnityEngine.Component)	Obsolete.
 rigidbody (inherited from UnityEngine.Component)	Obsolete.
 rigidbody2D (inherited from UnityEngine.Component)	Obsolete.
 tag (inherited from UnityEngine.Component)	
 transform (inherited from UnityEngine.Component)	
 useGUILayout (inherited from UnityEngine.MonoBehaviour)	

See Also

[Model<T> Class](#) | [thelab.mvc Namespace](#)

[Send comments on this topic.](#)

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Model`1.app Property

Returns app as a custom 'T' type.

```
new public T app { public get; }
```

See Also

[Model<T> Class](#) | [thelab.mvc Namespace](#)

[Send comments on this topic.](#)

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View Class

Base class for all View related classes.

For a list of all members of this type, see [View Members](#).

[System.Object](#) Object

 Component

 Behaviour

 MonoBehaviour

[Element](#)

View

[View\(T\)](#)

```
public class View : Element
```

Requirements

Namespace: [thelab.mvc](#)

Assembly: thelab-mvc (in thelab-mvc.dll)

See Also

[View Members](#) | [thelab.mvc Namespace](#)

[Send comments on this topic.](#)

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View Members













[View overview](#)

Public Instance Constructors





 View Constructor	Initializes a new instance of the View class.
-------------------------------------------------------------------------------------------------------------------	---------------------------------------------------------------

Public Instance Properties

 animation (inherited from UnityEngine.Component)	Obsolete.
 app (inherited from Element)	Reference to the root application of the scene.
 audio (inherited from UnityEngine.Component)	Obsolete.
 camera (inherited from UnityEngine.Component)	Obsolete.
 collider (inherited from UnityEngine.Component)	Obsolete.
 collider2D (inherited from UnityEngine.Component)	Obsolete.
 constantForce (inherited from UnityEngine.Component)	Obsolete.
 enabled (inherited from UnityEngine.Behaviour)	
 gameObject (inherited from UnityEngine.Component)	
 guiElement (inherited from UnityEngine.Component)	Obsolete.
 guiText (inherited from UnityEngine.Component)	Obsolete.
 guiTexture (inherited from UnityEngine.Component)	Obsolete.
 hideFlags (inherited from UnityEngine.Object)	

 hingeJoint (inherited from UnityEngine.Component)	Obsolete.
 light (inherited from UnityEngine.Component)	Obsolete.
 name (inherited from UnityEngine.Object)	
 networkView (inherited from UnityEngine.Component)	Obsolete.
 particleEmitter (inherited from UnityEngine.Component)	Obsolete.
 particleSystem (inherited from UnityEngine.Component)	Obsolete.
 renderer (inherited from UnityEngine.Component)	Obsolete.
 rigidbody (inherited from UnityEngine.Component)	Obsolete.
 rigidbody2D (inherited from UnityEngine.Component)	Obsolete.
 tag (inherited from UnityEngine.Component)	
 transform (inherited from UnityEngine.Component)	
 useGUILayout (inherited from UnityEngine.MonoBehaviour)	

Public Instance Methods



 Assert(T) (inherited from Element)	Finds a instance of 'T' if 'var' is null. Returns 'var' otherwise. If 'global' is 'true' searches in all scope, otherwise, searches in childrens.
 BroadcastMessage (inherited from UnityEngine.Component)	Overloaded.
 CancelInvoke (inherited from UnityEngine.MonoBehaviour)	Overloaded.
 CompareTag (inherited from	

UnityEngine.Component	
<ul style="list-style-type: none"> Equals (inherited from UnityEngine.Object) 	
<ul style="list-style-type: none"> Find(T) (inherited from Element) 	Searchs for a given element in the dot separated path.
<ul style="list-style-type: none"> GetComponent (inherited from UnityEngine.Component) 	Overloaded.
<ul style="list-style-type: none"> GetComponent(T) (inherited from UnityEngine.Component) 	
<ul style="list-style-type: none"> GetComponentInChildren (inherited from UnityEngine.Component) 	
<ul style="list-style-type: none"> GetComponentInChildren(T) (inherited from UnityEngine.Component) 	
<ul style="list-style-type: none"> GetComponentInParent (inherited from UnityEngine.Component) 	
<ul style="list-style-type: none"> GetComponentInParent(T) (inherited from UnityEngine.Component) 	
<ul style="list-style-type: none"> GetComponents (inherited from UnityEngine.Component) 	Overloaded.
<ul style="list-style-type: none"> GetComponents(T) (inherited from UnityEngine.Component) 	Overloaded.
<ul style="list-style-type: none"> GetComponentsInChildren (inherited from UnityEngine.Component) 	Overloaded.
<ul style="list-style-type: none"> GetComponentsInChildren(T) (inherited from UnityEngine.Component) 	Overloaded.
<ul style="list-style-type: none"> GetComponentsInParent (inherited from UnityEngine.Component) 	Overloaded.
<ul style="list-style-type: none"> GetComponentsInParent(T) (inherited from 	Overloaded.

UnityEngine.Component	
◆ GetHashCode (inherited from UnityEngine.Object)	
◆ GetInstanceID (inherited from UnityEngine.Object)	
◆ GetType (inherited from Object)	
◆ Invoke (inherited from UnityEngine.MonoBehaviour)	
◆ InvokeRepeating (inherited from UnityEngine.MonoBehaviour)	
◆ IsInvoking (inherited from UnityEngine.MonoBehaviour)	Overloaded.
◆ Log (inherited from Element)	Logs a message using this element information.
◆ Notify (inherited from Element)	Sends a notification to all controllers passing this instance as 'target'.
◆ SendMessage (inherited from UnityEngine.Component)	Overloaded.
◆ SendMessageUpwards (inherited from UnityEngine.Component)	Overloaded.
◆ StartCoroutine (inherited from UnityEngine.MonoBehaviour)	Overloaded.
◆ StartCoroutine_Auto (inherited from UnityEngine.MonoBehaviour)	
◆ StopAllCoroutines (inherited from UnityEngine.MonoBehaviour)	
◆ StopCoroutine (inherited from UnityEngine.MonoBehaviour)	Overloaded.
◆ ToString (inherited from UnityEngine.Object)	

Protected Instance Methods

--	--

 Finalize (inherited from Object)	
 MemberwiseClone (inherited from Object)	

See Also

[View Class](#) | [thelab.mvc Namespace](#)

[Send comments on this topic.](#)

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View Constructor

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

```
View() ;
```

See Also

[View Class](#) | [thelab.mvc Namespace](#)

[Send comments on this topic.](#)

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View(T) Class

Base class for all View related classes.

For a list of all members of this type, see [View\(T\) Members](#).

[System.Object](#) Object

 Component

 Behaviour

 MonoBehaviour

[Element](#)

[View](#)

View(T)

```
public class View<T> : View  
    where T : BaseApplication
```

Requirements

Namespace: [thelab.mvc](#)

Assembly: thelab-mvc (in thelab-mvc.dll)

See Also

[View\(T\) Members](#) | [thelab.mvc Namespace](#)

[Send comments on this topic.](#)

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View(T) Members













[View\(T\) overview](#)

Public Instance Constructors





 View(T) Constructor	Initializes a new instance of the View(T) class.
----------------------------------------------------------------------------------------------------------------------	------------------------------------------------------------------

Public Instance Properties

 animation (inherited from UnityEngine.Component)	Obsolete.
 app	Overloaded. Returns app as a custom 'T' type.
 audio (inherited from UnityEngine.Component)	Obsolete.
 camera (inherited from UnityEngine.Component)	Obsolete.
 collider (inherited from UnityEngine.Component)	Obsolete.
 collider2D (inherited from UnityEngine.Component)	Obsolete.
 constantForce (inherited from UnityEngine.Component)	Obsolete.
 enabled (inherited from UnityEngine.Behaviour)	
 gameObject (inherited from UnityEngine.Component)	
 guiElement (inherited from UnityEngine.Component)	Obsolete.
 guiText (inherited from UnityEngine.Component)	Obsolete.
 guiTexture (inherited from UnityEngine.Component)	Obsolete.
 hideFlags (inherited from UnityEngine.Object)	

 hingeJoint (inherited from UnityEngine.Component)	Obsolete.
 light (inherited from UnityEngine.Component)	Obsolete.
 name (inherited from UnityEngine.Object)	
 networkView (inherited from UnityEngine.Component)	Obsolete.
 particleEmitter (inherited from UnityEngine.Component)	Obsolete.
 particleSystem (inherited from UnityEngine.Component)	Obsolete.
 renderer (inherited from UnityEngine.Component)	Obsolete.
 rigidbody (inherited from UnityEngine.Component)	Obsolete.
 rigidbody2D (inherited from UnityEngine.Component)	Obsolete.
 tag (inherited from UnityEngine.Component)	
 transform (inherited from UnityEngine.Component)	
 useGUILayout (inherited from UnityEngine.MonoBehaviour)	

Public Instance Methods



 Assert(T) (inherited from Element)	Finds a instance of 'T' if 'var' is null. Returns 'var' otherwise. If 'global' is 'true' searches in all scope, otherwise, searches in childrens.
 BroadcastMessage (inherited from UnityEngine.Component)	Overloaded.
 CancelInvoke (inherited from UnityEngine.MonoBehaviour)	Overloaded.
 CompareTag (inherited from	

UnityEngine.Component	
<ul style="list-style-type: none"> Equals (inherited from UnityEngine.Object) 	
<ul style="list-style-type: none"> Find(T) (inherited from Element) 	Searchs for a given element in the dot separated path.
<ul style="list-style-type: none"> GetComponent (inherited from UnityEngine.Component) 	Overloaded.
<ul style="list-style-type: none"> GetComponent(T) (inherited from UnityEngine.Component) 	
<ul style="list-style-type: none"> GetComponentInChildren (inherited from UnityEngine.Component) 	
<ul style="list-style-type: none"> GetComponentInChildren(T) (inherited from UnityEngine.Component) 	
<ul style="list-style-type: none"> GetComponentInParent (inherited from UnityEngine.Component) 	
<ul style="list-style-type: none"> GetComponentInParent(T) (inherited from UnityEngine.Component) 	
<ul style="list-style-type: none"> GetComponents (inherited from UnityEngine.Component) 	Overloaded.
<ul style="list-style-type: none"> GetComponents(T) (inherited from UnityEngine.Component) 	Overloaded.
<ul style="list-style-type: none"> GetComponentsInChildren (inherited from UnityEngine.Component) 	Overloaded.
<ul style="list-style-type: none"> GetComponentsInChildren(T) (inherited from UnityEngine.Component) 	Overloaded.
<ul style="list-style-type: none"> GetComponentsInParent (inherited from UnityEngine.Component) 	Overloaded.
<ul style="list-style-type: none"> GetComponentsInParent(T) (inherited from 	Overloaded.

UnityEngine.Component	
◆ GetHashCode (inherited from UnityEngine.Object)	
◆ GetInstanceID (inherited from UnityEngine.Object)	
◆ GetType (inherited from Object)	
◆ Invoke (inherited from UnityEngine.MonoBehaviour)	
◆ InvokeRepeating (inherited from UnityEngine.MonoBehaviour)	
◆ IsInvoking (inherited from UnityEngine.MonoBehaviour)	Overloaded.
◆ Log (inherited from Element)	Logs a message using this element information.
◆ Notify (inherited from Element)	Sends a notification to all controllers passing this instance as 'target'.
◆ SendMessage (inherited from UnityEngine.Component)	Overloaded.
◆ SendMessageUpwards (inherited from UnityEngine.Component)	Overloaded.
◆ StartCoroutine (inherited from UnityEngine.MonoBehaviour)	Overloaded.
◆ StartCoroutine_Auto (inherited from UnityEngine.MonoBehaviour)	
◆ StopAllCoroutines (inherited from UnityEngine.MonoBehaviour)	
◆ StopCoroutine (inherited from UnityEngine.MonoBehaviour)	Overloaded.
◆ ToString (inherited from UnityEngine.Object)	

Protected Instance Methods

--	--

 Finalize (inherited from Object)	
 MemberwiseClone (inherited from Object)	

See Also

[View<T> Class](#) | [thelab.mvc Namespace](#)

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View(T) Constructor

Initializes a new instance of the [View\(T\)](#) class.

```
View<T> ( ) ;
```

See Also

[View<T> Class](#) | [thelab.mvc Namespace](#)
















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View(T) Properties

The properties of the **View(T)** class are listed below. For a complete list of **View(T)** class members, see the [View\(T\) Members](#) topic.

Public Instance Properties

 animation (inherited from UnityEngine.Component)	Obsolete.
 app	Overloaded. Returns app as a custom 'T' type.
 audio (inherited from UnityEngine.Component)	Obsolete.
 camera (inherited from UnityEngine.Component)	Obsolete.
 collider (inherited from UnityEngine.Component)	Obsolete.
 collider2D (inherited from UnityEngine.Component)	Obsolete.
 constantForce (inherited from UnityEngine.Component)	Obsolete.
 enabled (inherited from UnityEngine.Behaviour)	
 gameObject (inherited from UnityEngine.Component)	
 guiElement (inherited from UnityEngine.Component)	Obsolete.
 guiText (inherited from UnityEngine.Component)	Obsolete.
 guiTexture (inherited from UnityEngine.Component)	Obsolete.
 hideFlags (inherited from UnityEngine.Object)	
 hingeJoint (inherited from UnityEngine.Component)	Obsolete.
 light (inherited from	Obsolete.

UnityEngine.Component	
 name (inherited from UnityEngine.Object)	
 networkView (inherited from UnityEngine.Component)	Obsolete.
 particleEmitter (inherited from UnityEngine.Component)	Obsolete.
 particleSystem (inherited from UnityEngine.Component)	Obsolete.
 renderer (inherited from UnityEngine.Component)	Obsolete.
 rigidbody (inherited from UnityEngine.Component)	Obsolete.
 rigidbody2D (inherited from UnityEngine.Component)	Obsolete.
 tag (inherited from UnityEngine.Component)	
 transform (inherited from UnityEngine.Component)	
 useGUILayout (inherited from UnityEngine.MonoBehaviour)	

See Also

[View<T> Class](#) | [thelab.mvc Namespace](#)

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View`1.app Property

Returns app as a custom 'T' type.

```
new public T app { public get; }
```

See Also

[View<T> Class](#) | [thelab.mvc Namespace](#)

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[Object](#)

[Object](#)

[Component](#)

[Behaviour](#)

[MonoBehaviour](#)

[Element](#)

[BaseApplication](#)

[BaseApplication\(M,V,C\)](#)

[Controller](#)

[Controller\(T\)](#)

[Element\(T\)](#)

[Model](#)

[Model\(T\)](#)

[View](#)

[View\(T\)](#)

See Also

[thelab.mvc Namespace](#)

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