absent-variablebanks

Namespace com.absence.variablebanks

Classes

FixedVariableComparer

Comparer with a fixed bank.

FixedVariableSetter

Setter with a fixed bank.

VariableBankAcquirer

A component to reference banks both in editor and runtime.

VariableBankManager

The static class responsible for wrapping internal functions into simpler ones.

VariableBankReference

The class responsible for letting you reference a `com.absence.variablesystem.banksystembase.VariableBank` both in editor and in runtime. You can use the `com.absence.variablesystem.banksystembase.VariableBank` class directly if the bank you are referencing is marked as `com.absence.variablesystem.banksystembase.VariableBank.ForExternalUse`. For more information, read the docs.

VariableComparer

Comparer with a dynamic bank you select in editor.

VariableSetter

Setter with a dynamic bank you select in the editor.

Class FixedVariableComparer

Comparer with a fixed bank.

Inheritance

↳ object
   ↳ BaseVariableComparer
      ↳ FixedVariableComparer

Inherited Members

BaseVariableComparer.GetResult()
BaseVariableComparer.TargetVariableName
BaseVariableComparer.TypeOfComparison
BaseVariableComparer.IntValue
BaseVariableComparer.FloatValue
BaseVariableComparer.StringValue
BaseVariableComparer.BooleanValue

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

Overrides

com.absence.variablesystem.banksystembase.BaseVariableComparer.HasFixedBank

Methods

Clone()

Use to clone this comparer.

Declaration

```
public FixedVariableComparer Clone()
```

Returns

TYPE	DESCRIPTION
FixedVariableComparer	The clone.

Clone(string)

Use to clone this comparer.

Declaration

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

Parameters

TYPE	NAME	DESCRIPTION
string	overrideBankGuid	Guid for a new bank.

Returns

TYPE	DESCRIPTION
FixedVariableComparer	The clone.

GetRuntimeBank()

Declaration

```csharp
protected override VariableBank GetRuntimeBank()
```

Returns

TYPE
VariableBank

Overrides

com.absence.variablesystem.banksystembase.BaseVariableComparer.GetRuntimeBank()

SetFixedBank(string)

Use to set the fixed bank of this fixed comparer.

Declaration

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

Parameters

TYPE	NAME	DESCRIPTION
string	fixedBankGuid	Guid for the fixed bank.

Class FixedVariableSetter

Setter with a fixed bank.

Inheritance

↳ object
  ↳ BaseVariableSetter
    ↳ FixedVariableSetter

Inherited Members

BaseVariableSetter.Perform()
BaseVariableSetter.TargetVariableName
BaseVariableSetter.TypeOfSet
BaseVariableSetter.IntValue
BaseVariableSetter.FloatValue
BaseVariableSetter.StringValue
BaseVariableSetter.BooleanValue

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

Overrides

com.absence.variablesystem.banksystembase.BaseVariableSetter.HasFixedBank

Methods

Clone()

Use to clone this setter.

Declaration

```
public FixedVariableSetter Clone()
```

Returns

TYPE	DESCRIPTION
FixedVariableSetter	The clone.

Clone(string)

Use to clone this setter.

Declaration

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

Parameters

TYPE	NAME	DESCRIPTION
string	overrideBankGuid	Guid for a new bank.

Returns

TYPE	DESCRIPTION
FixedVariableSetter	The clone.

GetRuntimeBank()

Declaration

```
protected override VariableBank GetRuntimeBank()
```

Returns

TYPE
VariableBank

Overrides

com.absence.variablesystem.banksystembase.BaseVariableSetter.GetRuntimeBank()

SetFixedBank(string)

Use to set the fixed bank of this fixed setter.

Declaration

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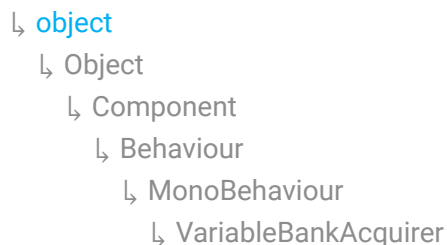
Parameters

TYPE	NAME	DESCRIPTION
string	fixedBankGuid	Guid for the fixed bank.

Edit this page

Class VariableBankAcquirer

A component to reference banks both in editor and runtime.

Inheritance

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

Namespace: **com.absence.variablebanks**

Assembly: Assembly-CSharp-firstpass.dll

Syntax

```
public class VariableBankAcquirer : MonoBehaviour
```

Properties

Bank

Use to get clone of the referenced bank. **Runtime only.**

Declaration

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

Property Value

TYPE
VariableBank

TargetGuid

Use to get the Guid of the referenced bank.

Declaration

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

Property Value

TYPE
string

Class VariableBankManager

The static class responsible for wrapping internal functions into simpler ones.

Inheritance

↳ object
  ↳ VariableBankManager

Namespace: **com.absence.variablebanks**

Assembly: **Assembly-CSharp-firstpass.dll**

Syntax

```
public static class VariableBankManager
```

Methods

GetInstance(string)

Use to get a clone bank with a specific Guid.

Declaration

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

Parameters

TYPE	NAME	DESCRIPTION
string	withGuid	Target guid.

Returns

TYPE	DESCRIPTION
VariableBank	The clone bank.

Edit this page

Class VariableBankReference

The class responsible for letting you reference a `com.absence.variablesystem.banksystembase.VariableBank` both in editor and in runtime. You can use the `com.absence.variablesystem.banksystembase.VariableBank` class directly if the bank you are referencing is marked as `com.absence.variablesystem.banksystembase.VariableBank.ForExternalUse` . For more information, read the docs.

Inheritance

↳ object
 ↳ VariableBankReference

Namespace: com.absence.variablebanks

Assembly: Assembly-CSharp-firstpass.dll

Syntax

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

Properties

Bank

Use to get the bank referenced. **Runtime only.**

Declaration

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

Property Value

TYPE
VariableBank

TargetGuid

Use to get the referenced bank's Guid. Returns an empty string if no banks referenced.

Declaration

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

Property Value

TYPE
string

Class VariableComparer

Comparer with a dynamic bank you select in editor.

Inheritance

↳ object
   ↳ BaseVariableComparer
      ↳ VariableComparer

Inherited Members

BaseVariableComparer.GetResult()
BaseVariableComparer.TargetVariableName
BaseVariableComparer.TypeOfComparison
BaseVariableComparer.IntValue
BaseVariableComparer.FloatValue
BaseVariableComparer.StringValue
BaseVariableComparer.BooleanValue

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

bool

Overrides

com.absence.variablesystem.banksystembase.BaseVariableComparer.HasFixedBank

Methods

Clone()

Use to clone this comparer.

Declaration

```
public VariableComparer Clone()
```

Returns

TYPE	DESCRIPTION
VariableComparer	The clone.

Clone(string)

Use to clone this comparer.

Declaration

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

Parameters

TYPE	NAME	DESCRIPTION
string	overrideBankGuid	Guid for a new bank.

Returns

TYPE	DESCRIPTION
VariableComparer	The clone.

GetRuntimeBank()

Declaration

```
protected override VariableBank GetRuntimeBank()
```

Returns

TYPE
VariableBank

Overrides

com.absence.variablesystem.banksystembase.BaseVariableComparer.GetRuntimeBank()

SetBankGuid(string)

Set this comparer's target bank Guid.

Declaration

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

Parameters

TYPE	NAME	DESCRIPTION
string	newBankGuid	New Guid.

Class VariableSetter

Setter with a dynamic bank you select in the editor.

Inheritance

↳ object
  ↳ BaseVariableSetter
    ↳ VariableSetter

Inherited Members

BaseVariableSetter.Perform()
BaseVariableSetter.TargetVariableName
BaseVariableSetter.TypeOfSet
BaseVariableSetter.IntValue
BaseVariableSetter.FloatValue
BaseVariableSetter.StringValue
BaseVariableSetter.BooleanValue

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

Overrides

com.absence.variablesystem.banksystembase.BaseVariableSetter.HasFixedBank

Methods

Clone()

Use to clone this setter.

Declaration

```
public VariableSetter Clone()
```

Returns

TYPE	DESCRIPTION
VariableSetter	The clone.

Clone(string)

Use to clone this setter.

Declaration

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

Parameters

TYPE	NAME	DESCRIPTION
string	overrideBankGuid	Guid for a new bank.

Returns

TYPE	DESCRIPTION
VariableSetter	The clone.

GetRuntimeBank()

Declaration

```
protected override VariableBank GetRuntimeBank()
```

Returns

TYPE
VariableBank

Overrides

com.absence.variablesystem.banksystembase.BaseVariableSetter.GetRuntimeBank()

SetBankGuid(string)

Set this setter's target bank Guid.

Declaration

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

Parameters

TYPE	NAME	DESCRIPTION
string	newBankGuid	New Guid.

Namespace com.absence.variablebanks.editor

Classes

EditorJobsHelper

The static class responsible for handling the editor-side things of this package.

PackageSettings

The scriptable singleton responsible for holding the settings (can be set in Project Settings) of this package.

PackageSettings.AssetManagementConstants

Constants for asset management.

PackageSettingsProvider

The class responsible for drawing a section for this package in Project settings.

SymbolInitializer

The static class responsible for managing the scripting define symbols for this package (in Player Settings).

VariableBankAcquirerCustomEditor

A custom editor script for `VariableBankAcquirer`.

VariableBankCreationHandler

The static class responsible for handling variable bank creation via editor menu.

VariableBankReferencePropertyDrawer

A custom property drawer script for `VariableBankReferencePropertyDrawer`.

API Documentation / com.absence.variablebanks.editor / EditorJobsHelper

Class EditorJobsHelper

The static class responsible for handling the editor-side things of this package.

Inheritance

↳ object

  ↳ EditorJobsHelper

Namespace: com.absence.variablebanks.editor

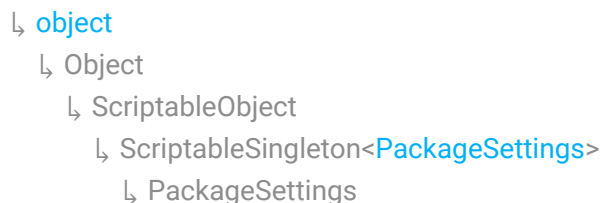**Assembly:** Assembly-CSharp-Editor-firstpass.dll

Syntax

```
[InitializeOnLoad]
public static class EditorJobsHelper
```

absent-variablebanks

Class PackageSettings

The scriptable singleton responsible for holding the settings (can be set in Project Settings) of this package.

Inheritance

↳ object
  ↳ Object
    ↳ ScriptableObject
      ↳ ScriptableSingleton<PackageSettings>
        ↳ PackageSettings

Inherited Members

ScriptableSingleton<PackageSettings>.Save(bool)
ScriptableSingleton<PackageSettings>.GetFilePath()
ScriptableSingleton<PackageSettings>.instance
ScriptableObject.SetDirty()
ScriptableObject.CreateInstance(string)
ScriptableObject.CreateInstance(Type)
ScriptableObject.CreateInstance<T>()
Namespace: **com.absence.variablebanks.editor**

Assembly: Assembly-CSharp-Editor-firstpass.dll

Syntax

```
[FilePath("ProjectSettings/absent-variablebanks-settings.assets", FilePathAttribute.Location.ProjectFol
public class PackageSettings : ScriptableSingleton<PackageSettings>
```

Properties

AssetManagementAPISelection

Selection index of asset management API selection.

Declaration

```
public int AssetManagementAPISelection { get; set; }
```

Property Value

TYPE
int

Class PackageSettings.AssetManagement Constants

Constants for asset management.

Inheritance

↳ object

  ↳ PackageSettings.AssetManagementConstants

Namespace: com.absence.variablebanks.editor

Assembly: Assembly-CSharp-Editor-firstpass.dll

Syntax

```
public static class PackageSettings.AssetManagementConstants
```

Fields

K_ADDRESSABLES_INDEX

Declaration

```
public const int K_ADDRESSABLES_INDEX = 1
```

Field Value

TYPE
int

K_RESOURCES_INDEX

Declaration

```
public const int K_RESOURCES_INDEX = 0
```

Field Value

TYPE

int

Edit this page
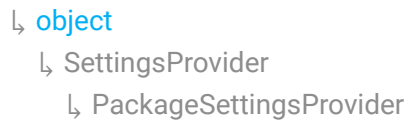
Class PackageSettingsProvider

The class responsible for drawing a section for this package in Project settings.

Inheritance

↳ object
   ↳ SettingsProvider
      ↳ PackageSettingsProvider

Inherited Members

SettingsProvider.OnActivate(string, VisualElement)
SettingsProvider.OnDeactivate()
SettingsProvider.HasSearchInterest(string)
SettingsProvider.OnTitleBarGUI()
SettingsProvider.OnFooterBarGUI()
SettingsProvider.OnInspectorUpdate()
SettingsProvider.Repaint()
SettingsProvider.PopulateSearchKeywordsFromGUIContentProperties<T>()
SettingsProvider.GetSearchKeywordsFromGUIContentProperties<T>()
SettingsProvider.GetSearchKeywordsFromSerializedObject(SerializedObject)
SettingsProvider.GetSearchKeywordsFromPath(string)
SettingsProvider.label
SettingsProvider.settingsPath
SettingsProvider.scope
SettingsProvider.keywords
SettingsProvider.guiHandler
SettingsProvider.titleBarGuiHandler
SettingsProvider.footerBarGuiHandler
SettingsProvider.activateHandler
SettingsProvider.deactivateHandler
SettingsProvider.hasSearchInterestHandler
SettingsProvider.inspectorUpdateHandler

Namespace: com.absence.variablebanks.editor

Assembly: Assembly-CSharp-Editor-firstpass.dll

Syntax

```
public class PackageSettingsProvider : SettingsProvider
```

Constructors

PackageSettingsProvider(string, SettingsScope)

Default constructor

Declaration

```
public PackageSettingsProvider(string path, SettingsScope scope)
```

Parameters

TYPE	NAME
string	path
SettingsScope	scope

Methods

CreateSettingsProvider()

Declaration

```
[SettingsProvider]
public static SettingsProvider CreateSettingsProvider()
```

Returns

TYPE
SettingsProvider

OnGUI(string)

Use this function to draw the UI based on IMGUI. This assumes you haven't added any children to the rootElement passed to the OnActivate function.

Declaration

```
public override void OnGUI(string searchContext)
```

Parameters

TYPE	NAME	DESCRIPTION
string	searchContext	Search context for the Settings window. Used to show or hide relevant properties.

Overrides

SettingsProvider.OnGUI(string)

Class SymbolInitializer

The static class responsible for managing the scripting define symbols for this package (in Player Settings).

Inheritance

↳ object
  ↳ SymbolInitializer

Namespace: **com.absence.variablebanks.editor**

Assembly: Assembly-CSharp-Editor-firstpass.dll

Syntax

```
[InitializeOnLoad]
public static class SymbolInitializer
```

Methods

AddAddressablesLabelOnce()

Use to add addressables define symbol to Player Settings.

Declaration

```
public static void AddAddressablesLabelOnce()
```

Refresh()

Use to check if any define symbols are missing or extra, rewrite and recompile if needed.

Declaration

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

RemoveAddressablesLabelIfExists()

Use to remove addressables define symbol from Player Settings.

Declaration

```
public static void RemoveAddressablesLabelIfExists()
```

Class VariableBankAcquirerCustomEditor

A custom editor script for `VariableBankAcquirer` .

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()

Class VariableBankCreationHandler

The static class responsible for handling variable bank creation via editor menu.

Inheritance

↳ object
  ↳ VariableBankCreationHandler

Namespace: **com.absence.variablebanks.editor**

Assembly: **Assembly-CSharp-Editor-firstpass.dll**

Syntax

```
public static class VariableBankCreationHandler
```

Methods

CreateVariableBankAtPath(string, bool, bool, Action<VariableBank, bool>)

Declaration

```
public static void CreateVariableBankAtPath(string path, bool forExternalUse, bool addressable = false,
```

Parameters

TYPE	NAME
string	path
bool	forExternalUse
bool	addressable
Action<VariableBank, bool>	onEndAction

CreateVariableBankForAddressables()

Declaration

```
[MenuItem("Assets/Create/absencee_/absent-variablebanks/Variable Bank (Addressables)", priority = 0)]
public static void CreateVariableBankForAddressables()
```

CreateVariableBankForResources()

Declaration

```
[MenuItem("absencee_/absent-variablebanks/Create Variable Bank (Resources)")]
public static void CreateVariableBankForResources()
```

Edit this page

Class VariableBankReferencePropertyDrawer

A custom property drawer script for `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)

Namespace com.absence.variablebanks.internals

Classes

Constants

The static class responsible for holding the constants variables of the package.

Package

The static class responsible for holding the package info.

Package.PackageVersion

A reference type responsible for holding version information of a package.

VariableBanksCloningHandler

The static class responsible for cloning the banks at startup.

Class Constants

The static class responsible for holding the constants variables of the package.

Inheritance

↳ object
  ↳ Constants

Namespace: **com.absence.variablebanks.internals**

Assembly: Assembly-CSharp-firstpass.dll

Syntax

```
public static class Constants
```

Fields

K_ADDRESSABLES_TAG

The addressables label of variable banks if you're using **Addressables** as the asset management tool.

Declaration

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

Field Value

TYPE
string

K_CLONE_AUTOMATICALLY

If true, all VariableBanks (except the ones marked as 'For External Use') will get cloned right before the splash screen.

Declaration

```
public const bool K_CLONE_AUTOMATICALLY = true
```

Field Value

TYPE

bool

K_DEBUG_MODE

If true, some internal information will get printed on console when specific events occur.

Declaration

```
public const bool K_DEBUG_MODE = true
```

Field Value

TYPE

bool

K_RESOURCES_PATH

The resources path of variable banks if you're using **Resources API** as the asset management tool.

Declaration

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

Field Value

TYPE

string

K_SCRIPTING_DEFINE_SYMBOL

The scripting define symbol used in Player Settings to compile the code associated with the Addressables Package without errors.

Declaration

```
public const string K_SCRIPTING_DEFINE_SYMBOL = "ABSENT_VB_ADDRESSABLES"
```

Field Value

TYPE

string

Class Package

The static class responsible for holding the package info.

Inheritance

↳ object
  ↳ Package

Namespace: **com.absence.variablebanks.internals**

Assembly: Assembly-CSharp-firstpass.dll

Syntax

```
public static class Package
```

Fields

Version

Version info of this package.

Declaration

```
public static readonly Package.PackageVersion Version
```

Field Value

TYPE
Package.PackageVersion

Class Package.PackageVersion

A reference type responsible for holding version information of a package.

Inheritance

↳ object

  ↳ Package.PackageVersion

Namespace: **com.absence.variablebanks.internals**

Assembly: Assembly-CSharp-firstpass.dll

Syntax

```
public class Package.PackageVersion
```

Fields

Major

Declaration

```
public int Major
```

Field Value

TYPE
int

Minor

Declaration

```
public int Minor
```

Field Value

TYPE

int

Patch

Declaration

```
public int Patch
```

Field Value

TYPE

int

Properties

Text

Declaration

```
public string Text { get; }
```

Property Value

TYPE

string

Class VariableBanksCloningHandler

The static class responsible for cloning the banks at startup.

Inheritance

↳ object
 ↳ VariableBanksCloningHandler

Namespace: com.absence.variablebanks.internals

Assembly: Assembly-CSharp-firstpass.dll

Syntax

```
public static class VariableBanksCloningHandler
```

Properties

CloningCompleted

Use to check if the cloning process got completed successfully.

Declaration

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

Property Value

TYPE
bool

Methods

AddCloningCompleteCallbackOrInvoke(Action)

Adds the action passed to `OnCloningCompleted` if the cloning process is not ended yet. If it is ended already, the action passed gets invoked instantly.

Declaration

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

Parameters

TYPE	NAME
Action	callbackContext

Returns

TYPE
bool

Events

OnCloningCompleted

Action which will get invoked when cloning process gets completed successfully. It gets cleared automatically after invoking.

Declaration

```
public static event Action OnCloningCompleted
```

Event Type

TYPE
Action

Namespace com.absence.variablebanks.testing

Classes

Varcaster

Class Varcaster

Inheritance

↳ object
  ↳ Object
    ↳ Component
      ↳ Behaviour
        ↳ MonoBehaviour
        ↳ Varcaster
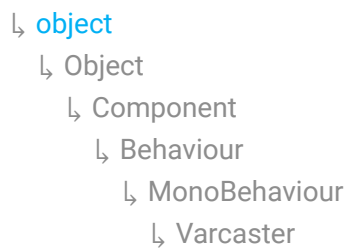
Namespace: com.absence.variablebanks.testing

Assembly: Assembly-CSharp-firstpass.dll

Syntax

```
public class Varcaster : MonoBehaviour
```