Namespace com.absence.variablebanks

Classes

FixedVariableComparer

FixedVariableSetter

VariableBank

VariableBankAcquirer

VariableBankReference

VariableComparer

VariableSetter

Class FixedVariableComparer

Inheritance

↳ object
  ↳ BaseVariableComparer
    ↳ FixedVariableComparer

Inherited Members

BaseVariableComparer.GetRuntimeBank()
BaseVariableComparer.GetResult()

Namespace: com.absence.variablebanks

Assembly: Assembly-CSharp-firstpass.dll

Syntax

```
[Serializable]
public sealed class FixedVariableComparer : BaseVariableComparer
```

Properties

HasFixedBank

Declaration

```
public override bool HasFixedBank { get; }
```

Property Value

TYPE
bool

Overrides

BaseVariableComparer.HasFixedBank

Methods

Clone()

Declaration

```
public FixedVariableComparer Clone()
```

Returns

TYPE
FixedVariableComparer

Clone(string)

Declaration

```
public FixedVariableComparer Clone(string overrideBankGuid)
```

Parameters

TYPE	NAME
string	overrideBankGuid

Returns

TYPE
FixedVariableComparer

SetFixedBank(string)

Declaration

```
public void SetFixedBank(string fixedBankGuid)
```

Parameters

TYPE	NAME
string	fixedBankGuid

Class FixedVariableSetter

Inheritance

↳ object
  ↳ BaseVariableSetter
    ↳ FixedVariableSetter

Inherited Members

BaseVariableSetter.GetRuntimeBank()
BaseVariableSetter.Perform()

Namespace: com.absence.variablebanks

Assembly: Assembly-CSharp-firstpass.dll

Syntax

```
[Serializable]
public sealed class FixedVariableSetter : BaseVariableSetter
```

Properties

HasFixedBank

Declaration

```
public override bool HasFixedBank { get; }
```

Property Value

TYPE
bool

Overrides

BaseVariableSetter.HasFixedBank

Methods

Clone()

Declaration

```
public FixedVariableSetter Clone()
```

Returns

TYPE
FixedVariableSetter

Clone(string)

Declaration

```
public FixedVariableSetter Clone(string overrideBankGuid)
```

Parameters

TYPE	NAME
string	overrideBankGuid

Returns

TYPE
FixedVariableSetter

SetFixedBank(string)

Declaration

```
public void SetFixedBank(string fixedBankGuid)
```

Parameters

TYPE	NAME
string	fixedBankGuid

Class VariableBank

Inheritance

↳ object
  ↳ Object
    ↳ ScriptableObject
      ↳ VariableBank

Inherited Members

ScriptableObject.SetDirty()
ScriptableObject.CreateInstance(string)
ScriptableObject.CreateInstance(Type)
ScriptableObject.CreateInstance<T>()

Namespace: com.absence.variablebanks

Assembly: Assembly-CSharp-firstpass.dll

Syntax

```
public class VariableBank : ScriptableObject
```

Fields

Null

Declaration

```
public static readonly string Null
```

Field Value

TYPE
string

m_booleans

Declaration

```
[SerializeField]
protected List<Variable_Boolean> m_booleans
```

Field Value

TYPE
List<Variable_Boolean>

m_floats

Declaration

```
[SerializeField]
protected List<Variable_Float> m_floats
```

Field Value

TYPE
List<Variable_Float>

m_ints

Declaration

```
[SerializeField]
protected List<Variable_Integer> m_ints
```

Field Value

TYPE
List<Variable_Integer>

m_strings

Declaration

```
[SerializeField]
protected List<Variable_String> m_strings
```

Field Value

TYPE
List<Variable_String>

Properties

Booleans

Declaration

```
public List<Variable_Boolean> Booleans { get; }
```

Property Value

TYPE
List<Variable_Boolean>

ClonedFrom

Declaration

```
public VariableBank ClonedFrom { get; }
```

Property Value

TYPE
VariableBank

Floats

Declaration

```
public List<Variable_Float> Floats { get; }
```

Property Value

TYPE
List<Variable_Float>

ForExternalUse

Declaration

```
public bool ForExternalUse { get; set; }
```

Property Value

TYPE
bool

GUID

Declaration

```
public string GUID { get; }
```

Property Value

TYPE
string

Ints

Declaration

```
public List<Variable_Integer> Ints { get; }
```

Property Value

TYPE
List<Variable_Integer>

IsClone

Declaration

```
public bool IsClone { get; }
```

Property Value

TYPE
bool

Strings

Declaration

```
public List<Variable_String> Strings { get; }
```

Property Value

TYPE
List<Variable_String>

Methods

AddValueChangeListenerToBoolean(string, Action<VariableValueChangedCallbackContext<bool>>)

Declaration

```
public void AddValueChangeListenerToBoolean(string variableName, Action<VariableValueChangedCallbackCor
```

Parameters

TYPE	NAME
string	variableName
Action<VariableValueChangedCallbackContext<bool>>	callbackAction

AddValueChangeListenerToFloat(string, Action<VariableValueChangedCallbackContext<float>>)

Declaration

```
public void AddValueChangeListenerToFloat(string variableName, Action<VariableValueChangedCallbackConte
```

Parameters

TYPE	NAME
string	variableName
Action<VariableValueChangedCallbackContext<float>>	callbackAction

AddValueChangeListenerToInt(string, Action<VariableValueChangedCallbackContext<int>>)

Declaration

```
public void AddValueChangeListenerToInt(string variableName, Action<VariableValueChangedCallbackContext
```

Parameters

TYPE	NAME
string	variableName
Action<VariableValueChangedCallbackContext<int>>	callbackAction

AddValueChangeListenerToString(string, Action<VariableValueChangedCallbackContext<string>>)

Declaration

```
public void AddValueChangeListenerToString(string variableName, Action<VariableValueChangedCallbackCont
```

Parameters

TYPE	NAME
string	variableName
Action<VariableValueChangedCallbackContext<string>>	callbackAction

Clone()

Declaration

```
public VariableBank Clone()
```

Returns

TYPE
VariableBank

GetAllVariableNames()

Declaration

```
public List<string> GetAllVariableNames()
```

Returns

TYPE
List<string>

GetAllVariableNamesWithTypes()

Declaration

```
public List<string> GetAllVariableNamesWithTypes()
```

Returns

TYPE
List<string>

GetInstance(string)

Declaration

```
public static VariableBank GetInstance(string targetGuid)
```

Parameters

TYPE	NAME
string	targetGuid

Returns

TYPE
VariableBank

HasAny(string)

Declaration

```
public bool HasAny(string variableName)
```

Parameters

TYPE	NAME
string	variableName

Returns

TYPE
bool

HasBoolean(string)

Declaration

```
public bool HasBoolean(string variableName)
```

Parameters

TYPE	NAME
string	variableName

Returns

TYPE
bool

HasFloat(string)

Declaration

```
public bool HasFloat(string variableName)
```

Parameters

TYPE	NAME
string	variableName

Returns

TYPE
bool

HasInt(string)

Declaration

```
public bool HasInt(string variableName)
```

Parameters

TYPE	NAME
string	variableName

Returns

TYPE
bool

HasString(string)

Declaration

```
public bool HasString(string variableName)
```

Parameters

TYPE	NAME
string	variableName

Returns

TYPE
bool

SetBoolean(string, bool)

Declaration

```
public bool SetBoolean(string variableName, bool newValue)
```

Parameters

TYPE	NAME
string	variableName
bool	newValue

Returns

TYPE
bool

SetFloat(string, float)

Declaration

```
public bool SetFloat(string variableName, float newValue)
```

Parameters

TYPE	NAME
string	variableName
float	newValue

Returns

TYPE
bool

SetInt(string, int)

Declaration

```
public bool SetInt(string variableName, int newValue)
```

Parameters

TYPE	NAME
string	variableName
int	newValue

Returns

TYPE
bool

SetString(string, string)

Declaration

```
public bool SetString(string variableName, string newValue)
```

Parameters

TYPE	NAME
string	variableName
string	newValue

Returns

TYPE
bool

TryGetBoolean(string, out bool)

Declaration

```
public bool TryGetBoolean(string variableName, out bool value)
```

Parameters

TYPE	NAME
string	variableName
bool	value

Returns

TYPE
bool

TryGetFloat(string, out float)

Declaration

```
public bool TryGetFloat(string variableName, out float value)
```

Parameters

TYPE	NAME
string	variableName
float	value

Returns

TYPE
bool

TryGetInt(string, out int)

Declaration

```
public bool TryGetInt(string variableName, out int value)
```

Parameters

TYPE	NAME
string	variableName
int	value

Returns

TYPE
bool

TryGetString(string, out string)

Declaration

```
public bool TryGetString(string variableName, out string value)
```

Parameters

TYPE	NAME
string	variableName
string	value

Returns

TYPE
bool

Events

OnDestroyAction

Declaration

```
public event Action OnDestroyAction
```

Event Type

TYPE
Action

Class VariableBankAcquirer

Inheritance

↳ object
  ↳ Object
    ↳ Component
      ↳ Behaviour
        ↳ MonoBehaviour
          ↳ VariableBankAcquirer

Namespace: com.absence.variablebanks

Assembly: Assembly-CSharp-firstpass.dll

Syntax

```
public class VariableBankAcquirer : MonoBehaviour
```

Properties

Bank

Declaration

```
public VariableBank Bank { get; }
```

Property Value

TYPE
VariableBank

TargetGuid

Declaration

```
public string TargetGuid { get; }
```

Property Value

TYPE
string

Class VariableBankReference

Inheritance

↳ object
  ↳ VariableBankReference

Namespace: com.absence.variablebanks

Assembly: Assembly-CSharp-firstpass.dll

Syntax

```
[Serializable]
public class VariableBankReference
```

Properties

Bank

Declaration

```
public VariableBank Bank { get; }
```

Property Value

TYPE
VariableBank

TargetGuid

Declaration

```
public string TargetGuid { get; }
```

Property Value

TYPE
string

Class VariableComparer

Inheritance

↳ object
  ↳ BaseVariableComparer
    ↳ VariableComparer

Inherited Members

BaseVariableComparer.GetRuntimeBank()
BaseVariableComparer.GetResult()

Namespace: com.absence.variablebanks

Assembly: Assembly-CSharp-firstpass.dll

Syntax

```
[Serializable]
public sealed class VariableComparer : BaseVariableComparer
```

Properties

HasFixedBank

Declaration

```
public override bool HasFixedBank { get; }
```

Property Value

TYPE
bool

Overrides

BaseVariableComparer.HasFixedBank

Methods

Clone()

Declaration

```
public VariableComparer Clone()
```

Returns

TYPE
VariableComparer

Clone(string)

Declaration

```
public VariableComparer Clone(string overrideBankGuid)
```

Parameters

TYPE	NAME
string	overrideBankGuid

Returns

TYPE
VariableComparer

SetBankGuid(string)

Declaration

```
public void SetBankGuid(string newBankGuid)
```

Parameters

TYPE	NAME
string	newBankGuid

Class VariableSetter

Inheritance

↳ object
  ↳ BaseVariableSetter
    ↳ VariableSetter

Inherited Members

BaseVariableSetter.GetRuntimeBank()
BaseVariableSetter.Perform()

Namespace: com.absence.variablebanks

Assembly: Assembly-CSharp-firstpass.dll

Syntax

```
[Serializable]
public sealed class VariableSetter : BaseVariableSetter
```

Properties

HasFixedBank

Declaration

```
public override bool HasFixedBank { get; }
```

Property Value

TYPE
bool

Overrides

BaseVariableSetter.HasFixedBank

Methods

Clone()

Declaration

```
public VariableSetter Clone()
```

Returns

TYPE
VariableSetter

Clone(string)

Declaration

```
public VariableSetter Clone(string overrideBankGuid)
```

Parameters

TYPE	NAME
string	overrideBankGuid

Returns

TYPE
VariableSetter

SetBankGuid(string)

Declaration

```
public void SetBankGuid(string newBankGuid)
```

Parameters

TYPE	NAME
string	newBankGuid

Namespace com.absence.variablebanks.editor

Classes

VariableBankAcquirerCustomEditor

VariableBankCreationHandler

VariableBankDatabase

VariableBankReferencePropertyDrawer

VariableComparerDrawer

VariableSetterDrawer

Class VariableBankAcquirerCustomEditor

Inheritance

↳ object
  ↳ Object
    ↳ ScriptableObject
      ↳ Editor
        ↳ VariableBankAcquirerCustomEditor

Inherited Members

Editor.SaveChanges()
Editor.DiscardChanges()
Editor.CreateEditorWithContext(Object[], Object, Type)
Editor.CreateEditorWithContext(Object[], Object)
Editor.CreateCachedEditorWithContext(Object, Object, Type, ref Editor)
Editor.CreateCachedEditorWithContext(Object[], Object, Type, ref Editor)
Editor.CreateCachedEditor(Object, Type, ref Editor)
Editor.CreateCachedEditor(Object[], Type, ref Editor)
Editor.CreateEditor(Object)
Editor.CreateEditor(Object, Type)
Editor.CreateEditor(Object[])
Editor.CreateEditor(Object[], Type)
Editor.DrawPropertiesExcluding(SerializedObject, params string[])
Editor.DrawDefaultInspector()
Editor.Repaint()
Editor.CreateInspectorGUI()
Editor.RequiresConstantRepaint()
Editor.DrawHeader()
Editor.OnHeaderGUI()
Editor.ShouldHideOpenButton()
Editor.DrawFoldoutInspector(Object, ref Editor)
Editor.HasPreviewGUI()
Editor.GetPreviewTitle()
Editor.RenderStaticPreview(string, Object[], int, int)
Editor.OnPreviewGUI(Rect, GUIStyle)
Editor.OnInteractivePreviewGUI(Rect, GUIStyle)
Editor.OnPreviewSettings()
Editor.GetInfoString()
Editor.DrawPreview(Rect)
Editor.ReloadPreviewInstances()
Editor.UseDefaultMargins()
Editor.MoveNextTarget()

Editor.ResetTarget()
Editor.hasUnsavedChanges
Editor.saveChangesMessage
Editor.target
Editor.targets
Editor.serializedObject
Editor.finishedDefaultHeaderGUI
ScriptableObject.SetDirty()
ScriptableObject.CreateInstance(string)
ScriptableObject.CreateInstance(Type)
ScriptableObject.CreateInstance<T>()

Namespace: com.absence.variablebanks.editor

Assembly: Assembly-CSharp-Editor-firstpass.dll

Syntax

```
[CustomEditor(typeof(VariableBankAcquirer), true)]
public class VariableBankAcquirerCustomEditor : Editor
```

Methods

OnInspectorGUI()

Implement this function to make a custom inspector.

Declaration

```
public override void OnInspectorGUI()
```

Overrides

UnityEditor.Editor.OnInspectorGUI()

Edit this page

Class VariableBankCreationHandler

Inheritance

↳ object

↳ VariableBankCreationHandler

Namespace: com.absence.variablebanks.editor

Assembly: Assembly-CSharp-Editor-firstpass.dll

Syntax

```
public class VariableBankCreationHandler
```

Class VariableBankDatabase

Inheritance

↳ object
  ↳ VariableBankDatabase

Namespace: com.absence.variablebanks.editor

Assembly: Assembly-CSharp-Editor-firstpass.dll

Syntax

```
[InitializeOnLoad]
public static class VariableBankDatabase
```

Properties

BanksInAssets

Declaration

```
public static List<VariableBank> BanksInAssets { get; }
```

Property Value

TYPE
List<VariableBank>

NoBanks

Declaration

```
public static bool NoBanks { get; }
```

Property Value

TYPE
bool

Methods

Exists(string)

Declaration

```
public static bool Exists(string bankGuid)
```

Parameters

TYPE	NAME
string	bankGuid

Returns

TYPE
bool

GetBankIfExists(string)

Declaration

```
public static VariableBank GetBankIfExists(string bankGuid)
```

Parameters

TYPE	NAME
string	bankGuid

Returns

TYPE
VariableBank

GetBankNameList()

Declaration

```
public static List<string> GetBankNameList()
```

Returns

TYPE
List<string>

GetIndexOf(string)

Declaration

```
public static int GetIndexOf(string bankGuid)
```

Parameters

TYPE	NAME
string	bankGuid

Returns

TYPE
int

NameToGuid(string)

Declaration

```
public static string NameToGuid(string bankName)
```

Parameters

TYPE	NAME
string	bankName

Returns

TYPE
string

Refresh()

Declaration

```
public static void Refresh()
```

Class VariableBankReferencePropertyDrawer

Inheritance

↳ object
  ↳ GUIDrawer
    ↳ PropertyDrawer
      ↳ VariableBankReferencePropertyDrawer

Inherited Members

PropertyDrawer.CreatePropertyGUI(SerializedProperty)
PropertyDrawer.CanCacheInspectorGUI(SerializedProperty)
PropertyDrawer.attribute
PropertyDrawer.fieldInfo
PropertyDrawer.preferredLabel

Namespace: com.absence.variablebanks.editor

Assembly: Assembly-CSharp-Editor-firstpass.dll

Syntax

```
[CustomPropertyDrawer(typeof(VariableBankReference), true)]
public class VariableBankReferencePropertyDrawer : PropertyDrawer
```

Methods

GetPropertyHeight(SerializedProperty, GUIContent)

Override this method to specify how tall the GUI for this field is in pixels.

Declaration

```
public override float GetPropertyHeight(SerializedProperty property, GUIContent label)
```

Parameters

TYPE	NAME	DESCRIPTION
SerializedProperty	`property`	The SerializedProperty to make the custom GUI for.
GUIContent	`label`	The label of this property.

Returns

TYPE	DESCRIPTION
float	The height in pixels.

Overrides

UnityEditor.PropertyDrawer.GetPropertyHeight(UnityEditor.SerializedProperty, UnityEngine.GUIContent)

OnGUI(Rect, SerializedProperty, GUIContent)

Override this method to make your own IMGUI based GUI for the property.

Declaration

```
public override void OnGUI(Rect position, SerializedProperty property, GUIContent label)
```

Parameters

TYPE	NAME	DESCRIPTION
Rect	`position`	Rectangle on the screen to use for the property GUI.
SerializedProperty	`property`	The SerializedProperty to make the custom GUI for.
GUIContent	`label`	The label of this property.

Overrides

UnityEditor.PropertyDrawer.OnGUI(UnityEngine.Rect, UnityEditor.SerializedProperty, UnityEngine.GUIContent)

Class VariableComparerDrawer

Inheritance

↳ object
  ↳ GUIDrawer
    ↳ PropertyDrawer
      ↳ VariableComparerDrawer

Inherited Members

PropertyDrawer.CanCacheInspectorGUI(SerializedProperty)
PropertyDrawer.attribute
PropertyDrawer.fieldInfo
PropertyDrawer.preferredLabel

Namespace: com.absence.variablebanks.editor

Assembly: Assembly-CSharp-Editor-firstpass.dll

Syntax

```
[CustomPropertyDrawer(typeof(BaseVariableComparer), true)]
public class VariableComparerDrawer : PropertyDrawer
```

Fields

StyleSheetPath

Declaration

```
protected static readonly string StyleSheetPath
```

Field Value

TYPE
string

Methods

CreatePropertyGUI(SerializedProperty)

Override this method to make your own UI Toolkit based GUI for the property.

Declaration

```
public override VisualElement CreatePropertyGUI(SerializedProperty property)
```

Parameters

TYPE	NAME	DESCRIPTION
SerializedProperty	`property`	The SerializedProperty to make the custom GUI for.

Returns

TYPE	DESCRIPTION
VisualElement	The element containing the custom GUI.

Overrides

UnityEditor.PropertyDrawer.CreatePropertyGUI(UnityEditor.SerializedProperty)

DrawGUI(VisualElement, SerializedProperty)

Declaration

```
protected virtual VisualElement DrawGUI(VisualElement container, SerializedProperty property)
```

Parameters

TYPE	NAME
VisualElement	`container`
SerializedProperty	`property`

Returns

TYPE
VisualElement

GetPropertyHeight(SerializedProperty, GUIContent)

Override this method to specify how tall the GUI for this field is in pixels.

Declaration

```
public override float GetPropertyHeight(SerializedProperty property, GUIContent label)
```

Parameters

TYPE	NAME	DESCRIPTION
SerializedProperty	`property`	The SerializedProperty to make the custom GUI for.
GUIContent	`label`	The label of this property.

Returns

TYPE	DESCRIPTION
float	The height in pixels.

Overrides

UnityEditor.PropertyDrawer.GetPropertyHeight(UnityEditor.SerializedProperty, UnityEngine.GUIContent)

OnGUI(Rect, SerializedProperty, GUIContent)

Override this method to make your own IMGUI based GUI for the property.

Declaration

```
public override void OnGUI(Rect position, SerializedProperty property, GUIContent label)
```

Parameters

TYPE	NAME	DESCRIPTION
Rect	`position`	Rectangle on the screen to use for the property GUI.
SerializedProperty	`property`	The SerializedProperty to make the custom GUI for.
GUIContent	`label`	The label of this property.

Overrides

UnityEditor.PropertyDrawer.OnGUI(UnityEngine.Rect, UnityEditor.SerializedProperty, UnityEngine.GUIContent)

Class VariableSetterDrawer

Inheritance

↳ object
  ↳ GUIDrawer
    ↳ PropertyDrawer
      ↳ VariableSetterDrawer

Inherited Members

PropertyDrawer.CanCacheInspectorGUI(SerializedProperty)
PropertyDrawer.attribute
PropertyDrawer.fieldInfo
PropertyDrawer.preferredLabel

Namespace: com.absence.variablebanks.editor

Assembly: Assembly-CSharp-Editor-firstpass.dll

Syntax

```
[CustomPropertyDrawer(typeof(BaseVariableSetter), true)]
public class VariableSetterDrawer : PropertyDrawer
```

Fields

StyleSheetPath

Declaration

```
protected static readonly string StyleSheetPath
```

Field Value

TYPE
string

Methods

CreatePropertyGUI(SerializedProperty)

Override this method to make your own UI Toolkit based GUI for the property.

Declaration

```
public override VisualElement CreatePropertyGUI(SerializedProperty property)
```

Parameters

TYPE	NAME	DESCRIPTION
SerializedProperty	`property`	The SerializedProperty to make the custom GUI for.

Returns

TYPE	DESCRIPTION
VisualElement	The element containing the custom GUI.

Overrides

UnityEditor.PropertyDrawer.CreatePropertyGUI(UnityEditor.SerializedProperty)

GetPropertyHeight(SerializedProperty, GUIContent)

Override this method to specify how tall the GUI for this field is in pixels.

Declaration

```
public override float GetPropertyHeight(SerializedProperty property, GUIContent label)
```

Parameters

TYPE	NAME	DESCRIPTION
SerializedProperty	`property`	The SerializedProperty to make the custom GUI for.
GUIContent	`label`	The label of this property.

Returns

TYPE	DESCRIPTION
float	The height in pixels.

Overrides

UnityEditor.PropertyDrawer.GetPropertyHeight(UnityEditor.SerializedProperty, UnityEngine.GUIContent)

OnGUI(Rect, SerializedProperty, GUIContent)

Override this method to make your own IMGUI based GUI for the property.

Declaration

```
public override void OnGUI(Rect position, SerializedProperty property, GUIContent label)
```

Parameters

TYPE	NAME	DESCRIPTION
Rect	`position`	Rectangle on the screen to use for the property GUI.
SerializedProperty	`property`	The SerializedProperty to make the custom GUI for.
GUIContent	`label`	The label of this property.

Overrides

UnityEditor.PropertyDrawer.OnGUI(UnityEngine.Rect, UnityEditor.SerializedProperty, UnityEngine.GUIContent)

Namespace com.absence.variablebanks.internals

Classes

BaseVariableComparer

BaseVariableSetter

Constants

VariableBanksCloningHandler

Enums

BaseVariableComparer.ComparisonType

BaseVariableSetter.SetType

Class BaseVariableComparer

Inheritance

↳ object
  ↳ BaseVariableComparer
    ↳ FixedVariableComparer
    ↳ VariableComparer

Namespace: com.absence.variablebanks.internals

Assembly: Assembly-CSharp-firstpass.dll

Syntax

```
[Serializable]
public abstract class BaseVariableComparer
```

Fields

m_boolValue

Declaration

```
[SerializeField]
protected bool m_boolValue
```

Field Value

TYPE
bool

m_comparisonType

Declaration

```
[SerializeField]
protected BaseVariableComparer.ComparisonType m_comparisonType
```

Field Value

TYPE
BaseVariableComparer.ComparisonType

m_floatValue

Declaration

```
[SerializeField]
protected float m_floatValue
```

Field Value

TYPE
float

m_intValue

Declaration

```
[SerializeField]
protected int m_intValue
```

Field Value

TYPE
int

m_stringValue

Declaration

```
[SerializeField]
protected string m_stringValue
```

Field Value

TYPE
string

m_targetBankGuid

Declaration

```
[SerializeField]
protected string m_targetBankGuid
```

Field Value

TYPE
string

m_targetVariableName

Declaration

```
[SerializeField]
protected string m_targetVariableName
```

Field Value

TYPE
string

Properties

HasFixedBank

Declaration

```
public abstract bool HasFixedBank { get; }
```

Property Value

TYPE
bool

Methods

GetResult()

Declaration

```
public virtual bool GetResult()
```

Returns

TYPE
bool

GetRuntimeBank()

Declaration

```
public virtual VariableBank GetRuntimeBank()
```

Returns

TYPE
VariableBank

Edit this page

Enum BaseVariableComparer.ComparisonType

Namespace: com.absence.variablebanks.internals

Assembly: Assembly-CSharp-firstpass.dll

Syntax

```
public enum BaseVariableComparer.ComparisonType
```

Fields

NAME
EqualsTo
GreaterOrEqual
GreaterThan
LessOrEqual
LessThan
NotEquals

Class BaseVariableSetter

Inheritance

↳ object
  ↳ BaseVariableSetter
    ↳ FixedVariableSetter
    ↳ VariableSetter

Namespace: com.absence.variablebanks.internals

Assembly: Assembly-CSharp-firstpass.dll

Syntax

```
[Serializable]
public abstract class BaseVariableSetter
```

Fields

m_boolValue

Declaration

```
[SerializeField]
protected bool m_boolValue
```

Field Value

TYPE
bool

m_floatValue

Declaration

```
[SerializeField]
protected float m_floatValue
```

Field Value

TYPE
float

m_intValue

Declaration

```
[SerializeField]
protected int m_intValue
```

Field Value

TYPE
int

m_setType

Declaration

```
[SerializeField]
protected BaseVariableSetter.SetType m_setType
```

Field Value

TYPE
BaseVariableSetter.SetType

m_stringValue

Declaration

```
[SerializeField]
protected string m_stringValue
```

Field Value

TYPE
string

m_targetBankGuid

Declaration

```
[SerializeField]
protected string m_targetBankGuid
```

Field Value

TYPE
string

m_targetVariableName

Declaration

```
[SerializeField]
protected string m_targetVariableName
```

Field Value

TYPE
string

Properties

HasFixedBank

Declaration

```
public abstract bool HasFixedBank { get; }
```

Property Value

TYPE
bool

Methods

GetRuntimeBank()

Declaration

```
public virtual VariableBank GetRuntimeBank()
```

Returns

TYPE
VariableBank

Perform()

Sets the target variable in target `VariableBank` to intended value.

Declaration

```
public virtual void Perform()
```

Perform_Boolean(VariableBank)

Declaration

```
protected virtual void Perform_Boolean(VariableBank bank)
```

Parameters

TYPE	NAME
VariableBank	bank

Perform_Float(VariableBank)

Declaration

```
protected virtual void Perform_Float(VariableBank bank)
```

Parameters

TYPE	NAME
VariableBank	bank

Perform_Int(VariableBank)

Declaration

```
protected virtual void Perform_Int(VariableBank bank)
```

Parameters

TYPE	NAME
VariableBank	bank

Perform_String(VariableBank)

Declaration

```
protected virtual void Perform_String(VariableBank bank)
```

Parameters

TYPE	NAME
VariableBank	bank

Enum BaseVariableSetter.SetType

Namespace: com.absence.variablebanks.internals

Assembly: Assembly-CSharp-firstpass.dll

Syntax

```
public enum BaseVariableSetter.SetType
```

Fields

NAME
DecrementBy
DivideBy
IncrementBy
MultipltyBy
SetTo

Class Constants

Inheritance

↳ object
  ↳ Constants

Namespace: com.absence.variablebanks.internals

Assembly: Assembly-CSharp-firstpass.dll

Syntax

```
public static class Constants
```

Fields

K_ADDRESSABLES_TAG

Declaration

```
public const string K_ADDRESSABLES_TAG = "variable-banks"
```

Field Value

TYPE
string

K_RESOURCES_PATH

Declaration

```
public const string K_RESOURCES_PATH = "VariableBanks"
```

Field Value

TYPE

string

Class VariableBanksCloningHandler

Inheritance

↳ object
  ↳ VariableBanksCloningHandler

Namespace: com.absence.variablebanks.internals

Assembly: Assembly-CSharp-firstpass.dll

Syntax

```
public static class VariableBanksCloningHandler
```

Properties

CloningCompleted

Declaration

```
public static bool CloningCompleted { get; }
```

Property Value

TYPE
bool

Methods

AddCloningCompleteCallbackOrInvoke(Action)

Declaration

```
public static bool AddCloningCompleteCallbackOrInvoke(Action callbackContext)
```

Parameters

TYPE	NAME
Action	callbackContext

Returns

TYPE
bool

Events

OnCloningCompleted

Declaration

```
public static event Action OnCloningCompleted
```

Event Type

TYPE
Action

Namespace com.absence.variablebanks.testing

Classes

Varcaster

Edit this page

Class Varcaster

Inheritance

↳ object
  ↳ Object
    ↳ Component
      ↳ Behaviour
        ↳ MonoBehaviour
          ↳ Varcaster

Namespace: com.absence.variablebanks.testing

Assembly: Assembly-CSharp-firstpass.dll

Syntax

```
public class Varcaster : MonoBehaviour
```