



[com.absence.variablebanks](#)

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

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

Declaration

```
public void AddValueChangedListenerToFloat(string variableName, Action<VariableValueChangedCallbackContext<float>> callbackAction)
```

Parameters

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

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

Declaration

```
public void AddValueChangedListenerToInt(string variableName, Action<VariableValueChangedCallbackContext<int>> callbackAction)
```

Parameters

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

AddValueChangedListenerToString(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; }
```


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



[com.absence.variablebanks.editor](#)

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()



[com.absence.variablebanks.editor](#) / [VariableBankCreationHandler](#)

[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; }
```

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

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	<code>property</code>	The SerializedProperty to make the custom GUI for.
GUIContent	<code>label</code>	The label of this property.

Returns

TYPE	DESCRIPTION
<code>float</code>	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	<code>position</code>	Rectangle on the screen to use for the property GUI.
SerializedProperty	<code>property</code>	The SerializedProperty to make the custom GUI for.
GUIContent	<code>label</code>	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)



[com.absence.variablebanks.internals](#)

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



[com.absence.variablebanks.internals](#) / [BaseVariableComparer.ComparisonType](#)

[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



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Enum BaseVariableSetter.SetType

Namespace: [com.absence.variablebanks.internals](#)

Assembly: Assembly-CSharp-firstpass.dll

Syntax

```
public enum BaseVariableSetter.SetType
```

Fields

NAME
DecrementBy
DivideBy
IncrementBy
MultiplyBy
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

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



[com.absence.variablebanks.testing](#)

Namespace **com.absence.variablebanks.testing**

Classes

[Varcaster](#)



[com.absence.variablebanks.testing](#) / [Varcaster](#)

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Class Varcaster

Inheritance

- ↳ [object](#)
- ↳ Object
- ↳ Component
- ↳ Behaviour
- ↳ MonoBehaviour
- ↳ Varcaster

Namespace: [com.absence.variablebanks.testing](#)

Assembly: Assembly-CSharp-firstpass.dll

Syntax

```
public class Varcaster : MonoBehaviour
```