Struct ClassData

Namespace: Recycle.Models (Recycle.Models.html)

Assembly: Recycle.dll

Syntax

```
public struct ClassData : IResourceObject
```

Properties

Ch

Declaration

```
public static readonly ClassData Ch { get; }
```

Property Value

Type	Description
ClassData (Recycle.Models.ClassData.html)	

Color

Declaration

```
public static readonly ClassData Color { get; }
```

Property Value

Type	Description
ClassData (Recycle.Models.ClassData.html)	

None

Declaration

```
public static readonly ClassData None { get; }
```

Property Value

Type	Description
ClassData (Recycle.Models.ClassData.html)	

Oil

Declaration

```
public static readonly ClassData Oil { get; }
```

Property Value

Type	Description
ClassData (Recycle.Models.ClassData.html)	

Other

Declaration

```
public static readonly ClassData Other { get; }
```

Property Value

Type	Description
ClassData (Recycle.Models.ClassData.html)	

P

Declaration

```
public static readonly ClassData P { get; }
```

Property Value

Type	Description
ClassData (Recycle.Models.ClassData.html)	

Soy

Declaration

```
public static readonly ClassData Soy { get; }
```

Property Value

Type	Description
ClassData (Recycle.Models.ClassData.html)	

Tray

Declaration

```
public static readonly ClassData Tray { get; }
```

Property Value

Type	Description
ClassData (Recycle.Models.ClassData.html)	

Type

Declaration

```
public ClassType Type { get; }
```

Property Value

Type	Description
ClassType (Recycle.Models.ClassType.html)	