AlgorandUnitySDK

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Packages

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

Hierarchical Index

Class Hierarchy

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

Class Index

Class List

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

Namespace Documentation

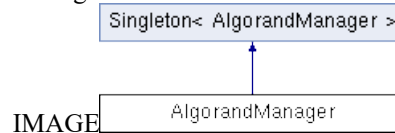## MHLab Namespace Reference

MHLab.Utilities Namespace Reference

Classes

class **BackgroundTasksProcessor**

Class Documentation

AlgorandManager Class Reference

Inheritance diagram for AlgorandManager:

IMAGE

Public Member Functions

string **Version** ()
  Get AlgorandSDK Version

string **GetPlayerName** ()
string **GenerateAccount** ()
  Generate new Algorand Account but not saved in Playprefs

string **LoadAccountFromPassphrase** (string Passphrase)
  Load Algorand Account from Mnemonic Passphrase

string **GenerateAccountAndSave** ()
  Generate a new Algorand Account, save crypted in PlayerPrefs and in
  ***AlgorandManager** instance*

Boolean **SaveAccountInPlayerPrefs** (string Passphrase)
  Save Algorand Account in encrypted PlayPrefs

string **LoadAccountFromPlayPrefs** ()
  Load Account from PlayPrefs and use in Algorand Manager instance

string **GetAddressAccount** ()
  *Get Actual Account Address initialized in **AlgorandManager***

string **GetMnemonicPassphrase** ()
  *Get Actual Mnemonic Passphrase initialized in **AlgorandManager***

bool **AddressIsValid** (string AddressPassed)
  Verify if Algorand Address is well formated

void **ConnectToNode** (string AlgodURLEndpoint, string AlgodToken)
  Connect to ALGOD / Purestack Node

long? **GetWalletAmount** (string AlgodURLEndpoint, string AlgodToken, string AccountAddress)
  Get Wallet Amount in MicroAlgos

string **MakePaymentTransaction** (string AlgodURLEndpoint, string AlgodToken, string
  ToAccountAddress, double AlgoAmount, string Note)

Create and send a payment Algorand Transaction

Public Attributes

string **ALGOD_URL_ENDPOINT** = string.Empty
string **ALGOD_TOKEN** = string.Empty
string **ALGOD_URL_ENPOINT_INDEXER** = string.Empty

Protected Member Functions

virtual void **Start** ()
virtual void **OnApplicationQuit** ()

Protected Attributes

string **m_PlayerName**
string **_Version** = "0.6 Alfa"
Account **_AMAccount** = null

Additional Inherited Members

Member Function Documentation

bool AlgorandManager.AddressIsValid (string   *AddressPassed*)

Verify if Algorand Address is well formated

Parameters

AddressPassed	

Returns

Simple Boolean: True or False

void AlgorandManager.ConnectToNode (string   *AlgodURLEndpoint*, string *AlgodToken*)

Connect to ALGOD / Purestack Node

string AlgorandManager.GenerateAccount ()

Generate new Algorand Account but not saved in Playprefs

Returns

Algorand Account Mnemonic Passphrase

string AlgorandManager.GenerateAccountAndSave ()

Generate a new Algorand Account, save crypted in PlayerPrefs and in **AlgorandManager** instance

Returns

Algorand Account Address

string AlgorandManager.GetAddressAccount ()

Get Actual Account Address initialized in **AlgorandManager**

Returns

Algorand Account Address

string AlgorandManager.GetMnemonicPassphrase ()

Get Actual Mnemonic Passphrase initialized in **AlgorandManager**

Returns

Algorand Account Mnemonic Passphrase

long? AlgorandManager.GetWalletAmount (string *AlgodURLEndpoint*, string *AlgodToken*, string *AccountAddress*)

Get Wallet Amount in MicroAlgos

Parameters

AlgodURLEndpoi nt	URL/Endpoint Algod
AlgodToken	API Key token
AccountAddress	Algorand Address

Returns

MicroAlgos of Algorand Account

string AlgorandManager.LoadAccountFromPassphrase (string *Passphrase*)

Load Algorand Account from Mnemonic Passphrase

Parameters

Passphrase	

Returns

Algorand Account Address

string AlgorandManager.LoadAccountFromPlayPrefs ()

Load Account from PlayPrefs and use in Algorand Manager instance

Returns

Algorand Account Address saved in PlayPrefs

string AlgorandManager.MakePaymentTransaction (string *AlgodURLEndpoint*, string *AlgodToken*, string *ToAccountAddress*, double *AlgoAmount*, string *Note*)

Create and send a payment Algorand Transaction

Parameters

AlgodURLEndpoint	URL/Endpoint Algod
AlgodToken	API Key token
ToAccountAddress	Algorand Address Received Algos
AlgoAmount	Amount Algo to send
Note	Note to insert in transaction max 1000 Bytes

Returns

TxID: Transaction ID

Boolean AlgorandManager.SaveAccountInPlayerPrefs (string *Passphrase*)

Save Algorand Account in encrypted PlayPrefs

Parameters

Passphrase	

Returns

True if saved

string AlgorandManager.Version ()

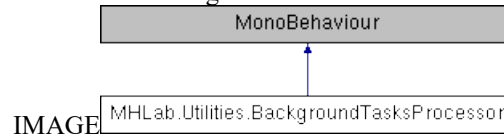Get AlgorandSDK Version

Returns

AlgorandDSK Version

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

C:/Users/enric/Desktop/UnityAlgorandSDK/UnityAlgorandSDK/Assets/AlgorandUnitySDK/
Scripts/AlgorandManager.cs

MHLab.Utilities.BackgroundTasksProcessor Class Reference

Inheritance diagram for MHLab.Utilities.BackgroundTasksProcessor:

IMAGE

Public Member Functions

void **Process** (Func< object > task, Action< object > onComplete)

Public Attributes

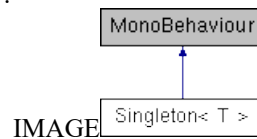int **FrequencyInHz** = 10

Properties

bool **IsReady** `[get]`

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

    C:/Users/enric/Desktop/UnityAlgorandSDK/UnityAlgorandSDK/Assets/AlgorandUnitySDK/
        Scripts/BackgroundTasksProcessor.cs

Singleton< T > Class Template Reference

Inheritance diagram for Singleton< T >:

IMAGE

Protected Member Functions

virtual void **Awake** ()

    Use this for initialization.

Properties

static T **Instance** `[get]`

    Gets the instance.

Member Function Documentation

virtual void Singleton< T >.Awake ()`[protected], [virtual]`

Use this for initialization.

Property Documentation

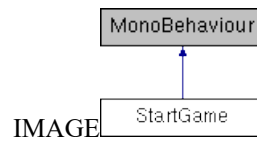### T Singleton< T >.Instance`[static], [get]`

Gets the instance.

The instance.

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

C:/Users/enric/Desktop/UnityAlgorandSDK/UnityAlgorandSDK/Assets/AlgorandUnitySDK/
Scripts/Singleton.cs

StartGame Class Reference

Inheritance diagram for StartGame:

IMAGE

Public Attributes

string **NewAccount** = string.Empty
string **NewAddress** = string.Empty

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

C:/Users/enric/Desktop/UnityAlgorandSDK/UnityAlgorandSDK/Assets/AlgorandUnitySDK/
Scripts/StartGame.cs

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