

My Project

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Chapter 1

Hierarchical Index

1.1 Class Hierarchy

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

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Chapter 2

Class Index

2.1 Class List

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

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Chapter 3

File Index

3.1 File List

Here is a list of all files with brief descriptions:

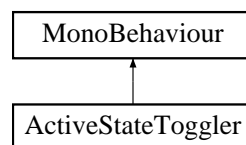
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Chapter 4

Class Documentation

4.1 ActiveStateToggler Class Reference

Inheritance diagram for ActiveStateToggler:



Public Member Functions

- void **ToggleActive** ()

4.1.1 Detailed Description

Definition at line 4 of file ActiveStateToggler.cs.

4.1.2 Member Function Documentation

4.1.2.1 ToggleActive()

```
void ActiveStateToggler.ToggleActive ( )
```

Definition at line 6 of file ActiveStateToggler.cs.

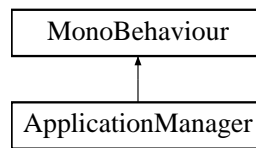
```
6         {
7             gameObject.SetActive (!gameObject.activeSelf);
8         }
```

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

- Assets/Scripts/ **ActiveStateToggler.cs**

4.2 ApplicationManager Class Reference

Inheritance diagram for ApplicationManager:



Public Member Functions

- void **Quit** ()

4.2.1 Detailed Description

Definition at line 4 of file ApplicationManager.cs.

4.2.2 Member Function Documentation

4.2.2.1 Quit()

```
void ApplicationManager.Quit ( )
```

Definition at line 7 of file ApplicationManager.cs.

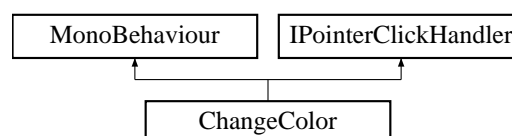
```
8      {  
9          #if UNITY_EDITOR  
10             UnityEditor.EditorApplication.isPlaying = false;  
11          #else  
12             Application.Quit ();  
13          #endif  
14      }
```

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

- Assets/Scripts/ **ApplicationManager.cs**

4.3 ChangeColor Class Reference

Inheritance diagram for ChangeColor:



Public Member Functions

- void **SetRed** (float value)
- void **SetGreen** (float value)
- void **SetBlue** (float value)
- void **OnValueChanged** (float value, int channel)
- void **OnPointerClick** (PointerEventData data)

Private Member Functions

- void **OnEnable** ()

4.3.1 Detailed Description

Definition at line 5 of file ChangeColor.cs.

4.3.2 Member Function Documentation

4.3.2.1 OnEnable()

```
void ChangeColor.OnEnable ( ) [private]
```

Definition at line 7 of file ChangeColor.cs.

```
8     {  
9     }
```

4.3.2.2 OnPointerClick()

```
void ChangeColor.OnPointerClick (  
    PointerEventData data )
```

Definition at line 43 of file ChangeColor.cs.

```
44     {  
45         if (GetComponent<Renderer>() != null)  
46             GetComponent<Renderer>().material.color = new Color(Random.value, Random.value, Random.value, 1  
47             .0f);  
48         else if (GetComponent<Light>() != null)  
49             GetComponent<Light>().color = new Color(Random.value, Random.value, Random.value, 1.0f);  
50     }
```

4.3.2.3 OnValueChanged()

```
void ChangeColor.OnValueChanged (
    float value,
    int channel )
```

Definition at line 26 of file ChangeColor.cs.

```
27     {
28         Color c = Color.white;
29
30         if (GetComponent<Renderer>() != null)
31             c = GetComponent<Renderer>().material.color;
32         else if (GetComponent<Light>() != null)
33             c = GetComponent<Light>().color;
34
35         c[channel] = value;
36
37         if (GetComponent<Renderer>() != null)
38             GetComponent<Renderer>().material.color = c;
39         else if (GetComponent<Light>() != null)
40             GetComponent<Light>().color = c;
41     }
```

4.3.2.4 SetBlue()

```
void ChangeColor.SetBlue (
    float value )
```

Definition at line 21 of file ChangeColor.cs.

```
22     {
23         OnValueChanged(value, 2);
24     }
```

4.3.2.5 SetGreen()

```
void ChangeColor.SetGreen (
    float value )
```

Definition at line 16 of file ChangeColor.cs.

```
17     {
18         OnValueChanged(value, 1);
19     }
```

4.3.2.6 SetRed()

```
void ChangeColor.SetRed (
    float value )
```

Definition at line 11 of file ChangeColor.cs.

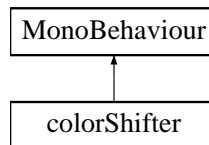
```
12     {
13         OnValueChanged(value, 0);
14     }
```

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

- Assets/Scripts/ **ChangeColor.cs**

4.4 colorShifter Class Reference

Inheritance diagram for colorShifter:



Private Member Functions

- void **Start** ()
- void **Update** ()

Private Attributes

- Color **colOne** = Color.yellow
- Color **colTwo** = Color.blue
- float **dura** = 2.0F
- SpriteRenderer **image**

4.4.1 Detailed Description

Definition at line 5 of file colorShifter.cs.

4.4.2 Member Function Documentation

4.4.2.1 Start()

```
void colorShifter.Start ( ) [private]
```

Definition at line 13 of file colorShifter.cs.

```
14     {  
15         image = GetComponent<SpriteRenderer>();  
16     }
```

4.4.2.2 Update()

```
void colorShifter.Update ( ) [private]
```

Definition at line 18 of file colorShifter.cs.

```
19     {  
20         //shifts the colors as needed  
21         float length = Mathf.PingPong(Time.time, dura) / dura;  
22         image.color = Color.Lerp(colOne, colTwo, length);  
23     }
```

4.4.3 Member Data Documentation

4.4.3.1 colOne

```
Color colorShifter.colOne = Color.yellow [private]
```

Definition at line 8 of file colorShifter.cs.

4.4.3.2 colTwo

```
Color colorShifter.colTwo = Color.blue [private]
```

Definition at line 9 of file colorShifter.cs.

4.4.3.3 dura

```
float colorShifter.dura = 2.0F [private]
```

Definition at line 10 of file colorShifter.cs.

4.4.3.4 image

SpriteRenderer colorShifter.image [private]

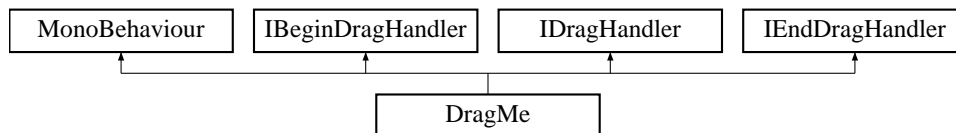
Definition at line 11 of file colorShifter.cs.

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

- Assets/Scripts/ **colorShifter.cs**

4.5 DragMe Class Reference

Inheritance diagram for DragMe:



Public Member Functions

- void **OnBeginDrag** (PointerEventData eventData)
- void **OnDrag** (PointerEventData eventData)
- void **OnEndDrag** (PointerEventData eventData)

Static Public Member Functions

- static T **FindInParents**< T > (GameObject go)

Public Attributes

- bool **dragOnSurfaces** = true

Private Member Functions

- void **SetDraggedPosition** (PointerEventData eventData)

Private Attributes

- Dictionary< int, GameObject > **m_DraggingIcons** = new Dictionary<int, GameObject>()
- Dictionary< int, RectTransform > **m_DraggingPlanes** = new Dictionary<int, RectTransform>()

4.5.1 Detailed Description

Definition at line 7 of file DragMe.cs.

4.5.2 Member Function Documentation

4.5.2.1 FindInParents< T >()

```
static T DragMe.FindInParents< T > (
    GameObject go ) [static]
```

Type Constraints

T* : *Component

Definition at line 72 of file DragMe.cs.

```
72                                     : Component
73     {
74         if (go == null) return null;
75         var comp = go.GetComponent<T>();
76
77         if (comp != null)
78             return comp;
79
80         var t = go.transform.parent;
81         while (t != null && comp == null)
82         {
83             comp = t.gameObject.GetComponent<T>();
84             t = t.parent;
85         }
86         return comp;
87     }
```

4.5.2.2 OnBeginDrag()

```
void DragMe.OnBeginDrag (
    PointerEventData eventData )
```

Definition at line 14 of file DragMe.cs.

```
15     {
16         var canvas = FindInParents<Canvas>(gameObject);
17         if (canvas == null)
18             return;
19
20         // We have clicked something that can be dragged.
21         // What we want to do is create an icon for this.
22         m_DraggingIcons[eventData.pointerId] = new GameObject("icon");
23
24         m_DraggingIcons[eventData.pointerId].transform.SetParent (canvas.transform, false);
25         m_DraggingIcons[eventData.pointerId].transform.SetAsLastSibling();
26
27         var image = m_DraggingIcons[eventData.pointerId].AddComponent<Image>();
28         // The icon will be under the cursor.
29         // We want it to be ignored by the event system.
30         var group = m_DraggingIcons[eventData.pointerId].AddComponent<CanvasGroup>();
31         group.blocksRaycasts = false;
32
33         image.sprite = GetComponent<Image>().sprite;
34         image.SetNativeSize();
35
36         if (dragOnSurfaces)
37             m_DraggingPlanes[eventData.pointerId] = transform as RectTransform;
38         else
39             m_DraggingPlanes[eventData.pointerId] = canvas.transform as RectTransform;
40
41         SetDraggedPosition(eventData);
42     }
```

4.5.2.3 OnDrag()

```
void DragMe.OnDrag (
    PointerEventData eventData )
```

Definition at line 44 of file DragMe.cs.

```
45     {
46         if (m_DraggingIcons[eventData.pointerId] != null)
47             SetDraggedPosition(eventData);
48     }
```

4.5.2.4 OnEndDrag()

```
void DragMe.OnEndDrag (
    PointerEventData eventData )
```

Definition at line 64 of file DragMe.cs.

```
65     {
66         if (m_DraggingIcons[eventData.pointerId] != null)
67             Destroy(m_DraggingIcons[eventData.pointerId]);
68
69         m_DraggingIcons[eventData.pointerId] = null;
70     }
```

4.5.2.5 SetDraggedPosition()

```
void DragMe.SetDraggedPosition (
    PointerEventData eventData ) [private]
```

Definition at line 50 of file DragMe.cs.

```
51     {
52         if (dragOnSurfaces && eventData.pointerEnter != null && eventData.pointerEnter.transform as
RectTransform != null)
53             m_DraggingPlanes[eventData.pointerId] = eventData.pointerEnter.transform as RectTransform;
54
55         var rt = m_DraggingIcons[eventData.pointerId].GetComponent<RectTransform>();
56         Vector3 globalMousePos;
57         if (RectTransformUtility.ScreenPointToWorldPointInRectangle(
m_DraggingPlanes[eventData.pointerId], eventData.position, eventData.pressEventCamera, out globalMousePos))
58         {
59             rt.position = globalMousePos;
60             rt.rotation = m_DraggingPlanes[eventData.pointerId].rotation;
61         }
62     }
```

4.5.3 Member Data Documentation

4.5.3.1 dragOnSurfaces

```
bool DragMe.dragOnSurfaces = true
```

Definition at line 9 of file DragMe.cs.

4.5.3.2 m_DraggingIcons

```
Dictionary<int,GameObject> DragMe.m_DraggingIcons = new Dictionary<int, GameObject>() [private]
```

Definition at line 11 of file DragMe.cs.

4.5.3.3 m_DraggingPlanes

```
Dictionary<int, RectTransform> DragMe.m_DraggingPlanes = new Dictionary<int, RectTransform>() [private]
```

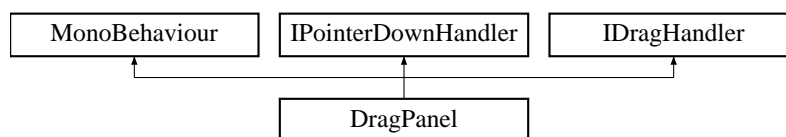
Definition at line 12 of file DragMe.cs.

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

- Assets/Scripts/ **DragMe.cs**

4.6 DragPanel Class Reference

Inheritance diagram for DragPanel:



Public Member Functions

- void **OnPointerDown** (PointerEventData data)
- void **OnDrag** (PointerEventData data)

Private Member Functions

- void **Awake** ()
- void **ClampToWindow** ()

Private Attributes

- Vector2 **originalLocalPointerPosition**
- Vector3 **originalPanelLocalPosition**
- RectTransform **panelRectTransform**
- RectTransform **parentRectTransform**

4.6.1 Detailed Description

Definition at line 6 of file DragPanel.cs.

4.6.2 Member Function Documentation

4.6.2.1 Awake()

```
void DragPanel.Awake ( ) [private]
```

Definition at line 13 of file DragPanel.cs.

```
13         {
14             panelRectTransform = transform.parent as RectTransform;
15             parentRectTransform = panelRectTransform.parent as RectTransform;
16         }
```

4.6.2.2 ClampToWindow()

```
void DragPanel.ClampToWindow ( ) [private]
```

Definition at line 37 of file DragPanel.cs.

```
37         {
38             Vector3 pos = panelRectTransform.localPosition;
39
40             Vector3 minPosition = parentRectTransform.rect.min - panelRectTransform.rect.min;
41             Vector3 maxPosition = parentRectTransform.rect.max - panelRectTransform.rect.max;
42
43             pos.x = Mathf.Clamp (panelRectTransform.localPosition.x, minPosition.x, maxPosition.x);
44             pos.y = Mathf.Clamp (panelRectTransform.localPosition.y, minPosition.y, maxPosition.y);
45
46             panelRectTransform.localPosition = pos;
47         }
```

4.6.2.3 OnDrag()

```
void DragPanel.OnDrag (
    PointerEventData data )
```

Definition at line 23 of file DragPanel.cs.

```
23         {
24             if (panelRectTransform == null || parentRectTransform == null)
25                 return;
26             Vector2 localPointerPosition;
27             if (RectTransformUtility.ScreenPointToLocalPointInRectangle (
28                 parentRectTransform, data.position, data.pressEventCamera, out localPointerPosition)) {
29                 Vector3 offsetToOriginal = localPointerPosition -
30                 originalLocalPointerPosition;
31                 panelRectTransform.localPosition = originalPanelLocalPosition + offsetToOriginal;
32             }
33             ClampToWindow ();
34     }
```

4.6.2.4 OnPointerDown()

```
void DragPanel.OnPointerDown (
    PointerEventData data )
```

Definition at line 18 of file DragPanel.cs.

```
18         {
19             originalPanelLocalPosition = panelRectTransform.localPosition;
20             RectTransformUtility.ScreenPointToLocalPointInRectangle (
21                 parentRectTransform, data.position, data.pressEventCamera, out
22                 originalLocalPointerPosition);
23     }
```

4.6.3 Member Data Documentation

4.6.3.1 originalLocalPointerPosition

Vector2 DragPanel.originalLocalPointerPosition [private]

Definition at line 8 of file DragPanel.cs.

4.6.3.2 originalPanelLocalPosition

Vector3 DragPanel.originalPanelLocalPosition [private]

Definition at line 9 of file DragPanel.cs.

4.6.3.3 panelRectTransform

```
RectTransform DragPanel.panelRectTransform [private]
```

Definition at line 10 of file DragPanel.cs.

4.6.3.4 parentRectTransform

```
RectTransform DragPanel.parentRectTransform [private]
```

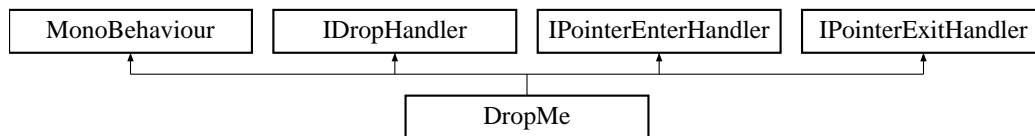
Definition at line 11 of file DragPanel.cs.

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

- Assets/Scripts/ **DragPanel.cs**

4.7 DropMe Class Reference

Inheritance diagram for DropMe:



Public Member Functions

- void **OnEnable** ()
- void **OnDrop** (PointerEventData data)
- void **OnPointerEnter** (PointerEventData data)
- void **OnPointerExit** (PointerEventData data)

Public Attributes

- Image **containerImage**
- Image **receivingImage**
- Color **highlightColor** = Color.yellow

Private Member Functions

- Sprite **GetDropSprite** (PointerEventData data)

Private Attributes

- Color **normalColor**

4.7.1 Detailed Description

Definition at line 6 of file DropMe.cs.

4.7.2 Member Function Documentation

4.7.2.1 GetDropSprite()

```
Sprite DropMe.GetDropSprite (
    PointerEventData data ) [private]
```

Definition at line 49 of file DropMe.cs.

```
50     {
51         var originalObj = data.pointerDrag;
52         if (originalObj == null)
53             return null;
54
55         var dragMe = originalObj.GetComponent<DragMe>();
56         if (dragMe == null)
57             return null;
58
59         var srcImage = originalObj.GetComponent<Image>();
60         if (srcImage == null)
61             return null;
62
63         return srcImage.sprite;
64     }
```

4.7.2.2 OnDrop()

```
void DropMe.OnDrop (
    PointerEventData data )
```

Definition at line 19 of file DropMe.cs.

```
20     {
21         containerImage.color = normalColor;
22
23         if (receivingImage == null)
24             return;
25
26         Sprite dropSprite = GetDropSprite (data);
27         if (dropSprite != null)
28             receivingImage.overrideSprite = dropSprite;
29     }
```

4.7.2.3 OnEnable()

```
void DropMe.OnEnable ( )
```

Definition at line 13 of file DropMe.cs.

```
14     {  
15         if (containerImage != null)  
16             normalColor = containerImage.color;  
17     }
```

4.7.2.4 OnPointerEnter()

```
void DropMe.OnPointerEnter (  
    PointerEventData data )
```

Definition at line 31 of file DropMe.cs.

```
32     {  
33         if (containerImage == null)  
34             return;  
35  
36         Sprite dropSprite = GetDropSprite (data);  
37         if (dropSprite != null)  
38             containerImage.color = highlightColor;  
39     }
```

4.7.2.5 OnPointerExit()

```
void DropMe.OnPointerExit (  
    PointerEventData data )
```

Definition at line 41 of file DropMe.cs.

```
42     {  
43         if (containerImage == null)  
44             return;  
45  
46         containerImage.color = normalColor;  
47     }
```

4.7.3 Member Data Documentation

4.7.3.1 containerImage

```
Image DropMe.containerImage
```

Definition at line 8 of file DropMe.cs.

4.7.3.2 highlightColor

```
Color DropMe.highlightColor = Color.yellow
```

Definition at line 11 of file DropMe.cs.

4.7.3.3 normalColor

```
Color DropMe.normalColor [private]
```

Definition at line 10 of file DropMe.cs.

4.7.3.4 receivingImage

```
Image DropMe.receivingImage
```

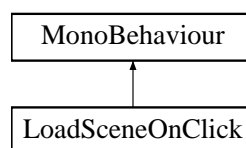
Definition at line 9 of file DropMe.cs.

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

- Assets/Scripts/ **DropMe.cs**

4.8 LoadSceneOnClick Class Reference

Inheritance diagram for LoadSceneOnClick:



Public Member Functions

- void **LoadbyIndex** (int sceneIndex)

4.8.1 Detailed Description

Definition at line 6 of file LoadSceneOnClick.cs.

4.8.2 Member Function Documentation

4.8.2.1 LoadbyIndex()

```
void LoadSceneOnClick.LoadbyIndex (
    int sceneIndex )
```

Definition at line 8 of file LoadSceneOnClick.cs.

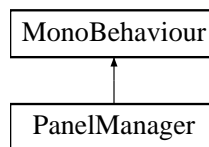
```
9      {
10          SceneManager.LoadScene (sceneIndex);
11      }
```

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

- Assets/Scripts/ **LoadSceneOnClick.cs**

4.9 PanelManager Class Reference

Inheritance diagram for PanelManager:



Public Member Functions

- void **OnEnable** ()
- void **OpenPanel** (Animator anim)
- void **CloseCurrent** ()

Public Attributes

- Animator **initiallyOpen**

Private Member Functions

- IEnumerator **DisablePanelDeleyed** (Animator anim)
- void **SetSelected** (GameObject go)

Static Private Member Functions

- static GameObject **FindFirstEnabledSelectable** (GameObject gameObject)

Private Attributes

- int **m_OpenParameterId**
- Animator **m_Open**
- GameObject **m_PreviouslySelected**
- const string **k_OpenTransitionName** = "Open"
- const string **k_ClosedStateName** = "Closed"

4.9.1 Detailed Description

Definition at line 7 of file PanelManager.cs.

4.9.2 Member Function Documentation

4.9.2.1 CloseCurrent()

```
void PanelManager.CloseCurrent ( )
```

Definition at line 63 of file PanelManager.cs.

```

64     {
65         if (m_Open == null)
66             return;
67
68         m_Open.SetBool(m_OpenParameterId, false);
69         SetSelected(m_PreviouslySelected);
70         StartCoroutine(DisablePanelDeleyed(m_Open));
71         m_Open = null;
72     }
```

4.9.2.2 DisablePanelDeleyed()

```
IEnumerator PanelManager.DisablePanelDeleyed (
    Animator anim ) [private]
```

Definition at line 74 of file PanelManager.cs.

```

75     {
76         bool closedStateReached = false;
77         bool wantToClose = true;
78         while (!closedStateReached && wantToClose)
79         {
80             if (!anim.IsInTransition(0))
81                 closedStateReached = anim.GetCurrentAnimatorStateInfo(0).IsName(
k_ClosedStateName);
82
83             wantToClose = !anim.GetBool(m_OpenParameterId);
84
85             yield return new WaitForEndOfFrame();
86         }
87
88         if (wantToClose)
89             anim.gameObject.SetActive(false);
90     }
```


4.9.2.3 FindFirstEnabledSelectable()

```
static GameObject PanelManager.FindFirstEnabledSelectable (
    GameObject gameObject ) [static], [private]
```

Definition at line 50 of file PanelManager.cs.

```
51     {
52         GameObject go = null;
53         var selectables = gameObject.GetComponentsInChildren<Selectable> (true);
54         foreach (var selectable in selectables) {
55             if (selectable.IsActive () && selectable.IsInteractable ()) {
56                 go = selectable.gameObject;
57                 break;
58             }
59         }
60         return go;
61     }
```

4.9.2.4 OnEnable()

```
void PanelManager.OnEnable ( )
```

Definition at line 18 of file PanelManager.cs.

```
19     {
20         m_OpenParameterId = Animator.StringToHash (k_OpenTransitionName);
21         if (initiallyOpen == null)
22             return;
23         OpenPanel(initiallyOpen);
24     }
25
26 }
```

4.9.2.5 OpenPanel()

```
void PanelManager.OpenPanel (
    Animator anim )
```

Definition at line 28 of file PanelManager.cs.

```
29     {
30         if (m_Open == anim)
31             return;
32
33         anim.gameObject.SetActive(true);
34         var newPreviouslySelected = EventSystem.current.currentSelectedGameObject;
35
36         anim.transform.SetAsLastSibling();
37
38         CloseCurrent();
39
40         m_PreviouslySelected = newPreviouslySelected;
41
42         m_Open = anim;
43         m_Open.SetBool(m_OpenParameterId, true);
44
45         GameObject go = FindFirstEnabledSelectable(anim.gameObject);
46
47         SetSelected(go);
48     }
```

4.9.2.6 SetSelected()

```
void PanelManager.SetSelected (
    GameObject go ) [private]
```

Definition at line 92 of file PanelManager.cs.

```
93     {
94         EventSystem.current.SetSelectedGameObject(go);
95     }
```

4.9.3 Member Data Documentation

4.9.3.1 initiallyOpen

```
Animator PanelManager.initiallyOpen
```

Definition at line 9 of file PanelManager.cs.

4.9.3.2 k_ClosedStateName

```
const string PanelManager.k_ClosedStateName = "Closed" [private]
```

Definition at line 16 of file PanelManager.cs.

4.9.3.3 k_OpenTransitionName

```
const string PanelManager.k_OpenTransitionName = "Open" [private]
```

Definition at line 15 of file PanelManager.cs.

4.9.3.4 m_Open

```
Animator PanelManager.m_Open [private]
```

Definition at line 12 of file PanelManager.cs.

4.9.3.5 m_OpenParameterId

```
int PanelManager.m_OpenParameterId [private]
```

Definition at line 11 of file PanelManager.cs.

4.9.3.6 m_PreviouslySelected

```
GameObject PanelManager.m_PreviouslySelected [private]
```

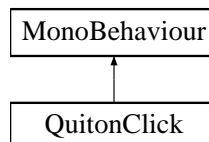
Definition at line 13 of file PanelManager.cs.

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

- Assets/Scripts/ **PanelManager.cs**

4.10 QuitonClick Class Reference

Inheritance diagram for QuitonClick:



Public Member Functions

- void **Quit** ()

4.10.1 Detailed Description

Definition at line 5 of file QuitonClick.cs.

4.10.2 Member Function Documentation

4.10.2.1 Quit()

```
void QuitonClick.Quit ( )
```

Definition at line 7 of file QuitonClick.cs.

```

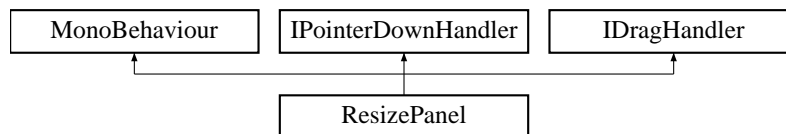
8      {
9  #if UNITY_EDITOR
10      UnityEditor.EditorApplication.isPlaying = false;
11
12  #else
13      Application.Quit ();
14
15  #endif
16      }
```

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

- Assets/Scripts/ **QuitonClick.cs**

4.11 ResizePanel Class Reference

Inheritance diagram for ResizePanel:



Public Member Functions

- void **OnPointerDown** (PointerEventData data)
- void **OnDrag** (PointerEventData data)

Public Attributes

- Vector2 **minSize** = new Vector2 (100, 100)
- Vector2 **maxSize** = new Vector2 (400, 400)

Private Member Functions

- void **Awake** ()

Private Attributes

- RectTransform **panelRectTransform**
- Vector2 **originalLocalPointerPosition**
- Vector2 **originalSizeDelta**

4.11.1 Detailed Description

Definition at line 5 of file ResizePanel.cs.

4.11.2 Member Function Documentation

4.11.2.1 Awake()

```
void ResizePanel.Awake ( ) [private]
```

Definition at line 14 of file ResizePanel.cs.

```
14         {
15             panelRectTransform = transform.parent.GetComponent<RectTransform> ();
16         }
```

4.11.2.2 OnDrag()

```
void ResizePanel.OnDrag (
    PointerEventData data )
```

Definition at line 23 of file ResizePanel.cs.

```
23         {
24             if (panelRectTransform == null)
25                 return;
26             Vector2 localPointerPosition;
27             RectTransformUtility.ScreenPointToLocalPointInRectangle (
28                 panelRectTransform, data.position, data.pressEventCamera, out localPointerPosition);
29             Vector3 offsetToOriginal = localPointerPosition -
                originalLocalPointerPosition;
30             Vector2 sizeDelta = originalSizeDelta + new Vector2 (offsetToOriginal.x, -offsetToOriginal.y);
31             sizeDelta = new Vector2 (
32                 Mathf.Clamp (sizeDelta.x, minSize.x, maxSize.x),
33                 Mathf.Clamp (sizeDelta.y, minSize.y, maxSize.y)
34             );
35             panelRectTransform.sizeDelta = sizeDelta;
36         }
```

4.11.2.3 OnPointerDown()

```
void ResizePanel.OnPointerDown (
    PointerEventData data )
```

Definition at line 18 of file ResizePanel.cs.

```
18         {
19             originalSizeDelta = panelRectTransform.sizeDelta;
20             RectTransformUtility.ScreenPointToLocalPointInRectangle (
21                 panelRectTransform, data.position, data.pressEventCamera, out
                originalLocalPointerPosition);
22         }
```

4.11.3 Member Data Documentation

4.11.3.1 maxSize

```
Vector2 ResizePanel.maxSize = new Vector2 (400, 400)
```

Definition at line 8 of file ResizePanel.cs.

4.11.3.2 minSize

```
Vector2 ResizePanel.minSize = new Vector2 (100, 100)
```

Definition at line 7 of file ResizePanel.cs.

4.11.3.3 originalLocalPointerPosition

```
Vector2 ResizePanel.originalLocalPointerPosition [private]
```

Definition at line 11 of file ResizePanel.cs.

4.11.3.4 originalSizeDelta

```
Vector2 ResizePanel.originalSizeDelta [private]
```

Definition at line 12 of file ResizePanel.cs.

4.11.3.5 panelRectTransform

```
RectTransform ResizePanel.panelRectTransform [private]
```

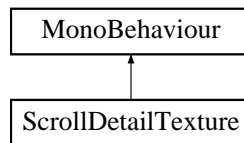
Definition at line 10 of file ResizePanel.cs.

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

- Assets/Scripts/ **ResizePanel.cs**

4.12 ScrollDetailTexture Class Reference

Inheritance diagram for ScrollDetailTexture:



Public Attributes

- bool **uniqueMaterial** = false
- Vector2 **scrollPerSecond** = Vector2.zero

Private Member Functions

- void **OnEnable** ()
- void **OnDisable** ()
- void **Update** ()

Private Attributes

- Matrix4x4 **m_Matrix**
- Material **mCopy**
- Material **mOriginal**
- Image **mSprite**
- Material **m_Mat**

4.12.1 Detailed Description

Definition at line 6 of file ScrollDetailTexture.cs.

4.12.2 Member Function Documentation

4.12.2.1 OnDisable()

```
void ScrollDetailTexture.OnDisable ( ) [private]
```

Definition at line 31 of file ScrollDetailTexture.cs.

```

32     {
33         if (mCopy != null)
34         {
35             mSprite.material = mOriginal;
36             if (Application.isEditor)
37                 UnityEngine.Object.DestroyImmediate(mCopy);
38             else
39                 UnityEngine.Object.Destroy(mCopy);
40             mCopy = null;
41         }
42         mOriginal = null;
43     }
  
```

4.12.2.2 OnEnable()

```
void ScrollDetailTexture.OnEnable ( ) [private]
```

Definition at line 17 of file ScrollDetailTexture.cs.

```
18     {
19         mSprite = GetComponent<Image>();
20         mOriginal = mSprite.material;
21
22         if (uniqueMaterial && mSprite.material != null)
23         {
24             mCopy = new Material(mOriginal);
25             mCopy.name = "Copy of " + mOriginal.name;
26             mCopy.hideFlags = HideFlags.DontSave;
27             mSprite.material = mCopy;
28         }
29     }
```

4.12.2.3 Update()

```
void ScrollDetailTexture.Update ( ) [private]
```

Definition at line 45 of file ScrollDetailTexture.cs.

```
46     {
47         Material mat = (mCopy != null) ? mCopy : mOriginal;
48
49         if (mat != null)
50         {
51             Texture tex = mat.GetTexture("_DetailTex");
52
53             if (tex != null)
54             {
55                 mat.SetTextureOffset("_DetailTex", scrollPerSecond * Time.time);
56
57                 // TODO: It would be better to add support for MaterialBlocks on UIRenderer,
58                 // because currently only one Update() function's matrix can be active at a time.
59                 // With material block properties, the batching would be correctly broken up instead,
60                 // and would work with multiple widgets using this detail shader.
61             }
62         }
63     }
```

4.12.3 Member Data Documentation

4.12.3.1 m_Mat

```
Material ScrollDetailTexture.m_Mat [private]
```

Definition at line 15 of file ScrollDetailTexture.cs.

4.12.3.2 m_Matrix

```
Matrix4x4 ScrollDetailTexture.m_Matrix [private]
```

Definition at line 11 of file ScrollDetailTexture.cs.

4.12.3.3 mCopy

```
Material ScrollDetailTexture.mCopy [private]
```

Definition at line 12 of file ScrollDetailTexture.cs.

4.12.3.4 mOriginal

```
Material ScrollDetailTexture.mOriginal [private]
```

Definition at line 13 of file ScrollDetailTexture.cs.

4.12.3.5 mSprite

```
Image ScrollDetailTexture.mSprite [private]
```

Definition at line 14 of file ScrollDetailTexture.cs.

4.12.3.6 scrollPerSecond

```
Vector2 ScrollDetailTexture.scrollPerSecond = Vector2.zero
```

Definition at line 9 of file ScrollDetailTexture.cs.

4.12.3.7 uniqueMaterial

```
bool ScrollDetailTexture.uniqueMaterial = false
```

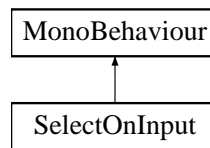
Definition at line 8 of file ScrollDetailTexture.cs.

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

- Assets/Scripts/ **ScrollDetailTexture.cs**

4.13 SelectOnInput Class Reference

Inheritance diagram for SelectOnInput:



Public Attributes

- EventSystem **eventSystem**
- GameObject **selectedObject**

Private Member Functions

- void **Start** ()
- void **Update** ()
- void **OnDisable** ()

Private Attributes

- bool **buttonSelected**

4.13.1 Detailed Description

Definition at line 6 of file SelectOnInput.cs.

4.13.2 Member Function Documentation

4.13.2.1 OnDisable()

```
void SelectOnInput.OnDisable ( ) [private]
```

Definition at line 28 of file SelectOnInput.cs.

```
29     {  
30         buttonSelected = false;  
31     }
```

4.13.2.2 Start()

```
void SelectOnInput.Start ( ) [private]
```

Definition at line 14 of file SelectOnInput.cs.

```
14         {  
15  
16     }
```

4.13.2.3 Update()

```
void SelectOnInput.Update ( ) [private]
```

Definition at line 19 of file SelectOnInput.cs.

```
20     {  
21         if (Input.GetAxisRaw ("Vertical") != 0 && buttonSelected == false)  
22         {  
23             eventSystem.SetSelectedGameObject(selectedObject);  
24             buttonSelected = true;  
25         }  
26     }
```

4.13.3 Member Data Documentation

4.13.3.1 buttonSelected

```
bool SelectOnInput.buttonSelected [private]
```

Definition at line 11 of file SelectOnInput.cs.

4.13.3.2 eventSystem

```
EventSystem SelectOnInput.eventSystem
```

Definition at line 8 of file SelectOnInput.cs.

4.13.3.3 selectedObject

`GameObject SelectOnInput.selectedObject`

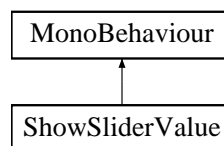
Definition at line 9 of file `SelectOnInput.cs`.

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

- Assets/Scripts/ **SelectOnInput.cs**

4.14 ShowSliderValue Class Reference

Inheritance diagram for ShowSliderValue:



Public Member Functions

- void **UpdateLabel** (float value)

4.14.1 Detailed Description

Definition at line 6 of file `ShowSliderValue.cs`.

4.14.2 Member Function Documentation

4.14.2.1 UpdateLabel()

```
void ShowSliderValue.UpdateLabel (  
    float value )
```

Definition at line 8 of file `ShowSliderValue.cs`.

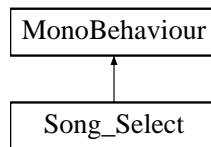
```
9      {  
10         Text lbl = GetComponent<Text>();  
11         if (lbl != null)  
12             lbl.text = Mathf.RoundToInt (value * 100) + "%";  
13     }
```

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

- Assets/Scripts/ **ShowSliderValue.cs**

4.15 Song_Select Class Reference

Inheritance diagram for Song_Select:



Public Member Functions

- void **LoadbyName** (string sceneName)

4.15.1 Detailed Description

Definition at line 8 of file Song_Select.cs.

4.15.2 Member Function Documentation

4.15.2.1 LoadbyName()

```
void Song_Select.LoadbyName (  
    string sceneName )
```

Definition at line 10 of file Song_Select.cs.

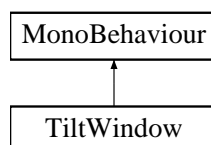
```
11     {  
12         SceneManager.LoadScene (sceneName);  
13     }
```

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

- Assets/Scripts/ **Song_Select.cs**

4.16 TiltWindow Class Reference

Inheritance diagram for TiltWindow:



Public Attributes

- Vector2 **range** = new Vector2(5f, 3f)

Private Member Functions

- void **Start** ()
- void **Update** ()

Private Attributes

- Transform **mTrans**
- Quaternion **mStart**
- Vector2 **mRot** = Vector2.zero

4.16.1 Detailed Description

Definition at line 3 of file TiltWindow.cs.

4.16.2 Member Function Documentation

4.16.2.1 Start()

```
void TiltWindow.Start ( ) [private]
```

Definition at line 11 of file TiltWindow.cs.

```
12     {
13         mTrans = transform;
14         mStart = mTrans.localRotation;
15     }
```

4.16.2.2 Update()

```
void TiltWindow.Update ( ) [private]
```

Definition at line 17 of file TiltWindow.cs.

```
18     {
19         Vector3 pos = Input.mousePosition;
20
21         float halfWidth = Screen.width * 0.5f;
22         float halfHeight = Screen.height * 0.5f;
23         float x = Mathf.Clamp((pos.x - halfWidth) / halfWidth, -1f, 1f);
24         float y = Mathf.Clamp((pos.y - halfHeight) / halfHeight, -1f, 1f);
25         mRot = Vector2.Lerp(mRot, new Vector2(x, y), Time.deltaTime * 5f);
26
27         mTrans.localRotation = mStart * Quaternion.Euler(-mRot.y * range.y, mRot.x *
range.x, 0f);
28     }
```

4.16.3 Member Data Documentation

4.16.3.1 mRot

```
Vector2 TiltWindow.mRot = Vector2.zero [private]
```

Definition at line 9 of file TiltWindow.cs.

4.16.3.2 mStart

```
Quaternion TiltWindow.mStart [private]
```

Definition at line 8 of file TiltWindow.cs.

4.16.3.3 mTrans

```
Transform TiltWindow.mTrans [private]
```

Definition at line 7 of file TiltWindow.cs.

4.16.3.4 range

```
Vector2 TiltWindow.range = new Vector2(5f, 3f)
```

Definition at line 5 of file TiltWindow.cs.

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

- Assets/Scripts/ **TiltWindow.cs**

Chapter 5

File Documentation

5.1 Assets/Scripts/ActiveStateToggler.cs File Reference

Classes

- class **ActiveStateToggler**

5.2 Assets/Scripts/ApplicationManager.cs File Reference

Classes

- class **ApplicationManager**

5.3 Assets/Scripts/ChangeColor.cs File Reference

Classes

- class **ChangeColor**

5.4 Assets/Scripts/colorShifter.cs File Reference

Classes

- class **colorShifter**

5.5 Assets/Scripts/DragMe.cs File Reference

Classes

- class **DragMe**

5.6 Assets/Scripts/DragPanel.cs File Reference

Classes

- class **DragPanel**

5.7 Assets/Scripts/DropMe.cs File Reference

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- class **DropMe**

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