

Book Of Fame

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Chapter 1

Namespace Index

1.1 Packages

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

AssemblyCSharp	7
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Chapter 2

Hierarchical Index

2.1 Class Hierarchy

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

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Chapter 3

Class Index

3.1 Class List

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

Annotation	
Creates and retrieves annotations.	9
Annotation.AnnotationBox	
Contains data needed to display an annotation.	11
AnnotationDrawer	
Draws annotation to the screen.	13
AnnotationUI	
Class that controls user interaction with individual annotations displayed on screen (currently does nothing, but may change in a future release).	14
BookHandler	
Controls the opening and closing of the book.	15
ButtonControls	
Stores information about the current tool.	16
CameraSwitch	
Switches between the navigation and book mode cameras.	21
DialogBox	
A Dialog Box used to display text to the user.	23
HandOnPage	
Controls page movement animation	24
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The loading bar for an IIIF image.	30
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MoveSpotlight	
The controls logic for the spotlight tool.	33
MoveTranscriptionLens	
The transcription lens movement logic.	37
PageImages	
Presents the IIIF images from a manifest on 6 pages.	38

PopUpBox

A popup box used to get input from the user. 41

TranscriptionTool

Displays the transcription of the text. 43

UIPopUp

Hides/Shows UI elements. 44

Chapter 4

Namespace Documentation

4.1 AssemblyCSharp Namespace Reference

Classes

- class **IIIFGetManifest**

Gets the manifest for a IIIF manuscript.

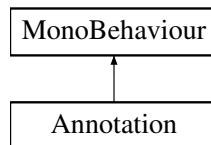
Chapter 5

Class Documentation

5.1 Annotation Class Reference

Creates and retrieves annotations.

Inheritance diagram for Annotation:



Classes

- struct **AnnotationBox**
Contains data needed to display an annotation.

Public Member Functions

- void **UpdateWebAddress** (string newAddress)
Updates the web address used for writing annotations.
- ArrayList **GetAnnotations** (string data, string url)
Get all the annotations corresponding to a specific IIIF image.
- string **LocalAnnotationFile** ()
Get the path to the local annotation file.

Public Attributes

- int **pageWidth**
The width of the image.
- int **pageHeight**
The height of the image.
- Collider **page**
The Collider used to calculate where on the page the user clicked.
- **PageImages webdata**
- Transform **topLeft**
The location of the top left corner of the page.
- Transform **bottomRight**
The location of the bottom right corner of the page.
- string **webAddress**
The web address to write to the annotation file.

5.1.1 Detailed Description

Creates and retrieves annotations.

5.1.2 Member Function Documentation

5.1.2.1 ArrayList Annotation.GetAnnotations (string data, string url)

Get all the annotations corresponding to a specific IIIF image.

Returns

An ArrayList of all the annotations corresponding to a webpage (each annotation is an **AnnotationBox** (p. 11)).

Parameters

<i>data</i>	The source annotation file to parse as a String.
<i>url</i>	The URL that represents the IIIF image to look for annotations for.

5.1.2.2 string Annotation.LocalAnnotationFile ()

Get the path to the local annotation file.

Returns

The path to the local annotation file.

5.1.2.3 void Annotation.UpdateWebAddress (string newAddress)

Updates the web address used for writting annotations.

Parameters

<i>newAddress</i>	The new web address to write for new annotations.
-------------------	---

5.1.3 Member Data Documentation

5.1.3.1 Transform Annotation.bottomRight

The location of the bottom right corner of the page.

5.1.3.2 Collider Annotation.page

The Collider used to calculate where on the page the user clicked.

5.1.3.3 int Annotation.pageHeight

The height of the image.

The height used to calculate annotation coordinates

5.1.3.4 int Annotation.pageWidth

The width of the image.

The width used to calculate annotation coordinates

5.1.3.5 Transform Annotation.topLeft

The location of the top left corner of the page.

5.1.3.6 string Annotation.webAddress

The web address to write to the annotation file.

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

- Annotation.cs

5.2 Annotation.AnnotationBox Struct Reference

Contains data needed to display an annotation.

Public Attributes

- string **contents**

The contents of the annotation.

- float **x**

The horizontal offset of the annotation from the left side of the page, as a percentage of page width.

- float **y**

The vertical offset of the annotation from the top side of the page, as a percentage of page height.

- float **w**

The width of the annotation, as a percentage of page width.

- float **h**

The height of the annotation, as a percentage of page height.

5.2.1 Detailed Description

Contains data needed to display an annotation.

5.2.2 Member Data Documentation

5.2.2.1 string Annotation.AnnotationBox.contents

The contents of the annotation.

5.2.2.2 float Annotation.AnnotationBox.h

The height of the annotation, as a percentage of page height.

5.2.2.3 float Annotation.AnnotationBox.w

The width of the annotation, as a percentage of page width.

5.2.2.4 float Annotation.AnnotationBox.x

The horizontal offset of the annotation from the left side of the page, as a percentage of page width.

5.2.2.5 float Annotation.AnnotationBox.y

The vertical offset of the annotation from the top side of the page, as a percentage of page height.

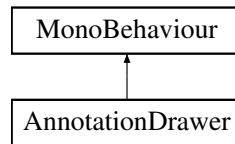
The documentation for this struct was generated from the following file:

- Annotation.cs

5.3 AnnotationDrawer Class Reference

Draws annotation to the screen.

Inheritance diagram for AnnotationDrawer:



Public Member Functions

- void **UpdatesAnnotations** (**Annotation.AnnotationBox[]** annos)
Updates the annotations this instance draws.
- void **ShowAnnotations** (bool isShowing)
Shows/Hides the annotations.

Public Attributes

- Transform **topLeft**
The top left corner of the page to draw to.
- Transform **bottomRight**
The bottom right corner of the page to draw to.
- Transform **annoObj**
The annotation object to draw.
- Transform **canvas**
The location of the canvas.

5.3.1 Detailed Description

Draws annotation to the screen.

5.3.2 Member Function Documentation

5.3.2.1 void AnnotationDrawer.ShowAnnotations (bool isShowing)

Shows/Hides the annotations.

Parameters

<i>isShowing</i>	If set to <code>true</code> show the annotations, else hides the annotations.
------------------	---

5.3.2.2 void AnnotationDrawer.UpdatesAnnotations (Annotation.AnnotationBox[] annos)

Updates the annotations this instance draws.

Parameters

<i>annos</i>	The new annotations to draw.
--------------	------------------------------

5.3.3 Member Data Documentation

5.3.3.1 Transform AnnotationDrawer.annoObj

The annotation object to draw.

5.3.3.2 Transform AnnotationDrawer.bottomRight

The bottom right corner of the page to draw to.

5.3.3.3 Transform AnnotationDrawer.canvas

The location of the canvas.

5.3.3.4 Transform AnnotationDrawer.topLeft

The top left corner of the page to draw to.

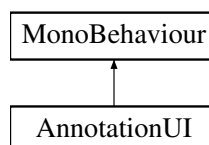
The documentation for this class was generated from the following file:

- AnnotationDrawer.cs

5.4 AnnotationUI Class Reference

Class that controls user interaction with individual annotations displayed on screen (currently does nothing, but may change in a future release).

Inheritance diagram for AnnotationUI:



5.4.1 Detailed Description

Class that controls user interaction with individual annotations displayed on screen (currently does nothing, but may change in a future release).

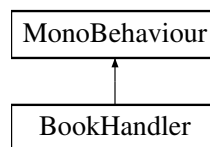
The documentation for this class was generated from the following file:

- AnnotationUI.cs

5.5 BookHandler Class Reference

Controls the opening and closing of the book.

Inheritance diagram for BookHandler:



Public Attributes

- Animator **animator**
The animator of the book.
- GameObject **pages**
The pages of the book.
- Collider[] **models**
The Colliders for the front and back covers of the book.
- UIPopUp **myUI**
The Toolbar UI.

5.5.1 Detailed Description

Controls the opening and closing of the book.

5.5.2 Member Data Documentation

5.5.2.1 Animator BookHandler.animator

The animator of the book.

5.5.2.2 Collider [] BookHandler.models

The Colliders for the front and back covers of the book.

5.5.2.3 UIPopup BookHandler.myUI

The Toolbar UI.

5.5.2.4 GameObject BookHandler.pages

The pages of the book.

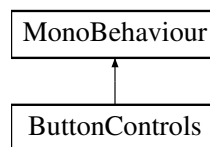
The documentation for this class was generated from the following file:

- BookHandler.cs

5.6 ButtonControls Class Reference

Stores information about the current tool.

Inheritance diagram for ButtonControls:



Public Member Functions

- IEnumerator **PopUp** ()
Causes a popup window to be display, prompting the user for input.
- string **getPopupText** ()
Gets the text from the popup window.
- int **getSelected** ()
Gets the currently selected tool.
- void **changeSelected** (int newSelected)
Changes the currently selected tool.
- void **clearSelected** ()
Makes no tool be selected.
- void **ShowLatestTweet** ()
Shows the latest tweet from our twitter account.
- IEnumerator **HideTweetBox** ()
Hides the tweet box.

Public Attributes

- Button[] **buttons**
The buttons for the tools.
- Image[] **images**
The images for the tools.
- **PopUpBox** **popup**
The Popup window to use to get text input from the user.
- **Move** **bookCam**
The camera for book mode
- **CameraSwitch** **switcher**
The switcher between navigation mode and book mode cameras.
- **PageImages** **presenter**
The presenter of the IIIF images.
- GameObject **tweetBox**
The box used to display tweets.
- Text **tweetText**
The text in the tweetBox containing the text of the tweet.
- bool **isSpotlight** = false
Is the spotlight on?
- **MoveSpotlight** **spotlight**
The spotlight.
- GameObject **twitterBirdObj**
The twitter bird.
- Image **twitterBird**
The twitter bird's image.
- Sprite **twitterBirdClosed**
The twitter bird's idle image.
- Sprite **twitterBirdOpen**
The twitter bird's talking image.
- AudioSource **twitterSound**
The sound to play when the twitter bird is talking.
- **DialogBox** **dialog**
The dialog box to use to display text to the user.
- const int **LIGHT_TOOL** = 0
The ID for the Light Tool.
- const int **ANNOTATION_TOOL** = 1
*The ID for the **Annotation** (p. 9) Tool.*
- const int **HAND_TOOL** = 2
The ID for the Hand Tool.
- const int **DIRECTORY_TOOL** = 3
The ID for the Directory Tool.
- const int **READER_TOOL** = 4
The ID for the Display Annotations Tool.
- const int **SELECTION_TOOL** = 6
The ID for the Open/Close Book Tool.
- const int **ZOOM_TOOL** = 5
The ID for the Zoom Tool (currently not used).
- const int **LENS_TOOL** = 8
The ID for the Transcription Tool.
- const int **TWITTER_TOOL** = 9
The ID for the Twitter Tool.

Static Public Attributes

- static **ButtonControls** **current**

*The current **ButtonControls** (p. 16) instance.*

5.6.1 Detailed Description

Stores information about the current tool.

5.6.2 Member Function Documentation

5.6.2.1 void ButtonControls.changeSelected (int *newSelected*)

Changes the currently selected tool.

Parameters

<i>newSelected</i>	The tool to select.
--------------------	---------------------

5.6.2.2 void ButtonControls.clearSelected ()

Makes no tool be selected.

5.6.2.3 string ButtonControls.getPopupText ()

Gets the text from the popup window.

Returns

The text inputted into the popup window.

5.6.2.4 int ButtonControls.getSelected ()

Gets the currently selected tool.

Returns

The integer id of the currently selected tool.

5.6.2.5 IEnumerator ButtonControls.HideTweetBox ()

Hides the tweet box.

5.6.2.6 IEnumerator ButtonControls.PopUp ()

Causes a popup window to be display, prompting the user for input.

5.6.2.7 void ButtonControls.ShowLatestTweet ()

Shows the latest tweet from our twitter account.

5.6.3 Member Data Documentation

5.6.3.1 const int ButtonControls.ANNOTATION_TOOL = 1

The ID for the **Annotation** (p. 9) Tool.

5.6.3.2 Move ButtonControls.bookCam

The camera for book mode

5.6.3.3 Button [] ButtonControls.buttons

The buttons for the tools.

5.6.3.4 ButtonControls ButtonControls.current [static]

The current **ButtonControls** (p. 16) instance.

5.6.3.5 DialogBox ButtonControls.dialog

The dialog box to use to display text to the user.

5.6.3.6 const int ButtonControls.DIRECTORY_TOOL = 3

The ID for the Directory Tool.

5.6.3.7 const int ButtonControls.HAND_TOOL = 2

The ID for the Hand Tool.

5.6.3.8 Image [] ButtonControls.images

The images for the tools.

5.6.3.9 `bool ButtonControls.isSpotlight = false`

Is the spotlight on?

5.6.3.10 `const int ButtonControls.LENS_TOOL = 8`

The ID for the Transcription Tool.

5.6.3.11 `const int ButtonControls.LIGHT_TOOL = 0`

The ID for the Light Tool.

5.6.3.12 `PopUpBox ButtonControls.popup`

The Popup window to use to get text input from the user.

5.6.3.13 `PageImages ButtonControls.presenter`

The presenter of the IIIF images.

5.6.3.14 `const int ButtonControls.READER_TOOL = 4`

The ID for the Display Annotations Tool.

5.6.3.15 `const int ButtonControls.SELECTION_TOOL = 6`

The ID for the Open/Close Book Tool.

5.6.3.16 `MoveSpotlight ButtonControls.spotlight`

The spotlight.

5.6.3.17 `CameraSwitch ButtonControls.switcher`

The switcher between navigation mode and book mode cameras.

5.6.3.18 `GameObject ButtonControls.tweetBox`

The box used to display tweets.

5.6.3.19 Text ButtonControls.tweetText

The text in the tweetBox containing the text of the tweet.

5.6.3.20 const int ButtonControls.TWITTER_TOOL = 9

The ID for the Twitter Tool.

5.6.3.21 Image ButtonControls.twitterBird

The twitter bird's image.

5.6.3.22 Sprite ButtonControls.twitterBirdClosed

The twitter bird's idle image.

5.6.3.23 GameObject ButtonControls.twitterBirdObj

The twitter bird.

5.6.3.24 Sprite ButtonControls.twitterBirdOpen

The twitter bird's talking image.

5.6.3.25 AudioSource ButtonControls.twitterSound

The sound to play when the twitter bird is talking.

5.6.3.26 const int ButtonControls.ZOOM_TOOL = 5

The ID for the Zoom Tool (currently not used).

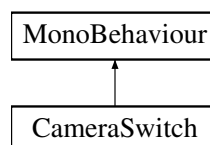
The documentation for this class was generated from the following file:

- ButtonControls.cs

5.7 CameraSwitch Class Reference

Switches between the navigation and book mode cameras.

Inheritance diagram for CameraSwitch:



Public Attributes

- **MovePlayer** **player**
The player.
- **Move** **book**
The book mode camera's movement logic.
- Camera **playerCam**
The navigation mode camera.
- Camera **bookCam**
The book mode camera.
- GameObject **canvas**
The canvas.
- FirstPersonController **fpc**
The player's movement logic.

5.7.1 Detailed Description

Switches between the navigation and book mode cameras.

5.7.2 Member Data Documentation

5.7.2.1 Move CameraSwitch.book

The book mode camera's movement logic.

5.7.2.2 Camera CameraSwitch.bookCam

The book mode camera.

5.7.2.3 GameObject CameraSwitch.canvas

The canvas.

5.7.2.4 FirstPersonController CameraSwitch.fpc

The player's movement logic.

5.7.2.5 MovePlayer CameraSwitch.player

The player.

5.7.2.6 Camera CameraSwitch.playerCam

The navigation mode camera.

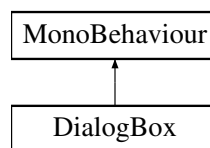
The documentation for this class was generated from the following file:

- CameraSwitch.cs

5.8 DialogBox Class Reference

A Dialog Box used to display text to the user.

Inheritance diagram for DialogBox:



Public Member Functions

- void **Show** (string text)
Show the specified text.
- void **OnOkay** ()
Action to perform when okay is clicked.

Public Attributes

- Text **myText**
My text to display to the user.

5.8.1 Detailed Description

A Dialog Box used to display text to the user.

5.8.2 Member Function Documentation

5.8.2.1 void DialogBox.OnOkay ()

Action to perform when okay is clicked.

5.8.2.2 void DialogBox.Show (string text)

Show the specified text.

Parameters

<i>text</i>	The text to display.
-------------	----------------------

5.8.3 Member Data Documentation

5.8.3.1 Text DialogBox.myText

My text to display to the user.

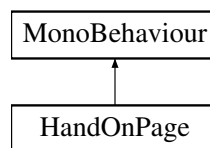
The documentation for this class was generated from the following file:

- DialogBox.cs

5.9 HandOnPage Class Reference

Controls page movement animation

Inheritance diagram for HandOnPage:



Public Attributes

- Animator **animator**
The animator of the page.
- Collider **page**
The Collider of the page.
- **Pagelmages pagelmages**
The presenter of the IIIF images.
- float **pageWidth**
The width of the page.
- bool **isRight**
Is this the right page?
- Renderer[] **others**
Pages to hide when this page is over them

5.9.1 Detailed Description

Controls page movement animation

5.9.2 Member Data Documentation

5.9.2.1 Animator HandOnPage.animator

The animator of the page.

5.9.2.2 bool HandOnPage.isRight

Is this the right page?

5.9.2.3 Renderer [] HandOnPage.others

Pages to hide when this page is over them

5.9.2.4 Collider HandOnPage.page

The Collider of the page.

5.9.2.5 PageImages HandOnPage.pageImages

The presenter of the IIIF images.

5.9.2.6 float HandOnPage.pageWidth

The width of the page.

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

- HandOnPage.cs

5.10 AssemblyCSharp.IIIFGetManifest Class Reference

Gets the manifest for a IIIF manuscript.

Public Member Functions

- void **download** (string url)
Download the manifest from a specified url.
- string **getPage** (int index)
Get the url of a specified page.
- int **getNumOfPages** ()
Gets the number of pages.

5.10.1 Detailed Description

Gets the manifest for a IIIF manuscript.

5.10.2 Member Function Documentation

5.10.2.1 void AssemblyCSharp.IIIFGetManifest.download (string url)

Download the manifest from a specified url.

Parameters

<i>url</i>	The URL to download the IIIF manifest from.
------------	---

5.10.2.2 int AssemblyCSharp.IIIFGetManifest.getNumOfPages ()

Gets the number of pages.

Returns

The number of pages.

5.10.2.3 string AssemblyCSharp.IIIFGetManifest.getPage (int *index*)

Get the url of a specified page.

Returns

The page url.

Parameters

<i>index</i>	The index of the page.
--------------	------------------------

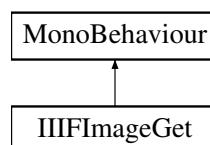
The documentation for this class was generated from the following file:

- IIIFGetManifest.cs

5.11 IIIFImageGet Class Reference

Retrieves an image from an IIIF server.

Inheritance diagram for IIIFImageGet:



Public Member Functions

- **IEnumerator UpdateImage ()**
Updates the image.
- **string removeTail (string newAddress)**
Removes the tail from a web address.
- **void changeAddress (string newAddress)**
Changes the web address.
- **string getAddress ()**
*Calculates the web address for the IIIF image with this **IIIFImageGet** (p. 26)'s settings.*
- **float GetProgress ()**
Gets the current percentage downloaded of the image.

Public Attributes

- **string webAddress**
The root web address to get the image from.
- **int cropOffsetX = -1**
The horizontal crop offset. -1 If not used.
- **int cropOffsetY = -1**
The vertical crop offset.
- **int cropWidth = -1**
The width of the crop.
- **int cropHeight = -1**
The height of the crop.
- **int targetWidth**
The width of the target image.
- **int targetHeight = -1**
The height of the target image.
- **bool mirrored = false**
Is the image reflected?.
- **int rotation = 0**
The rotation of the image.
- **string quality = "default"**
The quality of the image.
- **string format = ".jpg"**
The format of the image.
- **Texture2D texture**
The image obtained from the IIIF server.

5.11.1 Detailed Description

Retrieves an image from an IIIF server.

5.11.2 Member Function Documentation

5.11.2.1 void IIIFImageGet.changeAddress (string newAddress)

Changes the web address.

Parameters

<i>newAddress</i>	The new web address (still with the tail).
-------------------	--

5.11.2.2 string IIIFImageGet.getAddress ()

Calculates the web address for the IIIF image with this **IIIFImageGet** (p. 26)'s settings.

Returns

The IIIF web address corresponding to this **IIIFImageGet** (p. 26).

5.11.2.3 float IIIFImageGet.GetProgress ()

Gets the current percentage downloaded of the image.

Returns

The percentage downloaded of the image thus far. 1.0f if the image is downloaded.

5.11.2.4 string IIIFImageGet.removeTail (string *newAddress*)

Removes the tail from a web address.

Returns

The web address with the tail removed.

Parameters

<i>newAddress</i>	The web address to remove the tail from.
-------------------	--

5.11.2.5 IEnumerator IIIFImageGet.UpdateImage ()

Updates the image.

5.11.3 Member Data Documentation**5.11.3.1 int IIIFImageGet.cropHeight = -1**

The height of the crop.

5.11.3.2 `int IIIFImageGet.cropOffsetX = -1`

The horizontal crop offset. -1 If not used.

5.11.3.3 `int IIIFImageGet.cropOffsetY = -1`

The vertical crop offset.

5.11.3.4 `int IIIFImageGet.cropWidth = -1`

The width of the crop.

5.11.3.5 `string IIIFImageGet.format = ".jpg"`

The format of the image.

5.11.3.6 `bool IIIFImageGet.mirrored = false`

Is the image reflected?.

5.11.3.7 `string IIIFImageGet.quality = "default"`

The quality of the image.

5.11.3.8 `int IIIFImageGet.rotation = 0`

The rotation of the image.

5.11.3.9 `int IIIFImageGet.targetHeight = -1`

The height of the target image.

5.11.3.10 `int IIIFImageGet.targetWidth`

The width of the target image.

5.11.3.11 `Texture2D IIIFImageGet.texture`

The image obtained from the IIIF server.

5.11.3.12 string IIIFImageGet.webAddress

The root web address to get the image from.

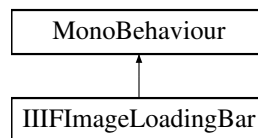
The documentation for this class was generated from the following file:

- IIIFImageGet.cs

5.12 IIIFImageLoadingBar Class Reference

The loading bar for an IIIF image.

Inheritance diagram for IIIFImageLoadingBar:



Public Attributes

- **IIIFImageGet image**
The image to monitor the download progress of.
- Image **back**
The background of the loading bar.
- Image **progressBar**
The foreground of the loading bar.

5.12.1 Detailed Description

The loading bar for an IIIF image.

5.12.2 Member Data Documentation

5.12.2.1 Image IIIFImageLoadingBar.back

The background of the loading bar.

5.12.2.2 IIIFImageGet IIIFImageLoadingBar.image

The image to monitor the download progress of.

5.12.2.3 Image IIIImageLoadingBar.progressBar

The foreground of the loading bar.

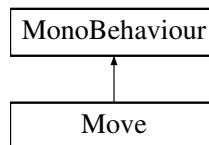
The documentation for this class was generated from the following file:

- IIIImageLoadingBar.cs

5.13 Move Class Reference

The movement logic for the book mode camera.

Inheritance diagram for Move:



Public Member Functions

- void **setActivated** (bool isActivated)
Enable/Disable movement.

Public Attributes

- Transform **myTransform**
The position of the book mode camera
- float **speed**
The speed of the book mode camera.

5.13.1 Detailed Description

The movement logic for the book mode camera.

5.13.2 Member Function Documentation

5.13.2.1 void Move.setActivated (bool isActivated)

Enable/Disable movement.

Parameters

<i>isActivated</i>	If set to <code>true</code> enables movement. Else, disables movement.
--------------------	--

5.13.3 Member Data Documentation

5.13.3.1 Transform Move.myTransform

The position of the book mode camera

5.13.3.2 float Move.speed

The speed of the book mode camera.

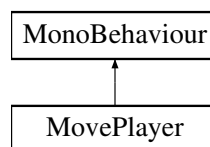
The documentation for this class was generated from the following file:

- Move.cs

5.14 MovePlayer Class Reference

Movement logic for the navigation mode camera

Inheritance diagram for MovePlayer:



Public Member Functions

- void **ChangeControl** (bool newControl)
Enables/Disables movement.

Public Attributes

- MonoBehaviour **moveScript**
The script that controls the player.
- bool **inControl**
Is the player in navigation mode?

5.14.1 Detailed Description

Movement logic for the navigation mode camera

5.14.2 Member Function Documentation

5.14.2.1 void MovePlayer.ChangeControl (bool newControl)

Enables/Disables movement.

Parameters

<i>newControl</i>	If set to <code>true</code> enables movement. Otherwise, disables movements.
-------------------	--

5.14.3 Member Data Documentation

5.14.3.1 `bool MovePlayer.inControl`

Is the player in navigation mode?

5.14.3.2 `MonoBehaviour MovePlayer.moveScript`

The script that controls the player.

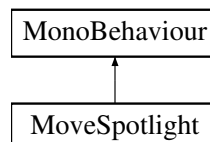
The documentation for this class was generated from the following file:

- `MovePlayer.cs`

5.15 MoveSpotlight Class Reference

The controls logic for the spotlight tool.

Inheritance diagram for `MoveSpotlight`:



Public Member Functions

- void **updateHue** (float hue)
Updates the hue of the spotlight.
- void **updateSat** (float sat)
Updates the saturation of the spotlight.
- void **updateValue** (float value)
Updates the value of the spotlight.
- void **updateSize** (float newSize)
Updates the size of the spotlight.
- void **updateBrightness** (float brightness)
Updates the brightness of the spotlight.
- void **freezePosition** (bool isFreeze)
Freezes/Unfreezes the position of the spotlight.
- void **hideProperties** (bool isHiding)
Hides/Shows the settings of the spotlight.

Public Attributes

- float **minX**
The minimum x position.
- float **minY**
The minimum y position.
- float **maxX**
The max x position.
- float **maxY**
The max y position.
- Camera **cam**
The book mode camera
- Light **spotLight**
The spot light.
- Light **worldLight**
The world lighting.
- Light **ceilingLight**
The ceiling light.
- Image **preview**
The preview color of the spotlight.
- Toggle **frozenToggle**
The Toggle that controls if this spotlight is frozen.
- Toggle **hideToggle**
The Toggle that controls hiding/showing the settings of this spotlight.
- bool **frozen** = false
Is the spotlight frozen in position?
- bool **hidingProperties** = false
Are the settings of this spotlight hidden?
- Transform **properties**
The settings of this spotlight.

5.15.1 Detailed Description

The controls logic for the spotlight tool.

5.15.2 Member Function Documentation

5.15.2.1 void MoveSpotlight.freezePosition (bool isFreeze)

Freezes/Unfreezes the position of the spotlight.

Parameters

<i>isFreeze</i>	If set to <code>true</code> freezes the position. Otherwise, unfreezes the position.
-----------------	--

5.15.2.2 void MoveSpotlight.hideProperties (bool *isHiding*)

Hides/Shows the settings of the spotlight.

Parameters

<i>isHiding</i>	If set to <code>true</code> hides the settings. Otherwise, show the settings.
-----------------	---

5.15.2.3 void MoveSpotlight.updateBrightness (float *brightness*)

Updates the brightness of the spotlight.

Parameters

<i>brightness</i>	The new brightness of the spotlight (between 0.0f and 1.0f).
-------------------	--

5.15.2.4 void MoveSpotlight.updateHue (float *hue*)

Updates the hue of the spotlight.

Parameters

<i>hue</i>	The new hue (between 0.0f and 1.0f).
------------	--------------------------------------

5.15.2.5 void MoveSpotlight.updateSat (float *sat*)

Updates the saturation of the spotlight.

Parameters

<i>sat</i>	The new saturation (between 0.0f and 1.0f).
------------	---

5.15.2.6 void MoveSpotlight.updateSize (float *newSize*)

Updates the size of the spotlight.

Parameters

<i>newSize</i>	New size of the spotlight (between 0.0f and 1.0f).
----------------	--

5.15.2.7 void MoveSpotlight.updateValue (float *value*)

Updates the value of the spotlight.

Parameters

<i>value</i>	The new value (between 0.0f and 1.0f).
--------------	--

5.15.3 Member Data Documentation

5.15.3.1 Camera MoveSpotlight.cam

The book mode camera

5.15.3.2 Light MoveSpotlight.ceilingLight

The ceiling light.

5.15.3.3 bool MoveSpotlight.frozen = false

Is the spotlight frozen in position?

5.15.3.4 Toggle MoveSpotlight.frozenToggle

The Toggle that controls if this spotlight is frozen.

5.15.3.5 Toggle MoveSpotlight.hideToggle

The Toggle that controls hiding/showing the settings of this spotlight.

5.15.3.6 bool MoveSpotlight.hidingProperties = false

Are the settings of this spotlight hidden?

5.15.3.7 float MoveSpotlight.maxX

The max x position.

5.15.3.8 float MoveSpotlight.maxY

The max y position.

5.15.3.9 float MoveSpotlight.minX

The minimum x position.

5.15.3.10 float MoveSpotlight.minY

The minimum y position.

5.15.3.11 Image MoveSpotlight.preview

The preview color of the spotlight.

5.15.3.12 Transform MoveSpotlight.properties

The settings of this spotlight.

5.15.3.13 Light MoveSpotlight.spotLight

The spot light.

5.15.3.14 Light MoveSpotlight.worldLight

The world lighting.

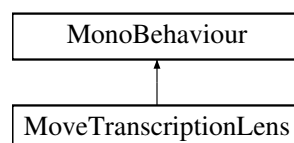
The documentation for this class was generated from the following file:

- MoveSpotlight.cs

5.16 MoveTranscriptionLens Class Reference

The transcription lens movement logic.

Inheritance diagram for MoveTranscriptionLens:



Public Attributes

- Image **lensImg**
The image of the lens.
- Image **maskImg**
The image of the mask.

5.16.1 Detailed Description

The transcription lens movement logic.

5.16.2 Member Data Documentation

5.16.2.1 Image MoveTranscriptionLens.lensImg

The image of the lens.

5.16.2.2 Image MoveTranscriptionLens.maskImg

The image of the mask.

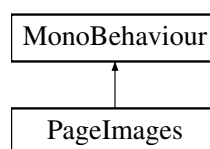
The documentation for this class was generated from the following file:

- MoveTranscriptionLens.cs

5.17 PageImages Class Reference

Presents the IIIF images from a manifest on 6 pages.

Inheritance diagram for PageImages:



Public Member Functions

- IEnumerator **TurnPageLeft** ()
Shifts page's textures to the left and loads the next two pages.
- IEnumerator **TurnPageRight** ()
Shifts page's textures to the right and loads the previous two pages.
- bool **IsLoadingLeft** ()
Determines whether this instance is loading left pages.
- bool **IsLoadingRight** ()
Determines whether this instance is loading right pages.
- void **ShowAnnotations** (bool isShowing)
Shows/Hides the annotations.
- void **UpdateAnnotations** ()
Updates the annotations that are being drawn.
- **Annotation.AnnotationBox[]** **GetAnnotations** (int which)
Gets the annotations for a specified page.

Public Attributes

- **Renderer[] pages**
The pages to present the IIIF images on.
- **IIIFImageGet iiifImage**
Used to obtain the images.
- **string manifestURL**
The manifest URL.
- **Texture2D loadingTexture**
The texture to display when loading images
- **Annotation[] annotation**
Retrieve information about annotations on the pages.
- **AnnotationDrawer[] drawers**
The annotation drawers.
- **TranscriptionTool leftTrans**
The left transcription.
- **TranscriptionTool rightTrans**
The right transcription.
- **Text pageDisplay**
The text that display the page number.

5.17.1 Detailed Description

Presents the IIIF images from a manifest on 6 pages.

5.17.2 Member Function Documentation

5.17.2.1 Annotation.AnnotationBox [] PageImages.GetAnnotations (int which)

Gets the annotations for a specified page.

Returns

The annotations for the page.

Parameters

<i>which</i>	Which page to get the annotations for (0 for left, 1 for right).
--------------	--

5.17.2.2 bool PageImages.IsLoadingLeft ()

Determines whether this instance is loading left pages.

Returns

`true` if this instance is loading left pages; otherwise, `false`.

5.17.2.3 `bool PageImages.IsLoadingRight ()`

Determines whether this instance is loading right pages.

Returns

`true` if this instance is loading right pages; otherwise, `false`.

5.17.2.4 `void PageImages.ShowAnnotations (bool isShowing)`

Shows/Hides the annotations.

Parameters

<i>isShowing</i>	If set to <code>true</code> shows annotations. Otherwise, hides annotations.
------------------	--

5.17.2.5 `IEnumerator PageImages.TurnPageLeft ()`

Shifts page's textures to the left and loads the next two pages.

5.17.2.6 `IEnumerator PageImages.TurnPageRight ()`

Shifts page's textures to the right and loads the previous two pages.

5.17.2.7 `void PageImages.UpdateAnnotations ()`

Updates the annotations that are being drawn.

5.17.3 Member Data Documentation

5.17.3.1 `Annotation [] PageImages.annotation`

Retrieve information about annotations on the pages.

5.17.3.2 `AnnotationDrawer [] PageImages.drawers`

The annotation drawers.

5.17.3.3 `IIIFImageGet PageImages.iiifImage`

Used to obtain the images.

5.17.3.4 TranscriptionTool PageImages.leftTrans

The left transcription.

5.17.3.5 Texture2D PageImages.loadingTexture

The texture to display when loading images

5.17.3.6 string PageImages.manifestURL

The manifest URL.

5.17.3.7 Text PageImages.pageDisplay

The text that display the page number.

5.17.3.8 Renderer [] PageImages.pages

The pages to present the IIIF images on.

5.17.3.9 TranscriptionTool PageImages.rightTrans

The right transcription.

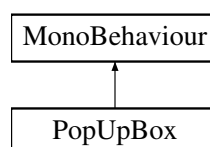
The documentation for this class was generated from the following file:

- PageImages.cs

5.18 PopUpBox Class Reference

A popup box used to get input from the user.

Inheritance diagram for PopUpBox:



Public Member Functions

- IEnumerator **PopUp** ()
Display the popup window.
- string **getText** ()
Gets the text inputed by the user.
- void **Submit** ()
The action to perform when the user submits their input.
- void **Cancel** ()
The action to perform when the user cancels their input.
- void **reset** ()
Reset this instance.

Public Attributes

- InputField **input**
The input field to get input from.

5.18.1 Detailed Description

A popup box used to get input from the user.

5.18.2 Member Function Documentation

5.18.2.1 void PopUpBox.Cancel ()

The action to perform when the user cancels their input.

5.18.2.2 string PopUpBox.getText ()

Gets the text inputed by the user.

Returns

The text inputed by the user.

5.18.2.3 IEnumerator PopUpBox.PopUp ()

Display the popup window.

5.18.2.4 void PopUpBox.reset ()

Reset this instance.

5.18.2.5 void PopUpBox.Submit ()

The action to perform when the user submits their input.

5.18.3 Member Data Documentation

5.18.3.1 InputField PopUpBox.input

The input field to get input from.

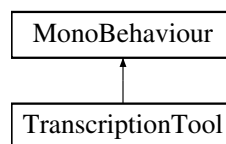
The documentation for this class was generated from the following file:

- PopUpBox.cs

5.19 TranscriptionTool Class Reference

Displays the transcription of the text.

Inheritance diagram for TranscriptionTool:



Public Member Functions

- void **UpdatesTranscriptions** (**Annotation.AnnotationBox** annos)
Updates the transcription.

Public Attributes

- Transform **topLeft**
The location of the top left corner of the page.
- Transform **bottomRight**
The location of the bottom right corner of the page.
- RectTransform **annotations**
The boundaries of the transcription.
- Transform **canvas**
The canvas.

5.19.1 Detailed Description

Displays the transcription of the text.

5.19.2 Member Function Documentation

5.19.2.1 void TranscriptionTool.UpdatesTranscriptions (**Annotation.AnnotationBox** annos)

Updates the transcription.

Parameters

<i>annos</i>	The new transcription.
--------------	------------------------

5.19.3 Member Data Documentation

5.19.3.1 RectTransform TranscriptionTool.annotations

The boundaries of the transcription.

5.19.3.2 Transform TranscriptionTool.bottomRight

The location of the bottom right corner of the page.

5.19.3.3 Transform TranscriptionTool.canvas

The canvas.

5.19.3.4 Transform TranscriptionTool.topLeft

The location of the top left corner of the page.

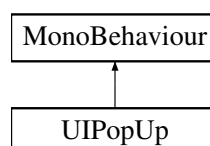
The documentation for this class was generated from the following file:

- TranscriptionTool.cs

5.20 UIPopUp Class Reference

Hides/Shows UI elements.

Inheritance diagram for UIPopUp:



Public Member Functions

- bool **IsShowing** ()
Determines whether this instance is showing.

Public Attributes

- float **hideY**
The vertical position the UI should move to for hiding.
- float **showY**
The vertical position the UI should move to for showing.
- float **triggerPos**
How low/high the cursor needs to be to show the UI (0.0f for bottom of the screen, 1.0f for top of the screen).
- RectTransform **pos**
The position of the UI.
- bool **hideAbove**
Should the UI hide from the top of the screen, or the bottom?

5.20.1 Detailed Description

Hides/Shows UI elements.

5.20.2 Member Function Documentation

5.20.2.1 bool UIPopUp.IsShowing ()

Determines whether this instance is showing.

Returns

`true` if this instance is showing; otherwise, `false`.

5.20.3 Member Data Documentation

5.20.3.1 bool UIPopUp.hideAbove

Should the UI hide from the top of the screen, or the bottom?

5.20.3.2 float UIPopUp.hideY

The vertical position the UI should move to for hiding.

5.20.3.3 RectTransform UIPopUp.pos

The position of the UI.

5.20.3.4 float UIPopUp.showY

The vertical position the UI should move to for showing.

5.20.3.5 float UIPopUp.triggerPos

How low/high the cursor needs to be to show the UI (0.0f for bottom of the screen, 1.0f for top of the screen).

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

- UIPopUp.cs

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