Dockit League

Generated by Doxygen 1.8.13

Contents

Chapter 1

Hierarchical Index

1.1 Class Hierarchy

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

Chapter 2

Class Index

2.1 Class List

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

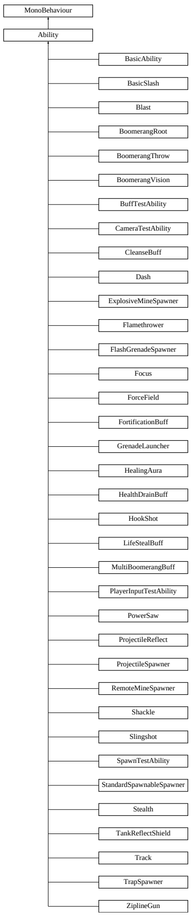
Chapter 3

Class Documentation

3.1 Ability Class Reference

Base class for all abilities.

Inheritance diagram for Ability:



Public Member Functions

- virtual void Initialize (Docking dock, Animator anim, int abId)

  Initialization that happens locally on every client.
- virtual void InitializeLocalPlayer (AbilityUI abilityUI)

  Initialization that only happens for the local player (Player controlling this ability). Called after Initialize, so the references are already set up.
- virtual void CooldownReady ()

  Called by the cooldown whenever it's ready.
- abstract void ButtonDown ()

  Called when the associated ability button is pressed. Must be overriden.
- virtual void ButtonUp ()

  Called when the associated ability button is released.
- virtual void CancelAbility ()

  Call for cancelling abilities. Override in abilities that may be interrupted.
- abstract void SetActive (bool state)

  Synchronized state call between clients. Appropriate place for starting local animations/sounds.
- virtual void SetModifier (bool state)

  Called by the Modifier. Appropriate place for doing local changes.
- void ReduceCooldown (float reductionAmount)

  Reduces the current cooldown for the ability.
- virtual void SetElement (ElementalContainer.ComboableElements element)

Public Attributes

- float **cooldownDuration**
- Sprite **icon**

Protected Member Functions

- virtual void Update ()

  Runs on every client, but only the local player has cooldown initialized.

Protected Attributes

- Docking **docking**
- Animator **animator**
- int **abilityId**
- AbilityCooldown **cooldown**

Properties

- bool AbilityLock `[get, set]`

  Get and Set ability lock. Lock prevents the player from using abilities.

3.1.1 Detailed Description

Base class for all abilities.

3.1.2 Member Function Documentation

3.1.2.1 ButtonDown()

```
abstract void Ability.ButtonDown ( )  [pure virtual]
```

Called when the associated ability button is pressed. Must be overriden.

Implemented in BoomerangThrow, Slingshot, BasicSlash, BoomerangRoot, PlayerInputTestAbility, Projectile↩ Reflect, Focus, BoomerangVision, HookShot, CameraTestAbility, LifeStealBuff, Stealth, PowerSaw, Multi↩ BoomerangBuff, HealthDrainBuff, HealingAura, ZiplineGun, TankReflectShield, BuffTestAbility, Flamethrower, ForceField, CleanseBuff, Blast, Dash, Track, FortificationBuff, TrapSpawner, ExplosiveMineSpawner, Standard↩ SpawnableSpawner, FlashGrenadeSpawner, SpawnTestAbility, RemoteMineSpawner, GrenadeLauncher, ProjectileSpawner, BasicAbility, and Shackle.

3.1.2.2 ButtonUp()

```
virtual void Ability.ButtonUp ( )  [virtual]
```

Called when the associated ability button is released.

Reimplemented in BoomerangThrow, Slingshot, and ZiplineGun.

3.1.2.3 CancelAbility()

```
virtual void Ability.CancelAbility ( )  [virtual]
```

Call for cancelling abilities. Override in abilities that may be interrupted.

Reimplemented in Slingshot, PlayerInputTestAbility, CameraTestAbility, and Focus.

3.1.2.4 CooldownReady()

```
virtual void Ability.CooldownReady ( )  [virtual]
```

Called by the cooldown whenever it's ready.

Reimplemented in PowerSaw, and Shackle.

3.1.2.5 Initialize()

```
virtual void Ability.Initialize (
             Docking dock,
             Animator anim,
             int abId )  [virtual]
```

Initialization that happens locally on every client.

Parameters

dock	Reference to the associated Docking.
anim	Reference to the DockingKit animator.
abId	The ability's id in DockingKit abilities list.

Reimplemented in BoomerangThrow, ProjectileReflect, Stealth, HealthDrainBuff, BoomerangVision, LifeStealBuff, PowerSaw, BasicSlash, HealingAura, Flamethrower, TankReflectShield, BuffTestAbility, Track, CleanseBuff, FortificationBuff, Blast, ForceField, and Dash.

3.1.2.6 InitializeLocalPlayer()

```
virtual void Ability.InitializeLocalPlayer (
             AbilityUI abilityUI )  [virtual]
```

Initialization that only happens for the local player (Player controlling this ability). Called after Initialize, so the references are already set up.

Reimplemented in Slingshot, Focus, CameraTestAbility, PlayerInputTestAbility, and ZiplineGun.

3.1.2.7 ReduceCooldown()

```
void Ability.ReduceCooldown (
             float reductionAmount )
```

Reduces the current cooldown for the ability.

Parameters

reductionAmount	The amount deducted for the current cooldown.

3.1.2.8 SetActive()

```
abstract void Ability.SetActive (
             bool state )  [pure virtual]
```

Synchronized state call between clients. Appropriate place for starting local animations/sounds.

Parameters

state	If the ability should be activated or deactivated.

Implemented in BoomerangThrow, Slingshot, PlayerInputTestAbility, BasicSlash, CameraTestAbility, BoomerangRoot, PowerSaw, Focus, ProjectileReflect, Stealth, TankReflectShield, ZiplineGun, HookShot, BoomerangVision, Track, HealthDrainBuff, LifeStealBuff, MultiBoomerangBuff, HealingAura, RemoteMineSpawner, BuffTestAbility, Shackle, Flamethrower, TrapSpawner, CleanseBuff, ForceField, Blast, ExplosiveMineSpawner, SpawnTestAbility, StandardSpawnableSpawner, FortificationBuff, FlashGrenadeSpawner, Dash, ProjectileSpawner, GrenadeLauncher, and BasicAbility.

3.1.2.9 SetElement()

```
virtual void Ability.SetElement (
            ElementalContainer.ComboableElements element )  [virtual]
```

Used for local spawning of elemental effect prefabs

Parameters

element	The element we want to set

Reimplemented in BoomerangThrow, and BasicSlash.

3.1.2.10 SetModifier()

```
virtual void Ability.SetModifier (
            bool state )  [virtual]
```

Called by the Modifier. Appropriate place for doing local changes.

Parameters

state	If the modifier should be activated or deactivated.

Reimplemented in BoomerangThrow, BasicSlash, HealthDrainBuff, ProjectileReflect, BoomerangVision, Stealth, LifeStealBuff, MultiBoomerangBuff, BuffTestAbility, and Flamethrower.

3.1.2.11 Update()

```
virtual void Ability.Update ( )  [protected], [virtual]
```

Runs on every client, but only the local player has cooldown initialized.

Reimplemented in HealthDrainBuff, BoomerangThrow, CleanseBuff, FortificationBuff, ProjectileReflect, BoomerangRoot, and BasicSlash.

3.1.3 Property Documentation

3.1.3.1 AbilityLock

```
bool Ability.AbilityLock  [get], [set]
```

Get and Set ability lock. Lock prevents the player from using abilities.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/Ability.cs

3.2 AbilityCooldown Class Reference

Handles the cooldown for abilities. Runs on the local player.

Public Member Functions

- AbilityCooldown (Ability ab, float duration, AbilityUI abUI)

  Constructor.
- void ReduceCooldown (float reductionAmount)

  Reduces the current cooldown for the ability.
- void Update ()

  Update loop. Handles timer and ability ui update.
- void Activate ()

  Called on ability activation. Activates cooldown.
- void ActivateHiddenCooldown (float hiddenCooldown)

  Can be called from abilities whenever they need a hidden cooldown, a simple short cooldown in addition to the standard cooldown for instance.
- bool IsReady ()

  Used for checking if the ability is on cooldown.

3.2.1 Detailed Description

Handles the cooldown for abilities. Runs on the local player.

3.2.2 Constructor & Destructor Documentation

3.2.2.1 AbilityCooldown()

```
AbilityCooldown.AbilityCooldown (
            Ability ab,
            float duration,
            AbilityUI abUI )
```

Constructor.

Parameters

duration	Length of cooldown.

3.2.3 Member Function Documentation

3.2.3.1 Activate()

```
void AbilityCooldown.Activate ( )
```

Called on ability activation. Activates cooldown.

3.2.3.2 ActivateHiddenCooldown()

```
void AbilityCooldown.ActivateHiddenCooldown (
             float hiddenCooldown )
```

Can be called from abilities whenever they need a hidden cooldown, a simple short cooldown in addition to the standard cooldown for instance.

3.2.3.3 IsReady()

```
bool AbilityCooldown.IsReady ( )
```

Used for checking if the ability is on cooldown.

Returns

Whether the ability is on cooldown or not.

3.2.3.4 ReduceCooldown()

```
void AbilityCooldown.ReduceCooldown (
             float reductionAmount )
```

Reduces the current cooldown for the ability.

Parameters

reductionAmount	The amount deducted for the current cooldown.

3.2.3.5 Update()

```
void AbilityCooldown.Update ( )
```

Update loop. Handles timer and ability ui update.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/AbilityCooldown.cs

3.3 AbilityUI Class Reference

Handles the update of the abilitys UI.

Public Member Functions

- void Initialize (PlayerUIHandler uiHandler)

  Initialize the ability UI.
- void Activate ()

  Called on ability activation. Activates cooldown.
- void UpdateCooldown (float newTimeLeft)

  Updates the current cooldown time with the new time.
- void SetAbility (Ability newAbility)

  Changes sprites and cooldown to the new ability.
- void ClearAbility (Sprite emptySlot)

  Stops the update loop and resets the UI to its original empty state.

Public Attributes

- Image **abilityIcon**
- Image **darkMask**

3.3.1 Detailed Description

Handles the update of the abilitys UI.

3.3.2 Member Function Documentation

3.3.2.1 Activate()

```
void AbilityUI.Activate ( )
```

Called on ability activation. Activates cooldown.

3.3.2.2 ClearAbility()

```
void AbilityUI.ClearAbility (
             Sprite emptySlot )
```

Stops the update loop and resets the UI to its original empty state.

Parameters

emptySlot	Sprite used in an empty slot.

3.3.2.3 Initialize()

```
void AbilityUI.Initialize (
             PlayerUIHandler uiHandler )
```

Initialize the ability UI.

Parameters

uiHandler	Reference to associated PlayerUIHandler.

3.3.2.4 SetAbility()

```
void AbilityUI.SetAbility (
             Ability newAbility )
```

Changes sprites and cooldown to the new ability.

Parameters

newAbility	Reference to the new ability.

3.3.2.5 UpdateCooldown()

```
void AbilityUI.UpdateCooldown (
             float newTimeLeft )
```

Updates the current cooldown time with the new time.

Parameters

newTimeLeft	The new current cooldown time.

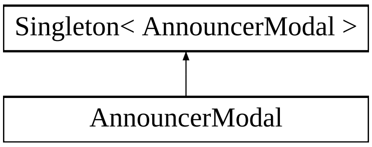
The documentation for this class was generated from the following file:

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/UI/AbilityUI.cs

3.4 AnnouncerModal Class Reference

This class controls a generic modal object used for generic status popups in the UI.

Inheritance diagram for AnnouncerModal:



Public Member Functions

- void **Show** (string text)
- void **Hide** ()

Protected Member Functions

- override void Awake ()

  Awake method to associate singleton with instance

Additional Inherited Members

3.4.1 Detailed Description

This class controls a generic modal object used for generic status popups in the UI.

3.4.2 Member Function Documentation

3.4.2.1 Awake()

```
override void AnnouncerModal.Awake ( )  [protected], [virtual]
```

Awake method to associate singleton with instance

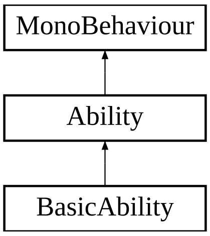
Reimplemented from Singleton< AnnouncerModal >.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/UI/AnnouncerModal.cs

3.5 BasicAbility Class Reference

Inheritance diagram for BasicAbility:



Public Member Functions

- override void ButtonDown ()

  Called when the associated ability button is pressed. Must be overriden.
- override void SetActive (bool state=false)

  Synchronized state call between clients. Appropriate place for starting local animations/sounds.

Public Attributes

- float **damage** = 10f
- string **animatorTrigger**

Additional Inherited Members

3.5.1 Member Function Documentation

3.5.1.1 ButtonDown()

```
override void BasicAbility.ButtonDown ( )  [virtual]
```

Called when the associated ability button is pressed. Must be overriden.

Implements Ability.

3.5.1.2 SetActive()

```
override void BasicAbility.SetActive (
             bool state = false )  [virtual]
```

Synchronized state call between clients. Appropriate place for starting local animations/sounds.

Parameters

state	If the ability should be activated or deactivated.

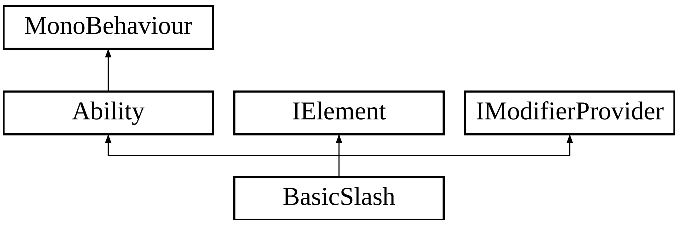
Implements Ability.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/BasicAbility.cs

3.6 BasicSlash Class Reference

Inheritance diagram for BasicSlash:



Public Member Functions

- override void Initialize (Docking dock, Animator anim, int abId)

  Initialization that happens locally on every client.
- override void ButtonDown ()

  Callback for what this ability should do once its associated button has been pressed
- override void SetActive (bool state=false)

  Callback for what this ability is supposed to do depending on given state. State is always false here
- override void SetModifier (bool state=false)

  Called by the Modifier. Appropriate place for doing local changes.
- override void SetElement (ElementalContainer.ComboableElements element)

  Callback for what this ability is supposed to do locally when applying a element

Public Attributes

- float **damageDealt** = 20f
- string **animatorTrigger**
- LifeStealBuff **lifeStealBuff**
- ElementalModifiers **elementalModifiers** = new ElementalModifiers()
- bool **swingActive**

Protected Member Functions

- override void Update ()

  Runs on every client, but only the local player has cooldown initialized.

Additional Inherited Members

3.6.1 Member Function Documentation

3.6.1.1 ButtonDown()

```
override void BasicSlash.ButtonDown ( )  [virtual]
```

Callback for what this ability should do once its associated button has been pressed

Implements Ability.

3.6.1.2 Initialize()

```
override void BasicSlash.Initialize (
             Docking dock,
             Animator anim,
             int abId )  [virtual]
```

Initialization that happens locally on every client.

Parameters

dock	Reference to the associated Docking.
anim	Reference to the DockingKit animator.
abId	The ability's id in DockingKit abilities list.

Reimplemented from Ability.

3.6.1.3 SetActive()

```
override void BasicSlash.SetActive (
             bool state = false )  [virtual]
```

Callback for what this ability is supposed to do depending on given state. State is always false here

Parameters

state	Whether the ability is to be active or now

Implements Ability.

3.6.1.4 SetElement()

```
override void BasicSlash.SetElement (
            ElementalContainer.ComboableElements element )  [virtual]
```

Callback for what this ability is supposed to do locally when applying a element

Parameters

element	

Reimplemented from Ability.

3.6.1.5 SetModifier()

```
override void BasicSlash.SetModifier (
            bool state = false )  [virtual]
```

Called by the Modifier. Appropriate place for doing local changes.

Parameters

state	If the modifier should be activated or deactivated.

Reimplemented from Ability.

3.6.1.6 Update()

```
override void BasicSlash.Update ( )  [protected], [virtual]
```

Runs on every client, but only the local player has cooldown initialized.

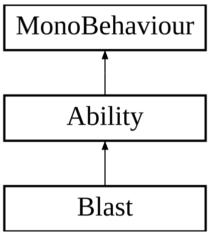
Reimplemented from Ability.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/BrawlerKit/BasicSlash.cs

3.7 Blast Class Reference

Inheritance diagram for Blast:



Public Member Functions

- override void Initialize (Docking dock, Animator anim, int abId)

  Initialization that happens locally on every client.
- override void ButtonDown ()

  Called when the associated ability button is pressed. Must be overriden.
- override void SetActive (bool state=false)

  Synchronized state call between clients. Appropriate place for starting local animations/sounds.
- void OnTriggerEnter (Collider other)

  Handles blast area, ignore friendly players (still applies to self)

Public Attributes

- float **blastForce**
- string **animatorTrigger**

Additional Inherited Members

3.7.1 Member Function Documentation

3.7.1.1 ButtonDown()

```
override void Blast.ButtonDown ( )  [virtual]
```

Called when the associated ability button is pressed. Must be overriden.

Implements Ability.

3.7.1.2 Initialize()

```
override void Blast.Initialize (
             Docking dock,
             Animator anim,
             int abId )  [virtual]
```

Initialization that happens locally on every client.

Parameters

dock	Reference to the associated Docking.
anim	Reference to the DockingKit animator.
abId	The ability's id in DockingKit abilities list.

Reimplemented from Ability.

3.7.1.3 OnTriggerEnter()

```
void Blast.OnTriggerEnter (
             Collider other )
```

Handles blast area, ignore friendly players (still applies to self)

Parameters

other	

3.7.1.4 SetActive()

```
override void Blast.SetActive (
             bool state = false )  [virtual]
```

Synchronized state call between clients. Appropriate place for starting local animations/sounds.

Parameters

state	If the ability should be activated or deactivated.

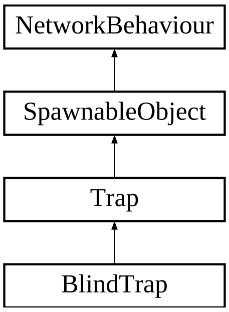
Implements Ability.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/BomberKit/Blast.cs

3.8 BlindTrap Class Reference

Inheritance diagram for BlindTrap:



Public Member Functions

- override void HandleTrigger (PlayerStatus playerStatus)

  Callback that allows this trap to do whatever it wants whenever it is triggered This one simply applies the member structs containing modifier info

Public Attributes

- ModifierInfo **blindInfo**

Additional Inherited Members

3.8.1 Member Function Documentation

3.8.1.1 HandleTrigger()

```
override void BlindTrap.HandleTrigger (
            PlayerStatus playerStatus )  [virtual]
```

Callback that allows this trap to do whatever it wants whenever it is triggered This one simply applies the member structs containing modifier info

Parameters

playerStatus	The PlayerStatus component of the player that is in the trap

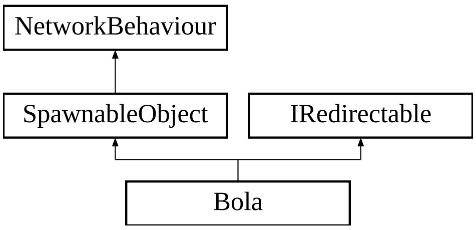
Reimplemented from Trap.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/TrapperKit/BlindTrap.cs

3.9 Bola Class Reference

Inheritance diagram for Bola:



Public Attributes

- float **moveSpeed** = 8f
- float **moveSpeedOnHit** = 20f
- float **lifetime** = 10f
- float **hitRadius** = 2f
- float **rotationSpeed** = 500f
- ModifierInfo **slowModifier**
- ModifierInfo **stunModifier**
- Transform **visuals**
- Transform **leftBall**
- Transform **rightBall**
- LineRenderer **lineRenderer**

Additional Inherited Members

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/SniperKit/Bola.cs

3.10 BoomerangDataContainer Class Reference

Public Attributes

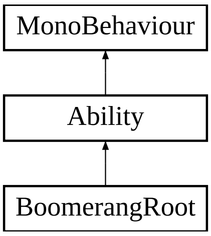
- const int **NUM_CONTROL_POINTS** = 4
- Transform [ ] **bezierControlPoints** = new Transform[NUM_CONTROL_POINTS]
- Vector3 [ ] **storedPositions** = new Vector3[NUM_CONTROL_POINTS]

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/BoomerangKit/BoomerangThrow.cs

3.11 BoomerangRoot Class Reference

Inheritance diagram for BoomerangRoot:



Public Member Functions

- override void ButtonDown ()

    Callback for what this ability does locally when its associated button is pressed
- override void SetActive (bool state=false)

    Callback for what this ability is supposed to do locally on all clients when the ability state is changed

Public Attributes

- ModifierInfo **rootInfo**
- SpriteRenderer [ ] **rootIndicators**
- Animator **animationController**
- float **activeDuration** = 0.5f
- string **animationTrigger** = "Root"
- Color **activeColor**
- bool **rootActive** = false

Protected Member Functions

- override void Update ()

    Runs on every client, but only the local player has cooldown initialized.

Additional Inherited Members

3.11.1 Member Function Documentation

3.11.1.1 ButtonDown()

```
override void BoomerangRoot.ButtonDown ( )  [virtual]
```

Callback for what this ability does locally when its associated button is pressed

Implements Ability.

3.11.1.2 SetActive()

```
override void BoomerangRoot.SetActive (
             bool state = false )  [virtual]
```

Callback for what this ability is supposed to do locally on all clients when the ability state is changed

Parameters

state	The new ability state

Implements Ability.

3.11.1.3 Update()

```
override void BoomerangRoot.Update ( )  [protected], [virtual]
```

Runs on every client, but only the local player has cooldown initialized.

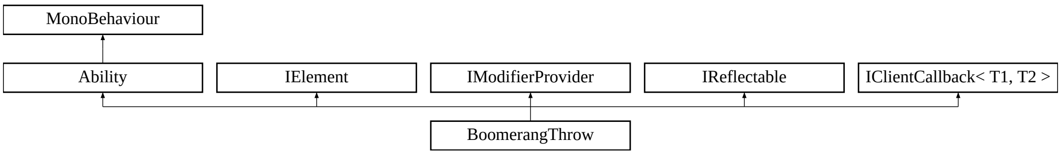
Reimplemented from Ability.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/BoomerangKit/BoomerangRoot.cs

3.12 BoomerangThrow Class Reference

Inheritance diagram for BoomerangThrow:



Public Member Functions

- override void Initialize (Docking dock, Animator anim, int abId)

  Initialization that happens locally on every client.
- override void ButtonDown ()

  Callback for what this ability does locally when its associated button is pressed
- override void ButtonUp ()

  Callback for what this ability does locally when its associated button is released
- override void SetActive (bool state=false)

  Callback for what this ability is supposed to do locally on all clients when the ability state is changed
- override void SetModifier (bool state=false)

  Callback for what this ability is supposed to do when a modifier state changes
- override void SetElement (ElementalContainer.ComboableElements element)

  Callback for what this ability is supposed to do locally when applying a element

Public Attributes

- List< LineRenderer > **approximatePathRenderers** = new List<LineRenderer>()
- BoomerangDataContainer [ ] **boomerangData** = new BoomerangDataContainer[NUM_BOOMERANGS]
- List< TrailRenderer > **trailRenderers** = new List<TrailRenderer>()
- GameObject [ ] **boomerangObjs** = new GameObject[NUM_BOOMERANGS]
- BoomerangRoot **boomerangRootScript**
- MultiBoomerangBuff **boomerangBuffScript**
- AnimationCurve **velocityCurve**
- float **damageDealt** = 10f
- float **boomerangSpeed** = 5f
- float **spinMultiplierWhileActive** = 4f
- const int **NUM_BOOMERANGS** = 3
- ElementalModifiers **elementalModifiers** = new ElementalModifiers()

Protected Member Functions

- override void Update ()

  Runs on every client, but only the local player has cooldown initialized.

Additional Inherited Members

3.12.1 Member Function Documentation

3.12.1.1 ButtonDown()

```
override void BoomerangThrow.ButtonDown ( )  [virtual]
```

Callback for what this ability does locally when its associated button is pressed

Implements Ability.

3.12.1.2 ButtonUp()

```
override void BoomerangThrow.ButtonUp ( )  [virtual]
```

Callback for what this ability does locally when its associated button is released

Reimplemented from Ability.

3.12.1.3 Initialize()

```
override void BoomerangThrow.Initialize (
             Docking dock,
             Animator anim,
             int abId )  [virtual]
```

Initialization that happens locally on every client.

Parameters

dock	Reference to the associated Docking.
anim	Reference to the DockingKit animator.
abId	The ability's id in DockingKit abilities list.

Reimplemented from Ability.

3.12.1.4 SetActive()

```
override void BoomerangThrow.SetActive (
            bool state = false )  [virtual]
```

Callback for what this ability is supposed to do locally on all clients when the ability state is changed

Parameters

state	The new ability state

Implements Ability.

3.12.1.5 SetElement()

```
override void BoomerangThrow.SetElement (
            ElementalContainer.ComboableElements element )  [virtual]
```

Callback for what this ability is supposed to do locally when applying a element

Parameters

element	

Reimplemented from Ability.

3.12.1.6 SetModifier()

```
override void BoomerangThrow.SetModifier (
            bool state = false )  [virtual]
```

Callback for what this ability is supposed to do when a modifier state changes

Parameters

state	The new modifier state

Reimplemented from Ability.

3.12.1.7 Update()

```
override void BoomerangThrow.Update ( )  [protected], [virtual]
```

Runs on every client, but only the local player has cooldown initialized.

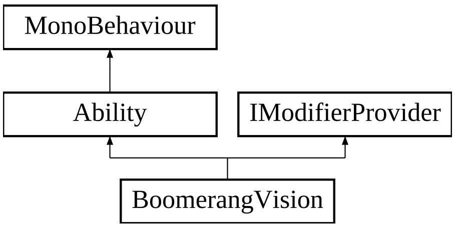
Reimplemented from Ability.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/BoomerangKit/BoomerangThrow.cs

3.13 BoomerangVision Class Reference

Inheritance diagram for BoomerangVision:



Public Member Functions

- override void Initialize (Docking dock, Animator anim, int abId)

  Initialization that happens locally on every client.
- override void ButtonDown ()

  Callback for what this ability does locally when its associated button is pressed
- override void SetActive (bool state=false)

  Synchronized state call between clients. Appropriate place for starting local animations/sounds.
- override void SetModifier (bool state)

  Callback for what this ability is supposed to do when a modifier state changes

Public Attributes

- BoomerangThrow **boomerangThrowScript**
- MultiBoomerangBuff **boomerangBuffScript**
- GameObject **visionIndicator**
- float **visionRadiusWhileActive** = 10f
- float **visionRadiusExtraBoomerangs** = 5f
- float **visionLerpSpeed** = 5f
- ModifierInfo **visionModifier**

Additional Inherited Members

3.13.1 Member Function Documentation

3.13.1.1 ButtonDown()

```
override void BoomerangVision.ButtonDown ( )  [virtual]
```

Callback for what this ability does locally when its associated button is pressed

Implements Ability.

3.13.1.2 Initialize()

```
override void BoomerangVision.Initialize (
             Docking dock,
             Animator anim,
             int abId )  [virtual]
```

Initialization that happens locally on every client.

Parameters

dock	Reference to the associated Docking.
anim	Reference to the DockingKit animator.
abId	The ability's id in DockingKit abilities list.

Reimplemented from Ability.

3.13.1.3 SetActive()

```
override void BoomerangVision.SetActive (
             bool state = false )  [virtual]
```

Synchronized state call between clients. Appropriate place for starting local animations/sounds.

Parameters

state	If the ability should be activated or deactivated.

Implements Ability.

3.13.1.4 SetModifier()

```
override void BoomerangVision.SetModifier (
            bool state )  [virtual]
```

Callback for what this ability is supposed to do when a modifier state changes

Parameters

state	The new modifier state

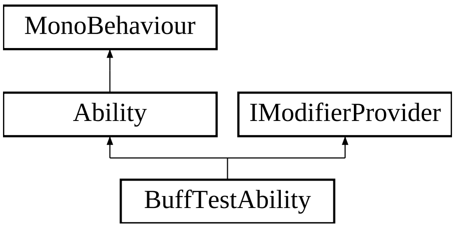
Reimplemented from Ability.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/BoomerangKit/BoomerangVision.cs

3.14 BuffTestAbility Class Reference

Inheritance diagram for BuffTestAbility:



Public Member Functions

- override void Initialize (Docking dock, Animator anim, int abId)

  Initialization that happens locally on every client.
- override void ButtonDown ()

  Called when the associated ability button is pressed. Must be overriden.
- override void SetActive (bool state=false)

  Synchronized state call between clients. Appropriate place for starting local animations/sounds.
- override void SetModifier (bool state=false)

  Called by the Modifier. Appropriate place for doing local changes.

Public Attributes

- SpriteRenderer [ ] **visuals**
- Color **activeColor**
- ModifierInfo **buff**

Additional Inherited Members

3.14.1 Member Function Documentation

3.14.1.1 ButtonDown()

```
override void BuffTestAbility.ButtonDown ( )  [virtual]
```

Called when the associated ability button is pressed. Must be overriden.

Implements Ability.

3.14.1.2 Initialize()

```
override void BuffTestAbility.Initialize (
             Docking dock,
             Animator anim,
             int abId )  [virtual]
```

Initialization that happens locally on every client.

Parameters

dock	Reference to the associated Docking.
anim	Reference to the DockingKit animator.
abId	The ability's id in DockingKit abilities list.

Reimplemented from Ability.

3.14.1.3 SetActive()

```
override void BuffTestAbility.SetActive (
             bool state = false )  [virtual]
```

Synchronized state call between clients. Appropriate place for starting local animations/sounds.

Parameters

state	If the ability should be activated or deactivated.

Implements Ability.

3.14.1.4 SetModifier()

```
override void BuffTestAbility.SetModifier (
             bool state = false )  [virtual]
```

Called by the Modifier. Appropriate place for doing local changes.

Parameters

state	If the modifier should be activated or deactivated.

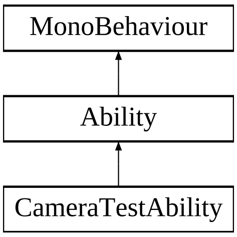
Reimplemented from Ability.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/TestAbilities/BuffTestAbility.cs

3.15 CameraTestAbility Class Reference

Inheritance diagram for CameraTestAbility:



Public Member Functions

- override void InitializeLocalPlayer (AbilityUI abilityUI)

  Initialization that only happens for the local player (Player controlling this ability). Called after Initialize, so the references are already set up.
- override void ButtonDown ()

  Called when the associated ability button is pressed. Must be overriden.
- override void CancelAbility ()

  Call for cancelling abilities. Override in abilities that may be interrupted.
- override void SetActive (bool state=false)

  Synchronized state call between clients. Appropriate place for starting local animations/sounds.

Public Attributes

- Transform **target**
- float **targetOrthoSize**
- float **targetViewAngle**
- float **targetViewRadius**
- float **lerpSpeed**

Additional Inherited Members

3.15.1 Member Function Documentation

3.15.1.1 ButtonDown()

```
override void CameraTestAbility.ButtonDown ( )  [virtual]
```

Called when the associated ability button is pressed. Must be overriden.

Implements Ability.

3.15.1.2 CancelAbility()

```
override void CameraTestAbility.CancelAbility ( )  [virtual]
```

Call for cancelling abilities. Override in abilities that may be interrupted.

Reimplemented from Ability.

3.15.1.3 InitializeLocalPlayer()

```
override void CameraTestAbility.InitializeLocalPlayer (
             AbilityUI abilityUI )  [virtual]
```

Initialization that only happens for the local player (Player controlling this ability). Called after Initialize, so the references are already set up.

Reimplemented from Ability.

3.15.1.4 SetActive()

```
override void CameraTestAbility.SetActive (
             bool state = false )  [virtual]
```

Synchronized state call between clients. Appropriate place for starting local animations/sounds.

Parameters

state	If the ability should be activated or deactivated.

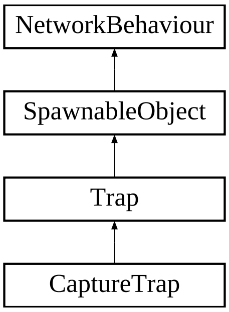
Implements Ability.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/TestAbilities/CameraTestAbility.cs

3.16 CaptureTrap Class Reference

Inheritance diagram for CaptureTrap:



Public Member Functions

- override void HandleTrigger (PlayerStatus playerStatus)
  Callback for when the trap is triggered. Sets relevant gameobjects as active to display visuals and starts a coroutine for spawning the walls.

Public Attributes

- GameObject **walls**
- float **timeBeforeWallsSpawn** = 1f
- float **pullForce** = 10f
- float **fadeSpeed** = 10f
- float **fadeTimeOffsetMultiplier** = 1.5f

Additional Inherited Members

3.16.1 Member Function Documentation

3.16.1.1 HandleTrigger()

```
override void CaptureTrap.HandleTrigger (
            PlayerStatus playerStatus )  [virtual]
```

Callback for when the trap is triggered. Sets relevant gameobjects as active to display visuals and starts a coroutine for spawning the walls.

Parameters

playerStatus	The PlayerStatus component of the player that is in the trap

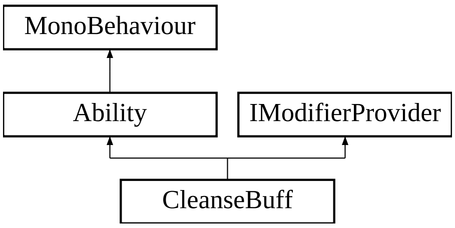
Reimplemented from Trap.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/TrapperKit/CaptureTrap.cs

3.17 CleanseBuff Class Reference

Inheritance diagram for CleanseBuff:



Public Member Functions

- override void Initialize (Docking dock, Animator anim, int abId)

    Initialization that happens locally on every client.
- override void ButtonDown ()

    Called when the associated ability button is pressed. Must be overriden.
- override void SetActive (bool state)

    Synchronized state call between clients. Appropriate place for starting local animations/sounds.
- void **OnTriggerEnter** (Collider other)
- int **GetAbilityId** ()
- int **GetBuffModifierId** ()

Public Attributes

- ModifierInfo **buff**
- string **animatorTrigger**
- List< GameObject > **cleansedPlayers** = new List<GameObject>()

Protected Member Functions

- override void Update ()

    Just to trigger the active state when animation ends, had some issues with Animation Events.

Additional Inherited Members

3.17.1 Member Function Documentation

3.17.1.1 ButtonDown()

```
override void CleanseBuff.ButtonDown ( )  [virtual]
```

Called when the associated ability button is pressed. Must be overriden.

Implements Ability.

3.17.1.2 Initialize()

```
override void CleanseBuff.Initialize (
             Docking dock,
             Animator anim,
             int abId )  [virtual]
```

Initialization that happens locally on every client.

Parameters

dock	Reference to the associated Docking.
anim	Reference to the DockingKit animator.
abId	The ability's id in DockingKit abilities list.

Reimplemented from Ability.

3.17.1.3 SetActive()

```
override void CleanseBuff.SetActive (
             bool state )  [virtual]
```

Synchronized state call between clients. Appropriate place for starting local animations/sounds.

Parameters

state	If the ability should be activated or deactivated.

Implements Ability.

3.17.1.4 Update()

```
override void CleanseBuff.Update ( )  [protected], [virtual]
```

Just to trigger the active state when animation ends, had some issues with Animation Events.

Reimplemented from Ability.

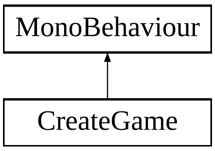
The documentation for this class was generated from the following file:

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/SupportKit/CleanseBuff.cs

3.18 CreateGame Class Reference

Governs the Create Game functionality in the main menu.

Inheritance diagram for CreateGame:



Public Member Functions

- void OnBackClicked ()

  Back button method. Returns to main menu.
- void OnCreateClicked ()

  Create button method. Validates entered server name and launches game server.

Protected Member Functions

- virtual void **Start** ()

Protected Attributes

- InputField **matchNameInput**

3.18.1 Detailed Description

Governs the Create Game functionality in the main menu.

3.18.2 Member Function Documentation

3.18.2.1 OnBackClicked()

```
void CreateGame.OnBackClicked ( )
```

Back button method. Returns to main menu.

3.18.2.2 OnCreateClicked()

```
void CreateGame.OnCreateClicked ( )
```

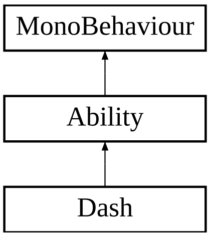
Create button method. Validates entered server name and launches game server.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/UI/CreateGame.cs

3.19 Dash Class Reference

Inheritance diagram for Dash:



Public Member Functions

- override void Initialize (Docking dock, Animator anim, int abId)

  Initialization that happens locally on every client.
- override void ButtonDown ()

  Called when the associated ability button is pressed. Must be overriden.
- override void SetActive (bool state=false)

  Synchronized state call between clients. Appropriate place for starting local animations/sounds.

Additional Inherited Members

3.19.1 Member Function Documentation

3.19.1.1 ButtonDown()

```
override void Dash.ButtonDown ( )  [virtual]
```

Called when the associated ability button is pressed. Must be overriden.

Implements Ability.

3.19.1.2 Initialize()

```
override void Dash.Initialize (
             Docking dock,
             Animator anim,
             int abId )  [virtual]
```

Initialization that happens locally on every client.

Parameters

dock	Reference to the associated Docking.
anim	Reference to the DockingKit animator.
abId	The ability's id in DockingKit abilities list.

Reimplemented from Ability.

3.19.1.3 SetActive()

```
override void Dash.SetActive (
             bool state = false )  [virtual]
```

Synchronized state call between clients. Appropriate place for starting local animations/sounds.

Parameters

state	If the ability should be activated or deactivated.

Implements Ability.

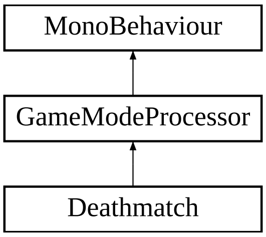
The documentation for this class was generated from the following file:

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/MarksmanKit/Dash.cs

3.20 Deathmatch Class Reference

Game mode rules processor for the deathmatch game mode

Inheritance diagram for Deathmatch:



Public Member Functions

- override void StartRound ()

    Function called on round start
- override void PlayerDies (Player player)

    Handles the death of a player - the player is removed from the local list
- override void PlayerDisconnected (Player player)

    Called when a player disconnects - removed from the local list
- override bool IsEndOfRound ()

    Determines whether it is end of round - if there is one or no players
- override void HandleRoundEnd ()

    Handles the round end.
- override string GetRoundEndText ()

    Gets the round end text - winner or draw if appropriate
- override string GetGameOverText ()

    Gets the game over text - winner or draw if appropriate

Properties

- override int ScoreWinTarget `[get]`

    Gets the score target.

Additional Inherited Members

3.20.1 Detailed Description

Game mode rules processor for the deathmatch game mode

3.20.2 Member Function Documentation

3.20.2.1 GetGameOverText()

```
override string Deathmatch.GetGameOverText ( )  [virtual]
```

Gets the game over text - winner or draw if appropriate

Returns

The game over text.

Reimplemented from GameModeProcessor.

3.20.2.2 GetRoundEndText()

```
override string Deathmatch.GetRoundEndText ( )  [virtual]
```

Gets the round end text - winner or draw if appropriate

Returns

The round end text.

Reimplemented from GameModeProcessor.

3.20.2.3 HandleRoundEnd()

```
override void Deathmatch.HandleRoundEnd ( )  [virtual]
```

Handles the round end.

Reimplemented from GameModeProcessor.

3.20.2.4 IsEndOfRound()

```
override bool Deathmatch.IsEndOfRound ( )  [virtual]
```

Determines whether it is end of round - if there is one or no players

Returns

true

```
false
```

Reimplemented from GameModeProcessor.

3.20.2.5 PlayerDies()

```
override void Deathmatch.PlayerDies (
             Player player )  [virtual]
```

Handles the death of a player - the player is removed from the local list

Parameters

player	Player.

Reimplemented from GameModeProcessor.

3.20.2.6 PlayerDisconnected()

```
override void Deathmatch.PlayerDisconnected (
             Player player )  [virtual]
```

Called when a player disconnects - removed from the local list

Parameters

player	The player that disconnects

Reimplemented from GameModeProcessor.

3.20.2.7 StartRound()

```
override void Deathmatch.StartRound ( )  [virtual]
```

Function called on round start

Reimplemented from GameModeProcessor.

3.20.3 Property Documentation

3.20.3.1 ScoreWinTarget

```
override int Deathmatch.ScoreWinTarget  [get]
```

Gets the score target.

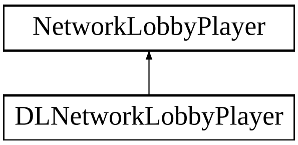
The score target.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/GameModes/Deathmatch.cs

3.21 DLNetworkLobbyPlayer Class Reference

Inheritance diagram for DLNetworkLobbyPlayer:



Public Member Functions

- override void OnClientEnterLobby ()

  Callback that initialises all necessary data for when a player enters the lobby. This includes player name, player color, adding the player to a team and telling the network manager that a new player has joined
- override void OnStartAuthority ()

  Callback that simply sets up the client side parts of a lobby for the connecting player
- override void OnClientReady (bool readyState)

  Makes the local UI uninteractable once the player has chosen to be ready
- void OnNameChange (string newName)

  SyncVarHook for handling name changes
- void OnColorChange (Color newColor)

  SyncVarHook for handling color changes
- void OnReadyStateChange (bool state)

  SyncVarHook for handling ready states
- void OnColorClicked ()

  A function that simply calls the CmdColorChange() command
- void OnReadyClicked ()

  A simple function that tells the network that this player is ready to begin
- void OnNameChanged (string str)

  A simple function that calls the CmdNameChanged(str) command
- void ToggleReadyButton (bool enabled)

  Sets the state of the ready button on the UI to the parameter one
- GameObject GetVisuals ()

  Returns the UI elements of a player
- void CmdColorChange ()

  Updates the server when a player has chosen a new team/color
- void CmdNameChanged (string name)

  Updates the server when a player has chosen a new name
- void CmdUpdateReadyState (bool state)

  Updates the server when a player is ready
- void OnDestroy ()

  Callback for when a lobby player leaves the lobby and gets destroyed It tells the lobbyHandler to remove this player and tells the networkManager that a player has left.

Public Attributes

- Button **colorButton**
- InputField **nameInput**
- Button **readyButton**
- GameObject **visuals**
- string **playerName** = ""
- Color **playerColor** = Color.white
- bool **isReady** = false

3.21.1 Member Function Documentation

3.21.1.1 CmdColorChange()

```
void DLNetworkLobbyPlayer.CmdColorChange ( )
```

Updates the server when a player has chosen a new team/color

3.21.1.2 CmdNameChanged()

```
void DLNetworkLobbyPlayer.CmdNameChanged (
             string name )
```

Updates the server when a player has chosen a new name

Parameters

name	The new player name

3.21.1.3 CmdUpdateReadyState()

```
void DLNetworkLobbyPlayer.CmdUpdateReadyState (
             bool state )
```

Updates the server when a player is ready

Parameters

state	The ready state

3.21.1.4 GetVisuals()

```
GameObject DLNetworkLobbyPlayer.GetVisuals ( )
```

Returns the UI elements of a player

Returns

The player visuals

3.21.1.5 OnClientEnterLobby()

```
override void DLNetworkLobbyPlayer.OnClientEnterLobby ( )
```

Callback that initialises all necessary data for when a player enters the lobby. This includes player name, player color, adding the player to a team and telling the network manager that a new player has joined

3.21.1.6 OnClientReady()

```
override void DLNetworkLobbyPlayer.OnClientReady (
            bool readyState )
```

Makes the local UI uninteractable once the player has chosen to be ready

Parameters

readyState	Whether the client is ready or not

3.21.1.7 OnColorChange()

```
void DLNetworkLobbyPlayer.OnColorChange (
            Color newColor )
```

SyncVarHook for handling color changes

Parameters

newColor	The new team color

3.21.1.8 OnColorClicked()

```
void DLNetworkLobbyPlayer.OnColorClicked ( )
```

A function that simply calls the CmdColorChange() command

3.21.1.9 OnDestroy()

```
void DLNetworkLobbyPlayer.OnDestroy ( )
```

Callback for when a lobby player leaves the lobby and gets destroyed It tells the lobbyHandler to remove this player and tells the networkManager that a player has left.

3.21.1.10 OnNameChange()

```
void DLNetworkLobbyPlayer.OnNameChange (
             string newName )
```

SyncVarHook for handling name changes

Parameters

newName	The new player name

3.21.1.11 OnNameChanged()

```
void DLNetworkLobbyPlayer.OnNameChanged (
             string str )
```

A simple function that calls the CmdNameChanged(str) command

Parameters

str	The new player name

3.21.1.12 OnReadyClicked()

```
void DLNetworkLobbyPlayer.OnReadyClicked ( )
```

A simple function that tells the network that this player is ready to begin

3.21.1.13 OnReadyStateChange()

```
void DLNetworkLobbyPlayer.OnReadyStateChange (
             bool state )
```

SyncVarHook for handling ready states

Parameters

state	If the is player ready or not

3.21.1.14 OnStartAuthority()

```
override void DLNetworkLobbyPlayer.OnStartAuthority ( )
```

Callback that simply sets up the client side parts of a lobby for the connecting player

3.21.1.15 ToggleReadyButton()

```
void DLNetworkLobbyPlayer.ToggleReadyButton (
            bool enabled )
```

Sets the state of the ready button on the UI to the parameter one

Parameters

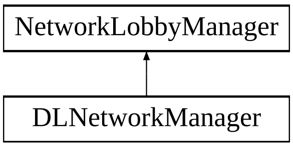
enabled	The state of the button

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Networking/DLNetworkLobbyPlayer.cs

3.22 DLNetworkManager Class Reference

Inheritance diagram for DLNetworkManager:



Public Member Functions

- void OnPlayerNumberModified (int count)

    Updates the playerCount variable by adding the parameter
- override bool OnLobbyServerSceneLoadedForPlayer (GameObject lobbyPlayer, GameObject gamePlayer)

    A callback for when all players are ready and the game is about to start. It takes each lobby player and applies the saved data of those to the actual game players
- override void **OnLobbyServerDisconnect** (NetworkConnection conn)
- override GameObject OnLobbyServerCreateLobbyPlayer (NetworkConnection conn, short playerControllerId)

    Callback what the server has to do once it creates a lobby player The server instantiates the player and toggles relevant UI for all players
- override void OnClientError (NetworkConnection conn, int errorCode)

    Callback for handling client errors. It currently only sends the player out of the lobby.

Public Attributes

- int **playerCount** = 0

3.22.1 Member Function Documentation

3.22.1.1 OnClientError()

```
override void DLNetworkManager.OnClientError (
            NetworkConnection conn,
            int errorCode )
```

Callback for handling client errors. It currently only sends the player out of the lobby.

Parameters

conn	The network connection
errorCode	The error code

3.22.1.2 OnLobbyServerCreateLobbyPlayer()

```
override GameObject DLNetworkManager.OnLobbyServerCreateLobbyPlayer (
            NetworkConnection conn,
            short playerControllerId )
```

Callback what the server has to do once it creates a lobby player The server instantiates the player and toggles relevant UI for all players

Parameters

conn	The network connection. Currently not used
player↩ ControllerId	The local player contoller Id. Currently not used

Returns

The instantiated lobby player object

3.22.1.3 OnLobbyServerSceneLoadedForPlayer()

```
override bool DLNetworkManager.OnLobbyServerSceneLoadedForPlayer (
            GameObject lobbyPlayer,
            GameObject gamePlayer )
```

A callback for when all players are ready and the game is about to start. It takes each lobby player and applies the saved data of those to the actual game players

Parameters

lobbyPlayer	The lobby player
gamePlayer	The game player that we are transferring data to

Returns

3.22.1.4 OnPlayerNumberModified()

```
void DLNetworkManager.OnPlayerNumberModified (
             int count )
```

Updates the playerCount variable by adding the parameter

Parameters

count	The amount of new players

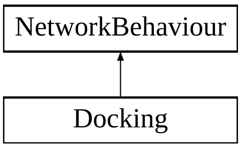
The documentation for this class was generated from the following file:

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Networking/DLNetworkManager.cs

3.23 Docking Class Reference

Handles the DockingKit interactions for each Player.

Inheritance diagram for Docking:



Public Member Functions

- void Initialize (Player pl)

  Called when this object is activated on a client. Sets up the initial state and references.
- void **SetDefaults** ()
- NetworkConnection **GetConnectionToClient** ()

- bool CheckDamagable (Player otherPlayer)

  Check if the other player is damagable by this player. Unassigned team id means teams aren't used.
- void CmdSetDockingKitId (DockingKitId newKit)

  Command which sets the SyncVar "dockingKitId". This is synchronized to all clients.
- void CmdSetSwitchState (bool state)

  Command for setting the state of the switchingKit member. switchingKit determines whether we want to spawn a pickup on undocking or not
- void RpcSetSwitchState (bool state)

  ClientRpc for synchronizing the switchingKit state
- void SetDockingKit (DockingKitId newKitId)

  Spawns in the DockingKit locally for the given new DockingKitId. Updates UI when called for local player.
- DockingKit GetDockingKit ()

  Get the active DockingKit for this Docking.
- void RemoveDockingKit (bool spawnPickup=false)

  Remove the current docking kit.
- void SetDockingKitStats (DockingKit kit)

  Updates the stats given by the current DockingKit.
- void SetPlayerInputRestriction (bool state, params InputType[ ] inputTypes)

  Passes the parameters along to the PlayerInput if called by the local player.
- void OnDockingButtonDown ()

  Called when the dock button is pressed.
- void CmdOnPlayerDocking (GameObject pickup)

  Command called when the local player wants to dock to a DockingKitPickup.
- void OnUndockingButtonDown ()

  Called when the undock button is pressed.
- void OnAbilityButtonChange (int abilityId, bool down)

  Called when the ability button is initially pressed or released.
- void CancelAbilities ()

  Cancels all the abilities in the current docking kit.
- void CmdSetActive (int abilityId, bool state)

  Command for activating an ability. Synchronizes activation to all clients.
- void RpcSetActive (int abilityId, bool state)

  ClientRpc for activating an ability. Runs locally on every client. Returns immediately for the local player, as the activation already happened locally.
- void CmdSpawnObject (int abilityId, int prefabId, Vector3 position, Vector3 rotation)

  Command for spawning prefab objects. Used by the abilities.
- void CmdSpawnObjectReference (int abilityId, int prefabId, Vector3 position, Vector3 rotation)

  Command for spawning prefab objects. Used by the abilities. Returns a reference to the spawned GameObject to the client/ability that called the Command.
- void TargetSetSpawnObjectReference (NetworkConnection connection, GameObject spawnedObject, int abilityId)

  TargetRpc for getting the reference to a spawned object.
- void CmdDestroyObject (GameObject destroyGameObject)

  Command used to destroy objects by objects that don't have authority to Command themselves.
- void CmdSpawnDockingKitPickup (DockingKitId kitId)

  Command for spawning docking kit pickup on undocking.
- void CmdSetModifier (int abilityId, int modifierId, bool apply)

  Command called by abilities by the local player to apply or remove a modifier.
- void SetModifier (int abilityId, bool state)

  Called by Modifiers OnClient functions to change the state of the modifier on each client.
- void CmdServerCallback (int abilityId, int functionId)

Command used by abilities to run code on the server, as they're not NetworkBehaviour (or has authority) to call commands.

- void **CmdServerCallbackTwoVector3** (int abilityId, int functionId, Vector3 firstVec3, Vector3 secondVec3)
- void **CmdServerCallbackGameObject** (int abilityId, int functionId, GameObject go)
- void **CmdServerCallbackFloat** (int abilityId, int functionId, float param)
- void **CmdServerCallbackBool** (int abilitiyId, int functionId, bool param)
- void **CmdServerCallbackGameObjectFloat** (int abilityId, int functionId, GameObject param1, float param2)
- void RpcClientCallback (int abilityId, int functionId)

  ClientRpc used by abilities to run code on every client, as they're not NetworkBehaviour (or has authority) to call client rpcs.
- void **RpcClientCallbackVector3** (int abilityId, int functionId, Vector3 firstVec3)
- void **RpcClientCallbackTwoVector3** (int abilityId, int functionId, Vector3 firstVec3, Vector3 secondVec3)
- void **RpcClientCallbackGameObject** (int abilityId, int functionId, GameObject go)
- void **RpcClientCallbackFloat** (int abilityId, int functionId, float param)
- void **RpcClientCallbackBool** (int abilityId, int functionId, bool param)
- void TargetClientCallback (NetworkConnection connection, int abilityId, int functionId)

  TargetRpc used by abilities to run code on a target client, as they're not NetworkBehaviour (or has authority) to call target rpcs.
- void TargetReduceCooldown (NetworkConnection connection, int abilityId, float reductionAmount)

  TargetRpc for reducing the cooldown an ability by a certain amount.
- void **CmdSetElement** (ElementalContainer.ComboableElements element, int abilityId)
- void **RpcSetElement** (ElementalContainer.ComboableElements element, int abilityId)

Public Attributes

- GameObject **dockingKitPickupPrefab**
- DockingKit **basicDockingKit**
- float **dockingTime** = 2f
- DockingKitId **dockingKitId** = DockingKitId.Empty

3.23.1 Detailed Description

Handles the DockingKit interactions for each Player.

3.23.2 Member Function Documentation

3.23.2.1 CancelAbilities()

```
void Docking.CancelAbilities ( )
```

Cancels all the abilities in the current docking kit.

3.23.2.2 CheckDamagable()

```
bool Docking.CheckDamagable (
             Player otherPlayer )
```

Check if the other player is damagable by this player. Unassigned team id means teams aren't used.

Parameters

otherPlayer	The other player.

Returns

True if damagable, false otherwise.

3.23.2.3 CmdDestroyObject()

```
void Docking.CmdDestroyObject (
             GameObject destroyGameObject )
```

Command used to destroy objects by objects that don't have authority to Command themselves.

Parameters

destroyGameObject	The reference to the object to be destroyed.

3.23.2.4 CmdOnPlayerDocking()

```
void Docking.CmdOnPlayerDocking (
             GameObject pickup )
```

Command called when the local player wants to dock to a DockingKitPickup.

Parameters

pickup	Reference to the networked pickup object.

3.23.2.5 CmdServerCallback()

```
void Docking.CmdServerCallback (
             int abilityId,
             int functionId )
```

Command used by abilities to run code on the server, as they're not NetworkBehaviour (or has authority) to call commands.

Parameters

abilityId	The id of the ability calling the command.
function←↩id	The id of the function to be run on the server.

3.23.2.6 CmdSetActive()

```
void Docking.CmdSetActive (
             int abilityId,
             bool state )
```

Command for activating an ability. Synchronizes activation to all clients.

Parameters

ability↩ Id	Index of the ability to activate.
state	If the ability should be activated or deactivated.

3.23.2.7 CmdSetDockingKitId()

```
void Docking.CmdSetDockingKitId (
             DockingKitId newKit )
```

Command which sets the SyncVar "dockingKitId". This is synchronized to all clients.

Parameters

newKit	The new DockingKitId.

3.23.2.8 CmdSetModifier()

```
void Docking.CmdSetModifier (
             int abilityId,
             int modifierId,
             bool apply )
```

Command called by abilities by the local player to apply or remove a modifier.

Parameters

abilityId	The id of the ability that applied the modifier.
modifierIndex	The index of the modifier.
apply	If the modifier should be applied or removed.

3.23.2.9 CmdSetSwitchState()

```
void Docking.CmdSetSwitchState (
             bool state )
```

Command for setting the state of the switchingKit member. switchingKit determines whether we want to spawn a pickup on undocking or not

Parameters

state	The new state of the bool

3.23.2.10 CmdSpawnDockingKitPickup()

```
void Docking.CmdSpawnDockingKitPickup (
             DockingKitId kitId )
```

Command for spawning docking kit pickup on undocking.

Parameters

kit↩ Id	Which docking kit to spawn.

3.23.2.11 CmdSpawnObject()

```
void Docking.CmdSpawnObject (
             int abilityId,
             int prefabId,
             Vector3 position,
             Vector3 rotation )
```

Command for spawning prefab objects. Used by the abilities.

Parameters

abilityId	Index of the ability calling the Command.
prefab↩ Id	Index of the prefab to spawn from the ability.
position	Position of the new object.
rotation	Orientation of the new object (in eulerAngles).

3.23.2.12 CmdSpawnObjectReference()

```
void Docking.CmdSpawnObjectReference (
             int abilityId,
             int prefabId,
             Vector3 position,
             Vector3 rotation )
```

Command for spawning prefab objects. Used by the abilities. Returns a reference to the spawned GameObject to the client/ability that called the Command.

Parameters

abilityId	Index of the ability calling the Command.
prefab←↩ Id	Index of the prefab to spawn from the ability.
position	Position of the new object.
rotation	Orientation of the new object (in eulerAngles).

3.23.2.13 GetDockingKit()

```
DockingKit Docking.GetDockingKit ( )
```

Get the active DockingKit for this Docking.

Returns

The current DockingKit.

3.23.2.14 Initialize()

```
void Docking.Initialize (
             Player pl )
```

Called when this object is activated on a client. Sets up the initial state and references.

3.23.2.15 OnAbilityButtonChange()

```
void Docking.OnAbilityButtonChange (
             int abilityId,
             bool down )
```

Called when the ability button is initially pressed or released.

Parameters

ability↩ Id	Index of the ability where the button state changed.
down	If this was the initial press.

3.23.2.16 OnDockingButtonDown()

```
void Docking.OnDockingButtonDown ( )
```

Called when the dock button is pressed.

3.23.2.17 OnUndockingButtonDown()

```
void Docking.OnUndockingButtonDown ( )
```

Called when the undock button is pressed.

3.23.2.18 RemoveDockingKit()

```
void Docking.RemoveDockingKit (
             bool spawnPickup = false )
```

Remove the current docking kit.

Parameters

spawnPickup	Whether to spawn a pickup

3.23.2.19 RpcClientCallback()

```
void Docking.RpcClientCallback (
             int abilityId,
             int functionId )
```

ClientRpc used by abilities to run code on every client, as they're not NetworkBehaviour (or has authority) to call client rpcs.

Parameters

abilityId	The id of the ability calling the rpc.
function↩ Id	The id of the function to be run on every client.

3.23.2.20 RpcSetActive()

```
void Docking.RpcSetActive (
             int abilityId,
             bool state )
```

ClientRpc for activating an ability. Runs locally on every client. Returns immediately for the local player, as the activation already happened locally.

Parameters

ability↩ Id	Index of the ability to activate.
state	If the ability should be activated or deactivated.

3.23.2.21 RpcSetSwitchState()

```
void Docking.RpcSetSwitchState (
             bool state )
```

ClientRpc for synchronizing the switchingKit state

Parameters

state	The new state of the bool

3.23.2.22 SetDockingKit()

```
void Docking.SetDockingKit (
             DockingKitId newKitId )
```

Spawns in the DockingKit locally for the given new DockingKitId. Updates UI when called for local player.

Parameters

new↩ KitId	The new DockingKitId.

3.23.2.23 SetDockingKitStats()

```
void Docking.SetDockingKitStats (
             DockingKit kit )
```

Updates the stats given by the current DockingKit.

Parameters

kit	Which DockingKit to retrieve the stats from.

3.23.2.24 SetModifier()

```
void Docking.SetModifier (
             int abilityId,
             bool state )
```

Called by Modifiers OnClient functions to change the state of the modifier on each client.

Parameters

ability↩ Id	The id of the ability that applied the modifier.
state	The active state of the modifier.

3.23.2.25 SetPlayerInputRestriction()

```
void Docking.SetPlayerInputRestriction (
             bool state,
             params InputType [ ] inputTypes )
```

Passes the parameters along to the PlayerInput if called by the local player.

Parameters

state	The new state of the input restriction.
inputTypes	The types to set restriction for.

3.23.2.26 TargetClientCallback()

```
void Docking.TargetClientCallback (
             NetworkConnection connection,
             int abilityId,
             int functionId )
```

TargetRpc used by abilities to run code on a target client, as they're not NetworkBehaviour (or has authority) to call target rpcs.

Parameters

connection	Needed so TargetRpc finds the correct client.
abilityId	The id of the ability calling the target rpc.
functionId	The id of the function to be run on the targeted client.

3.23.2.27 TargetReduceCooldown()

```
void Docking.TargetReduceCooldown (
             NetworkConnection connection,
             int abilityId,
             float reductionAmount )
```

TargetRpc for reducing the cooldown an ability by a certain amount.

Parameters

connection	The NetworkConnection associated with the player given the reduction.
abilityId	The id of the ability to get cooldown reduction.
reductionAmount	The amount deducted for the current cooldown.

3.23.2.28 TargetSetSpawnObjectReference()

```
void Docking.TargetSetSpawnObjectReference (
             NetworkConnection connection,
             GameObject spawnedObject,
             int abilityId )
```

TargetRpc for getting the reference to a spawned object.

Parameters

connection	Needed so TargetRpc finds the correct client.
spawnedObject	Reference to the GameObject spawned.
abilityId	The id of the ability that called the spawn command.

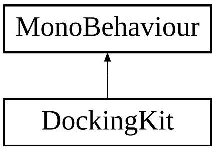
The documentation for this class was generated from the following file:

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Player/Docking.cs

3.24 DockingKit Class Reference

Handles the interaction between the Docking and the abilities.

Inheritance diagram for DockingKit:



Public Member Functions

- void Initialize (Docking dock)

  Initialization that happens locally on every client.
- void OnLocalPlayerInitialization (PlayerUIHandler playerUIHandler)

  Initialization that only happens for the local player (Player controlling this docking kit).
- void OnLocalPlayerDocking (float dockingTime, PlayerUIHandler playerUIHandler)

  Initialization called for the local player (Player controlling this docking kit) on docking.
- void OnUndocking (float dockingDuration, DockingKitId spawnPickupId, bool spawnPickup=true)

  Called for every client when undocking.
- void **OnRemoveKit** (DockingKitId spawnPickupId=DockingKitId.Empty)
- void OnAbilityButtonChange (int abilityId, bool down)

  Called when the ability button is initially pressed or released.
- void CancelAbilities ()

  Cancels all the abilities in this docking kit.
- void SetAbilityLock (bool state, params int[ ] abilityNumbers)

  Used by Abilities to lock abilities in this docking kit.

Public Attributes

- float **moveSpeed** = 60f
- float **rotationSpeed** = 6f
- float **maxHealth** = 100f
- List< Ability > **abilities**

3.24.1 Detailed Description

Handles the interaction between the Docking and the abilities.

3.24.2 Member Function Documentation

3.24.2.1 CancelAbilities()

```
void DockingKit.CancelAbilities ( )
```

Cancels all the abilities in this docking kit.

3.24.2.2 Initialize()

```
void DockingKit.Initialize (
             Docking dock )
```

Initialization that happens locally on every client.

Parameters

dock	Reference to the associated Docking.

3.24.2.3 OnAbilityButtonChange()

```
void DockingKit.OnAbilityButtonChange (
             int abilityId,
             bool down )
```

Called when the ability button is initially pressed or released.

ButtonDown may be called without ButtonUp running afterwards, handle this in Ability.CancelAbility (if the ability is locked in between). ButtonUp may be called without ButtonDown running first (if the ability is unlocked in between).

Parameters

ability↵ Id	Index of the ability where the button state changed.
down	If this was the initial press.

3.24.2.4 OnLocalPlayerDocking()

```
void DockingKit.OnLocalPlayerDocking (
             float dockingTime,
             PlayerUIHandler playerUIHandler )
```

Initialization called for the local player (Player controlling this docking kit) on docking.

Parameters

dockingTime	The time used to dock. (Immobile duration)

3.24.2.5 OnLocalPlayerInitialization()

```
void DockingKit.OnLocalPlayerInitialization (
            PlayerUIHandler playerUIHandler )
```

Initialization that only happens for the local player (Player controlling this docking kit).

3.24.2.6 OnUndocking()

```
void DockingKit.OnUndocking (
            float dockingDuration,
            DockingKitId spawnPickupId,
            bool spawnPickup = true )
```

Called for every client when undocking.

Parameters

dockingDuration	The time used to undock. (Immobile duration)
spawnPickupId	The DockingKitId of the pickup to be spawned on undocking.
spawnPickup	Whether to spawn the pickup.

3.24.2.7 SetAbilityLock()

```
void DockingKit.SetAbilityLock (
            bool state,
            params int [] abilityNumbers )
```

Used by Abilities to lock abilities in this docking kit.

Parameters

state	To lock or unlock.
abilityNumbers	Toggles lock for these abilities.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/DockingKit.cs

3.25 DockingKitDescriptions Struct Reference

Public Attributes

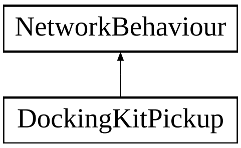
- Sprite **icon**
- string **name**
- string **description**

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/ShopItemData.cs

3.26 DockingKitPickup Class Reference

Inheritance diagram for DockingKitPickup:



Public Member Functions

- override void OnStartClient ()

  Calls the SyncVar hook manually to get the correct initial state. Used by clients connecting after pickup already spawned.
- void OnPlayerDocking (GameObject player)

  Server call from the Docking called when a player tries to dock.

Public Attributes

- DockingKitId **dockingKitId** = DockingKitId.Empty

3.26.1 Member Function Documentation

3.26.1.1 OnPlayerDocking()

```
void DockingKitPickup.OnPlayerDocking (
            GameObject player )
```

Server call from the Docking called when a player tries to dock.

Parameters

player	Reference to the player docking.

3.26.1.2 OnStartClient()

```
override void DockingKitPickup.OnStartClient ( )
```

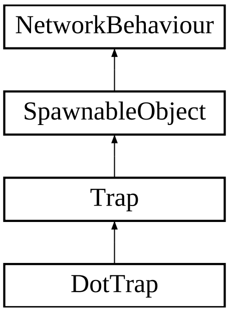
Calls the SyncVar hook manually to get the correct initial state. Used by clients connecting after pickup already spawned.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/DockingKitPickup.cs

3.27 DotTrap Class Reference

Inheritance diagram for DotTrap:



Public Member Functions

- override void HandleTrigger (PlayerStatus playerStatus)

  Callback that allows this trap to do whatever it wants whenever it is triggered. This one simply applies the member structs containing modifier info

Public Attributes

- ModifierInfo **dotInfo**
- ModifierInfo **slowInfo**

Additional Inherited Members

3.27.1 Member Function Documentation

3.27.1.1 HandleTrigger()

```
override void DotTrap.HandleTrigger (
            PlayerStatus playerStatus )  [virtual]
```

Callback that allows this trap to do whatever it wants whenever it is triggered. This one simply applies the member structs containing modifier info

Parameters

playerStatus	The PlayerStatus component of the player that is in the trap

Reimplemented from Trap.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/TrapperKit/DotTrap.cs

3.28 ElementalModifiers Class Reference

Public Member Functions

- void **Initialize** ()
- void **SetModifier** (bool state)
- ModifierInfo **GetModifierInfo** (int modifierId)
- void TransferElementalModifier (Collider other, Docking docking, int abilityId)

  Handles the transferring of the elemental buff by applying it as a debuff to the player that was hit
- void **ApplyElement** (ElementalContainer.ComboableElements element, Docking docking, int abilityId)
- void **SetElement** (ElementalContainer.ComboableElements element)

Public Attributes

- Transform **elementEffectTransform**
- ModifierInfo **fireBuff**
- ModifierInfo **iceBuff**
- ModifierInfo **electricBuff**
- ModifierInfo **fireDebuff**
- ModifierInfo **iceDebuff**
- ModifierInfo **electricDebuff**

3.28.1 Member Function Documentation

3.28.1.1 TransferElementalModifier()

```
void ElementalModifiers.TransferElementalModifier (
            Collider other,
            Docking docking,
            int abilityId )
```

Handles the transferring of the elemental buff by applying it as a debuff to the player that was hit

Parameters

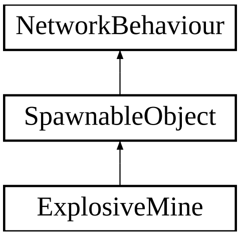
other	The collider we want to apply the debuff to

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Modifiers/ElementalModifiers.cs

3.29 ExplosiveMine Class Reference

Inheritance diagram for ExplosiveMine:



Public Member Functions

- void **Initialize** (GameObject owner)
- void **Start** ()
- void **OnTriggerEnter** (Collider other)
- void RpcRemoveMine ()

  Destroy the mine and remove it from the list of mines.
- void **RpcPlayAnimation** ()
- void **RpcMineVisualState** (bool state)
- void **RpcExplodeVisualState** (bool state)

Public Attributes

- float **baseDamage**
- float **maxDamageTapering**
- float **explosionForce**
- float **explosionRadius**
- float **activationTime**
- string **animationTrigger**
- GameObject **explodeSprite**
- GameObject **mineSprite**
- Animator **animator**
- int **myId**
- GameObject **spawnerReference**

Additional Inherited Members

3.29.1 Member Function Documentation

3.29.1.1 RpcRemoveMine()

```
void ExplosiveMine.RpcRemoveMine ( )
```

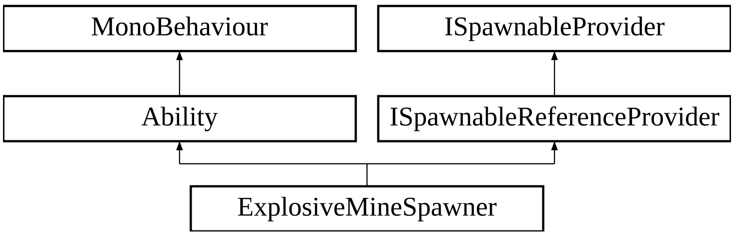
Destroy the mine and remove it from the list of mines.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/BomberKit/ExplosiveMine.cs

3.30 ExplosiveMineSpawner Class Reference

Inheritance diagram for ExplosiveMineSpawner:



Public Member Functions

- override void ButtonDown ()

  Called when the associated ability button is pressed. Must be overriden.
- override void SetActive (bool state=false)

  Synchronized state call between clients. Appropriate place for starting local animations/sounds.
- void RemoveMine (int mineId)

  Removes the mine that got triggered
- void OnDestroy ()

  Clean up mines when docking kit is not equipped anymore.

Public Attributes

- string **animatorTrigger**
- GameObject [ ] **minePrefab**
- int **maxMineAmount**

Additional Inherited Members

3.30.1 Member Function Documentation

3.30.1.1 ButtonDown()

```
override void ExplosiveMineSpawner.ButtonDown ( )  [virtual]
```

Called when the associated ability button is pressed. Must be overriden.

Implements Ability.

3.30.1.2 OnDestroy()

```
void ExplosiveMineSpawner.OnDestroy ( )
```

Clean up mines when docking kit is not equipped anymore.

3.30.1.3 RemoveMine()

```
void ExplosiveMineSpawner.RemoveMine (
             int mineId )
```

Removes the mine that got triggered

Parameters

mine↩ Id	The ID of the mine.

3.30.1.4 SetActive()

```
override void ExplosiveMineSpawner.SetActive (
             bool state = false )  [virtual]
```

Synchronized state call between clients. Appropriate place for starting local animations/sounds.

Parameters

state	If the ability should be activated or deactivated.

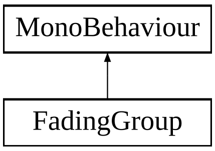
Implements Ability.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/BomberKit/ExplosiveMineSpawner.cs

3.31 FadingGroup Class Reference

Inheritance diagram for FadingGroup:



Public Member Functions

- Fade **GetCurrentFade** ()
- void StartFade (Fade fade, float fTime, Action finishFade=null, bool reactivate=true)

  Starts the fading of a panel.
- void FadeOutToValue (float fTime, float fOutValue, Action finishFade=null)

  Fades the panel to a given value.
- void StartFadeOrFireEvent (Fade fade, float fadeTime, Action finishFade=null)

  Starts a fade, and fires the provided event if the gameObject is disabled.
- void StopFade (bool setVisible)

  Stops the fade, snapping the alpha and activating or deactivating the gameObject.

3.31.1 Member Function Documentation

3.31.1.1 FadeOutToValue()

```
void FadingGroup.FadeOutToValue (
             float fTime,
             float fOutValue,
             Action finishFade = null )
```

Fades the panel to a given value.

Parameters

fadeTime	Fade time.
fadeOutValue	Value to fade to.
finishFade	Delegate to fire once fade is complete.

3.31.1.2 StartFade()

```
void FadingGroup.StartFade (
            Fade fade,
            float fTime,
            Action finishFade = null,
            bool reactivate = true )
```

Starts the fading of a panel.

Parameters

fade	The fade type to use.
fadeTime	Fade time.
finishFade	Delegate to fire once fade is complete.
reactivate	Whether to reactivate this gameobject for the purposes of the fade.

3.31.1.3 StartFadeOrFireEvent()

```
void FadingGroup.StartFadeOrFireEvent (
            Fade fade,
            float fadeTime,
            Action finishFade = null )
```

Starts a fade, and fires the provided event if the gameObject is disabled.

Parameters

fade	Fade type to use.
fadeTime	Fade time.
finishFade	Delegate to fire if object is disabled.

3.31.1.4 StopFade()

```
void FadingGroup.StopFade (
            bool setVisible )
```

Stops the fade, snapping the alpha and activating or deactivating the gameObject.

Parameters

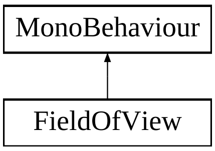
setVisible	Whether the panel should be visible or invisible on stop.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/UI/FadingGroup.cs

3.32 FieldOfView Class Reference

Inheritance diagram for FieldOfView:



Public Member Functions

- Vector3 **DirFromAngle** (float angleInDegrees, bool angleIsGlobal)
- void **SetViewRadius** (float newRadius, float speed)
- void **ResetViewRadius** (float speed)
- void **SetViewAngle** (float newAngle, float speed)
- void **ResetViewAngle** (float speed)

Public Attributes

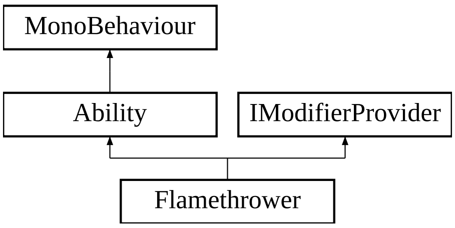
- float **viewRadius**
- float **viewAngle**
- LayerMask **obstacleMask**
- float **meshResolution** = 1
- int **edgeResolveIterations** = 1
- float **edgeDstThreshold** = 0.5f
- float **maskCutawayDst** = 0.4f
- MeshFilter **viewMeshFilter**

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Player/FieldOfView.cs

3.33 Flamethrower Class Reference

Inheritance diagram for Flamethrower:



Public Member Functions

- override void Initialize (Docking dock, Animator anim, int abId)

  Initialization that happens locally on every client.
- override void ButtonDown ()

  Called when the associated ability button is pressed. Must be overriden.
- override void SetActive (bool state=false)

  Synchronized state call between clients. Appropriate place for starting local animations/sounds.
- override void SetModifier (bool state)

  Called by the Modifier. Appropriate place for doing local changes.
- void SetBuffState (bool state)

  Sets the visual state of the flamethrower to the given parameter state

Public Attributes

- SpriteRenderer **head**
- ModifierInfo **buff**
- ModifierInfo **dot**
- GameObject **flamethrowerContainer**
- Color **headColorWhileActive**

Additional Inherited Members

3.33.1 Member Function Documentation

3.33.1.1 ButtonDown()

```
override void Flamethrower.ButtonDown ( )  [virtual]
```

Called when the associated ability button is pressed. Must be overriden.

Implements Ability.

3.33.1.2 Initialize()

```
override void Flamethrower.Initialize (
            Docking dock,
            Animator anim,
            int abId )  [virtual]
```

Initialization that happens locally on every client.

Parameters

dock	Reference to the associated Docking.
anim	Reference to the DockingKit animator.
abId	The ability's id in DockingKit abilities list.

Reimplemented from Ability.

3.33.1.3 SetActive()

```
override void Flamethrower.SetActive (
            bool state = false )  [virtual]
```

Synchronized state call between clients. Appropriate place for starting local animations/sounds.

Parameters

state	If the ability should be activated or deactivated.

Implements Ability.

3.33.1.4 SetBuffState()

```
void Flamethrower.SetBuffState (
            bool state )
```

Sets the visual state of the flamethrower to the given parameter state

Parameters

state	The state of the flamethrower

3.33.1.5 SetModifier()

```
override void Flamethrower.SetModifier (
            bool state )  [virtual]
```

Called by the Modifier. Appropriate place for doing local changes.

Parameters

state	If the modifier should be activated or deactivated.

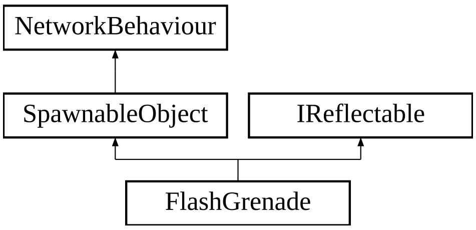
Reimplemented from Ability.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/TrapperKit/Flamethrower.cs

3.34 FlashGrenade Class Reference

Inheritance diagram for FlashGrenade:



Public Attributes

- float **timeBeforeExplosion** = 2f
- float **initialSpeed** = 5f
- SphereCollider **explosionCollider**
- GameObject **visuals**
- int **lifeTimeAfterExplosion** = 1
- float **visionRadius** = 20
- float **lerpSpeed** = 10f
- ParticleSystem **explosionParticles**
- ModifierInfo **stunInfo**

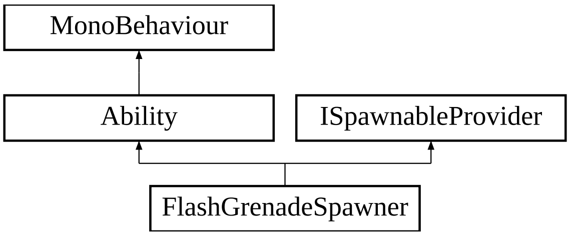
Additional Inherited Members

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/BrawlerKit/FlashGrenade.cs

3.35 FlashGrenadeSpawner Class Reference

Inheritance diagram for FlashGrenadeSpawner:



Public Member Functions

- override void ButtonDown ()

  Callback for what this ability should do once its associated button has been pressed
- override void SetActive (bool state=false)

  Synchronized state call between clients. Appropriate place for starting local animations/sounds.

Public Attributes

- GameObject **flashGrenadePrefab**
- float **offset** = 5

Additional Inherited Members

3.35.1 Member Function Documentation

3.35.1.1 ButtonDown()

```
override void FlashGrenadeSpawner.ButtonDown ( )  [virtual]
```

Callback for what this ability should do once its associated button has been pressed

Implements Ability.

3.35.1.2 SetActive()

```
override void FlashGrenadeSpawner.SetActive (
             bool state = false )  [virtual]
```

Synchronized state call between clients. Appropriate place for starting local animations/sounds.

Parameters

state	If the ability should be activated or deactivated.

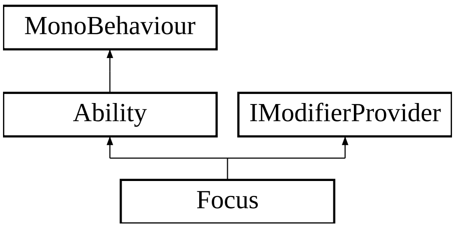
Implements Ability.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/BrawlerKit/FlashGrenadeSpawner.cs

3.36 Focus Class Reference

Inheritance diagram for Focus:



Public Member Functions

- override void InitializeLocalPlayer (AbilityUI abilityUI)

  Initialization that only happens for the local player (Player controlling this ability). Called after Initialize, so the references are already set up.
- override void ButtonDown ()

  Called when the associated ability button is pressed. Must be overriden.
- override void CancelAbility ()

  Call for cancelling abilities. Override in abilities that may be interrupted.
- override void SetActive (bool state)

  Synchronized state call between clients. Appropriate place for starting local animations/sounds.

Public Attributes

- string **animatorBool**
- float **maxDuration** = 15f
- Transform **target**
- float **targetOrthoSize**
- Slingshot **slingshot**
- Transform **leftSlingHandle**
- Transform **rightSlingHandle**
- ModifierInfo **focusModifier**
- float **targetViewAngle**
- float **targetViewRadius**
- float **lerpSpeed**

Additional Inherited Members

3.36.1 Member Function Documentation

3.36.1.1 ButtonDown()

```
override void Focus.ButtonDown ( )  [virtual]
```

Called when the associated ability button is pressed. Must be overriden.

Implements Ability.

3.36.1.2 CancelAbility()

```
override void Focus.CancelAbility ( )  [virtual]
```

Call for cancelling abilities. Override in abilities that may be interrupted.

Reimplemented from Ability.

3.36.1.3 InitializeLocalPlayer()

```
override void Focus.InitializeLocalPlayer (
             AbilityUI abilityUI )  [virtual]
```

Initialization that only happens for the local player (Player controlling this ability). Called after Initialize, so the references are already set up.

Reimplemented from Ability.

3.36.1.4 SetActive()

```
override void Focus.SetActive (
             bool state )  [virtual]
```

Synchronized state call between clients. Appropriate place for starting local animations/sounds.

Parameters

state	If the ability should be activated or deactivated.

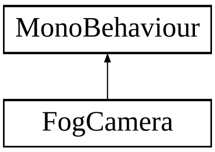
Implements Ability.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/SniperKit/Focus.cs

3.37 FogCamera Class Reference

Inheritance diagram for FogCamera:



Public Attributes

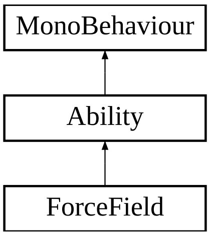
- Shader **replacementShader**
- Color **fogColor**

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/FogCamera.cs

3.38 ForceField Class Reference

Inheritance diagram for ForceField:



Public Member Functions

- override void Initialize (Docking dock, Animator anim, int abId)

  Initialization that happens locally on every client.
- override void ButtonDown ()

  Called when the associated ability button is pressed. Must be overriden.
- override void SetActive (bool state=false)

  Synchronized state call between clients. Appropriate place for starting local animations/sounds.

Public Attributes

- float **playerForce** = 10f
- string **animatorTrigger**

Additional Inherited Members

3.38.1 Member Function Documentation

3.38.1.1 ButtonDown()

```
override void ForceField.ButtonDown ( )  [virtual]
```

Called when the associated ability button is pressed. Must be overriden.

Implements Ability.

3.38.1.2 Initialize()

```
override void ForceField.Initialize (
             Docking dock,
             Animator anim,
             int abId )  [virtual]
```

Initialization that happens locally on every client.

Parameters

dock	Reference to the associated Docking.
anim	Reference to the DockingKit animator.
abId	The ability's id in DockingKit abilities list.

Reimplemented from Ability.

3.38.1.3 SetActive()

```
override void ForceField.SetActive (
             bool state = false )  [virtual]
```

Synchronized state call between clients. Appropriate place for starting local animations/sounds.

Parameters

state	If the ability should be activated or deactivated.

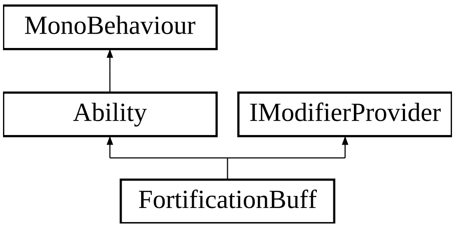
Implements Ability.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/TankKit/ForceField.cs

3.39 FortificationBuff Class Reference

Inheritance diagram for FortificationBuff:



Public Member Functions

- override void Initialize (Docking dock, Animator anim, int abId)

  Initialization that happens locally on every client.
- override void ButtonDown ()

  Called when the associated ability button is pressed. Must be overriden.
- override void SetActive (bool state)

  Synchronized state call between clients. Appropriate place for starting local animations/sounds.
- bool **IsActive** ()
- int **GetBuffModifierId** ()
- int **GetAbilityId** ()

Public Attributes

- ModifierInfo **buff**
- float **activeDuration**

Protected Member Functions

- override void Update ()

  Runs on every client, but only the local player has cooldown initialized.

Additional Inherited Members

3.39.1 Member Function Documentation

3.39.1.1 ButtonDown()

```
override void FortificationBuff.ButtonDown ( )  [virtual]
```

Called when the associated ability button is pressed. Must be overriden.

Implements Ability.

3.39.1.2 Initialize()

```
override void FortificationBuff.Initialize (
            Docking dock,
            Animator anim,
            int abId )  [virtual]
```

Initialization that happens locally on every client.

Parameters

dock	Reference to the associated Docking.
anim	Reference to the DockingKit animator.
abId	The ability's id in DockingKit abilities list.

Reimplemented from Ability.

3.39.1.3 SetActive()

```
override void FortificationBuff.SetActive (
            bool state )  [virtual]
```

Synchronized state call between clients. Appropriate place for starting local animations/sounds.

Parameters

state	If the ability should be activated or deactivated.

Implements Ability.

3.39.1.4 Update()

```
override void FortificationBuff.Update ( )  [protected], [virtual]
```

Runs on every client, but only the local player has cooldown initialized.

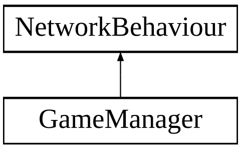
Reimplemented from Ability.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/SupportKit/FortificationBuff.cs

3.40 GameManager Class Reference

Inheritance diagram for GameManager:



Public Member Functions

- GameObject GetDockingKit (DockingKitId id)

  Used for retrieving a DockingKit prefab from a DockingKitId.
- void RemovePlayer (Player player)

  Removes the player.
- void HandleEveryoneBailed ()

  Handles everyone bailed.
- void ExitGame (MenuPage returnPage)

  Exits the game.
- void HandleKill (Player killed)

  Handles the kill
- void ServerResetAllPlayers ()

  Resets all the players on the server
- void RespawnPlayer (int playerNumber, TeamId playerTeamId)

  Respawns the player
- void RpcRespawnPlayer (int playerNumber, int spawnPointIndex)

  Rpc for respawning the player
- void ClientReady ()

  Clients the ready
- void EnablePlayerControl ()

  Enables the player control
- void DisablePlayerControl ()

  Disables the player control

Static Public Member Functions

- static void AddPlayer (Player player)

  Add a player from the lobby hook

Public Attributes

- List< GameObject > **dockingKitPrefabs**
- PlayerUIHandler **playerUIHandler**
- IngameMenuHandler **ingameMenuHandler**

Static Public Attributes

- static GameManager **Instance**
- static List< Player > **Players** = new List<Player>()

Protected Member Functions

- void StartUp ()

  State up state function
- void Preplay ()

  Preplay state function

Protected Attributes

- GameState **gameState** = GameState.Inactive

Properties

- GameState **CurrentGameState** `[get]`
- GameModeProcessor **ModeProcessor** `[get]`
- bool **HasEveryoneBailed** `[get]`

3.40.1 Member Function Documentation

3.40.1.1 AddPlayer()

```
static void GameManager.AddPlayer (
            Player player )  [static]
```

Add a player from the lobby hook

3.40.1.2 ClientReady()

```
void GameManager.ClientReady ( )
```

Clients the ready

3.40.1.3 DisablePlayerControl()

```
void GameManager.DisablePlayerControl ( )
```

Disables the player control

3.40.1.4 EnablePlayerControl()

```
void GameManager.EnablePlayerControl ( )
```

Enables the player control

3.40.1.5 ExitGame()

```
void GameManager.ExitGame (
             MenuPage returnPage )
```

Exits the game.

Parameters

returnPage	Return page.

3.40.1.6 GetDockingKit()

```
GameObject GameManager.GetDockingKit (
             DockingKitId id )
```

Used for retrieving a DockingKit prefab from a DockingKitId.

Parameters

id	Index of DockingKit to return.

Returns

The DockingKit prefab for the given DockingKitId.

3.40.1.7 HandleEveryoneBailed()

```
void GameManager.HandleEveryoneBailed ( )
```

Handles everyone bailed.

3.40.1.8 HandleKill()

```
void GameManager.HandleKill (
             Player killed )
```

Handles the kill

Parameters

killed	Killed

3.40.1.9 Preplay()

```
void GameManager.Preplay ( )  [protected]
```

Preplay state function

3.40.1.10 RemovePlayer()

```
void GameManager.RemovePlayer (
             Player player )
```

Removes the player.

Parameters

player	Player.

3.40.1.11 RespawnPlayer()

```
void GameManager.RespawnPlayer (
             int playerNumber,
             TeamId playerTeamId )
```

Respawns the player

Parameters

playerNumber	Player number

3.40.1.12 RpcRespawnPlayer()

```
void GameManager.RpcRespawnPlayer (
             int playerNumber,
             int spawnPointIndex )
```

Rpc for respawning the player

Parameters

playerNumber	Player number
spawnPointIndex	Spawn point index

3.40.1.13 ServerResetAllPlayers()

```
void GameManager.ServerResetAllPlayers ( )
```

Resets all the players on the server

3.40.1.14 StartUp()

```
void GameManager.StartUp ( )  [protected]
```

State up state function

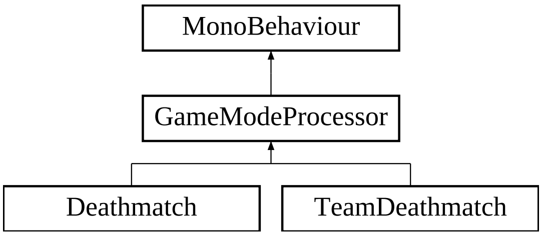
The documentation for this class was generated from the following file:

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/GameManager.cs

3.41 GameModeProcessor Class Reference

Game mode rules processor - a base class for all game modes.

Inheritance diagram for GameModeProcessor:



Public Member Functions

- virtual string GetRoundMessage ()

  Gets the round message.
- void SetGameManager (GameManager gManager)

  Sets the game manager.
- virtual bool IsEndOfRound ()

  Determines whether it is end of round.
- virtual void StartGame ()

  Called on game start
- virtual void StartRound ()

  Called on round start
- virtual void MatchEnd ()

  Called on Match end
- virtual void PlayerDies (Player player)

  Handles the death of a player
- virtual void HandleKillerScore (Player killer, Player killed)

  Handles the killer score - this differs per game mode
- virtual void HandleSuicide (Player killer)

  Handles the player's suicide - this differs per game mode
- virtual void PlayerDisconnected (Player player)

  Called when a player disconnects
- virtual void HandleRoundEnd ()

  Handles the round end.
- virtual string GetRoundEndText ()

  Gets the round end text.
- virtual string GetGameOverText ()

  Gets the game over text.
- virtual void Bail ()

  Handles bailing (i.e. leaving the game)
- virtual void CompleteGame ()

  Handles the game being complete (including the transitions)
- virtual void **RegenerateHudScoreList** ()

Static Public Attributes

- static float **endGameTransitionTime** = 10f

Protected Attributes

- MenuPage **returnPage**
- GameManager **gameManager**
- Player **winner**
- bool **isMatchOver** = false

Properties

- MenuPage **ReturnPage** `[get]`
- bool **IsMatchOver** `[get]`
- virtual int **ScoreWinTarget** `[get]`
- virtual bool **HasWinner** `[get]`

3.41.1 Detailed Description

Game mode rules processor - a base class for all game modes.

3.41.2 Member Function Documentation

3.41.2.1 Bail()

```
virtual void GameModeProcessor.Bail ( )  [virtual]
```

Handles bailing (i.e. leaving the game)

3.41.2.2 CompleteGame()

```
virtual void GameModeProcessor.CompleteGame ( )  [virtual]
```

Handles the game being complete (including the transitions)

3.41.2.3 GetGameOverText()

```
virtual string GameModeProcessor.GetGameOverText ( )  [virtual]
```

Gets the game over text.

Returns

The game over text.

Reimplemented in TeamDeathmatch, and Deathmatch.

3.41.2.4 GetRoundEndText()

```
virtual string GameModeProcessor.GetRoundEndText ( )  [virtual]
```

Gets the round end text.

Returns

The round end text.

Reimplemented in TeamDeathmatch, and Deathmatch.

3.41.2.5 GetRoundMessage()

```
virtual string GameModeProcessor.GetRoundMessage ( )  [virtual]
```

Gets the round message.

Returns

The round message.

3.41.2.6 HandleKillerScore()

```
virtual void GameModeProcessor.HandleKillerScore (
             Player killer,
             Player killed )  [virtual]
```

Handles the killer score - this differs per game mode

Parameters

killer	Player that did the killing
killed	Player that was killed

3.41.2.7 HandleRoundEnd()

```
virtual void GameModeProcessor.HandleRoundEnd ( )  [virtual]
```

Handles the round end.

Reimplemented in TeamDeathmatch, and Deathmatch.

3.41.2.8 HandleSuicide()

```
virtual void GameModeProcessor.HandleSuicide (
             Player killer )  [virtual]
```

Handles the player's suicide - this differs per game mode

Parameters

killer	The player that kill themself

3.41.2.9 IsEndOfRound()

```
virtual bool GameModeProcessor.IsEndOfRound ( )  [virtual]
```

Determines whether it is end of round.

Returns

`true` if is end of round; otherwise, `false`.

Reimplemented in TeamDeathmatch, and Deathmatch.

3.41.2.10 MatchEnd()

```
virtual void GameModeProcessor.MatchEnd ( )  [virtual]
```

Called on Match end

3.41.2.11 PlayerDies()

```
virtual void GameModeProcessor.PlayerDies (
             Player player )  [virtual]
```

Handles the death of a player

Parameters

player	Player.

Reimplemented in TeamDeathmatch, and Deathmatch.

3.41.2.12 PlayerDisconnected()

```
virtual void GameModeProcessor.PlayerDisconnected (
             Player player )  [virtual]
```

Called when a player disconnects

Parameters

player	The player that disconnects

Reimplemented in TeamDeathmatch, and Deathmatch.

3.41.2.13 SetGameManager()

```
void GameModeProcessor.SetGameManager (
             GameManager gManager )
```

Sets the game manager.

Parameters

gameManager	Game manager.

3.41.2.14 StartGame()

```
virtual void GameModeProcessor.StartGame ( )  [virtual]
```

Called on game start

Reimplemented in TeamDeathmatch.

3.41.2.15 StartRound()

```
virtual void GameModeProcessor.StartRound ( )  [virtual]
```

Called on round start

Reimplemented in TeamDeathmatch, and Deathmatch.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/GameModes/GameModeProcessor.cs

3.42 GameSettings Class Reference

Public Member Functions

- string **GetLobbySceneName** ()
- void SetMapIndex (int index)

    Sets the index of the map.
- void SetModeIndex (int index)

    Sets the index of the mode.

Properties

- MapInfo **Map** `[get]`
- int **MapIndex** `[get]`
- ModeInfo **Mode** `[get]`
- int **ModeIndex** `[get]`
- int **ScoreTarget** `[get]`

Events

- Action< MapInfo > **mapChanged**
- Action< ModeInfo > **modeChanged**

3.42.1 Member Function Documentation

3.42.1.1 SetMapIndex()

```
void GameSettings.SetMapIndex (
             int index )
```

Sets the index of the map.

Parameters

index	Index.

3.42.1.2 SetModeIndex()

```
void GameSettings.SetModeIndex (
             int index )
```

Sets the index of the mode.

Parameters

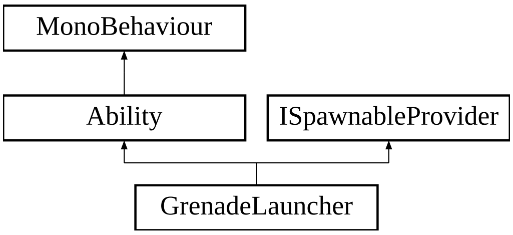
index	Index.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/GameSettings.cs

3.43 GrenadeLauncher Class Reference

Inheritance diagram for GrenadeLauncher:



Public Member Functions

- override void ButtonDown ()

  Called when the associated ability button is pressed. Must be overriden.
- override void SetActive (bool state=false)

  Synchronized state call between clients. Appropriate place for starting local animations/sounds.
- void Fire ()

Public Attributes

- string **animatorTrigger**
- float **spawnOffset**
- GameObject **shellPrefab**

Additional Inherited Members

3.43.1 Member Function Documentation

3.43.1.1 ButtonDown()

```
override void GrenadeLauncher.ButtonDown ( )  [virtual]
```

Called when the associated ability button is pressed. Must be overriden.

Implements Ability.

3.43.1.2 Fire()

```
void GrenadeLauncher.Fire ( )
```

3.43.1.3 SetActive()

```
override void GrenadeLauncher.SetActive (
             bool state = false )  [virtual]
```

Synchronized state call between clients. Appropriate place for starting local animations/sounds.

Parameters

state	If the ability should be activated or deactivated.

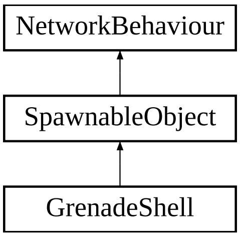
Implements Ability.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/BomberKit/GrenadeLauncher.cs

3.44 GrenadeShell Class Reference

Inheritance diagram for GrenadeShell:



Public Attributes

- float **launchForce**
- float **lifetime**
- float **explosionRadius**
- float **explosionForce**
- float **baseDamage**

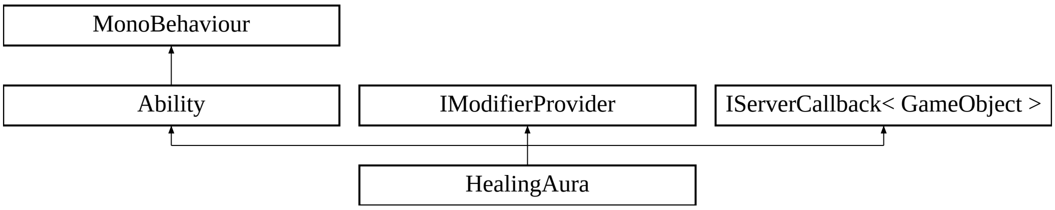
Additional Inherited Members

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/BomberKit/GrenadeShell.cs

3.45 HealingAura Class Reference

Inheritance diagram for HealingAura:



Public Member Functions

- override void Initialize (Docking dock, Animator anim, int abId)

  Initialization that happens locally on every client.
- override void ButtonDown ()

  Called when the associated ability button is pressed. Must be overriden.
- override void SetActive (bool state)

  Synchronized state call between clients. Appropriate place for starting local animations/sounds.
- int **GetAbilityId** ()
- int **GetBuffId** ()
- IEnumerator ApplyHealingInArea (float interval)

  Applies healing buff in the area

Public Attributes

- ModifierInfo **healBuff**
- FortificationBuff **fortificationBuff**
- float **reapplyInterval**
- SpriteRenderer **visuals**

Additional Inherited Members

3.45.1 Member Function Documentation

3.45.1.1 ApplyHealingInArea()

```
IEnumerator HealingAura.ApplyHealingInArea (
            float interval )
```

Applies healing buff in the area

Parameters

interval	How often it should be applied

Returns

3.45.1.2 ButtonDown()

```
override void HealingAura.ButtonDown ( )  [virtual]
```

Called when the associated ability button is pressed. Must be overriden.

Implements Ability.

3.45.1.3 Initialize()

```
override void HealingAura.Initialize (
             Docking dock,
             Animator anim,
             int abId ) [virtual]
```

Initialization that happens locally on every client.

Parameters

dock	Reference to the associated Docking.
anim	Reference to the DockingKit animator.
abId	The ability's id in DockingKit abilities list.

Reimplemented from Ability.

3.45.1.4 SetActive()

```
override void HealingAura.SetActive (
             bool state ) [virtual]
```

Synchronized state call between clients. Appropriate place for starting local animations/sounds.

Parameters

state	If the ability should be activated or deactivated.

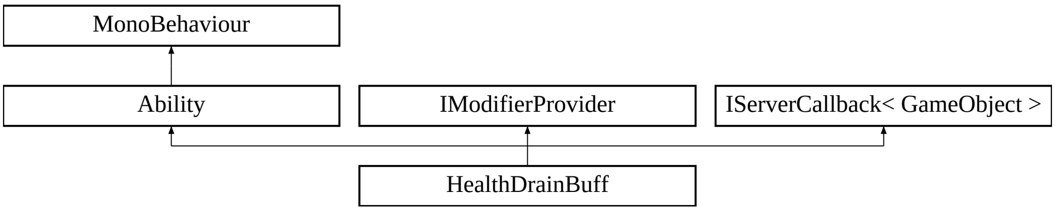
Implements Ability.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/SupportKit/HealingAura.cs

3.46 HealthDrainBuff Class Reference

Inheritance diagram for HealthDrainBuff:



Public Member Functions

- override void Initialize (Docking dock, Animator anim, int abId)

  Initialization that happens locally on every client.
- override void ButtonDown ()

  Called when the associated ability button is pressed. Must be overriden.
- override void SetActive (bool state)

  Activates/deactivates collider. Cleans up lists when skill is over.
- override void SetModifier (bool state)
- void OnTriggerEnter (Collider other)

  Adds players that enters the aura in list of players in aura
- void OnTriggerExit (Collider other)

  Removes players who leave the aura from the list of players in aura
- void **ClearOnDurationEnd** ()
- IEnumerator Drain ()

  Applies the drain damage / heal to the players at a set interval.
- int **GetBuffModifierId** ()
- int **GetAbilityId** ()
- bool **IsActive** ()

Public Attributes

- float **duration**
- float **drainInterval**
- float **baseDrain**
- ModifierInfo **buff**
- ModifierInfo **debuff**
- List< GameObject > **friendlyPlayersInAura** = new List<GameObject>()
- List< GameObject > **hostilePlayersInAura** = new List<GameObject>()

Protected Member Functions

- override void Update ()

  Override to end the skill after duration is over.

Additional Inherited Members

3.46.1 Member Function Documentation

3.46.1.1 ButtonDown()

```
override void HealthDrainBuff.ButtonDown ( )  [virtual]
```

Called when the associated ability button is pressed. Must be overriden.

Implements Ability.

3.46.1.2 Drain()

```
IEnumerator HealthDrainBuff.Drain ( )
```

Applies the drain damage / heal to the players at a set interval.

Returns

3.46.1.3 Initialize()

```
override void HealthDrainBuff.Initialize (
             Docking dock,
             Animator anim,
             int abId )  [virtual]
```

Initialization that happens locally on every client.

Parameters

dock	Reference to the associated Docking.
anim	Reference to the DockingKit animator.
abId	The ability's id in DockingKit abilities list.

Reimplemented from Ability.

3.46.1.4 OnTriggerEnter()

```
void HealthDrainBuff.OnTriggerEnter (
             Collider other )
```

Adds players that enters the aura in list of players in aura

Parameters

other	the other collider

3.46.1.5 OnTriggerExit()

```
void HealthDrainBuff.OnTriggerExit (
             Collider other )
```

Removes players who leave the aura from the list of players in aura

Parameters

other	the other collider

3.46.1.6 SetActive()

```
override void HealthDrainBuff.SetActive (
             bool state )  [virtual]
```

Activates/deactivates collider. Cleans up lists when skill is over.

Parameters

state	current state of the skill

Implements Ability.

3.46.1.7 SetModifier()

```
override void HealthDrainBuff.SetModifier (
             bool state )  [virtual]
```

Parameters

state	

Reimplemented from Ability.

3.46.1.8 Update()

```
override void HealthDrainBuff.Update ( )  [protected], [virtual]
```

Override to end the skill after duration is over.

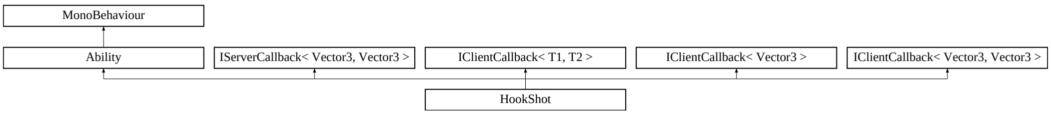
Reimplemented from Ability.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/SupportKit/HealthDrainBuff.cs

3.47 HookShot Class Reference

Inheritance diagram for HookShot:


MonoBehaviour
Ability
IServerCallback< Vector3, Vector3 >
IClientCallback< T1, T2 >
IClientCallback< Vector3 >
IClientCallback< Vector3, Vector3 >
HookShot

Public Member Functions

- override void ButtonDown ()

  Called when the associated ability button is pressed. Must be overriden.
- override void SetActive (bool state)

  Synchronized state call between clients. Appropriate place for starting local animations/sounds.

Public Attributes

- string **animatorBool**
- Transform **hookSpawnPoint**
- Collider **hook**
- LineRenderer **lineRenderer**
- float **hookSpeed** = 40f
- float **hookReturnSpeed** = 30f
- float **hookRange** = 80f
- float **hookPullForce** = 5.8f
- float **hookOnHitHoldTime** = 0.5f
- ModifierInfo **hookModifier**

Additional Inherited Members

3.47.1 Member Function Documentation

3.47.1.1 ButtonDown()

```
override void HookShot.ButtonDown ( )  [virtual]
```

Called when the associated ability button is pressed. Must be overriden.

Implements Ability.

3.47.1.2 SetActive()

```
override void HookShot.SetActive (
             bool state )  [virtual]
```

Synchronized state call between clients. Appropriate place for starting local animations/sounds.

Parameters

state	If the ability should be activated or deactivated.

Implements Ability.

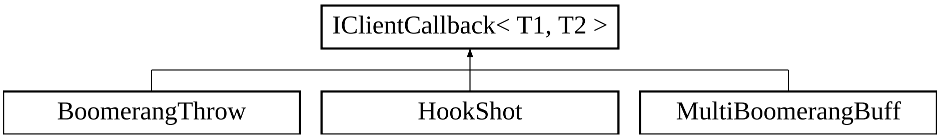
The documentation for this class was generated from the following file:

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/TankKit/HookShot.cs

3.48 IClientCallback< T1, T2 > Interface Template Reference

Can recieve client callbacks from the Docking with two parameters.

Inheritance diagram for IClientCallback< T1, T2 >:



Public Member Functions

- void ClientCallback (int functionId)

  Called from the Docking to give abilities a way to run code on every client.
- void **ClientCallback** (int functionId, T param)
- void **ClientCallback** (int functionId, T1 first, T2 second)

3.48.1 Detailed Description

Can recieve client callbacks from the Docking with two parameters.

3.48.2 Member Function Documentation

3.48.2.1 ClientCallback()

```
void IClientCallback< T1, T2 >.ClientCallback (
             int functionId )
```

Called from the Docking to give abilities a way to run code on every client.

Parameters

function↵ Id	The id of the function to be run on every client.

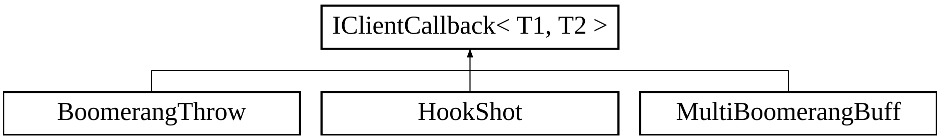
The documentation for this interface was generated from the following file:

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Interfaces/Ability/IClientCallback.cs

3.49 IClientCallback< T1, T2 > Interface Template Reference

Can recieve client callbacks from the Docking with two parameters.

Inheritance diagram for IClientCallback< T1, T2 >:



Public Member Functions

- void ClientCallback (int functionId)

    Called from the Docking to give abilities a way to run code on every client.
- void **ClientCallback** (int functionId, T param)
- void **ClientCallback** (int functionId, T1 first, T2 second)

3.49.1 Detailed Description

Can recieve client callbacks from the Docking with two parameters.

3.49.2 Member Function Documentation

3.49.2.1 ClientCallback()

```
void IClientCallback< T1, T2 >.ClientCallback (
             int functionId )
```

Called from the Docking to give abilities a way to run code on every client.

Parameters

function↩ Id	The id of the function to be run on every client.

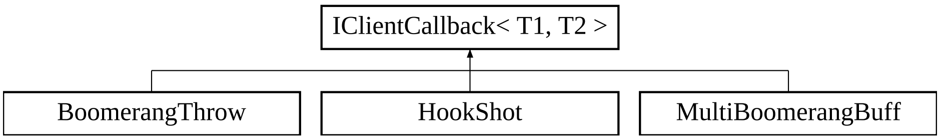
The documentation for this interface was generated from the following file:

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Interfaces/Ability/IClientCallback.cs

3.50 IClientCallback< T1, T2 > Interface Template Reference

Can recieve client callbacks from the Docking with two parameters.

Inheritance diagram for IClientCallback< T1, T2 >:



Public Member Functions

- void ClientCallback (int functionId)

  Called from the Docking to give abilities a way to run code on every client.
- void **ClientCallback** (int functionId, T param)
- void **ClientCallback** (int functionId, T1 first, T2 second)

3.50.1 Detailed Description

Can recieve client callbacks from the Docking with two parameters.

3.50.2 Member Function Documentation

3.50.2.1 ClientCallback()

```
void IClientCallback< T1, T2 >.ClientCallback (
            int functionId )
```

Called from the Docking to give abilities a way to run code on every client.

Parameters

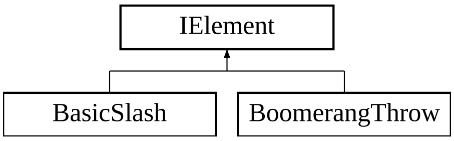
function↩ Id	The id of the function to be run on every client.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Interfaces/Ability/IClientCallback.cs

3.51 IElement Interface Reference

Inheritance diagram for IElement:



Public Member Functions

- void **ApplyElement** (ElementalContainer.ComboableElements element)

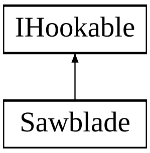
The documentation for this interface was generated from the following file:

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Interfaces/IElement.cs

3.52 IHookable Interface Reference

Used by spawnables that can be hooked.

Inheritance diagram for IHookable:



Public Member Functions

- void Hooked (GameObject playerObject, Transform hook)

  Hooks the spawnable.

3.52.1 Detailed Description

Used by spawnables that can be hooked.

3.52.2 Member Function Documentation

3.52.2.1 Hooked()

```
void IHookable.Hooked (
            GameObject playerObject,
            Transform hook )
```

Hooks the spawnable.

Parameters

playerObject	The player that owns the hook.
hook	The hook transform.

Implemented in Sawblade.

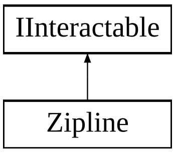
The documentation for this interface was generated from the following file:

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Interfaces/IHookable.cs

3.53 IInteractable Interface Reference

Used by objects that can receive interaction calls from PlayerInput.

Inheritance diagram for IInteractable:



Public Member Functions

- void Interact (Player player)

  Called when the object is interacted with.

3.53.1 Detailed Description

Used by objects that can receive interaction calls from PlayerInput.

3.53.2 Member Function Documentation

3.53.2.1 Interact()

```
void IInteractable.Interact (
            Player player )
```

Called when the object is interacted with.

Parameters

player	Reference to the Player interacting.

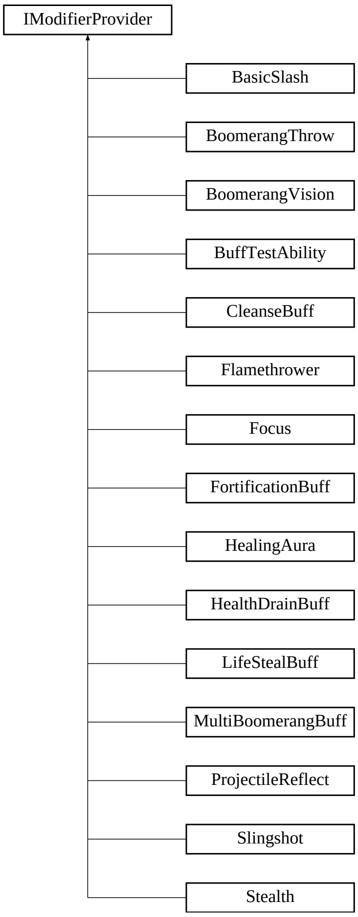
The documentation for this interface was generated from the following file:

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Interfaces/IInteractable.cs

3.54 IModifierProvider Interface Reference

Can return reference to modifier info.

Inheritance diagram for IModifierProvider:



Public Member Functions

- ModifierInfo GetModifierInfo (int modifierId)

    Used by the Docking to get the correct modifier from the abilities. Parameter only used if the ability has a list of modifiers.

3.54.1 Detailed Description

Can return reference to modifier info.

3.54.2 Member Function Documentation

3.54.2.1 GetModifierInfo()

```
ModifierInfo IModifierProvider.GetModifierInfo (
             int modifierId )
```

Used by the Docking to get the correct modifier from the abilities. Parameter only used if the ability has a list of modifiers.

Parameters

modifier←↩ Id	The Id of the modifier info.

Returns

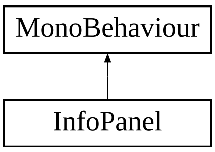
Reference to the ModifierInfo.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Interfaces/Ability/IModifierProvider.cs

3.55 InfoPanel Class Reference

Inheritance diagram for InfoPanel:



Public Member Functions

- void **Display** (string info, UnityEngine.Events.UnityAction buttonClbk, bool displayButton=true)

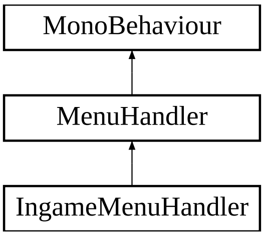
The documentation for this class was generated from the following file:

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/UI/InfoPanel.cs

3.56 IngameMenuHandler Class Reference

Handles ingame menus like the Shop and "Pause" menu

Inheritance diagram for IngameMenuHandler:



Public Member Functions

- void **ToggleShop** ()
- void **OnGameStateChange** (bool canShopBeActivated)
- void OnShopDisplay ()

    Gets called whenever the player activates the Shop UI. Caches references to the local player if not already cached.
- void OnShopSelectionChange ()

    Handles the updating of the shop UI as different docking kits are selected
- void DisplayVerificationPrompt ()

    Displays the verification prompt for shop purchases
- void CompleteShopPurchase ()

    Completes a shop purchase and tells docking to switch kit
- void SetFirstSelectedShopObject ()

    Makes sure to set the selection of the first element in the shop as the menu is opened
- void SetLastSelectedShopObject ()

    Can be used when going back from menus like the verification prompt to set the last highlighted shop item as selected again
- void StopHost ()

    Simple function that calls the NetworkManager to disconnect from the game. Can be called from UI buttons using their OnClick interface in the editor
- void CheckPriceAndEquipAvailability ()

    Checks all shop item prices and adds a dark overlay to items that the player is unable to purchase. Also displays a "e" on the currently equipped docking kit
- void **OnLeaveGameClicked** ()

Public Attributes

- GameObject **pauseMenu**
- GameObject **shopMenu**
- GameObject **shopDescriptionsContainer**
- GameObject **shopItemPrefab**
- GameObject **purchaseVerificationPrompt**

Additional Inherited Members

3.56.1 Detailed Description

Handles ingame menus like the Shop and "Pause" menu

3.56.2 Member Function Documentation

3.56.2.1 CheckPriceAndEquipAvailability()

```
void IngameMenuHandler.CheckPriceAndEquipAvailability ( )
```

Checks all shop item prices and adds a dark overlay to items that the player is unable to purchase. Also displays a "e" on the currently equipped docking kit

3.56.2.2 CompleteShopPurchase()

```
void IngameMenuHandler.CompleteShopPurchase ( )
```

Completes a shop purchase and tells docking to switch kit

3.56.2.3 DisplayVerificationPrompt()

```
void IngameMenuHandler.DisplayVerificationPrompt ( )
```

Displays the verification prompt for shop purchases

3.56.2.4 OnShopDisplay()

```
void IngameMenuHandler.OnShopDisplay ( )
```

Gets called whenever the player activates the Shop UI. Caches references to the local player if not already cached.

3.56.2.5 OnShopSelectionChange()

```
void IngameMenuHandler.OnShopSelectionChange ( )
```

Handles the updating of the shop UI as different docking kits are selected

3.56.2.6 SetFirstSelectedShopObject()

```
void IngameMenuHandler.SetFirstSelectedShopObject ( )
```

Makes sure to set the selection of the first element in the shop as the menu is opened

3.56.2.7 SetLastSelectedShopObject()

```
void IngameMenuHandler.SetLastSelectedShopObject ( )
```

Can be used when going back from menus like the verification prompt to set the last highlighted shop item as selected again

3.56.2.8 StopHost()

```
void IngameMenuHandler.StopHost ( )
```

Simple function that calls the NetworkManager to disconnect from the game. Can be called from UI buttons using their OnClick interface in the editor

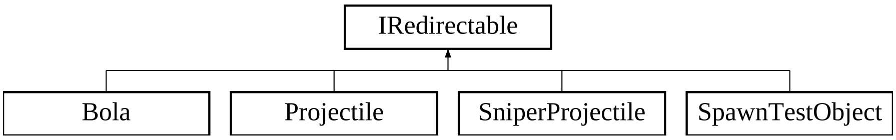
The documentation for this class was generated from the following file:

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/UI/IngameMenuHandler.cs

3.57 IRedirectable Interface Reference

Used by spawnables that can be redirected.

Inheritance diagram for IRedirectable:



Public Member Functions

- void RedirectDirection (Vector3 newDirection, int newPlayerId=-1, TeamId newTeamId=TeamId.Unassigned)

  Redirects direction of the spawnable.

3.57.1 Detailed Description

Used by spawnables that can be redirected.

3.57.2 Member Function Documentation

3.57.2.1 RedirectDirection()

```
void IRedirectable.RedirectDirection (
             Vector3 newDirection,
             int newPlayerId = -1,
             TeamId newTeamId = TeamId.Unassigned )
```

Redirects direction of the spawnable.

Parameters

newDirection	The new direction.
newPlayerId	The player id of the new owner, -1 if current owner is kept.
newTeamId	The team id of the new owner, TeamId.Unassigned if current owner is kept.

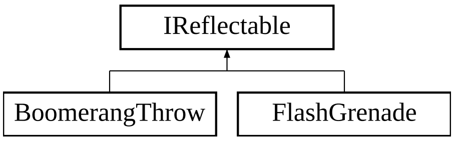
Implemented in SpawnTestObject.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Interfaces/IRedirectable.cs

3.58 IReflectable Interface Reference

Inheritance diagram for IReflectable:



Public Member Functions

- void **ReflectVelocity** ()

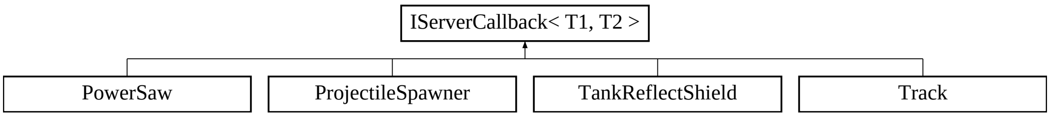
The documentation for this interface was generated from the following file:

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Interfaces/IReflectable.cs

3.59 IServerCallback< T1, T2 > Interface Template Reference

Can recieve server callbacks from the Docking with two parameters.

Inheritance diagram for IServerCallback< T1, T2 >:



Public Member Functions

- void ServerCallback (int functionId)

  Called from the Docking to give abilities a way to run server code.
- void **ServerCallback** (int functionId, T param)
- void **ServerCallback** (int functionId, T1 first, T2 second)

3.59.1 Detailed Description

Can recieve server callbacks from the Docking with two parameters.

3.59.2 Member Function Documentation

3.59.2.1 ServerCallback()

```
void IServerCallback< T1, T2 >.ServerCallback (
              int functionId )
```

Called from the Docking to give abilities a way to run server code.

Parameters

function↩ Id	The id of the function to be run on the server.

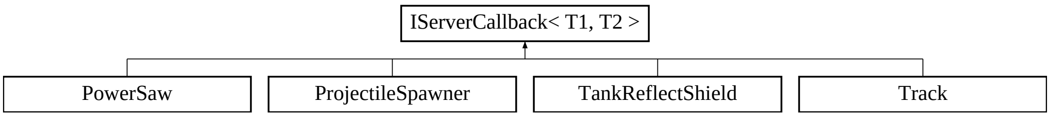
The documentation for this interface was generated from the following file:

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Interfaces/Ability/IServerCallback.cs

3.60 IServerCallback< T1, T2 > Interface Template Reference

Can recieve server callbacks from the Docking with two parameters.

Inheritance diagram for IServerCallback< T1, T2 >:



Public Member Functions

- void ServerCallback (int functionId)

  Called from the Docking to give abilities a way to run server code.
- void **ServerCallback** (int functionId, T param)
- void **ServerCallback** (int functionId, T1 first, T2 second)

3.60.1 Detailed Description

Can recieve server callbacks from the Docking with two parameters.

3.60.2 Member Function Documentation

3.60.2.1 ServerCallback()

```
void IServerCallback< T1, T2 >.ServerCallback (
             int functionId )
```

Called from the Docking to give abilities a way to run server code.

Parameters

function↩ Id	The id of the function to be run on the server.

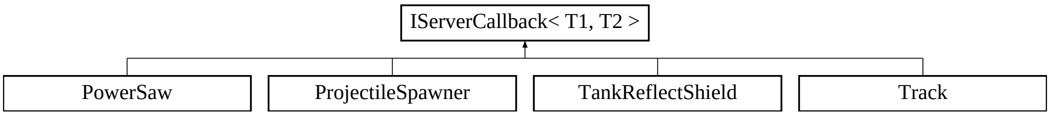
The documentation for this interface was generated from the following file:

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Interfaces/Ability/IServerCallback.cs

3.61 IServerCallback< T1, T2 > Interface Template Reference

Can recieve server callbacks from the Docking with two parameters.

Inheritance diagram for IServerCallback< T1, T2 >:



Public Member Functions

- void ServerCallback (int functionId)

  Called from the Docking to give abilities a way to run server code.
- void **ServerCallback** (int functionId, T param)
- void **ServerCallback** (int functionId, T1 first, T2 second)

3.61.1 Detailed Description

Can recieve server callbacks from the Docking with two parameters.

3.61.2 Member Function Documentation

3.61.2.1 ServerCallback()

```
void IServerCallback< T1, T2 >.ServerCallback (
             int functionId )
```

Called from the Docking to give abilities a way to run server code.

Parameters

function↩ Id	The id of the function to be run on the server.

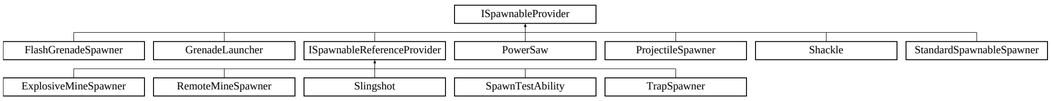
The documentation for this interface was generated from the following file:

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Interfaces/Ability/IServerCallback.cs

3.62 ISpawnableProvider Interface Reference

Can return reference to a spawnable prefab.

Inheritance diagram for ISpawnableProvider:



Public Member Functions

- GameObject GetSpawnablePrefab (int spawnableId)

  Used by the Docking to get the correct prefab to spawn from the abilities. Parameter only used if the ability has a list of prefabs.

3.62.1 Detailed Description

Can return reference to a spawnable prefab.

3.62.2 Member Function Documentation

3.62.2.1 GetSpawnablePrefab()

```
GameObject ISpawnableProvider.GetSpawnablePrefab (
             int spawnableId )
```

Used by the Docking to get the correct prefab to spawn from the abilities. Parameter only used if the ability has a list of prefabs.

Parameters

spawnable↩ Id	The Id of the spawnable object.

Returns

Reference to the prefab GameObject.

Implemented in StandardSpawnableSpawner.

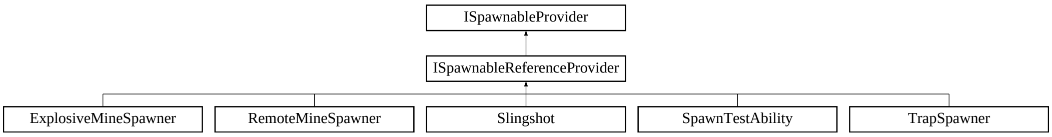
The documentation for this interface was generated from the following file:

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Interfaces/Ability/ISpawnableProvider.cs

3.63 ISpawnableReferenceProvider Interface Reference

Can return reference to a spawnable prefab and catch the reference to the spawned object.

Inheritance diagram for ISpawnableReferenceProvider:



Public Member Functions

- void SetSpawnedObjectReference (GameObject spawnedObject)

  Called from the Docking to set up local references from spawned network objects.

3.63.1 Detailed Description

Can return reference to a spawnable prefab and catch the reference to the spawned object.

3.63.2 Member Function Documentation

3.63.2.1 SetSpawnedObjectReference()

```
void ISpawnableReferenceProvider.SetSpawnedObjectReference (
            GameObject spawnedObject )
```

Called from the Docking to set up local references from spawned network objects.

Parameters

spawnedObject	Reference to spawned object.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Interfaces/Ability/ISpawnableProvider.cs

3.64 ITargetClientCallback< T > Interface Template Reference

Can recieve target client callbacks from the Docking with one parameter.

3.64.1 Detailed Description

Can recieve target client callbacks from the Docking with one parameter.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Interfaces/Ability/ITargetClientCallback.cs

3.65 ITargetClientCallback< T > Interface Template Reference

Can recieve target client callbacks from the Docking with one parameter.

3.65.1 Detailed Description

Can recieve target client callbacks from the Docking with one parameter.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Interfaces/Ability/ITargetClientCallback.cs

3.66 ITargetClientCallback< T > Interface Template Reference

Can recieve target client callbacks from the Docking with one parameter.

3.66.1 Detailed Description

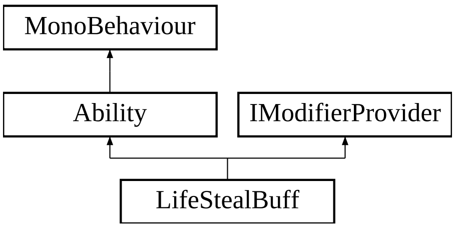
Can recieve target client callbacks from the Docking with one parameter.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Interfaces/Ability/ITargetClientCallback.cs

3.67 LifeStealBuff Class Reference

Inheritance diagram for LifeStealBuff:



Public Member Functions

- override void Initialize (Docking dock, Animator anim, int abId)

  Initialization that happens locally on every client.
- override void ButtonDown ()

  Callback for what this ability should do once its associated button has been pressed
- override void SetActive (bool state=false)

  Synchronized state call between clients. Appropriate place for starting local animations/sounds.
- override void SetModifier (bool state=false)

  Callback for what this ability should do when a new modifier state is set
- bool IsBuffActive ()

  A simple getter function for whether the life steal buff is currently active
- int **GetAbilityId** ()
- int **GetBuffModifierId** ()

Public Attributes

- float **damageMultiplier** = 1.5f
- float **healPercentage** = 0.5f
- SpriteRenderer [ ] **axeVisuals**
- ParticleSystem **activeParticles**
- Color **axeColorWhileActive**
- ModifierInfo **buff**

Additional Inherited Members

3.67.1 Member Function Documentation

3.67.1.1 ButtonDown()

```
override void LifeStealBuff.ButtonDown ( )  [virtual]
```

Callback for what this ability should do once its associated button has been pressed

Implements Ability.

3.67.1.2 Initialize()

```
override void LifeStealBuff.Initialize (
            Docking dock,
            Animator anim,
            int abId ) [virtual]
```

Initialization that happens locally on every client.

Parameters

dock	Reference to the associated Docking.
anim	Reference to the DockingKit animator.
abId	The ability's id in DockingKit abilities list.

Reimplemented from Ability.

3.67.1.3 IsBuffActive()

```
bool LifeStealBuff.IsBuffActive ( )
```

A simple getter function for whether the life steal buff is currently active

Returns

Whether the buff is currently active

3.67.1.4 SetActive()

```
override void LifeStealBuff.SetActive (
            bool state = false ) [virtual]
```

Synchronized state call between clients. Appropriate place for starting local animations/sounds.

Parameters

state	If the ability should be activated or deactivated.

Implements Ability.

3.67.1.5 SetModifier()

```
override void LifeStealBuff.SetModifier (
            bool state = false ) [virtual]
```

Callback for what this ability should do when a new modifier state is set

Parameters

state	The modifier state

Reimplemented from Ability.

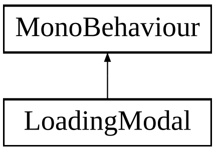
The documentation for this class was generated from the following file:

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/BrawlerKit/LifeStealBuff.cs

3.68 LoadingModal Class Reference

Loading modal - used to handle loading fades

Inheritance diagram for LoadingModal:



Public Member Functions

- void FadeIn ()

  Wraps fade in on FadingGroup
- void FadeOut ()

  Wraps fade out on FadingGroup
- void **CloseModal** ()
- void **Show** ()

Properties

- static LoadingModal **Instance** `[get]`
- bool **readyToTransition** `[get]`
- FadingGroup Fader `[get]`

  Getter for Fader - used in game manager

3.68.1 Detailed Description

Loading modal - used to handle loading fades

3.68.2 Member Function Documentation

3.68.2.1 FadeIn()

```
void LoadingModal.FadeIn ( )
```

Wraps fade in on FadingGroup

3.68.2.2 FadeOut()

```
void LoadingModal.FadeOut ( )
```

Wraps fade out on FadingGroup

3.68.3 Property Documentation

3.68.3.1 Fader

```
FadingGroup LoadingModal.Fader  [get]
```

Getter for Fader - used in game manager

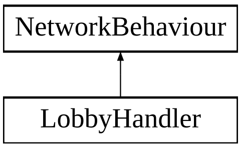
The fader.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/UI/LoadingModal.cs

3.69 LobbyHandler Class Reference

Inheritance diagram for LobbyHandler:



Public Member Functions

- int GetPlayerCount ()

  Gets the amount of connected players to the lobby
- void AddPlayer (DLNetworkLobbyPlayer player)

  Adds a player to the connectedPlayers list and then calls DecideEntryTeam(player)
- void SetPlayerTeam (DLNetworkLobbyPlayer player)

  Adds the player to the correct team list and puts sets the parent of the player's visuals to the correct team panel
- void DisplayLobby ()

  Displays the lobby on the client and hides the "please wait while connecting" text
- void ResetLocalLobby ()

  Does the opposite of DisplayLobby()
- void RemovePlayer (DLNetworkLobbyPlayer player)

  Removes a disconnecting player from the correct team and destroys the visuals of that player.
- List< DLNetworkLobbyPlayer > GetConnectedPlayers ()

  Returns a list of connected players

Public Attributes

- RectTransform **redTeamPanel**
- RectTransform **blueTeamPanel**
- GameObject **waitingScreenObj**

3.69.1 Member Function Documentation

3.69.1.1 AddPlayer()

```
void LobbyHandler.AddPlayer (
            DLNetworkLobbyPlayer player )
```

Adds a player to the connectedPlayers list and then calls DecideEntryTeam(player)

Parameters

player	The player that we are adding

3.69.1.2 DisplayLobby()

```
void LobbyHandler.DisplayLobby ( )
```

Displays the lobby on the client and hides the "please wait while connecting" text

3.69.1.3 GetConnectedPlayers()

```
List<DLNetworkLobbyPlayer> LobbyHandler.GetConnectedPlayers ( )
```

Returns a list of connected players

Returns

A list of connected players

3.69.1.4 GetPlayerCount()

```
int LobbyHandler.GetPlayerCount ( )
```

Gets the amount of connected players to the lobby

Returns

The number of connected players

3.69.1.5 RemovePlayer()

```
void LobbyHandler.RemovePlayer (
             DLNetworkLobbyPlayer player )
```

Removes a disconnecting player from the correct team and destroys the visuals of that player.

Parameters

player	The player that just disconnected

3.69.1.6 ResetLocalLobby()

```
void LobbyHandler.ResetLocalLobby ( )
```

Does the opposite of DisplayLobby()

3.69.1.7 SetPlayerTeam()

```
void LobbyHandler.SetPlayerTeam (
             DLNetworkLobbyPlayer player )
```

Adds the player to the correct team list and puts sets the parent of the player's visuals to the correct team panel

Parameters

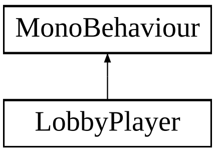
player	The player that we are adding

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/UI/LobbyHandler.cs

3.70 LobbyPlayer Class Reference

Inheritance diagram for LobbyPlayer:



Public Member Functions

- void **Init** (NetworkPlayer netPlayer)
- void **RefreshJoinButton** ()
- void **OnTeamClicked** ()
- void **OnReadyClicked** ()
- void **OnNameChanged** (string str)

Protected Member Functions

- virtual void **PlayerJoined** (NetworkPlayer player)
- virtual void **PlayerLeft** (NetworkPlayer player)
- virtual void **OnDestroy** ()

Protected Attributes

- InputField **nameInput**
- Button **readyButton**
- Transform **waitingLabel**
- Transform **readyLabel**
- Button **teamButton**
- Text **teamButtonText**

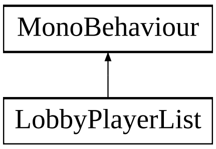
The documentation for this class was generated from the following file:

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/UI/LobbyPlayer.cs

3.71 LobbyPlayerList Class Reference

Handles the player list in the Lobby.

Inheritance diagram for LobbyPlayerList:



Public Member Functions

- void **AddPlayer** (LobbyPlayer player, TeamId teamId)
- void **OnBackClick** ()

Protected Member Functions

- virtual void Start ()

  Subscribe to events on start
- virtual void OnDestroy ()

  Unsubscribe to events on destroy
- virtual void **PlayerJoined** (NetworkPlayer player)
- virtual void **PlayerLeft** (NetworkPlayer player)
- virtual void **PlayersReadied** ()

3.71.1 Detailed Description

Handles the player list in the Lobby.

3.71.2 Member Function Documentation

3.71.2.1 OnDestroy()

```
virtual void LobbyPlayerList.OnDestroy ( )  [protected], [virtual]
```

Unsubscribe to events on destroy

3.71.2.2 Start()

```
virtual void LobbyPlayerList.Start ( )  [protected], [virtual]
```

Subscribe to events on start

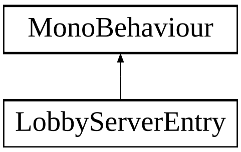
The documentation for this class was generated from the following file:

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/UI/LobbyPlayerList.cs

3.72 LobbyServerEntry Class Reference

Represents a server in the server list

Inheritance diagram for LobbyServerEntry:



Public Member Functions

- void **Populate** (MatchInfoSnapshot match, Color c)

Protected Member Functions

- virtual void **OnEnable** ()

Protected Attributes

- Text **serverInfoText**
- Text **modeText**
- Text **slotInfo**
- Button **joinButton**
- NetworkManager **networkManager**

3.72.1 Detailed Description

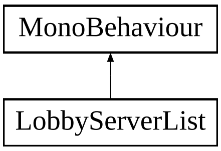
Represents a server in the server list

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/UI/LobbyServerEntry.cs

3.73 LobbyServerList Class Reference

Inheritance diagram for LobbyServerList:



Public Member Functions

- void **OnBackClick** ()
- void **OnGuiMatchList** (bool flag, string extraInfo, List< MatchInfoSnapshot > response)
- void **ChangePage** (int dir)
- void **RequestPage** (int page)
- void **RefreshList** ()

Protected Member Functions

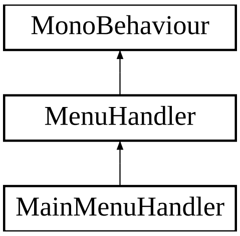
- virtual void **OnEnable** ()
- void **ClearUi** ()
- virtual void **OnDisable** ()
- virtual void **OnError** (UnityEngine.Networking.NetworkConnection conn, int errorCode)
- virtual void **OnDisconnect** (UnityEngine.Networking.NetworkConnection conn)
- virtual void **OnDrop** ()
- virtual void **Update** ()

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/UI/LobbyServerList.cs

3.74 MainMenuHandler Class Reference

Inheritance diagram for MainMenuHandler:



Public Member Functions

- void NavigateTo (GameObject nextMenu)

  Navigates to a given menu gameObject and places the current one in the stack
- void NavigateBack ()

  Pops all menus from back stack until it hits a stopPop menu and navigates to that.
- void AddPropertyToStackTop (int enumId)

  Adds a property to the previous menu that is in the stack. This is mostly used as a workaround to the fact that the Unity Inspector's OnClick interface only supports none/single parameter functions
- void CreateOnlineMatch ()

  Uses the Unity match maker to create a new online match
- void StartMatchMaker ()

  Starts the Unity match maker

Public Attributes

- Text **hostRoomNameText**
- LobbyHandler **lobbyHandler**

Additional Inherited Members

3.74.1 Member Function Documentation

3.74.1.1 AddPropertyToStackTop()

```
void MainMenuHandler.AddPropertyToStackTop (
             int enumId )
```

Adds a property to the previous menu that is in the stack. This is mostly used as a workaround to the fact that the Unity Inspector's OnClick interface only supports none/single parameter functions

Parameters

enum← Id	The id of the property we are adding

3.74.1.2 CreateOnlineMatch()

```
void MainMenuHandler.CreateOnlineMatch ( )
```

Uses the Unity match maker to create a new online match

3.74.1.3 NavigateBack()

```
void MainMenuHandler.NavigateBack ( )
```

Pops all menus from back stack until it hits a stopPop menu and navigates to that.

3.74.1.4 NavigateTo()

```
void MainMenuHandler.NavigateTo (
             GameObject nextMenu )
```

Navigates to a given menu gameObject and places the current one in the stack

Parameters

nextMenu	The menu we are navigating to

3.74.1.5 StartMatchMaker()

```
void MainMenuHandler.StartMatchMaker ( )
```

Starts the Unity match maker

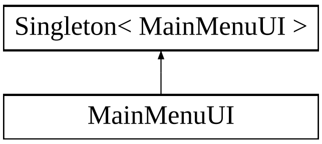
The documentation for this class was generated from the following file:

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/UI/MainMenuHandler.cs

3.75 MainMenuUI Class Reference

Handles main menu UI and transitions

Inheritance diagram for MainMenuUI:



Public Member Functions

- void **ShowPanel** (CanvasGroup newPanel)
- void **ShowDefaultPanel** ()
- void **ShowLobbyPanel** ()
- void **ShowLobbyPanelForConnection** ()
- void **ShowServerListPanel** ()
- void ShowInfoPopup (string label, UnityEngine.Events.UnityAction callback)

  Shows the info popup with a callback
- void **ShowInfoPopup** (string label)
- void **ShowConnectingModal** (bool reconnectMatchmakingClient)
- void **HideInfoPopup** ()
- void DoIfNetworkReady (Action task)

  Wait for network to disconnect before performing an action
- void **OnCreateGameClicked** ()
- void **OnFindGameClicked** ()
- void **OnQuitGameClicked** ()

Static Public Attributes

- static MenuPage **ReturnPage**

Protected Member Functions

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

Properties

- LobbyPlayerList **PlayerList** `[get]`

3.75.1 Detailed Description

Handles main menu UI and transitions

3.75.2 Member Function Documentation

3.75.2.1 DoIfNetworkReady()

```
void MainMenuUI.DoIfNetworkReady (
             Action task )
```

Wait for network to disconnect before performing an action

3.75.2.2 ShowInfoPopup()

```
void MainMenuUI.ShowInfoPopup (
             string label,
             UnityEngine.Events.UnityAction callback )
```

Shows the info popup with a callback

Parameters

label	Label.
callback	Callback.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/UI/MainMenuUI.cs

3.76 MapInfo Class Reference

Public Member Functions

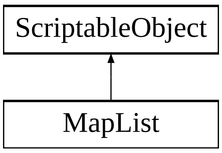
- string **GetName** ()
- string **GetDescription** ()
- string **GetSceneName** ()
- Sprite **GetMapImage** ()

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Map/MapInfo.cs

3.77 MapList Class Reference

Inheritance diagram for MapList:



Properties

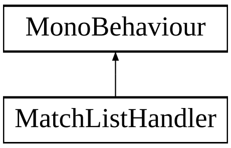
- MapInfo **this[int index]** `[get]`
- int **Count** `[get]`

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Map/MapList.cs

3.78 MatchListHandler Class Reference

Inheritance diagram for MatchListHandler:



Public Member Functions

- void OnMatchButtonClick (int buttonNumber, UnityEngine.Networking.Match.MatchInfoSnapshot match)

  A button listener callback that makes the client join the match that has been selected. Also navigates to the lobby menu screen.

Public Attributes

- GameObject **dynamicMatchButtonPrefab**
- int **matchButtonOffset** = 90
- MainMenuHandler **mainMenuHandler**
- GameObject **lobbyObj**
- GameObject **lobbyVerfifPromptObj**
- GameObject **noMatchesFoundObj**

3.78.1 Member Function Documentation

3.78.1.1 OnMatchButtonClick()

```
void MatchListHandler.OnMatchButtonClick (
             int buttonNumber,
             UnityEngine.Networking.Match.MatchInfoSnapshot match )
```

A button listener callback that makes the client join the match that has been selected. Also navigates to the lobby menu screen.

Parameters

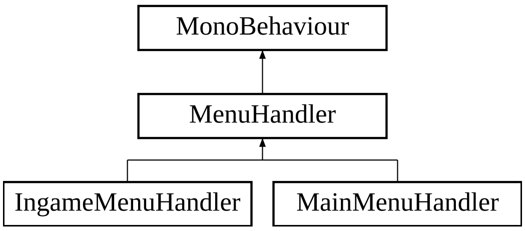
buttonNumber	The index of the button
match	The match maker match

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/UI/MatchListHandler.cs

3.79 MenuHandler Class Reference

Inheritance diagram for MenuHandler:



Public Member Functions

- void SetCurrentMenuVerificationPrompt (GameObject verifPrompt)

  Takes a verification prompt as parameter and connects it to the current menu.
- void OnClickSetFirstSelected ()

  Allows OnClick interfaces to use SetFirstSelectedGameObject(). Useful when a menu has submenus or verification prompts and you need to return control to the user after using these
- IEnumerator SetFirstSelectedGameObject (GameObject specific)

  Sets a button as selected the next frame after it has been called. If null is passed it sets the first selected button it finds. If a specific gameObject is passed it will look for buttons on that one instead

Public Attributes

- MenuStackComponent **currentActiveMenu**
- GameObject **menuRoot**

Protected Member Functions

- void **Start** ()

3.79.1 Member Function Documentation

3.79.1.1 OnClickSetFirstSelected()

```
void MenuHandler.OnClickSetFirstSelected ( )
```

Allows OnClick interfaces to use SetFirstSelectedGameObject(). Useful when a menu has submenus or verification prompts and you need to return control to the user after using these

3.79.1.2 SetCurrentMenuVerificationPrompt()

```
void MenuHandler.SetCurrentMenuVerificationPrompt (
             GameObject verifPrompt )
```

Takes a verification prompt as parameter and connects it to the current menu.

Parameters

verifPrompt	The gameObject of the verification prompt

3.79.1.3 SetFirstSelectedGameObject()

```
IEnumerator MenuHandler.SetFirstSelectedGameObject (
            GameObject specific )
```

Sets a button as selected the next frame after it has been called. If null is passed it sets the first selected button it finds. If a specific gameObject is passed it will look for buttons on that one instead

Parameters

specific	A gameObject containing buttons

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/UI/MenuHandler.cs

3.80 MenuStackComponent Class Reference

Public Member Functions

- **MenuStackComponent** (GameObject obj, menuStackProperty prop, bool hasVerPrompt, GameObject ver↩ PromptObj)

Public Attributes

- GameObject **menuObject**
- menuStackProperty **property**
- bool **currentMenuHasVerificationPrompt**
- GameObject **verificationPromptObj**

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/UI/MenuHandler.cs

3.81 ModeInfo Class Reference

Public Member Functions

- **ModeInfo** (string name, string description)
- **ModeInfo** (string name, string description, GameModeProcessor processor)
- string **GetModeName** ()
- string **GetAbbreviation** ()
- string **GetDescription** ()
- GameModeProcessor **GetModeProcessor** ()
- bool **IsTeamMode** ()
- int **GetMinimumPlayers** ()

Properties

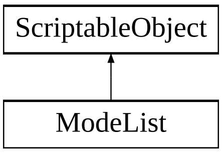
- int **Index** `[get, set]`

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/GameModes/ModeInfo.cs

3.82 ModeList Class Reference

Inheritance diagram for ModeList:



Properties

- ModeInfo **this[int index]** `[get]`
- int **Count** `[get]`

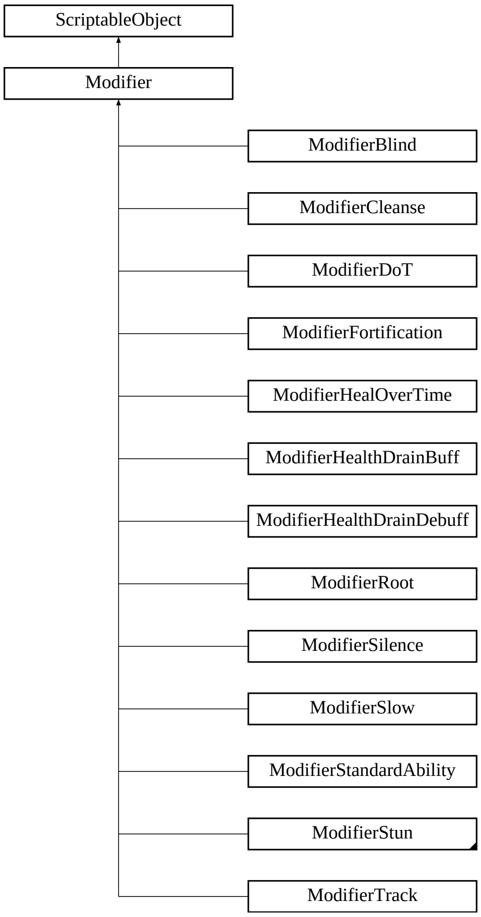
The documentation for this class was generated from the following file:

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/GameModes/ModeList.cs

3.83 Modifier Class Reference

Base class for every modifier.

Inheritance diagram for Modifier:



Public Member Functions

- virtual void OnServerStart (PlayerStatus playerStatus, int abilityId)

  Called on the server when the modifiers starts.
- virtual void OnClientStart (PlayerStatus playerStatus, int abilityId)

  Called on every client when the modifiers starts.
- virtual void OnLocalClientStart (PlayerStatus playerStatus)

  Called on the local client (the client the modifier is applied to) when the modifiers starts.
- virtual void OnServerEnd (PlayerStatus playerStatus, int abilityId)

  Called on the server when the modifiers ends.
- virtual void OnClientEnd (PlayerStatus playerStatus, int abilityId)

  Called on every client when the modifiers ends.
- virtual void OnLocalClientEnd (PlayerStatus playerStatus)

  Called on the local client (the client the modifier is applied to) when the modifiers ends.
- virtual void OnServerTick (PlayerStatus playerStatus)

  Called on the server whenever the modifier applies a tick.

Static Public Member Functions

- static Modifier GetModifierAsset (string modifierName)

  Looks up the Modifier with modifierName from the Resource/PlayerModifiers folder.

Public Attributes

- string **modifierName**
- Sprite **icon**
- GameObject **playerEffectObject**
- GameObject **localPlayerEffectObject**
- bool **unique**
- StatusType **statusType**

3.83.1 Detailed Description

Base class for every modifier.

3.83.2 Member Function Documentation

3.83.2.1 GetModifierAsset()

```
static Modifier Modifier.GetModifierAsset (
             string modifierName )  [static]
```

Looks up the Modifier with modifierName from the Resource/PlayerModifiers folder.

Parameters

modifierName	The modifier file name.

Returns

The modifier at path if found, otherwise null.

3.83.2.2 OnClientEnd()

```
virtual void Modifier.OnClientEnd (
             PlayerStatus playerStatus,
             int abilityId )  [virtual]
```

Called on every client when the modifiers ends.

Parameters

playerStatus	Reference to the associated PlayerStatus.
abilityId	The Id of the ability that applied the modifier if any, -1 otherwise.

Reimplemented in ModifierHealOverTime, ModifierBlind, and ModifierStandardAbility.

3.83.2.3 OnClientStart()

```
virtual void Modifier.OnClientStart (
            PlayerStatus playerStatus,
            int abilityId )  [virtual]
```

Called on every client when the modifiers starts.

Parameters

playerStatus	Reference to the associated PlayerStatus.
abilityId	The Id of the ability that applied the modifier if any, -1 otherwise.

Reimplemented in ModifierHealOverTime, ModifierBlind, and ModifierStandardAbility.

3.83.2.4 OnLocalClientEnd()

```
virtual void Modifier.OnLocalClientEnd (
            PlayerStatus playerStatus )  [virtual]
```

Called on the local client (the client the modifier is applied to) when the modifiers ends.

Parameters

playerStatus	Reference to the associated PlayerStatus.

Reimplemented in ModifierFortification, ModifierSlow, ModifierHealthDrainDebuff, ModifierTrack, ModifierHealthDrainBuff, ModifierSilence, ModifierStun, and ModifierRoot.

3.83.2.5 OnLocalClientStart()

```
virtual void Modifier.OnLocalClientStart (
            PlayerStatus playerStatus )  [virtual]
```

Called on the local client (the client the modifier is applied to) when the modifiers starts.

Parameters

playerStatus	Reference to the associated PlayerStatus.

Reimplemented in ModifierFlashStun, ModifierFortification, ModifierSlow, ModifierHealthDrainDebuff, ModifierHealthDrainBuff, ModifierTrack, ModifierRoot, ModifierSilence, and ModifierStun.

3.83.2.6 OnServerEnd()

```
virtual void Modifier.OnServerEnd (
             PlayerStatus playerStatus,
             int abilityId )  [virtual]
```

Called on the server when the modifiers ends.

Parameters

playerStatus	Reference to the associated PlayerStatus.
abilityId	The Id of the ability that applied the modifier if any, -1 otherwise.

Reimplemented in ModifierCleanse.

3.83.2.7 OnServerStart()

```
virtual void Modifier.OnServerStart (
             PlayerStatus playerStatus,
             int abilityId )  [virtual]
```

Called on the server when the modifiers starts.

Parameters

playerStatus	Reference to the associated PlayerStatus.
abilityId	The Id of the ability that applied the modifier if any, -1 otherwise.

Reimplemented in ModifierCleanse.

3.83.2.8 OnServerTick()

```
virtual void Modifier.OnServerTick (
             PlayerStatus playerStatus )  [virtual]
```

Called on the server whenever the modifier applies a tick.

Parameters

playerStatus	Reference to the associated PlayerStatus.

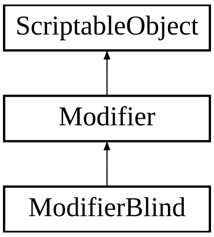
Reimplemented in ModifierHealOverTime, and ModifierDoT.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Modifiers/Modifier.cs

3.84 ModifierBlind Class Reference

Inheritance diagram for ModifierBlind:



Public Member Functions

- override void OnClientStart (PlayerStatus playerStatus, int abilityId)

  Called on every client when the modifiers starts.
- override void OnClientEnd (PlayerStatus playerStatus, int abilityId)

  Called on every client when the modifiers ends.

Public Attributes

- float **blindLerpSpeed** = 10

Additional Inherited Members

3.84.1 Member Function Documentation

3.84.1.1 OnClientEnd()

```
override void ModifierBlind.OnClientEnd (
              PlayerStatus playerStatus,
              int abilityId )  [virtual]
```

Called on every client when the modifiers ends.

Parameters

playerStatus	Reference to the associated PlayerStatus.
abilityId	The Id of the ability that applied the modifier if any, -1 otherwise.

Reimplemented from Modifier.

3.84.1.2 OnClientStart()

```
override void ModifierBlind.OnClientStart (
            PlayerStatus playerStatus,
            int abilityId )  [virtual]
```

Called on every client when the modifiers starts.

Parameters

playerStatus	Reference to the associated PlayerStatus.
abilityId	The Id of the ability that applied the modifier if any, -1 otherwise.

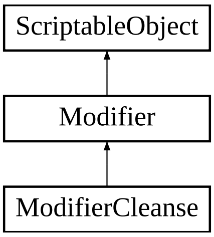
Reimplemented from Modifier.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Modifiers/ModifierBlind.cs

3.85 ModifierCleanse Class Reference

Inheritance diagram for ModifierCleanse:



Public Member Functions

- override void OnServerStart (PlayerStatus playerStatus, int abilityId)

  Called on the server when the modifiers starts.
- override void OnServerEnd (PlayerStatus playerStatus, int abilityId)

  Called on the server when the modifiers ends.

Public Attributes

- float **movespeedMulitplier**

Additional Inherited Members

3.85.1 Member Function Documentation

3.85.1.1 OnServerEnd()

```
override void ModifierCleanse.OnServerEnd (
             PlayerStatus playerStatus,
             int abilityId )  [virtual]
```

Called on the server when the modifiers ends.

Parameters

playerStatus	Reference to the associated PlayerStatus.
abilityId	The Id of the ability that applied the modifier if any, -1 otherwise.

Reimplemented from Modifier.

3.85.1.2 OnServerStart()

```
override void ModifierCleanse.OnServerStart (
             PlayerStatus playerStatus,
             int abilityId )  [virtual]
```

Called on the server when the modifiers starts.

Parameters

playerStatus	Reference to the associated PlayerStatus.
abilityId	The Id of the ability that applied the modifier if any, -1 otherwise.

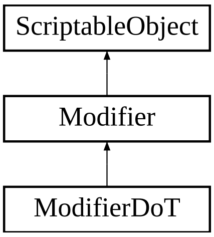
Reimplemented from Modifier.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Modifiers/ModifierCleanse.cs

3.86 ModifierDoT Class Reference

Inheritance diagram for ModifierDoT:



Public Member Functions

- override void OnServerTick (PlayerStatus playerStatus)

  Called on the server whenever the modifier applies a tick.

Public Attributes

- float **damagePerTick** = 5f

Additional Inherited Members

3.86.1 Member Function Documentation

3.86.1.1 OnServerTick()

```
override void ModifierDoT.OnServerTick (
            PlayerStatus playerStatus )  [virtual]
```

Called on the server whenever the modifier applies a tick.

Parameters

playerStatus	Reference to the associated PlayerStatus.

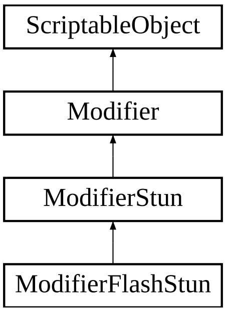
Reimplemented from Modifier.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Modifiers/ModifierDoT.cs

3.87 ModifierFlashStun Class Reference

Inheritance diagram for ModifierFlashStun:



Public Member Functions

- override void OnLocalClientStart (PlayerStatus playerStatus)
  Called on the local client (the client the modifier is applied to) when the modifiers starts.

Public Attributes

- GameObject **flashPrefab**

Additional Inherited Members

3.87.1 Member Function Documentation

3.87.1.1 OnLocalClientStart()

```
override void ModifierFlashStun.OnLocalClientStart (
            PlayerStatus playerStatus )  [virtual]
```

Called on the local client (the client the modifier is applied to) when the modifiers starts.

Parameters

playerStatus	Reference to the associated PlayerStatus.

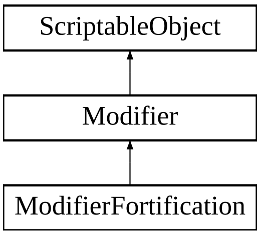
Reimplemented from Modifier.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Modifiers/ModifierFlashStun.cs

3.88 ModifierFortification Class Reference

Inheritance diagram for ModifierFortification:



Public Member Functions

- override void OnLocalClientStart (PlayerStatus playerStatus)

  Called on the local client (the client the modifier is applied to) when the modifiers starts.
- override void OnLocalClientEnd (PlayerStatus playerStatus)

  Called on the local client (the client the modifier is applied to) when the modifiers ends.

Public Attributes

- float **damageMultiplier**

Additional Inherited Members

3.88.1 Member Function Documentation

3.88.1.1 OnLocalClientEnd()

```
override void ModifierFortification.OnLocalClientEnd (
            PlayerStatus playerStatus )  [virtual]
```

Called on the local client (the client the modifier is applied to) when the modifiers ends.

Parameters

playerStatus	Reference to the associated PlayerStatus.

Reimplemented from Modifier.

3.88.1.2 OnLocalClientStart()

```
override void ModifierFortification.OnLocalClientStart (
            PlayerStatus playerStatus )  [virtual]
```

Called on the local client (the client the modifier is applied to) when the modifiers starts.

Parameters

playerStatus	Reference to the associated PlayerStatus.

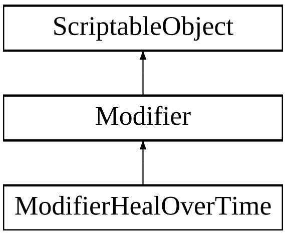
Reimplemented from Modifier.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Modifiers/ModifierFortification.cs

3.89 ModifierHealOverTime Class Reference

Inheritance diagram for ModifierHealOverTime:



Public Member Functions

- override void OnClientStart (PlayerStatus playerStatus, int abilityId)
  Called on every client when the modifiers starts.
- override void OnServerTick (PlayerStatus playerStatus)
  Called on the server whenever the modifier applies a tick.
- override void OnClientEnd (PlayerStatus playerStatus, int abilityId)
  Called on every client when the modifiers ends.

Public Attributes

- float **healthPerTick**

Additional Inherited Members

3.89.1 Member Function Documentation

3.89.1.1 OnClientEnd()

```
override void ModifierHealOverTime.OnClientEnd (
             PlayerStatus playerStatus,
             int abilityId )  [virtual]
```

Called on every client when the modifiers ends.

Parameters

playerStatus	Reference to the associated PlayerStatus.
abilityId	The Id of the ability that applied the modifier if any, -1 otherwise.

Reimplemented from Modifier.

3.89.1.2 OnClientStart()

```
override void ModifierHealOverTime.OnClientStart (
             PlayerStatus playerStatus,
             int abilityId )  [virtual]
```

Called on every client when the modifiers starts.

Parameters

playerStatus	Reference to the associated PlayerStatus.
abilityId	The Id of the ability that applied the modifier if any, -1 otherwise.

Reimplemented from Modifier.

3.89.1.3 OnServerTick()

```
override void ModifierHealOverTime.OnServerTick (
             PlayerStatus playerStatus )  [virtual]
```

Called on the server whenever the modifier applies a tick.

Parameters

playerStatus	Reference to the associated PlayerStatus.

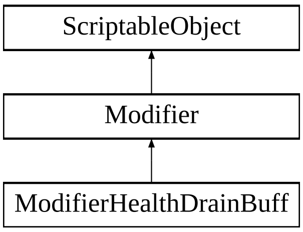
Reimplemented from Modifier.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Modifiers/ModifierHealOverTime.cs

3.90 ModifierHealthDrainBuff Class Reference

Inheritance diagram for ModifierHealthDrainBuff:



Public Member Functions

- override void OnLocalClientStart (PlayerStatus playerStatus)

  Called on the local client (the client the modifier is applied to) when the modifiers starts.
- override void OnLocalClientEnd (PlayerStatus playerStatus)

  Called on the local client (the client the modifier is applied to) when the modifiers ends.

Additional Inherited Members

3.90.1 Member Function Documentation

3.90.1.1 OnLocalClientEnd()

```
override void ModifierHealthDrainBuff.OnLocalClientEnd (
            PlayerStatus playerStatus )  [virtual]
```

Called on the local client (the client the modifier is applied to) when the modifiers ends.

Parameters

playerStatus	Reference to the associated PlayerStatus.

Reimplemented from Modifier.

3.90.1.2 OnLocalClientStart()

```
override void ModifierHealthDrainBuff.OnLocalClientStart (
            PlayerStatus playerStatus )  [virtual]
```

Called on the local client (the client the modifier is applied to) when the modifiers starts.

Parameters

playerStatus	Reference to the associated PlayerStatus.

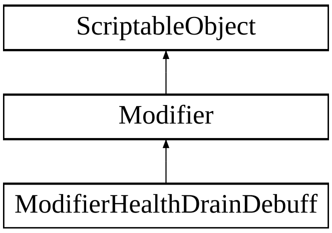
Reimplemented from Modifier.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Modifiers/ModifierHealthDrainBuff.cs

3.91 ModifierHealthDrainDebuff Class Reference

Inheritance diagram for ModifierHealthDrainDebuff:



Public Member Functions

- override void OnLocalClientStart (PlayerStatus playerStatus)

  Called on the local client (the client the modifier is applied to) when the modifiers starts.
- override void OnLocalClientEnd (PlayerStatus playerStatus)

  Called on the local client (the client the modifier is applied to) when the modifiers ends.

Additional Inherited Members

3.91.1 Member Function Documentation

3.91.1.1 OnLocalClientEnd()

```
override void ModifierHealthDrainDebuff.OnLocalClientEnd (
            PlayerStatus playerStatus )  [virtual]
```

Called on the local client (the client the modifier is applied to) when the modifiers ends.

Parameters

playerStatus	Reference to the associated PlayerStatus.

Reimplemented from Modifier.

3.91.1.2 OnLocalClientStart()

```
override void ModifierHealthDrainDebuff.OnLocalClientStart (
             PlayerStatus playerStatus )  [virtual]
```

Called on the local client (the client the modifier is applied to) when the modifiers starts.

Parameters

playerStatus	Reference to the associated PlayerStatus.

Reimplemented from Modifier.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Modifiers/ModifierHealthDrainDebuff.cs

3.92 ModifierInfo Struct Reference

Struct used in abilities to store modifier information.

Public Attributes

- Modifier **modifier**
- float **duration**
- int **tickCount**
- float **tickInterval**

3.92.1 Detailed Description

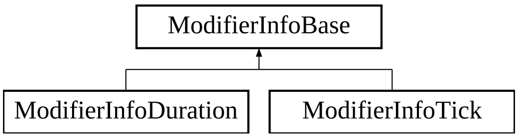
Struct used in abilities to store modifier information.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Modifiers/Modifier.cs

3.93 ModifierInfoBase Class Reference

Inheritance diagram for ModifierInfoBase:



Public Attributes

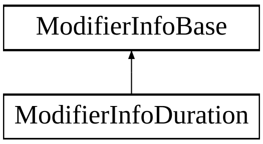
- Modifier **modifier**

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Modifiers/Modifier.cs

3.94 ModifierInfoDuration Class Reference

Inheritance diagram for ModifierInfoDuration:



Public Attributes

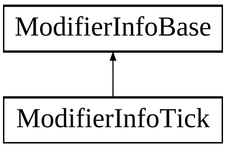
- float **duration**

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Modifiers/Modifier.cs

3.95 ModifierInfoTick Class Reference

Inheritance diagram for ModifierInfoTick:



Public Attributes

- int **tickCount**
- float **tickInterval**

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Modifiers/Modifier.cs

3.96 ModifierInstanceClient Class Reference

The instance used when a modifier is active. Only exists on the clients.

Public Member Functions

- ModifierInstanceClient (Modifier mod, PlayerStatus plStatus, PlayerUIHandler playerUIHandler, int modId, int abId, float duration)

  Constructor that instantiates effect objects and calls the correct modifier functions.
- void OnEnd ()

  Called when the modifier effect has ended.
- void SetNewDuration (float newDuration)

  Updates the UI elements with the new duration.
- Modifier GetModifier ()

  Returns the modifier used by this instance.
- int GetAbilityId ()

  Returns the ability ID in this instance, equal to or above 0 means this modifier was applied by an ability, -1 otherwise.
- int GetModifierId ()

  Returns the unique modifier ID for this instance.

3.96.1 Detailed Description

The instance used when a modifier is active. Only exists on the clients.

3.96.2 Constructor & Destructor Documentation

3.96.2.1 ModifierInstanceClient()

```
ModifierInstanceClient.ModifierInstanceClient (
                Modifier mod,
                PlayerStatus plStatus,
                PlayerUIHandler playerUIHandler,
                int modId,
                int abId,
                float duration )
```

Constructor that instantiates effect objects and calls the correct modifier functions.

Parameters

mod	The modifier for this instance.
plStatus	The playerStatus the modifier is applied to.
playerUIHandler	Reference to the UIHandler, used by the local client to add modifier UI.
modId	Unique identifier for this modifier instance.
abId	The Id of the ability that applied the modifier if any, -1 otherwise.
duration	The initial modifier duration.
effectParent	Either null or the transform we want to put as parent for this modifier

3.96.3 Member Function Documentation

3.96.3.1 GetAbilityId()

```
int ModifierInstanceClient.GetAbilityId ( )
```

Returns the ability ID in this instance, equal to or above 0 means this modifier was applied by an ability, -1 otherwise.

Returns

The ability ID.

3.96.3.2 GetModifier()

```
Modifier ModifierInstanceClient.GetModifier ( )
```

Returns the modifier used by this instance.

Returns

The active modifier.

3.96.3.3 GetModifierId()

```
int ModifierInstanceClient.GetModifierId ( )
```

Returns the unique modifier ID for this instance.

Returns

The modifier ID.

3.96.3.4 OnEnd()

```
void ModifierInstanceClient.OnEnd ( )
```

Called when the modifier effect has ended.

3.96.3.5 SetNewDuration()

```
void ModifierInstanceClient.SetNewDuration (
             float newDuration )
```

Updates the UI elements with the new duration.

Parameters

newDuration	The new duration.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Modifiers/ModifierInstanceClient.cs

3.97 ModifierInstanceServer Class Reference

The instance used when a modifier is active. Only exists on the server.

Public Member Functions

- ModifierInstanceServer (ModifierInfo info, PlayerStatus plStatus, int modId, int abId)

  Constructor which starts the correct update loop as a Coroutine on the playerStatus MonoBehaviour.
- IEnumerator DurationLoop ()

  Update loop when the duration is used.
- IEnumerator TickLoop ()

  Update loop when the ticks are used.
- void OnEnd ()

  Called when the modifier effect has ended.
- void OnCancel ()

  Called when the ability modifier effect is cancelled (e.g. undocking).
- void MaxDuration (float newDuration)

  Used for unique modifiers that doesn't stack. Uses the largest of the given durations.
- Modifier GetModifier ()

  Returns the modifier used by this instance.
- int GetAbilityId ()

  Returns the ability ID in this instance, equal to or above 0 means this modifier was applied by an ability, -1 otherwise.
- int GetModifierId ()

  Returns the unique modifier ID for this instance.

3.97.1 Detailed Description

The instance used when a modifier is active. Only exists on the server.

3.97.2 Constructor & Destructor Documentation

3.97.2.1 ModifierInstanceServer()

```
ModifierInstanceServer.ModifierInstanceServer (
              ModifierInfo info,
              PlayerStatus plStatus,
              int modId,
              int abId )
```

Constructor which starts the correct update loop as a Coroutine on the playerStatus MonoBehaviour.

Parameters

info	Information about this modifier.
plStatus	The playerStatus the modifier is applied to.
modId	Unique identifier for this modifier instance.
abId	The Id of the ability that applied the modifier if any, -1 otherwise.

3.97.3 Member Function Documentation

3.97.3.1 DurationLoop()

```
IEnumerator ModifierInstanceServer.DurationLoop ( )
```

Update loop when the duration is used.

3.97.3.2 GetAbilityId()

```
int ModifierInstanceServer.GetAbilityId ( )
```

Returns the ability ID in this instance, equal to or above 0 means this modifier was applied by an ability, -1 otherwise.

Returns

The ability ID.

3.97.3.3 GetModifier()

```
Modifier ModifierInstanceServer.GetModifier ( )
```

Returns the modifier used by this instance.

Returns

The active modifier.

3.97.3.4 GetModifierId()

```
int ModifierInstanceServer.GetModifierId ( )
```

Returns the unique modifier ID for this instance.

Returns

The modifier ID.

3.97.3.5 MaxDuration()

```
void ModifierInstanceServer.MaxDuration (
             float newDuration )
```

Used for unique modifiers that doesn't stack. Uses the largest of the given durations.

Parameters

newDuration	The duration to compare the current duration with.

3.97.3.6 OnCancel()

```
void ModifierInstanceServer.OnCancel ( )
```

Called when the ability modifier effect is cancelled (e.g. undocking).

3.97.3.7 OnEnd()

```
void ModifierInstanceServer.OnEnd ( )
```

Called when the modifier effect has ended.

3.97.3.8 TickLoop()

```
IEnumerator ModifierInstanceServer.TickLoop ( )
```

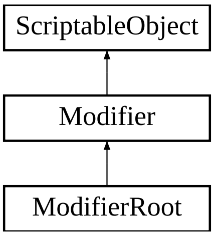
Update loop when the ticks are used.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Modifiers/ModifierInstanceServer.cs

3.98 ModifierRoot Class Reference

Inheritance diagram for ModifierRoot:



Public Member Functions

- override void OnLocalClientStart (PlayerStatus playerStatus)

  Called on the local client (the client the modifier is applied to) when the modifiers starts.
- override void OnLocalClientEnd (PlayerStatus playerStatus)

  Called on the local client (the client the modifier is applied to) when the modifiers ends.

Additional Inherited Members

3.98.1 Member Function Documentation

3.98.1.1 OnLocalClientEnd()

```
override void ModifierRoot.OnLocalClientEnd (
             PlayerStatus playerStatus )  [virtual]
```

Called on the local client (the client the modifier is applied to) when the modifiers ends.

Parameters

playerStatus	Reference to the associated PlayerStatus.

Reimplemented from Modifier.

3.98.1.2 OnLocalClientStart()

```
override void ModifierRoot.OnLocalClientStart (
             PlayerStatus playerStatus )  [virtual]
```

Called on the local client (the client the modifier is applied to) when the modifiers starts.

Parameters

playerStatus	Reference to the associated PlayerStatus.

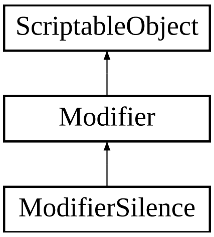
Reimplemented from Modifier.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Modifiers/ModifierRoot.cs

3.99 ModifierSilence Class Reference

Inheritance diagram for ModifierSilence:



Public Member Functions

- override void OnLocalClientStart (PlayerStatus playerStatus)

  Called on the local client (the client the modifier is applied to) when the modifiers starts.
- override void OnLocalClientEnd (PlayerStatus playerStatus)

  Called on the local client (the client the modifier is applied to) when the modifiers ends.

Additional Inherited Members

3.99.1 Member Function Documentation

3.99.1.1 OnLocalClientEnd()

```
override void ModifierSilence.OnLocalClientEnd (
            PlayerStatus playerStatus )  [virtual]
```

Called on the local client (the client the modifier is applied to) when the modifiers ends.

Parameters

playerStatus	Reference to the associated PlayerStatus.

Reimplemented from Modifier.

3.99.1.2 OnLocalClientStart()

```
override void ModifierSilence.OnLocalClientStart (
            PlayerStatus playerStatus )  [virtual]
```

Called on the local client (the client the modifier is applied to) when the modifiers starts.

Parameters

playerStatus	Reference to the associated PlayerStatus.

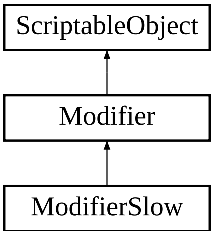
Reimplemented from Modifier.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Modifiers/ModifierSilence.cs

3.100 ModifierSlow Class Reference

Inheritance diagram for ModifierSlow:



Public Member Functions

- override void OnLocalClientStart (PlayerStatus playerStatus)

  Called on the local client (the client the modifier is applied to) when the modifiers starts.
- override void OnLocalClientEnd (PlayerStatus playerStatus)

  Called on the local client (the client the modifier is applied to) when the modifiers ends.

Public Attributes

- float **slowPercentage** = 0.5f

Additional Inherited Members

3.100.1 Member Function Documentation

3.100.1.1 OnLocalClientEnd()

```
override void ModifierSlow.OnLocalClientEnd (
             PlayerStatus playerStatus )  [virtual]
```

Called on the local client (the client the modifier is applied to) when the modifiers ends.

Parameters

playerStatus	Reference to the associated PlayerStatus.

Reimplemented from Modifier.

3.100.1.2 OnLocalClientStart()

```
override void ModifierSlow.OnLocalClientStart (
            PlayerStatus playerStatus )  [virtual]
```

Called on the local client (the client the modifier is applied to) when the modifiers starts.

Parameters

playerStatus	Reference to the associated PlayerStatus.

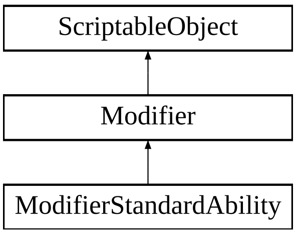
Reimplemented from Modifier.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Modifiers/ModifierSlow.cs

3.101 ModifierStandardAbility Class Reference

Inheritance diagram for ModifierStandardAbility:



Public Member Functions

- override void OnClientStart (PlayerStatus playerStatus, int abilityId)

  Called on every client when the modifiers starts.
- override void OnClientEnd (PlayerStatus playerStatus, int abilityId)

  Called on every client when the modifiers ends.

Additional Inherited Members

3.101.1 Member Function Documentation

3.101.1.1 OnClientEnd()

```
override void ModifierStandardAbility.OnClientEnd (
             PlayerStatus playerStatus,
             int abilityId )  [virtual]
```

Called on every client when the modifiers ends.

Parameters

playerStatus	Reference to the associated PlayerStatus.
abilityId	The Id of the ability that applied the modifier if any, -1 otherwise.

Reimplemented from Modifier.

3.101.1.2 OnClientStart()

```
override void ModifierStandardAbility.OnClientStart (
             PlayerStatus playerStatus,
             int abilityId )  [virtual]
```

Called on every client when the modifiers starts.

Parameters

playerStatus	Reference to the associated PlayerStatus.
abilityId	The Id of the ability that applied the modifier if any, -1 otherwise.

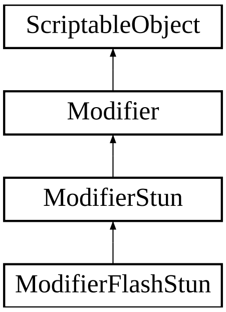
Reimplemented from Modifier.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Modifiers/ModifierStandardAbility.cs

3.102 ModifierStun Class Reference

Inheritance diagram for ModifierStun:



Public Member Functions

- override void OnLocalClientStart (PlayerStatus playerStatus)

  Called on the local client (the client the modifier is applied to) when the modifiers starts.
- override void OnLocalClientEnd (PlayerStatus playerStatus)

  Called on the local client (the client the modifier is applied to) when the modifiers ends.

Additional Inherited Members

3.102.1 Member Function Documentation

3.102.1.1 OnLocalClientEnd()

```
override void ModifierStun.OnLocalClientEnd (
             PlayerStatus playerStatus )  [virtual]
```

Called on the local client (the client the modifier is applied to) when the modifiers ends.

Parameters

playerStatus	Reference to the associated PlayerStatus.

Reimplemented from Modifier.

3.102.1.2 OnLocalClientStart()

```
override void ModifierStun.OnLocalClientStart (
             PlayerStatus playerStatus )  [virtual]
```

Called on the local client (the client the modifier is applied to) when the modifiers starts.

Parameters

playerStatus	Reference to the associated PlayerStatus.

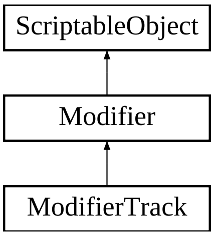
Reimplemented from Modifier.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Modifiers/ModifierStun.cs

3.103 ModifierTrack Class Reference

Inheritance diagram for ModifierTrack:



Public Member Functions

- override void OnLocalClientStart (PlayerStatus playerStatus)

  Called on the local client (the client the modifier is applied to) when the modifiers starts.
- override void OnLocalClientEnd (PlayerStatus playerStatus)

  Called on the local client (the client the modifier is applied to) when the modifiers ends.

Public Attributes

- float **damageMultiplier**

Additional Inherited Members

3.103.1 Member Function Documentation

3.103.1.1 OnLocalClientEnd()

```
override void ModifierTrack.OnLocalClientEnd (
             PlayerStatus playerStatus )  [virtual]
```

Called on the local client (the client the modifier is applied to) when the modifiers ends.

Parameters

playerStatus	Reference to the associated PlayerStatus.

Reimplemented from Modifier.

3.103.1.2 OnLocalClientStart()

```
override void ModifierTrack.OnLocalClientStart (
            PlayerStatus playerStatus )  [virtual]
```

Called on the local client (the client the modifier is applied to) when the modifiers starts.

Parameters

playerStatus	Reference to the associated PlayerStatus.

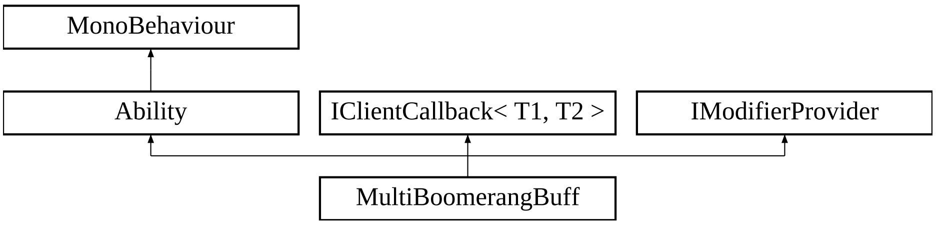
Reimplemented from Modifier.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Modifiers/ModifierTrack.cs

3.104 MultiBoomerangBuff Class Reference

Inheritance diagram for MultiBoomerangBuff:



Public Types

- enum **ClientCallback** { **BuffApplied** }

Public Member Functions

- override void ButtonDown ()

    Callback for what this ability does locally when its associated button is pressed
- override void SetActive (bool state=false)

    Synchronized state call between clients. Appropriate place for starting local animations/sounds.
- override void SetModifier (bool state=false)

    Callback for what this ability is supposed to do when a modifier state changes
- IEnumerator ResetBuff ()

    Coroutine used for resetting any visuals to default state. It waits for the end of the deactivation animation before doing anything.
- int **GetAbilityId** ()
- int **GetBuffModifierId** ()

Public Attributes

- BoomerangThrow **boomerangScript**
- ModifierInfo **buff**
- GameObject [ ] **otherBoomerangVisuals**
- Animator **boomerangAnimator**
- AnimationClip **boomerangAnimationClip**
- string **animationTrigger**
- bool **buffActive** = false
- bool **buffApplied** = false

Additional Inherited Members

3.104.1 Member Function Documentation

3.104.1.1 ButtonDown()

```
override void MultiBoomerangBuff.ButtonDown ( )  [virtual]
```

Callback for what this ability does locally when its associated button is pressed

Implements Ability.

3.104.1.2 ResetBuff()

```
IEnumerator MultiBoomerangBuff.ResetBuff ( )
```

Coroutine used for resetting any visuals to default state. It waits for the end of the deactivation animation before doing anything.

3.104.1.3 SetActive()

```
override void MultiBoomerangBuff.SetActive (
             bool state = false )  [virtual]
```

Synchronized state call between clients. Appropriate place for starting local animations/sounds.

Parameters

state	If the ability should be activated or deactivated.

Implements Ability.

3.104.1.4 SetModifier()

```
override void MultiBoomerangBuff.SetModifier (
            bool state = false )  [virtual]
```

Callback for what this ability is supposed to do when a modifier state changes

Parameters

state	The new modifier state

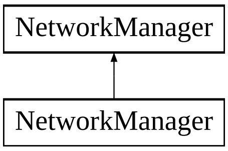
Reimplemented from Ability.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/BoomerangKit/MultiBoomerangBuff.cs

3.105 NetworkManager Class Reference

Inheritance diagram for NetworkManager:



Public Member Functions

- GameSettings **GetGameSettings** ()
- void Disconnect ()

  Causes the network manager to disconnect
- void DisconnectAndReturnToMenu ()

  Disconnect and return the game to the main menu scene
- void StartMatchmakingGame (string gameName, Action< bool, MatchInfo > onCreate)

  Create a matchmaking game
- void StartMatchingmakingClient ()

  Initialize the matchmaking client to receive match lists
- void JoinMatchmakingGame (NetworkID networkId, Action< bool, MatchInfo > onJoin)

Join a matchmaking game

- void ProgressToGameScene ()

  Makes the server change to the correct game scene for our map, and tells all clients to do the same
- void ReturnToMenu (MenuPage returnPage)

  Makes the server change to the menu scene, and bring all clients with it
- NetworkPlayer GetPlayerById (int id)

  Gets a network player by its index
- bool AllPlayersReady ()

  Gets whether all players are ready
- void ClearAllReadyStates ()

  Reset the ready states for all players
- TeamId **GetInitialTeamId** ()
- void RegisterNetworkPlayer (NetworkPlayer newPlayer)

  Register network players so we have all of them
- void DeregisterNetworkPlayer (NetworkPlayer removedPlayer)

  Deregister network players
- override void **OnClientError** (NetworkConnection conn, int errorCode)
- override void **OnClientConnect** (NetworkConnection conn)
- override void **OnClientDisconnect** (NetworkConnection conn)
- override void **OnServerError** (NetworkConnection conn, int errorCode)
- override void **OnServerSceneChanged** (string sceneName)
- override void **OnClientSceneChanged** (NetworkConnection conn)
- override void **OnServerAddPlayer** (NetworkConnection conn, short playerControllerId)
- override void **OnServerRemovePlayer** (NetworkConnection conn, PlayerController player)
- override void **OnServerReady** (NetworkConnection conn)
- override void **OnServerConnect** (NetworkConnection conn)
- override void **OnServerDisconnect** (NetworkConnection conn)
- override void **OnMatchCreate** (bool success, string extendedInfo, MatchInfo matchInfo)
- override void **OnMatchJoined** (bool success, string extendedInfo, MatchInfo matchInfo)
- override void **OnDropConnection** (bool success, string extendedInfo)
- override void OnStartServer ()

  Server resets networkSceneName
- override void OnStopServer ()

  Server destroys NetworkPlayer objects
- override void OnStopClient ()

  Clients also destroy their copies of NetworkPlayer
- override void OnStartHost ()

  Fire host started messages
- virtual void OnPlayerSetReady (NetworkPlayer player)

  Called on the server when a player is set to ready

Static Public Member Functions

- static NetworkPlayer GetPlayerForConnection (NetworkConnection conn)

  Gets the NetworkPlayer object for a given connection

Protected Member Functions

- virtual void Awake ()

  Initialize our singleton
- virtual void Update ()

  Progress to game scene when in transitioning state
- virtual void OnDestroy ()

  Clear the singleton
- void **StopMatchmakingGame** ()
- void UnlistMatch ()

  Sets the current matchmaking game as unlisted
- void ListMatch ()

  Causes the current matchmaking game to become listed again
- virtual void **UpdatePlayerIDs** ()
- void **FireGameModeUpdated** ()

Properties

- NetworkState state `[get]`

  Gets whether we're in a lobby or a game
- static bool IsServer `[get]`

  Gets whether or not we're a server
- List< NetworkPlayer > connectedPlayers `[get]`

  Collection of all connected players
- int playerCount `[get]`

  Gets current number of connected player
- bool hasSufficientPlayers `[get]`

  Gets whether we've currently got enough players to start a game
- static NetworkManager Instance `[get]`

  Gets the NetworkManager instance if it exists
- static bool **InstanceExists** `[get]`

Events

- Action< NetworkPlayer > playerJoined

  Called on all clients when a player joins
- Action< NetworkPlayer > playerLeft

  Called on all clients when a player leaves
- Action hostStarted

  Called on a host when their server starts
- Action serverStopped

  Called when the server is shut down
- Action clientStopped

  Called when the client is shut down
- Action< NetworkConnection > clientConnected

  Called on a client when they connect to a game
- Action< NetworkConnection > clientDisconnected

  Called on a client when they disconnect from a game
- Action< NetworkConnection, int > clientError

  Called on a client when there is a networking error

- Action< NetworkConnection, int > serverError

  Called on the server when there is a networking error
- Action< bool, string > sceneChanged

  Called on clients and server when the scene changes
- Action serverPlayersReadied

  Called on the server when all players are ready
- Action serverClientDisconnected

  Called on the server when a client disconnects
- Action< bool, MatchInfo > matchCreated

  Called when we've created a match
- Action gameModeUpdated

  Called when game mode changes
- Action< bool, MatchInfo > matchJoined

  Called when we've joined a matchMade game
- Action matchDropped

  Called when we've been dropped from a matchMade game

3.105.1 Member Function Documentation

3.105.1.1 AllPlayersReady()

```
bool NetworkManager.AllPlayersReady ( )
```

Gets whether all players are ready

3.105.1.2 Awake()

```
virtual void NetworkManager.Awake ( )  [protected], [virtual]
```

Initialize our singleton

3.105.1.3 ClearAllReadyStates()

```
void NetworkManager.ClearAllReadyStates ( )
```

Reset the ready states for all players

3.105.1.4 DeregisterNetworkPlayer()

```
void NetworkManager.DeregisterNetworkPlayer (
             NetworkPlayer removedPlayer )
```

Deregister network players

3.105.1.5 Disconnect()

```
void NetworkManager.Disconnect ( )
```

Causes the network manager to disconnect

3.105.1.6 DisconnectAndReturnToMenu()

```
void NetworkManager.DisconnectAndReturnToMenu ( )
```

Disconnect and return the game to the main menu scene

3.105.1.7 GetPlayerById()

```
NetworkPlayer NetworkManager.GetPlayerById (
             int id )
```

Gets a network player by its index

3.105.1.8 GetPlayerForConnection()

```
static NetworkPlayer NetworkManager.GetPlayerForConnection (
             NetworkConnection conn )  [static]
```

Gets the NetworkPlayer object for a given connection

3.105.1.9 JoinMatchmakingGame()

```
void NetworkManager.JoinMatchmakingGame (
             NetworkID networkId,
             Action< bool, MatchInfo > onJoin )
```

Join a matchmaking game

3.105.1.10 ListMatch()

```
void NetworkManager.ListMatch ( )  [protected]
```

Causes the current matchmaking game to become listed again

3.105.1.11 OnDestroy()

```
virtual void NetworkManager.OnDestroy ( )  [protected], [virtual]
```

Clear the singleton

3.105.1.12 OnPlayerSetReady()

```
virtual void NetworkManager.OnPlayerSetReady (
             NetworkPlayer player )  [virtual]
```

Called on the server when a player is set to ready

3.105.1.13 OnStartHost()

```
override void NetworkManager.OnStartHost ( )
```

Fire host started messages

3.105.1.14 OnStartServer()

```
override void NetworkManager.OnStartServer ( )
```

Server resets networkSceneName

3.105.1.15 OnStopClient()

```
override void NetworkManager.OnStopClient ( )
```

Clients also destroy their copies of NetworkPlayer

3.105.1.16 OnStopServer()

```
override void NetworkManager.OnStopServer ( )
```

Server destroys NetworkPlayer objects

3.105.1.17 ProgressToGameScene()

```
void NetworkManager.ProgressToGameScene ( )
```

Makes the server change to the correct game scene for our map, and tells all clients to do the same

3.105.1.18 RegisterNetworkPlayer()

```
void NetworkManager.RegisterNetworkPlayer (
             NetworkPlayer newPlayer )
```

Register network players so we have all of them

3.105.1.19 ReturnToMenu()

```
void NetworkManager.ReturnToMenu (
             MenuPage returnPage )
```

Makes the server change to the menu scene, and bring all clients with it

3.105.1.20 StartMatchingmakingClient()

```
void NetworkManager.StartMatchingmakingClient ( )
```

Initialize the matchmaking client to receive match lists

3.105.1.21 StartMatchmakingGame()

```
void NetworkManager.StartMatchmakingGame (
             string gameName,
             Action< bool, MatchInfo > onCreate )
```

Create a matchmaking game

3.105.1.22 UnlistMatch()

```
void NetworkManager.UnlistMatch ( )  [protected]
```

Sets the current matchmaking game as unlisted

3.105.1.23 Update()

```
virtual void NetworkManager.Update ( )  [protected], [virtual]
```

Progress to game scene when in transitioning state

3.105.2 Property Documentation

3.105.2.1 connectedPlayers

```
List<NetworkPlayer> NetworkManager.connectedPlayers  [get]
```

Collection of all connected players

3.105.2.2 hasSufficientPlayers

```
bool NetworkManager.hasSufficientPlayers  [get]
```

Gets whether we've currently got enough players to start a game

3.105.2.3 Instance

```
NetworkManager NetworkManager.Instance  [static], [get]
```

Gets the NetworkManager instance if it exists

3.105.2.4 IsServer

```
bool NetworkManager.IsServer  [static], [get]
```

Gets whether or not we're a server

3.105.2.5 playerCount

```
int NetworkManager.playerCount  [get]
```

Gets current number of connected player

3.105.2.6 state

```
NetworkState NetworkManager.state  [get]
```

Gets whether we're in a lobby or a game

3.105.3 Event Documentation

3.105.3.1 clientConnected

```
Action<NetworkConnection> NetworkManager.clientConnected
```

Called on a client when they connect to a game

3.105.3.2 clientDisconnected

```
Action<NetworkConnection> NetworkManager.clientDisconnected
```

Called on a client when they disconnect from a game

3.105.3.3 clientError

```
Action<NetworkConnection, int> NetworkManager.clientError
```

Called on a client when there is a networking error

3.105.3.4 clientStopped

```
Action NetworkManager.clientStopped
```

Called when the client is shut down

3.105.3.5 gameModeUpdated

```
Action NetworkManager.gameModeUpdated
```

Called when game mode changes

3.105.3.6 hostStarted

```
Action NetworkManager.hostStarted
```

Called on a host when their server starts

3.105.3.7 matchCreated

```
Action<bool, MatchInfo> NetworkManager.matchCreated
```

Called when we've created a match

3.105.3.8 matchDropped

```
Action NetworkManager.matchDropped
```

Called when we've been dropped from a matchMade game

3.105.3.9 matchJoined

```
Action<bool, MatchInfo> NetworkManager.matchJoined
```

Called when we've joined a matchMade game

3.105.3.10 playerJoined

```
Action<NetworkPlayer> NetworkManager.playerJoined
```

Called on all clients when a player joins

3.105.3.11 playerLeft

```
Action<NetworkPlayer> NetworkManager.playerLeft
```

Called on all clients when a player leaves

3.105.3.12 sceneChanged

```
Action<bool, string> NetworkManager.sceneChanged
```

Called on clients and server when the scene changes

3.105.3.13 serverClientDisconnected

```
Action NetworkManager.serverClientDisconnected
```

Called on the server when a client disconnects

3.105.3.14 serverError

```
Action<NetworkConnection, int> NetworkManager.serverError
```

Called on the server when there is a networking error

3.105.3.15 serverPlayersReadied

```
Action NetworkManager.serverPlayersReadied
```

Called on the server when all players are ready

3.105.3.16 serverStopped

```
Action NetworkManager.serverStopped
```

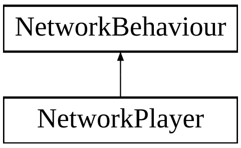
Called when the server is shut down

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Networking/NetworkManager.cs

3.106 NetworkPlayer Class Reference

Inheritance diagram for NetworkPlayer:



Public Member Functions

- override void OnStartLocalPlayer ()

  Set initial values
- override void OnStartClient ()

  Register us with the NetworkManager
- override void OnNetworkDestroy ()

  Deregister us with the manager
- void OnEnterGameScene ()

  Fired when we enter the game scene
- void OnEnterLobbyScene ()

  Fired when we return to the lobby scene, or are first created in the lobby
- void **ClearReady** ()
- void **SetPlayerName** (string newName)
- void **SetPlayerId** (int newPlayerId)
- void **RpcSetGameSettings** (int mapIndex, int modelIndex)
- void **RpcPrepareForLoad** ()
- void **CmdTeamChange** ()
- void **CmdNameChanged** (string name)
- void **CmdSetReady** ()

Protected Member Functions

- virtual void Start ()

  Get network manager
- virtual void OnDestroy ()

  Clean up lobby object for us

Protected Attributes

- GameObject **playerPrefab**
- GameObject **lobbyPrefab**

Properties

- int PlayerId `[get]`

  Gets this player's id
- string PlayerName `[get]`

  Gets this player's name
- TeamId PlayerTeamId `[get]`

  Gets this player's team id
- bool IsReady `[get]`

  Gets whether this player has marked themselves as ready in the lobby
- Player PlayerInstance `[get, set]`

  Gets the player script associated with this player
- LobbyPlayer LobbyObject `[get]`

  Gets the lobby object associated with this player
- static NetworkPlayer LocalPlayerInstance `[get]`

  Gets the local NetworkPlayer object

Events

- Action< NetworkPlayer > **syncVarsChanged**
- Action< NetworkPlayer > **becameReady**
- Action **gameDetailsReady**

3.106.1 Member Function Documentation

3.106.1.1 OnDestroy()

```
virtual void NetworkPlayer.OnDestroy ( )  [protected], [virtual]
```

Clean up lobby object for us

3.106.1.2 OnEnterGameScene()

```
void NetworkPlayer.OnEnterGameScene ( )
```

Fired when we enter the game scene

3.106.1.3 OnEnterLobbyScene()

```
void NetworkPlayer.OnEnterLobbyScene ( )
```

Fired when we return to the lobby scene, or are first created in the lobby

3.106.1.4 OnNetworkDestroy()

```
override void NetworkPlayer.OnNetworkDestroy ( )
```

Deregister us with the manager

3.106.1.5 OnStartClient()

```
override void NetworkPlayer.OnStartClient ( )
```

Register us with the NetworkManager

3.106.1.6 OnStartLocalPlayer()

```
override void NetworkPlayer.OnStartLocalPlayer ( )
```

Set initial values

3.106.1.7 Start()

```
virtual void NetworkPlayer.Start ( )  [protected], [virtual]
```

Get network manager

3.106.2 Property Documentation

3.106.2.1 IsReady

```
bool NetworkPlayer.IsReady  [get]
```

Gets whether this player has marked themselves as ready in the lobby

3.106.2.2 LobbyObject

```
LobbyPlayer NetworkPlayer.LobbyObject  [get]
```

Gets the lobby object associated with this player

3.106.2.3 LocalPlayerInstance

```
NetworkPlayer NetworkPlayer.LocalPlayerInstance [static], [get]
```

Gets the local NetworkPlayer object

3.106.2.4 PlayerId

```
int NetworkPlayer.PlayerId [get]
```

Gets this player's id

3.106.2.5 PlayerInstance

```
Player NetworkPlayer.PlayerInstance [get], [set]
```

Gets the player script associated with this player

3.106.2.6 PlayerName

```
string NetworkPlayer.PlayerName [get]
```

Gets this player's name

3.106.2.7 PlayerTeamId

```
TeamId NetworkPlayer.PlayerTeamId [get]
```

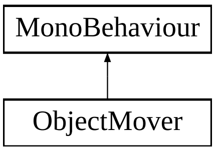
Gets this player's team id

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Networking/NetworkPlayer.cs

3.107 ObjectMover Class Reference

Inheritance diagram for ObjectMover:



Public Attributes

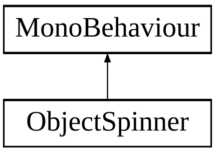
- float **timeToUse**
- bool **backwardsWhenDone**
- Vector3 **startPoint**
- Vector3 **endPoint**

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Utilities/ObjectMover.cs

3.108 ObjectSpinner Class Reference

Inheritance diagram for ObjectSpinner:



Public Attributes

- float **rotationSpeed** = 10f
- Vector3 **axis** = new Vector3(0, 1, 0)

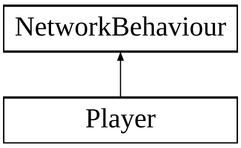
The documentation for this class was generated from the following file:

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Utilities/ObjectSpinner.cs

3.109 Player Class Reference

Handles the initialization for the local and remote events for each Player.

Inheritance diagram for Player:



Public Member Functions

- override void **OnStartClient** ()
- override void **OnNetworkDestroy** ()
- void **DisableControl** ()
- void **EnableControl** ()
- void **SetPlayerActive** (bool state)
- void Prespawn ()

  Prespawning, used by round based modes to ensure the player is in the correct state prior to running spawn flow
- void **RespawnReposition** (Vector3 position, Quaternion rotation)
- void RespawnReactivate ()

  Reactivates the player as part of the spawn process.
- void IncrementScore ()

  Convenience function for increasing the player score
- void DecrementScore ()

  Convenience function for decreasing the player score
- FieldOfView **GetPlayerFOV** ()
- GameObject **GetPlayerMask** ()
- TeamId **GetPlayerTeamId** ()
- void **MarkPlayerAsRemoved** ()
- void **SetPlayerId** (int id)
- void TargetAddForce (NetworkConnection connection, float strength, ForceMode mode, Vector3 towardsPosition)

  TargetRpc for adding force to the player rigidbody. Needed because the local player has authority, and needs to be the one adding force.
- void TargetAddForce2 (NetworkConnection connection, float strength, ForceMode mode, Vector3 forceOrigin)

  TargetRpc for adding force to the player rigidbody where the force origin relative to the player matters
- void TargetAddExplosionForce (NetworkConnection connection, float explosionForce, Vector3 explosionOrigin, float explosionRadius)

  TargetRpc for adding explosion force to the player rigidbody.
- void CmdInteract (GameObject interactableObject)

  Command called from PlayerInput when interacting with networked interactable objects.

Public Attributes

- ToggleEvent **onToggleShared**
- ToggleEvent **onToggleLocal**
- ToggleEvent **onToggleRemote**
- Material **redPlayer**
- Material **bluePlayer**
- Material **unassignedPlayer**
- List< SpriteRenderer > **playerVisuals**

Properties

- NetworkPlayer **NetworkPlayerInstance** `[get, protected set]`
- PlayerCamera **PlayerCameraInstance** `[get, protected set]`
- Docking **DockingInstance** `[get, protected set]`
- PlayerInput **PlayerInputInstance** `[get, protected set]`
- PlayerHealth **PlayerHealthInstance** `[get, protected set]`
- PlayerStatus **PlayerStatusInstance** `[get, protected set]`
- PlayerCurrency **PlayerCurrencyInstance** `[get, protected set]`

- string **PlayerName** `[get]`
- int **PlayerNumber** `[get]`
- bool **RemovedPlayer** `[get]`
- bool **Ready** `[get]`
- bool **Initialized** `[get]`
- int **Score** `[get]`

3.109.1 Detailed Description

Handles the initialization for the local and remote events for each Player.

3.109.2 Member Function Documentation

3.109.2.1 CmdInteract()

```
void Player.CmdInteract (
             GameObject interactableObject )
```

Command called from PlayerInput when interacting with networked interactable objects.

Parameters

interactableObject	The networked gameobject interacted with.

3.109.2.2 DecrementScore()

```
void Player.DecrementScore ( )
```

Convenience function for decreasing the player score

3.109.2.3 IncrementScore()

```
void Player.IncrementScore ( )
```

Convenience function for increasing the player score

3.109.2.4 Prespawn()

```
void Player.Prespawn ( )
```

Prespawning, used by round based modes to ensure the player is in the correct state prior to running spawn flow

3.109.2.5 RespawnReactivate()

```
void Player.RespawnReactivate ( )
```

Reactivates the player as part of the spawn process.

3.109.2.6 TargetAddExplosionForce()

```
void Player.TargetAddExplosionForce (
            NetworkConnection connection,
            float explosionForce,
            Vector3 explosionOrigin,
            float explosionRadius )
```

TargetRpc for adding explosion force to the player rigidbody.

Parameters

connection	Needed so TargetRpc finds the correct client.
explosionForce	Amount of force in the explosion
explosionOrigin	Center of the explosion
explosionRadius	Radius of the explosion

3.109.2.7 TargetAddForce()

```
void Player.TargetAddForce (
            NetworkConnection connection,
            float strength,
            ForceMode mode,
            Vector3 towardsPosition )
```

TargetRpc for adding force to the player rigidbody. Needed because the local player has authority, and needs to be the one adding force.

Parameters

connection	Needed so TargetRpc finds the correct client.
strength	The force applied.
mode	The force mode used.

3.109.2.8 TargetAddForce2()

```
void Player.TargetAddForce2 (
             NetworkConnection connection,
             float strength,
             ForceMode mode,
             Vector3 forceOrigin )
```

TargetRpc for adding force to the player rigidbody where the force origin relative to the player matters

Parameters

connection	Needed so TargetRpc finds the correct client.
strength	Amount of force applied.
mode	The force mode used.
forceOrigin	Origin of the force.

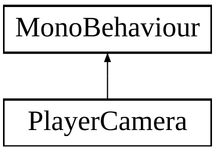
The documentation for this class was generated from the following file:

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Player/Player.cs

3.110 PlayerCamera Class Reference

Handles all Camera interactions.

Inheritance diagram for PlayerCamera:



Public Member Functions

- void SetPlayerTransform (Transform newPlayerTarget, bool returnToPlayer=false, bool smoothReturn=false)

  Sets the associated player transform.
- void SetTarget (Transform newTarget, bool smoothing=false)

  Set temporary target to follow, which will override the player transform. This will use the default move speed.
- void SetTarget (Transform t, bool smoothing, float speed)

  Set temporary target to follow using custom move speed, which will override the player transform.
- void SetOrthoSizeTarget (float targetSize)

  Set the orthographicSize for the cameras, will lerp between current and targetSize using the default speed.
- void SetOrthoSizeTarget (float targetSize, float speed)

  Set the orthographicSize for the cameras, will lerp between current and targetSize using the given speed.
- void ReturnToPlayer (bool smooth)

  Call for returning to the player transform using the default speed.
- void ReturnToPlayer (bool smooth, float speed)

  Call for returning to the player transform using the given speed.

Public Attributes

- float **height** = 25f
- float **defaultMoveSpeed** = 20f
- float **defaultScaleSpeed** = 2.5f

3.110.1 Detailed Description

Handles all Camera interactions.

3.110.2 Member Function Documentation

3.110.2.1 ReturnToPlayer() [1/2]

```
void PlayerCamera.ReturnToPlayer (
             bool smooth )
```

Call for returning to the player transform using the default speed.

Parameters

smooth	Whether the return is smooth or instant.

3.110.2.2 ReturnToPlayer() [2/2]

```
void PlayerCamera.ReturnToPlayer (
             bool smooth,
             float speed )
```

Call for returning to the player transform using the given speed.

Parameters

smooth	Whether the return is smooth or instant.
speed	The move speed utilized.

3.110.2.3 SetOrthoSizeTarget() [1/2]

```
void PlayerCamera.SetOrthoSizeTarget (
             float targetSize )
```

Set the orthographicSize for the cameras, will lerp between current and targetSize using the default speed.

Parameters

targetSize	The new orthographicSize.

3.110.2.4 SetOrthoSizeTarget() [2/2]

```
void PlayerCamera.SetOrthoSizeTarget (
            float targetSize,
            float speed )
```

Set the orthographicSize for the cameras, will lerp between current and targetSize using the given speed.

Parameters

targetSize	The new orthographicSize.
speed	The lerp speed utilized.

3.110.2.5 SetPlayerTransform()

```
void PlayerCamera.SetPlayerTransform (
            Transform newPlayerTarget,
            bool returnToPlayer = false,
            bool smoothReturn = false )
```

Sets the associated player transform.

Parameters

newPlayerTarget	The new player transform.
returnToPlayer	Whether to move the camera to this transform.
smoothReturn	Whether the return is smooth or instant.

3.110.2.6 SetTarget() [1/2]

```
void PlayerCamera.SetTarget (
            Transform newTarget,
            bool smoothing = false )
```

Set temporary target to follow, which will override the player transform. This will use the default move speed.

Parameters

newTarget	The new transform to follow.
smoothing	Whether to smoothly follow target.

3.110.2.7 SetTarget() `[2/2]`

```
void PlayerCamera.SetTarget (
             Transform t,
             bool smoothing,
             float speed )
```

Set temporary target to follow using custom move speed, which will override the player transform.

Parameters

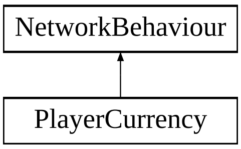
newTarget	The new transform to follow.
smoothing	Whether to smoothly follow target.
speed	The move speed utilized.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Player/PlayerCamera.cs

3.111 PlayerCurrency Class Reference

Inheritance diagram for PlayerCurrency:



Public Member Functions

- void **Initialize** (Player pl)
- void CmdAddCurrency (int amount)

  Command for adding a new amount to the currency. This will automatically trigger the OnCurrencyChange hook

Public Attributes

- int **currency** = 0

3.111.1 Member Function Documentation

3.111.1.1 CmdAddCurrency()

```
void PlayerCurrency.CmdAddCurrency (
            int amount )
```

Command for adding a new amount to the currency. This will automatically trigger the OnCurrencyChange hook

Parameters

amount	The amount we add/decrease from the currency total

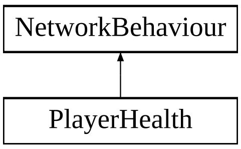
The documentation for this class was generated from the following file:

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Player/PlayerCurrency.cs

3.112 PlayerHealth Class Reference

Handles functionality related to the player health.

Inheritance diagram for PlayerHealth:



Public Member Functions

- void Initialize (Player pl)

  Initializes this object.
- void SetDefaults ()

  Set the default/initial state of this object.
- void CmdSetMaxHealth (float newMaxHealth)

  Command called when a DockingKit changes the maxHealth.
- void CmdSetDamageMultiplier (float multiplier)

  Command called when the player receives damageMultiplier change, multiplicative.
- void TakeDamage (float damage, uint playerNetId)

  ServerCallback called when the player takes damage.
- void TakeDamage (float damage)

  ServerCallback called when the player takes damage.
- void Heal (float healing)

  ServerCallback called when the player receives health.

Public Attributes

- float **maxHealth** = 100f
- float **damageMultiplier** = 1f
- SpriteRenderer **damageHealthObject**
- float **flashSpeed** = 8f

Properties

- int **LastDamagedByPlayerNetId** `[get]`

3.112.1 Detailed Description

Handles functionality related to the player health.

3.112.2 Member Function Documentation

3.112.2.1 CmdSetDamageMultiplier()

```
void PlayerHealth.CmdSetDamageMultiplier (
            float multiplier )
```

Command called when the player receives damageMultiplier change, multiplicative.

Parameters

multiplier	change to multiplier

3.112.2.2 CmdSetMaxHealth()

```
void PlayerHealth.CmdSetMaxHealth (
            float newMaxHealth )
```

Command called when a DockingKit changes the maxHealth.

Parameters

newMaxHealth	

3.112.2.3 Heal()

```
void PlayerHealth.Heal (
            float healing )
```

ServerCallback called when the player receives health.

Parameters

healing	The amount of health received.

3.112.2.4 Initialize()

```
void PlayerHealth.Initialize (
            Player pl )
```

Initializes this object.

Parameters

pl	Reference to the associated player.

3.112.2.5 SetDefaults()

```
void PlayerHealth.SetDefaults ( )
```

Set the default/initial state of this object.

3.112.2.6 TakeDamage() [1/2]

```
void PlayerHealth.TakeDamage (
            float damage,
            uint playerNetId )
```

ServerCallback called when the player takes damage.

Parameters

damage	The amount of damage taken.
player←→ NetId	The player doing the damage.

3.112.2.7 TakeDamage() [2/2]

```
void PlayerHealth.TakeDamage (
             float damage )
```

ServerCallback called when the player takes damage.

Parameters

damage	The amount of damage taken.

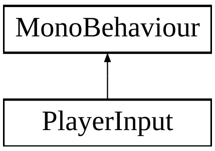
The documentation for this class was generated from the following file:

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Player/PlayerHealth.cs

3.113 PlayerInput Class Reference

Handles all player inputs.

Inheritance diagram for PlayerInput:



Public Member Functions

- void **Initialize** (Player pl)
- void **SetDefaults** ()
- void **SetInputActive** (bool state)
- Vector3 GetDirectionVector ()

  directionVector is set every frame based on the movement axis from player input.
- Vector2 GetRotationVector ()

  rotationVector is set every frame based on the rotation axis from player input.
- void SetInputRestrictions (bool state, InputType[ ] inputTypes)

  Used by the local player to self restrict input type. Using int stacks for situations where one modifier removes the restriction, but the restriction is still active by another.

Public Attributes

- string **moveHorizontal** = "Horizontal"
- string **moveVertical** = "Vertical"
- string **rotateHorizontal** = "HorizontalRotation"
- string **rotateVertical** = "VerticalRotation"
- string **dock** = "Dock"
- string **undock** = "Undock"
- string **interact** = "Interact"
- string [ ] **abilityButtons**
- float **moveSpeed**
- float **rotationSpeed**
- IngameMenuHandler **menuHandler**

3.113.1 Detailed Description

Handles all player inputs.

3.113.2 Member Function Documentation

3.113.2.1 GetDirectionVector()

```
Vector3 PlayerInput.GetDirectionVector ( )
```

directionVector is set every frame based on the movement axis from player input.

Returns

The direction vector.

3.113.2.2 GetRotationVector()

```
Vector2 PlayerInput.GetRotationVector ( )
```

rotationVector is set every frame based on the rotation axis from player input.

Returns

The rotation vector.

3.113.2.3 SetInputRestrictions()

```
void PlayerInput.SetInputRestrictions (
            bool state,
            InputType [ ] inputTypes )
```

Used by the local player to self restrict input type. Using int stacks for situations where one modifier removes the restriction, but the restriction is still active by another.

Parameters

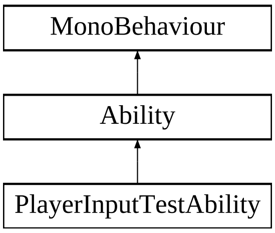
state	The new state of the input restriction.
types	The types to set restriction for.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Player/PlayerInput.cs

3.114 PlayerInputTestAbility Class Reference

Inheritance diagram for PlayerInputTestAbility:



Public Member Functions

- override void InitializeLocalPlayer (AbilityUI abilityUI)

  Initialization that only happens for the local player (Player controlling this ability). Called after Initialize, so the references are already set up.
- override void ButtonDown ()

  Called when the associated ability button is pressed. Must be overriden.
- override void CancelAbility ()

  Call for cancelling abilities. Override in abilities that may be interrupted.
- override void SetActive (bool state=false)

  Synchronized state call between clients. Appropriate place for starting local animations/sounds.

Public Attributes

- Transform **target**
- float **moveSpeed** = 4f
- float **maxDistance** = 10f

Additional Inherited Members

3.114.1 Member Function Documentation

3.114.1.1 ButtonDown()

```
override void PlayerInputTestAbility.ButtonDown ( )  [virtual]
```

Called when the associated ability button is pressed. Must be overriden.

Implements Ability.

3.114.1.2 CancelAbility()

```
override void PlayerInputTestAbility.CancelAbility ( )  [virtual]
```

Call for cancelling abilities. Override in abilities that may be interrupted.

Reimplemented from Ability.

3.114.1.3 InitializeLocalPlayer()

```
override void PlayerInputTestAbility.InitializeLocalPlayer (
             AbilityUI abilityUI )  [virtual]
```

Initialization that only happens for the local player (Player controlling this ability). Called after Initialize, so the references are already set up.

Reimplemented from Ability.

3.114.1.4 SetActive()

```
override void PlayerInputTestAbility.SetActive (
             bool state = false )  [virtual]
```

Synchronized state call between clients. Appropriate place for starting local animations/sounds.

Parameters

state	If the ability should be activated or deactivated.

Implements Ability.

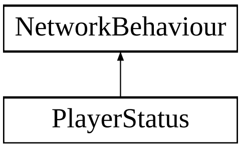
The documentation for this class was generated from the following file:

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/TestAbilities/PlayerInputTestAbility.cs

3.115 PlayerStatus Class Reference

Handles the modifiers and status effects for the player.

Inheritance diagram for PlayerStatus:



Public Member Functions

- void **Initialize** ()
- void ApplyModifier (ModifierInfo modifierInfo, int abilityId=-1)

  ServerCallback for applying a modifier. Searches through list of current modifiers if the modifier is unique.
- void RemoveModifier (ModifierInstanceServer instance, bool sync=true)

  Removes the modifier instance passed to it. Called by the ModifierInstance when the modifier has ended.
- void RemoveModifier (Modifier modifier)

  Removes the first instance equal to the modifier passed in. Used by abilities through the Docking.
- void RemoveAllModifiers ()

  Iterates through modifier list and stops everything.
- void RemoveAllAbilityModifiers ()

  Iterates through modifier list and stops ability (self applied) modifiers. (Modifiers with a valid abilityId).
- void RemoveAllDebuffModifiers ()

  Iterates through modifier list and removes debuffs.
- void TargetSetUIDuration (NetworkConnection connection, int modifierId, float newDuration)

  TargetRpc for updating UI elements duration.

Public Attributes

- ModifierInfo **stun**
- ModifierInfo **root**
- ModifierInfo **silence**
- ModifierInfo **dot**

3.115.1 Detailed Description

Handles the modifiers and status effects for the player.

3.115.2 Member Function Documentation

3.115.2.1 ApplyModifier()

```
void PlayerStatus.ApplyModifier (
            ModifierInfo modifierInfo,
            int abilityId = -1 )
```

ServerCallback for applying a modifier. Searches through list of current modifiers if the modifier is unique.

Parameters

modifierInfo	The information needed to apply the modifier.
abilityId	The Id of the ability that applied the modifier if any, -1 otherwise.

3.115.2.2 RemoveAllAbilityModifiers()

```
void PlayerStatus.RemoveAllAbilityModifiers ( )
```

Iterates through modifier list and stops ability (self applied) modifiers. (Modifiers with a valid abilityId).

3.115.2.3 RemoveAllDebuffModifiers()

```
void PlayerStatus.RemoveAllDebuffModifiers ( )
```

Iterates through modifier list and removes debuffs.

3.115.2.4 RemoveAllModifiers()

```
void PlayerStatus.RemoveAllModifiers ( )
```

Iterates through modifier list and stops everything.

3.115.2.5 RemoveModifier() [1/2]

```
void PlayerStatus.RemoveModifier (
             ModifierInstanceServer instance,
             bool sync = true )
```

Removes the modifier instance passed to it. Called by the ModifierInstance when the modifier has ended.

Parameters

instance	The ModifierInstance that should be removed.
sync	Should this be synced to the clients.

3.115.2.6 RemoveModifier() [2/2]

```
void PlayerStatus.RemoveModifier (
            Modifier modifier )
```

Removes the first instance equal to the modifier passed in. Used by abilities through the Docking.

Parameters

modifier	The modifier to remove.

Works as long as abilities only self apply unique instances of modifiers, as this only removes based on modifier type (not unique id).

3.115.2.7 TargetSetUIDuration()

```
void PlayerStatus.TargetSetUIDuration (
            NetworkConnection connection,
            int modifierId,
            float newDuration )
```

TargetRpc for updating UI elements duration.

Parameters

connection	Needed so TargetRpc finds the correct client.
modifierId	Used to find correct modifier instance.
newDuration	The new duration.

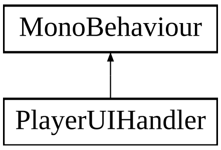
The documentation for this class was generated from the following file:

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Player/PlayerStatus.cs

3.116 PlayerUIHandler Class Reference

Handler for the player UI (Abilities, status modifiers, health).

Inheritance diagram for PlayerUIHandler:



Public Member Functions

- void SetDockingKitUI (DockingKit newDockingKit)

  Initialize the AbilityUI with the new DockingKit abilities.
- StatusUI AddStatusModifier (Modifier modifier, float duration)

  Adds a StatusUI element to the PlayerUI.
- void RemoveStatusModifier (StatusUI statusModifier)

  Removed the status modifier from the list of elements.
- void SetCurrentHealth (float health, float maxHealth)

  Updates the HealthUI based on health and maxHealth.
- void PlayCurrencyChangeAnimation (float currencyDifference)

  Starts a coroutine that interpolates text containing the amount of currency earned/spent

Public Attributes

- AbilityUI [ ] **abilities**
- Sprite **emptySlot**
- Transform [ ] **statusBars**
- GameObject **statusPrefab**
- Text **currencyText**
- Text **animatedCurrencyText**
- Text **healthPercentageText**
- Text **healthRatioText**
- Image **healthMask**
- Color **currencyAddColor**
- Color **currencyRemoveColor**
- float **animatedTextTargetOffset** = 75f
- IngameMenuHandler **ingameMenuHandler**

3.116.1 Detailed Description

Handler for the player UI (Abilities, status modifiers, health).

3.116.2 Member Function Documentation

3.116.2.1 AddStatusModifier()

```
StatusUI PlayerUIHandler.AddStatusModifier (
                Modifier modifier,
                float duration )
```

Adds a StatusUI element to the PlayerUI.

Parameters

modifier	The modifier to be added.
duration	The initial duration of the status modifier.

Returns

The instantiated statusUI element.

3.116.2.2 PlayCurrencyChangeAnimation()

```
void PlayerUIHandler.PlayCurrencyChangeAnimation (
            float currencyDifference )
```

Starts a coroutine that interpolates text containing the amount of currency earned/spent

Parameters

currencyDifference	The currency difference from the old total

3.116.2.3 RemoveStatusModifier()

```
void PlayerUIHandler.RemoveStatusModifier (
            StatusUI statusModifier )
```

Removed the status modifier from the list of elements.

Parameters

statusModifier	The statusUI removed.

3.116.2.4 SetCurrentHealth()

```
void PlayerUIHandler.SetCurrentHealth (
            float health,
            float maxHealth )
```

Updates the HealthUI based on health and maxHealth.

Parameters

health	The current health.
maxHealth	The current max health.

3.116.2.5 SetDockingKitUI()

```
void PlayerUIHandler.SetDockingKitUI (
            DockingKit newDockingKit )
```

Initialize the AbilityUI with the new DockingKit abilities.

Parameters

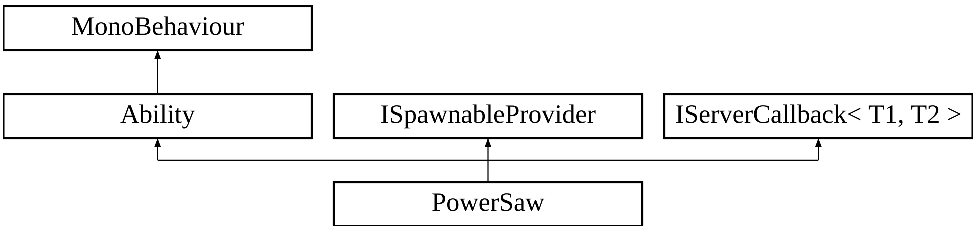
newDockingKit	Reference to the new DockingKit.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/UI/PlayerUIHandler.cs

3.117 PowerSaw Class Reference

Inheritance diagram for PowerSaw:



Public Member Functions

- override void Initialize (Docking dock, Animator anim, int abId)

  Initialization that happens locally on every client.
- override void ButtonDown ()

  Called when the associated ability button is pressed. Must be overriden.
- override void CooldownReady ()

  Called from AbilityCooldown when the ability is ready. Setting active to false returns the sawblades to the docking kit visuals.
- override void SetActive (bool state)

  Synchronized state call between clients. Appropriate place for starting local animations/sounds.

Public Attributes

- float **triggerToSpawnTime**
- float **sawDamage**
- string **animatorBool**
- Collider **leftBlade**
- Collider **rightBlade**
- GameObject **bladePrefab**

Additional Inherited Members

3.117.1 Member Function Documentation

3.117.1.1 ButtonDown()

```
override void PowerSaw.ButtonDown ( )  [virtual]
```

Called when the associated ability button is pressed. Must be overriden.

Implements Ability.

3.117.1.2 CooldownReady()

```
override void PowerSaw.CooldownReady ( )  [virtual]
```

Called from AbilityCooldown when the ability is ready. Setting active to false returns the sawblades to the docking kit visuals.

Reimplemented from Ability.

3.117.1.3 Initialize()

```
override void PowerSaw.Initialize (
             Docking dock,
             Animator anim,
             int abId )  [virtual]
```

Initialization that happens locally on every client.

Parameters

dock	Reference to the associated Docking.
anim	Reference to the DockingKit animator.
abId	The ability's id in DockingKit abilities list.

Reimplemented from Ability.

3.117.1.4 SetActive()

```
override void PowerSaw.SetActive (
             bool state )  [virtual]
```

Synchronized state call between clients. Appropriate place for starting local animations/sounds.

Parameters

state	If the ability should be activated or deactivated.

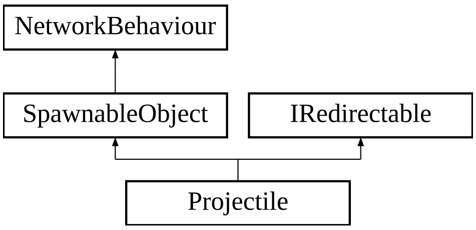
Implements Ability.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/TankKit/PowerSaw.cs

3.118 Projectile Class Reference

Inheritance diagram for Projectile:



Public Member Functions

- void **Initialize** (Stealth stealthRef, bool firedFromStealth=false)
- void **OnTriggerEnter** (Collider other)

Public Attributes

- float **projectileSpeed**
- float **lifetime**
- bool **hasStealthBonus**
- float **projectileDamage**
- Stealth **stealthBuff**

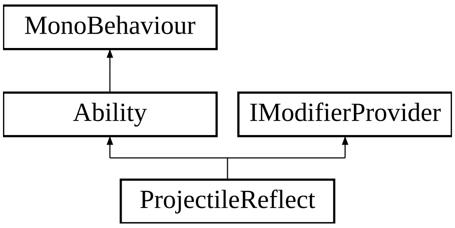
Additional Inherited Members

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/MarksmanKit/Projectile.cs

3.119 ProjectileReflect Class Reference

Inheritance diagram for ProjectileReflect:



Public Member Functions

- override void Initialize (Docking dock, Animator anim, int abId)

  Initialization that happens locally on every client.
- override void ButtonDown ()

  Callback for what this ability should do once its associated button has been pressed
- override void SetActive (bool state=false)

  Synchronized state call between clients. Appropriate place for starting local animations/sounds.
- override void SetModifier (bool state=false)

  Callback for what this ability is supposed to do depending on given state.

Public Attributes

- Transform **shieldTransform**
- float **fadeSpeed** = 5f
- float **fadeOutTimeOffset** = 0.5f
- ModifierInfo **buff**

Protected Member Functions

- override void Update ()

  Runs on every client, but only the local player has cooldown initialized.

Additional Inherited Members

3.119.1 Member Function Documentation

3.119.1.1 ButtonDown()

```
override void ProjectileReflect.ButtonDown ( )  [virtual]
```

Callback for what this ability should do once its associated button has been pressed

Implements Ability.

3.119.1.2 Initialize()

```
override void ProjectileReflect.Initialize (
             Docking dock,
             Animator anim,
             int abId )  [virtual]
```

Initialization that happens locally on every client.

Parameters

dock	Reference to the associated Docking.
anim	Reference to the DockingKit animator.
abId	The ability's id in DockingKit abilities list.

Reimplemented from Ability.

3.119.1.3 SetActive()

```
override void ProjectileReflect.SetActive (
             bool state = false )  [virtual]
```

Synchronized state call between clients. Appropriate place for starting local animations/sounds.

Parameters

state	If the ability should be activated or deactivated.

Implements Ability.

3.119.1.4 SetModifier()

```
override void ProjectileReflect.SetModifier (
             bool state = false )  [virtual]
```

Callback for what this ability is supposed to do depending on given state.

Parameters

state	Whether the ability is to be active or now

Reimplemented from Ability.

3.119.1.5 Update()

```
override void ProjectileReflect.Update ( )  [protected], [virtual]
```

Runs on every client, but only the local player has cooldown initialized.

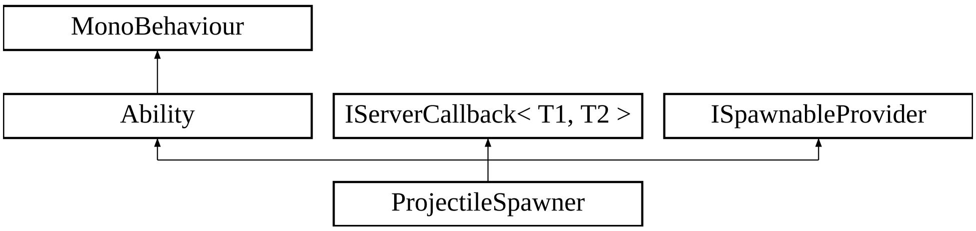
Reimplemented from Ability.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/BrawlerKit/ProjectileReflect.cs

3.120 ProjectileSpawner Class Reference

Inheritance diagram for ProjectileSpawner:



Public Member Functions

- override void ButtonDown ()

  Called when the associated ability button is pressed. Must be overriden.
- override void SetActive (bool state=false)

  Synchronized state call between clients. Appropriate place for starting local animations/sounds.

Public Attributes

- GameObject **projectilePrefab**
- float **spawnOffset**
- Stealth **stealthBuff**

Additional Inherited Members

3.120.1 Member Function Documentation

3.120.1.1 ButtonDown()

```
override void ProjectileSpawner.ButtonDown ( )  [virtual]
```

Called when the associated ability button is pressed. Must be overriden.

Implements Ability.

3.120.1.2 SetActive()

```
override void ProjectileSpawner.SetActive (
             bool state = false )  [virtual]
```

Synchronized state call between clients. Appropriate place for starting local animations/sounds.

Parameters

state	If the ability should be activated or deactivated.

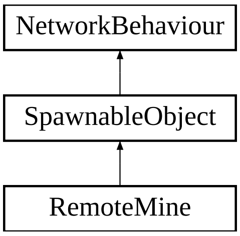
Implements Ability.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/MarksmanKit/ProjectileSpawner.cs

3.121 RemoteMine Class Reference

Inheritance diagram for RemoteMine:



Public Member Functions

- void **Initialize** (GameObject owner)
- void Explode ()

  Called when the remote mine is triggered, checking for enemy players in a sphere.
- bool **IsActive** ()

Public Attributes

- float **baseDamage**
- float **explosionRadius**
- float **activationTime**
- ModifierInfo **stunInfo**

Additional Inherited Members

3.121.1 Member Function Documentation

3.121.1.1 Explode()

```
void RemoteMine.Explode ( )
```

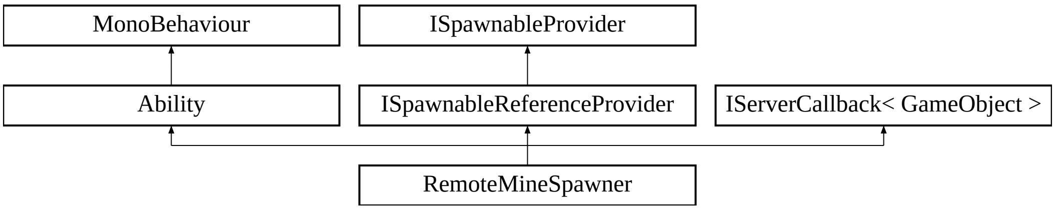
Called when the remote mine is triggered, checking for enemy players in a sphere.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/BomberKit/RemoteMine.cs

3.122 RemoteMineSpawner Class Reference

Inheritance diagram for RemoteMineSpawner:



Public Member Functions

- override void ButtonDown ()

  Called when the associated ability button is pressed. Must be overriden.
- override void SetActive (bool state=false)

  Synchronized state call between clients. Appropriate place for starting local animations/sounds.

Public Attributes

- string **animatorTrigger**
- GameObject [ ] **minePrefab**
- GameObject **remoteMineReference**

Additional Inherited Members

3.122.1 Member Function Documentation

3.122.1.1 ButtonDown()

```
override void RemoteMineSpawner.ButtonDown ( )  [virtual]
```

Called when the associated ability button is pressed. Must be overriden.

Implements Ability.

3.122.1.2 SetActive()

```
override void RemoteMineSpawner.SetActive (
             bool state = false )  [virtual]
```

Synchronized state call between clients. Appropriate place for starting local animations/sounds.

Parameters

state	If the ability should be activated or deactivated.

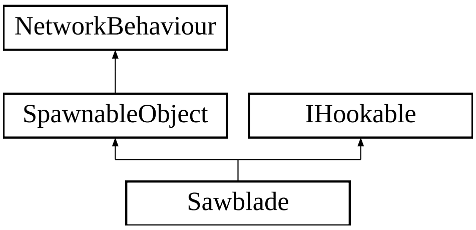
Implements Ability.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/BomberKit/RemoteMineSpawner.cs

3.123 Sawblade Class Reference

Inheritance diagram for Sawblade:



Public Member Functions

- void Hooked (GameObject playerObject, Transform hook)

  IHookable called when the sawblade has been hooked.

Public Attributes

- float **force** = 30f
- float **damage** = 20f
- float **lifetime** = 10f
- float **cooldownReduction** = 3f

Additional Inherited Members

3.123.1 Member Function Documentation

3.123.1.1 Hooked()

```
void Sawblade.Hooked (
             GameObject playerObject,
             Transform hook )
```

IHookable called when the sawblade has been hooked.

Parameters

playerObject	The hook's assosiated player object.
hook	The hook transform.

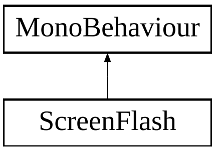
Implements IHookable.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/TankKit/Sawblade.cs

3.124 ScreenFlash Class Reference

Inheritance diagram for ScreenFlash:



Public Attributes

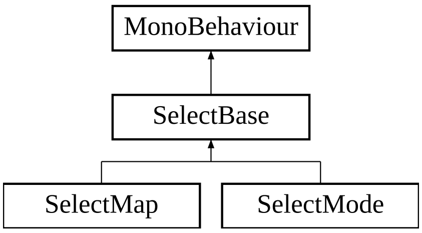
- float **fadeSpeed** = 5f

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/BrawlerKit/ScreenFlash.cs

3.125 SelectBase Class Reference

Inheritance diagram for SelectBase:



Public Member Functions

- int **GetCurrentIndex** ()
- void **OnNextClick** ()
- void **OnPreviousClick** ()

Protected Member Functions

- void **OnIndexChange** ()
- virtual void **AssignByIndex** ()
- void **HandleBounds** ()

Protected Attributes

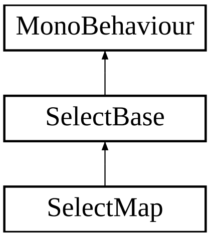
- int **currentIndex** = 0
- int **listLength**

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/UI/SelectBase.cs

3.126 SelectMap Class Reference

Inheritance diagram for SelectMap:



Public Member Functions

- MapInfo **GetSelectedMap** ()

Protected Member Functions

- override void **AssignByIndex** ()

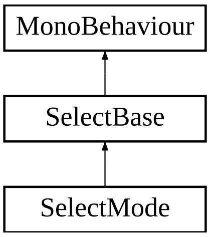
Additional Inherited Members

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/UI/SelectMap.cs

3.127 SelectMode Class Reference

Inheritance diagram for SelectMode:



Public Member Functions

- ModeInfo **GetSelectedMode** ()

Protected Member Functions

- override void **AssignByIndex** ()

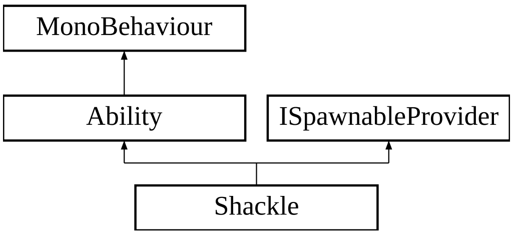
Additional Inherited Members

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/UI/SelectMode.cs

3.128 Shackle Class Reference

Inheritance diagram for Shackle:



Public Member Functions

- override void ButtonDown ()

  Called when the associated ability button is pressed. Must be overriden.
- override void CooldownReady ()

  Called from AbilityCooldown when the ability is ready. Setting active to true returns the bola to the docking kit visuals.
- override void SetActive (bool state)

  State is here the active of the bola visuals (Opposite of normal).

Public Attributes

- string **animatorTrigger**
- GameObject **spawnablePrefab**
- Transform **spawnPoint**

Additional Inherited Members

3.128.1 Member Function Documentation

3.128.1.1 ButtonDown()

```
override void Shackle.ButtonDown ( )  [virtual]
```

Called when the associated ability button is pressed. Must be overriden.

Implements Ability.

3.128.1.2 CooldownReady()

```
override void Shackle.CooldownReady ( )  [virtual]
```

Called from AbilityCooldown when the ability is ready. Setting active to true returns the bola to the docking kit visuals.

Reimplemented from Ability.

3.128.1.3 SetActive()

```
override void Shackle.SetActive (
            bool state )  [virtual]
```

State is here the active of the bola visuals (Opposite of normal).

Parameters

state	Visual state of the bola.

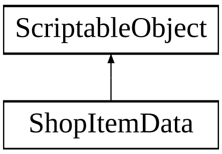
Implements Ability.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/SniperKit/Shackle.cs

3.129 ShopItemData Class Reference

Inheritance diagram for ShopItemData:



Public Attributes

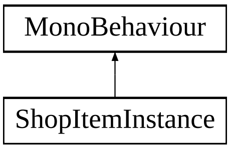
- string **itemName**
- Sprite **icon**
- GameObject **dockingKitPrefab**
- int **price**
- DockingKitId **dockingKitId**
- List< DockingKitDescriptions > **dockingKitDescriptions** = new List<DockingKitDescriptions>(5)

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/ShopItemData.cs

3.130 ShopItemInstance Class Reference

Inheritance diagram for ShopItemInstance:



Public Member Functions

- void **Initialize** (ShopItemData iData, IngameMenuHandler handler)
- void **OnSelectionChange** ()
- void **OnClick** ()

Public Attributes

- ShopItemData **itemData**
- Image **uiIcon**
- Text **priceText**
- Image **unavailableOverlay**
- Text **isEquippedText**

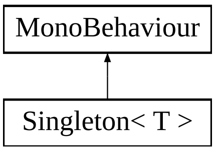
The documentation for this class was generated from the following file:

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/ShopItemInstance.cs

3.131 Singleton< T > Class Template Reference

Singleton class of a MonoBehaviour, using Awake and OnDestroy calls.

Inheritance diagram for Singleton< T >:



Protected Member Functions

- virtual void Awake ()

  Awake method to associate singleton with instance
- virtual void OnDestroy ()

  OnDestroy method to clear singleton association

Properties

- static T Instance `[get, protected set]`

  The static reference to the instance
- static bool InstanceExists `[get]`

  Gets whether an instance of this singleton exists

3.131.1 Detailed Description

Singleton class of a MonoBehaviour, using Awake and OnDestroy calls.

Template Parameters

T	Type of the singleton

Type Constraints

***T* : *Singleton*<*T*>**

3.131.2 Member Function Documentation

3.131.2.1 Awake()

```
virtual void Singleton< T >.Awake ( )  [protected], [virtual]
```

Awake method to associate singleton with instance

Reimplemented in AnnouncerModal, SpawnableFactory, and SpawnManager.

3.131.2.2 OnDestroy()

```
virtual void Singleton< T >.OnDestroy ( )  [protected], [virtual]
```

OnDestroy method to clear singleton association

3.131.3 Property Documentation

3.131.3.1 Instance

```
T Singleton< T >.Instance  [static], [get], [protected set]
```

The static reference to the instance

3.131.3.2 InstanceExists

```
bool Singleton< T >.InstanceExists  [static], [get]
```

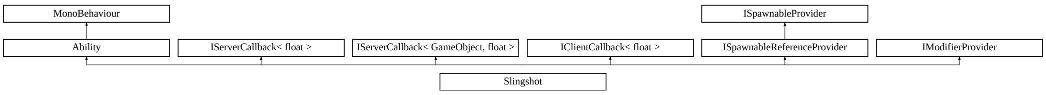
Gets whether an instance of this singleton exists

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Utilities/Singleton.cs

3.132 Slingshot Class Reference

Inheritance diagram for Slingshot:



Public Member Functions

- override void InitializeLocalPlayer (AbilityUI abilityUI)

  Initialization that only happens for the local player (Player controlling this ability). Called after Initialize, so the references are already set up.
- override void ButtonDown ()

  Start the firing process if cooldown is ready.
- override void ButtonUp ()

  Fires the projectile if the ability is active.
- override void CancelAbility ()

  Cancel the firing process if active.
- override void SetActive (bool fire)

  Synchronizing states, either fires or resets.

Public Attributes

- GameObject **projectilePrefab**
- Transform **projectileSpawnPoint**
- Transform **leftFireIndicator**
- Transform **rightFireIndicator**
- ModifierInfo **snipingSlow**
- Transform **projectileVisuals**
- float **projectileMaxPrecisionY** = -1.5f
- LineRenderer **slingRenderer**
- float **startCurveModifier** = 0.5f
- float **holdCurveModifier** = 0.125f
- float **resetSpeed** = 2f
- AnimationCurve **startCurve**
- AnimationCurve **holdCurve**
- AnimationCurve **projectileFireAnimation**

Additional Inherited Members

3.132.1 Member Function Documentation

3.132.1.1 ButtonDown()

```
override void Slingshot.ButtonDown ( )  [virtual]
```

Start the firing process if cooldown is ready.

Implements Ability.

3.132.1.2 ButtonUp()

```
override void Slingshot.ButtonUp ( )  [virtual]
```

Fires the projectile if the ability is active.

Reimplemented from Ability.

3.132.1.3 CancelAbility()

```
override void Slingshot.CancelAbility ( )  [virtual]
```

Cancel the firing process if active.

Reimplemented from Ability.

3.132.1.4 InitializeLocalPlayer()

```
override void Slingshot.InitializeLocalPlayer (
             AbilityUI abilityUI )  [virtual]
```

Initialization that only happens for the local player (Player controlling this ability). Called after Initialize, so the references are already set up.

Reimplemented from Ability.

3.132.1.5 SetActive()

```
override void Slingshot.SetActive (
             bool fire )  [virtual]
```

Synchronizing states, either fires or resets.

Parameters

fire	If true fire, otherwise reset.

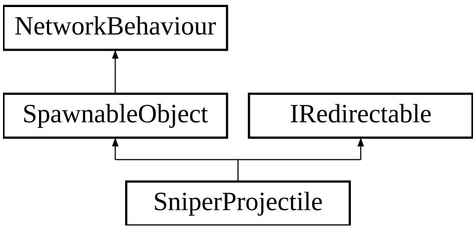
Implements Ability.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/SniperKit/Slingshot.cs

3.133 SniperProjectile Class Reference

Inheritance diagram for SniperProjectile:



Public Member Functions

- void Initialize (float forceModifier)

  Server call for initializing the projectile based on the forceModifier.
- void RpcInitialize (float forceModifier)

  ClientRpc for synchronizing the forceModifier.

Public Attributes

- float **moveSpeed** = 60f
- float **damage** = 50f
- float **lifetime** = 8f

Additional Inherited Members

3.133.1 Member Function Documentation

3.133.1.1 Initialize()

```
void SniperProjectile.Initialize (
            float forceModifier )
```

Server call for initializing the projectile based on the forceModifier.

Parameters

forceModifier	Modifier in the 0-1 range which affects the stats.

3.133.1.2 RpcInitialize()

```
void SniperProjectile.RpcInitialize (
            float forceModifier )
```

ClientRpc for synchronizing the forceModifier.

Parameters

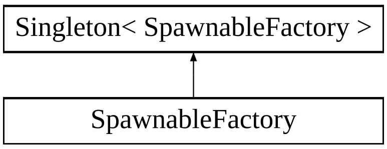
forceModifier	Modifier in the 0-1 range which affects the stats.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/SniperKit/SniperProjectile.cs

3.134 SpawnableFactory Class Reference

Inheritance diagram for SpawnableFactory:



Public Member Functions

- SpawnableObject **SpawnObject** (GameObject obj, Vector3 position, Vector3 rotation, uint player, TeamId team)
- void **SpawnDockingKitPickup** (DockingKitId kitId, Vector3 position, Quaternion rotation)
- void **SpawnableDestroyed** (SpawnableObject spawnObject)
- void **CleanupSpawnableList** ()
- void **CleanupPickupList** ()

Public Attributes

- GameObject **dockingKitPickupPrefab**

Protected Member Functions

- override void Awake ()

  Awake method to associate singleton with instance

Additional Inherited Members

3.134.1 Member Function Documentation

3.134.1.1 Awake()

```
override void SpawnableFactory.Awake ( )  [protected], [virtual]
```

Awake method to associate singleton with instance

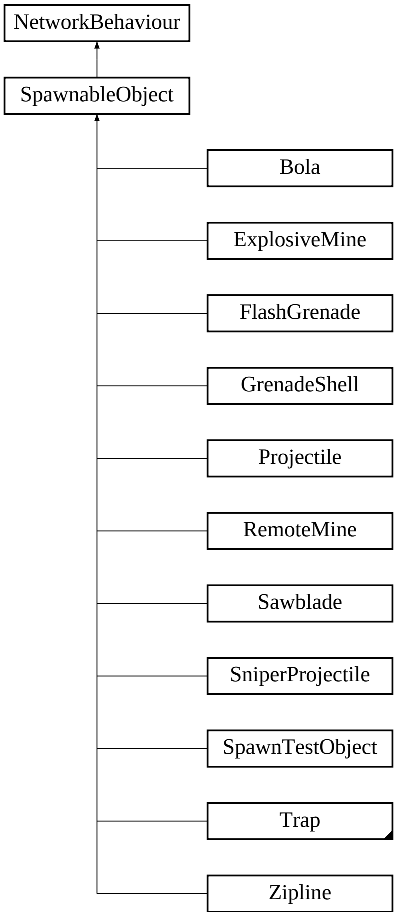
Reimplemented from Singleton< SpawnableFactory >.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/SpawnableFactory.cs

3.135 SpawnableObject Class Reference

Inheritance diagram for SpawnableObject:



Public Member Functions

- uint **GetOwnerPlayerId** ()
- TeamId **GetOwnerTeamId** ()
- void **SetOwner** (uint player, TeamId team)
- bool CheckDamagable (NetworkBehaviour otherObject)

  Check if the other player is damagable by this spawnable. Unassigned team id means teams aren't used.

Protected Member Functions

- virtual void **OnDestroy** ()

Protected Attributes

- uint **playerId**
- TeamId **teamId**

3.135.1 Member Function Documentation

3.135.1.1 CheckDamagable()

```
bool SpawnableObject.CheckDamagable (
            NetworkBehaviour otherObject )
```

Check if the other player is damagable by this spawnable. Unassigned team id means teams aren't used.

Parameters

otherObject	The other player object.

Returns

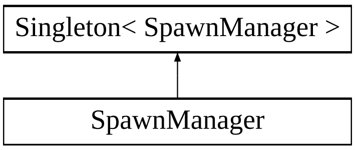
True if damagable, false otherwise.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/SpawnableObject.cs

3.136 SpawnManager Class Reference

Inheritance diagram for SpawnManager:



Public Member Functions

- int GetRandomEmptySpawnPointIndex (TeamId teamId)

  Gets index of a random empty spawn point
- SpawnPoint **GetSpawnPointByIndex** (int i)
- Transform **GetSpawnPointTransformByIndex** (int i)
- void CleanupSpawnPoints ()

  Cleans up the spawn points.

Protected Member Functions

- override void Awake ()

  Awake method to associate singleton with instance

Additional Inherited Members

3.136.1 Member Function Documentation

3.136.1.1 Awake()

```
override void SpawnManager.Awake ( )  [protected], [virtual]
```

Awake method to associate singleton with instance

Reimplemented from Singleton< SpawnManager >.

3.136.1.2 CleanupSpawnPoints()

```
void SpawnManager.CleanupSpawnPoints ( )
```

Cleans up the spawn points.

3.136.1.3 GetRandomEmptySpawnPointIndex()

```
int SpawnManager.GetRandomEmptySpawnPointIndex (
             TeamId teamId )
```

Gets index of a random empty spawn point

Returns

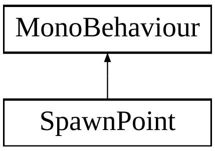
The random empty spawn point index.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Map/SpawnManager.cs

3.137 SpawnPoint Class Reference

Inheritance diagram for SpawnPoint:



Public Member Functions

- TeamId **GetTeamId** ()
- void Decrement ()

  Safely decrement the number of players in the zone and set isDirty to false
- void SetDirty ()

  Used to set the spawn point to dirty to prevent simultaneous spawns from occurring at the same point
- void Cleanup ()

  Resets/cleans up the spawn point

Properties

- Transform **SpawnPointTransform** `[get]`
- bool **isEmptyZone** `[get]`

3.137.1 Member Function Documentation

3.137.1.1 Cleanup()

```
void SpawnPoint.Cleanup ( )
```

Resets/cleans up the spawn point

3.137.1.2 Decrement()

```
void SpawnPoint.Decrement ( )
```

Safely decrement the number of players in the zone and set isDirty to false

3.137.1.3 SetDirty()

```
void SpawnPoint.SetDirty ( )
```

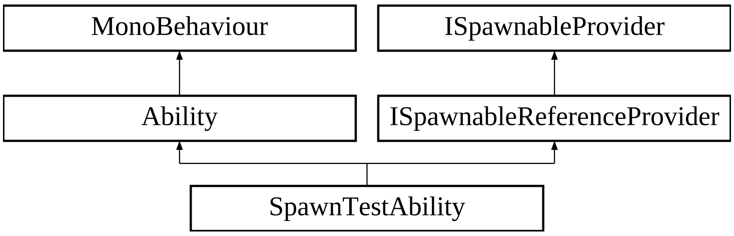
Used to set the spawn point to dirty to prevent simultaneous spawns from occurring at the same point

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Map/SpawnPoint.cs

3.138 SpawnTestAbility Class Reference

Inheritance diagram for SpawnTestAbility:



Public Member Functions

- override void ButtonDown ()

  Called when the associated ability button is pressed. Must be overriden.
- override void SetActive (bool state=false)

  Synchronized state call between clients. Appropriate place for starting local animations/sounds.

Public Attributes

- GameObject **spawnTestPrefab**
- string **animatorTrigger**
- int **maxObjects** = 5
- List< GameObject > **spawnedObjects**

Additional Inherited Members

3.138.1 Member Function Documentation

3.138.1.1 ButtonDown()

```
override void SpawnTestAbility.ButtonDown ( )  [virtual]
```

Called when the associated ability button is pressed. Must be overriden.

Implements Ability.

3.138.1.2 SetActive()

```
override void SpawnTestAbility.SetActive (
            bool state = false )  [virtual]
```

Synchronized state call between clients. Appropriate place for starting local animations/sounds.

Parameters

state	If the ability should be activated or deactivated.

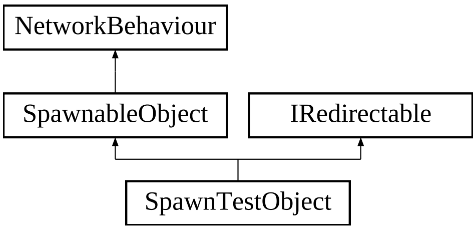
Implements Ability.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/TestAbilities/SpawnTestAbility.cs

3.139 SpawnTestObject Class Reference

Inheritance diagram for SpawnTestObject:



Public Member Functions

- void RedirectDirection (Vector3 newDirection, int newPlayerId=-1, TeamId newTeamId=TeamId.Unassigned)

    Redirects direction of the spawnable.

Public Attributes

- float **moveSpeed**
- float **damage**

Additional Inherited Members

3.139.1 Member Function Documentation

3.139.1.1 RedirectDirection()

```
void SpawnTestObject.RedirectDirection (
             Vector3 newDirection,
             int newPlayerId = -1,
             TeamId newTeamId = TeamId.Unassigned )
```

Redirects direction of the spawnable.

Parameters

newDirection	The new direction.
newPlayerId	The player id of the new owner, -1 if current owner is kept.
newTeamId	The team id of the new owner, TeamId.Unassigned if current owner is kept.

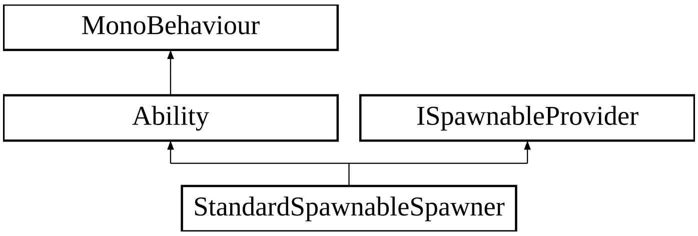
Implements IRedirectable.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/TestAbilities/SpawnTestObject.cs

3.140 StandardSpawnableSpawner Class Reference

Inheritance diagram for StandardSpawnableSpawner:



Public Member Functions

- override void ButtonDown ()

  Callback for what this ability should do once its associated button has been pressed
- override void SetActive (bool state=false)

  Synchronized state call between clients. Appropriate place for starting local animations/sounds.
- GameObject GetSpawnablePrefab (int spawnableId)

  Used by the Docking to get the correct prefab to spawn from the abilities. Parameter only used if the ability has a list of prefabs.

Public Attributes

- string **animatorTrigger**
- GameObject **spawnablePrefab**
- Transform **spawnPoint**

Additional Inherited Members

3.140.1 Member Function Documentation

3.140.1.1 ButtonDown()

```
override void StandardSpawnableSpawner.ButtonDown ( )  [virtual]
```

Callback for what this ability should do once its associated button has been pressed

Implements Ability.

3.140.1.2 GetSpawnablePrefab()

```
GameObject StandardSpawnableSpawner.GetSpawnablePrefab (
             int spawnableId )
```

Used by the Docking to get the correct prefab to spawn from the abilities. Parameter only used if the ability has a list of prefabs.

Parameters

spawnable↵ Id	The Id of the spawnable object.

Returns

Reference to the prefab GameObject.

Implements ISpawnableProvider.

3.140.1.3 SetActive()

```
override void StandardSpawnableSpawner.SetActive (
             bool state = false )  [virtual]
```

Synchronized state call between clients. Appropriate place for starting local animations/sounds.

Parameters

state	If the ability should be activated or deactivated.

Implements Ability.

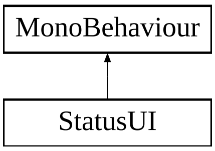
The documentation for this class was generated from the following file:

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/StandardSpawnableSpawner.cs

3.141 StatusUI Class Reference

Class for UI status modifiers.

Inheritance diagram for StatusUI:



Public Member Functions

- void Initialize (PlayerUIHandler playerUI, Sprite statusIcon, StatusType statusType, float startDuration)

  Initializes the UI element.
- void SetNewDuration (float newDuration)

  Sets the duration text of the UI element to the parameter.
- void Remove ()

  Remove and destroy this UI element.

Public Attributes

- Color **buffColor**
- Color **debuffColor**
- Image **frame**
- Image **darkMask**
- Text **durationText**
- Image **icon**

3.141.1 Detailed Description

Class for UI status modifiers.

3.141.2 Member Function Documentation

3.141.2.1 Initialize()

```
void StatusUI.Initialize (
            PlayerUIHandler playerUI,
            Sprite statusIcon,
            StatusType statusType,
            float startDuration )
```

Initializes the UI element.

Parameters

playerUI	Reference to the PlayerUIHandler.
statusIcon	The sprite that will be displayed in the UI element
statusType	Status type, buff or debuff.
startDuration	The start duration of the status effect.

3.141.2.2 Remove()

```
void StatusUI.Remove ( )
```

Remove and destroy this UI element.

3.141.2.3 SetNewDuration()

```
void StatusUI.SetNewDuration (
             float newDuration )
```

Sets the duration text of the UI element to the parameter.

Parameters

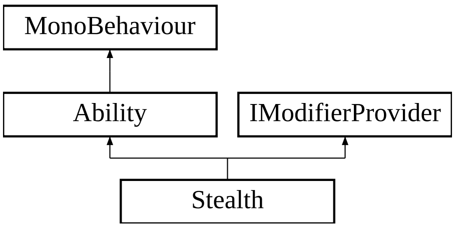
newDuration	The new duration we want to update with.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/UI/StatusUI.cs

3.142 Stealth Class Reference

Inheritance diagram for Stealth:



Public Member Functions

- override void Initialize (Docking dock, Animator anim, int abId)

  Initialization that happens locally on every client.
- override void ButtonDown ()

  Called when the associated ability button is pressed. Must be overriden.
- override void SetActive (bool state=false)

  Synchronized state call between clients. Appropriate place for starting local animations/sounds.
- override void SetModifier (bool state=false)

  Called by the Modifier. Appropriate place for doing local changes.
- void FindPlayerSpriteRenderers (List< string > names)

  Function to find the sprite rendererers relevant to fading into stealth
- bool **IsStealthed** ()
- int **GetAbilityId** ()
- int **GetBuffId** ()

Public Attributes

- float **stealthDamageBonus**
- List< string > **namesOfVisuals**
- List< SpriteRenderer > **visuals**
- ModifierInfo **buffInfo**
- ModifierInfo [ ] **modifierInfos**
- float **fadeTime**

Additional Inherited Members

3.142.1 Member Function Documentation

3.142.1.1 ButtonDown()

```
override void Stealth.ButtonDown ( )  [virtual]
```

Called when the associated ability button is pressed. Must be overriden.

Implements Ability.

3.142.1.2 FindPlayerSpriteRenderers()

```
void Stealth.FindPlayerSpriteRenderers (
             List< string > names )
```

Function to find the sprite rendererers relevant to fading into stealth

Parameters

name	The name of the parent

Returns

3.142.1.3 Initialize()

```
override void Stealth.Initialize (
            Docking dock,
            Animator anim,
            int abId )  [virtual]
```

Initialization that happens locally on every client.

Parameters

dock	Reference to the associated Docking.
anim	Reference to the DockingKit animator.
abId	The ability's id in DockingKit abilities list.

Reimplemented from Ability.

3.142.1.4 SetActive()

```
override void Stealth.SetActive (
            bool state = false )  [virtual]
```

Synchronized state call between clients. Appropriate place for starting local animations/sounds.

Parameters

state	If the ability should be activated or deactivated.

Implements Ability.

3.142.1.5 SetModifier()

```
override void Stealth.SetModifier (
            bool state = false )  [virtual]
```

Called by the Modifier. Appropriate place for doing local changes.

Parameters

state	If the modifier should be activated or deactivated.

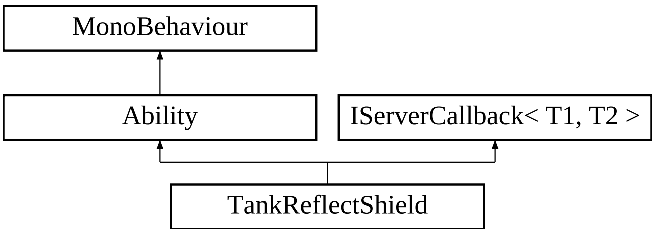
Reimplemented from Ability.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/MarksmanKit/Stealth.cs

3.143 TankReflectShield Class Reference

Inheritance diagram for TankReflectShield:



Public Member Functions

- override void Initialize (Docking dock, Animator anim, int abId)

  Initialization that happens locally on every client.
- override void ButtonDown ()

  Called when the associated ability button is pressed. Must be overriden.
- override void SetActive (bool state)

  Synchronized state call between clients. Appropriate place for starting local animations/sounds.

Public Attributes

- float **duration**
- string **animatorBool**
- GameObject **shieldCollider**

Additional Inherited Members

3.143.1 Member Function Documentation

3.143.1.1 ButtonDown()

```
override void TankReflectShield.ButtonDown ( )  [virtual]
```

Called when the associated ability button is pressed. Must be overriden.

Implements Ability.

3.143.1.2 Initialize()

```
override void TankReflectShield.Initialize (
             Docking dock,
             Animator anim,
             int abId )  [virtual]
```

Initialization that happens locally on every client.

Parameters

dock	Reference to the associated Docking.
anim	Reference to the DockingKit animator.
abId	The ability's id in DockingKit abilities list.

Reimplemented from Ability.

3.143.1.3 SetActive()

```
override void TankReflectShield.SetActive (
             bool state )  [virtual]
```

Synchronized state call between clients. Appropriate place for starting local animations/sounds.

Parameters

state	If the ability should be activated or deactivated.

Implements Ability.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/TankKit/TankReflectShield.cs

3.144 Team Class Reference

Public Member Functions

- **Team** (TeamId tId)
- void **Reset** (List< Player > playerList)
- void **PlayerDies** (Player player)
- void **PlayerDisconnected** (Player player)
- bool **IsTeamAlive** ()
- int **GetScore** ()
- void **IncrementScore** ()
- string **GetTeamName** ()

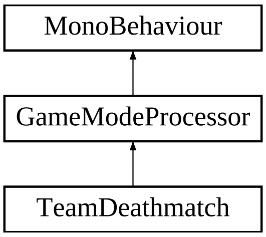
The documentation for this class was generated from the following file:

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/GameModes/Team.cs

3.145 TeamDeathmatch Class Reference

Game mode rules processor for the team deathmatch game mode

Inheritance diagram for TeamDeathmatch:



Public Member Functions

- override void StartGame ()

    Function called on game start
- override void StartRound ()

    Function called on round start
- override void PlayerDies (Player player)

    Handles the death of a player - the player is removed from the local list
- override void PlayerDisconnected (Player player)

    Called when a player disconnects - removed from the local list
- override bool IsEndOfRound ()

    Determines whether it is end of round - if a team has 0 alive
- override void HandleRoundEnd ()

    Handles the round end.
- override string GetRoundEndText ()

    Gets the round end text - winner or draw if appropriate
- override string GetGameOverText ()

    Gets the game over text - winner or draw if appropriate

Properties

- override int ScoreWinTarget `[get]`

  Gets the score target.

Additional Inherited Members

3.145.1 Detailed Description

Game mode rules processor for the team deathmatch game mode

3.145.2 Member Function Documentation

3.145.2.1 GetGameOverText()

```
override string TeamDeathmatch.GetGameOverText ( )  [virtual]
```

Gets the game over text - winner or draw if appropriate

Returns

The game over end text.

Reimplemented from GameModeProcessor.

3.145.2.2 GetRoundEndText()

```
override string TeamDeathmatch.GetRoundEndText ( )  [virtual]
```

Gets the round end text - winner or draw if appropriate

Returns

The round end text.

Reimplemented from GameModeProcessor.

3.145.2.3 HandleRoundEnd()

```
override void TeamDeathmatch.HandleRoundEnd ( )  [virtual]
```

Handles the round end.

Reimplemented from GameModeProcessor.

3.145.2.4 IsEndOfRound()

```
override bool TeamDeathmatch.IsEndOfRound ( )  [virtual]
```

Determines whether it is end of round - if a team has 0 alive

Returns

true

```
false
```

Reimplemented from GameModeProcessor.

3.145.2.5 PlayerDies()

```
override void TeamDeathmatch.PlayerDies (
            Player player )  [virtual]
```

Handles the death of a player - the player is removed from the local list

Parameters

player	Player.

Reimplemented from GameModeProcessor.

3.145.2.6 PlayerDisconnected()

```
override void TeamDeathmatch.PlayerDisconnected (
            Player player )  [virtual]
```

Called when a player disconnects - removed from the local list

Parameters

player	The player that disconnects

Reimplemented from GameModeProcessor.

3.145.2.7 StartGame()

```
override void TeamDeathmatch.StartGame ( )  [virtual]
```

Function called on game start

Reimplemented from GameModeProcessor.

3.145.2.8 StartRound()

```
override void TeamDeathmatch.StartRound ( )  [virtual]
```

Function called on round start

Reimplemented from GameModeProcessor.

3.145.3 Property Documentation

3.145.3.1 ScoreWinTarget

```
override int TeamDeathmatch.ScoreWinTarget  [get]
```

Gets the score target.

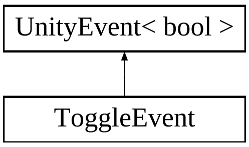
The score target.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/GameModes/TeamDeathmatch.cs

3.146 ToggleEvent Class Reference

Inheritance diagram for ToggleEvent:

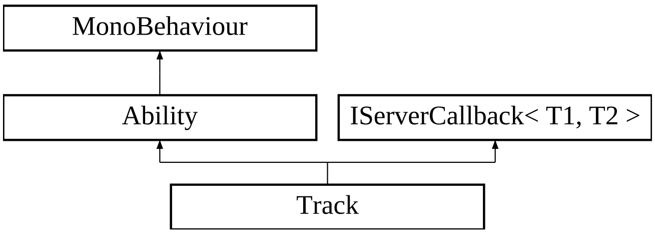


The documentation for this class was generated from the following file:

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Player/Player.cs

3.147 Track Class Reference

Inheritance diagram for Track:



Public Member Functions

- override void Initialize (Docking dock, Animator anim, int abId)

    Initialization that happens locally on every client.
- override void ButtonDown ()

    Called when the associated ability button is pressed. Must be overriden.
- override void SetActive (bool state=false)

    Synchronized state call between clients. Appropriate place for starting local animations/sounds.

Public Attributes

- float **castRange**
- LayerMask **layerMask**
- ModifierInfo **trackInfo**

Additional Inherited Members

3.147.1 Member Function Documentation

3.147.1.1 ButtonDown()

```
override void Track.ButtonDown ( )  [virtual]
```

Called when the associated ability button is pressed. Must be overriden.

Implements Ability.

3.147.1.2 Initialize()

```
override void Track.Initialize (
            Docking dock,
            Animator anim,
            int abId )  [virtual]
```

Initialization that happens locally on every client.

Parameters

dock	Reference to the associated Docking.
anim	Reference to the DockingKit animator.
abId	The ability's id in DockingKit abilities list.

Reimplemented from Ability.

3.147.1.3 SetActive()

```
override void Track.SetActive (
            bool state = false )  [virtual]
```

Synchronized state call between clients. Appropriate place for starting local animations/sounds.

Parameters

state	If the ability should be activated or deactivated.

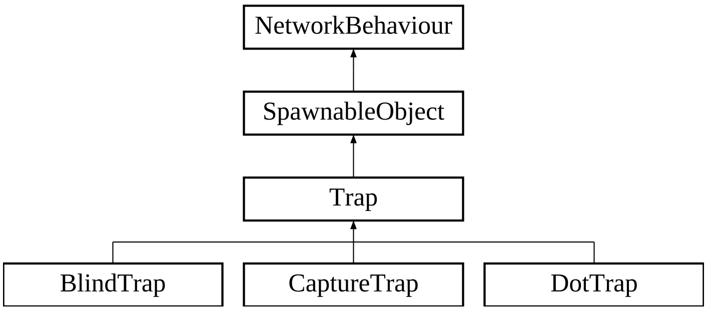
Implements Ability.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/MarksmanKit/Track.cs

3.148 Trap Class Reference

Inheritance diagram for Trap:



Public Member Functions

- void Initialize (TrapSpawner owner)

  An initialisation function for caching the script reference to this trap's owner
- void SetVisualState (bool state)

  Sets the visual state of this trap
- virtual void HandleTrigger (PlayerStatus playerStatus)

  A virtual function that allows children of this class to handle what they want to do when a trap is triggered.

Public Attributes

- GameObject **visuals**
- GameObject **extraVisuals**
- float **timeAfterTriggerDestroy** = 1
- string **animatorTrigger**
- Animator **animator**

Protected Member Functions

- void RpcSetExtraVisualsState (bool state)

  ClientRpc used for synchronising the visual state of the trap
- override void OnDestroy ()

  Unity callback for when this trap is destroyed. Tells the owner that this trap is being destroyed

Protected Attributes

- List< Player > **appliedToList** = new List<Player>()
- List< Rigidbody > **appliedToListRbodies** = new List<Rigidbody>()

3.148.1 Member Function Documentation

3.148.1.1 HandleTrigger()

```
virtual void Trap.HandleTrigger (
            PlayerStatus playerStatus )  [virtual]
```

A virtual function that allows children of this class to handle what they want to do when a trap is triggered.

Parameters

playerStatus	The PlayerStatus component of the triggered player

Reimplemented in CaptureTrap, DotTrap, and BlindTrap.

3.148.1.2 Initialize()

```
void Trap.Initialize (
             TrapSpawner owner )
```

An initialisation function for caching the script reference to this trap's owner

Parameters

owner	

3.148.1.3 OnDestroy()

```
override void Trap.OnDestroy ( )  [protected], [virtual]
```

Unity callback for when this trap is destroyed. Tells the owner that this trap is being destroyed

Reimplemented from SpawnableObject.

3.148.1.4 RpcSetExtraVisualsState()

```
void Trap.RpcSetExtraVisualsState (
             bool state )  [protected]
```

ClientRpc used for synchronising the visual state of the trap

Parameters

state	The state of the visuals

3.148.1.5 SetVisualState()

```
void Trap.SetVisualState (
             bool state )
```

Sets the visual state of this trap

Parameters

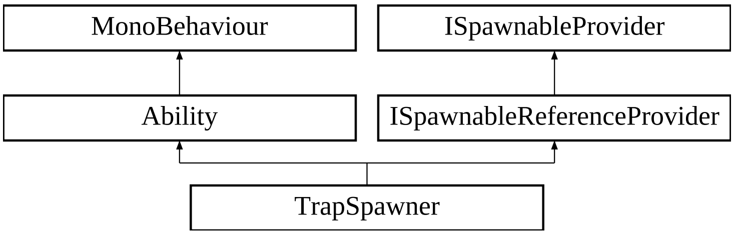
state	The visual state of this trap

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/TrapperKit/Trap.cs

3.149 TrapSpawner Class Reference

Inheritance diagram for TrapSpawner:



Public Member Functions

- override void ButtonDown ()

  Callback for what the local client is supposed to do when this ability's button is pressed
- override void SetActive (bool state=false)

  Callback for synchronising visual state based on the given parameter
- void DisplayTrapState (bool state)

  A public function that allows traps to update the visual state of the docking kit's placed trap indicator

Public Attributes

- GameObject **trapPrefab**
- float **trapActiveAlpha** = 0.2f
- List< SpriteRenderer > **trapActiveSprites** = new List<SpriteRenderer>()
- float **lerpSpeed** = 5f

Additional Inherited Members

3.149.1 Member Function Documentation

3.149.1.1 ButtonDown()

```
override void TrapSpawner.ButtonDown ( )  [virtual]
```

Callback for what the local client is supposed to do when this ability's button is pressed

Implements Ability.

3.149.1.2 DisplayTrapState()

```
void TrapSpawner.DisplayTrapState (
             bool state )
```

A public function that allows traps to update the visual state of the docking kit's placed trap indicator

Parameters

state	The display state

3.149.1.3 SetActive()

```
override void TrapSpawner.SetActive (
             bool state = false )  [virtual]
```

Callback for synchronising visual state based on the given parameter

Parameters

state	The state of the ability.

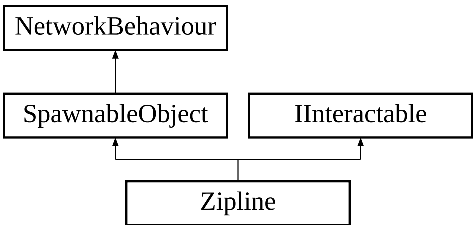
Implements Ability.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/TrapperKit/TrapSpawner.cs

3.150 Zipline Class Reference

Inheritance diagram for Zipline:



Public Member Functions

- bool FirePoint (GameObject player, Vector3 position, Vector3 direction)

  Server call from ZiplineGun whenever a point is fired.

Public Attributes

- Transform **wallEndPoint**
- Transform **lineStartPoint**
- Transform **lineEndPoint**
- SphereCollider **sphereCollider**
- LineRenderer **lineRenderer**
- Transform **handles**
- Transform **radiusTransform**
- LayerMask **interruptionLayerMask**
- float **maxFireRange** = 10f
- float **maxLineDistance** = 20f
- float **hookPointFireSpeed** = 40f
- float **normalRotationSpeed** = 10f
- float **playerMoveSpeed** = 20f
- int **uses** = 3

Additional Inherited Members

3.150.1 Member Function Documentation

3.150.1.1 FirePoint()

```
bool Zipline.FirePoint (
            GameObject player,
            Vector3 position,
            Vector3 direction )
```

Server call from ZiplineGun whenever a point is fired.

Parameters

player	The player firing.
position	Fired from this position.
direction	Fired in this direction.

Returns

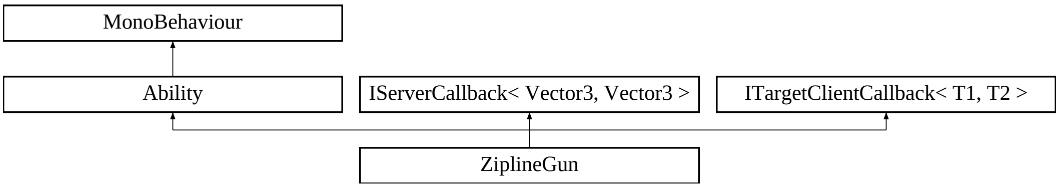
If the shot was successful.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/SniperKit/Zipline.cs

3.151 ZiplineGun Class Reference

Inheritance diagram for ZiplineGun:


MonoBehaviour
Ability
IServerCallback< Vector3, Vector3 >
ITargetClientCallback< T1, T2 >
ZiplineGun

Public Member Functions

- override void InitializeLocalPlayer (AbilityUI abilityUI)

  Initialization that only happens for the local player (Player controlling this ability). Called after Initialize, so the references are already set up.
- override void ButtonDown ()

  Activate the radius indicator if cooldown is ready.
- override void ButtonUp ()

  Fire the zipline if the radiusObject is active, this means ButtonDown was called when the cooldown was ready.
- override void SetActive (bool state)

  Synchronized state call between clients. Appropriate place for starting local animations/sounds.

Public Attributes

- GameObject **ziplinePrefab**
- Transform **spawnPoint**
- GameObject **radiusObject**

Additional Inherited Members

3.151.1 Member Function Documentation

3.151.1.1 ButtonDown()

```
override void ZiplineGun.ButtonDown ( )  [virtual]
```

Activate the radius indicator if cooldown is ready.

Implements Ability.

3.151.1.2 ButtonUp()

```
override void ZiplineGun.ButtonUp ( )  [virtual]
```

Fire the zipline if the radiusObject is active, this means ButtonDown was called when the cooldown was ready.

Reimplemented from Ability.

3.151.1.3 InitializeLocalPlayer()

```
override void ZiplineGun.InitializeLocalPlayer (
             AbilityUI abilityUI )  [virtual]
```

Initialization that only happens for the local player (Player controlling this ability). Called after Initialize, so the references are already set up.

Reimplemented from Ability.

3.151.1.4 SetActive()

```
override void ZiplineGun.SetActive (
             bool state )  [virtual]
```

Synchronized state call between clients. Appropriate place for starting local animations/sounds.

Parameters

state	If the ability should be activated or deactivated.

Implements Ability.

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

- C:/Users/Andreas/Git Repos/dockitleague/Assets/Scripts/Abilities/SniperKit/ZiplineGun.cs

Index