Photon.Deterministic Namespace Reference

Classes

class	**DeterministicPlugin**	
	Override the Quantum plugin class to create a custom server object. More...	
class	**DeterministicPluginFactory**	
	The default Quantum plugin factory. Replace with custom implementation of IPluginFactory. Change the name accordingly in your Photon dashboard and in this file (Photon-Server\deploy\LoadBalancing\GameServer\bin\plugin.config) to run locally. More...	
class	**DeterministicSessionConfig**	
	Parameterize internals of the Deterministic simulation and plugin (the Quantum server component). More...	
struct	**FP**	
	A fixed-point number. 16 lower bits are used for the decimal part, 48 for the integral part. More...	
struct	**FPBounds2**	
	Represents an 2D axis aligned bounding box (AABB). More...	
struct	**FPBounds3**	
	Represents an 3D axis aligned bounding box (AABB). More...	
struct	**FPCollision**	
	A collection of collision helper functions. More...	
class	**FPLut**	
	FP lookup table. Used internally by trigonometric and square root functions. More...	
struct	**FPMath**	
	A collection of common math functions. More...	
struct	**FPMatrix2x2**	
	Represents 2x2 column major matrix, which can be used for 2D scaling and rotation. Each cell can be individually accessed as a field (M<row><column>). More...	
struct	**FPMatrix3x3**	
	Represents 3x3 column major matrix. Each cell can be individually accessed as a field (M<row><column>), with indexing indexing property[row, column] or with indexing property[index]. More...	
struct	**FPMatrix4x4**	
	Represents 4x4 column major matrix. Each cell can be individually accessed as a field (M<row><column>), with indexing indexing property[row, column] or with	

indexing property[index]. More...

struct	FPQuaternion
	A Quaternion representing an orientation. More...

struct	FPVector2
	Represents a 2D Vector More...

struct	FPVector3
	Represents a 3D Vector More...

struct	NullableFP
	A serializable equivalent of Nullable<FP>. More...

struct	NullableFPVector2
	A serializable equivalent of Nullable<FPVector2>. More...

struct	NullableFPVector3
	A serializable equivalent of Nullable<FPVector3>. More...

struct	NullableNonNegativeFP
	A serializable equivalent of Nullable<FP>. More...

struct	RNGSession
	PCG32 random generator, 16 bytes in size. http://www.pcg-random.org More...

Enumerations

enum	DeterministicProtocolVersions

Enumeration Type Documentation

◆ DeterministicProtocolVersions

enum Photon.Deterministic.DeterministicProtocolVersions   `strong`

Enumerator	
V1_2_0_0	1.2.0
V1_2_1_0	1.2.1
V1_2_2_0	1.2.2
V1_2_3_0	1.2.3RC1
V1_2_3_1	1.2.3RC2, 1.2.4B1
V2_0_0_0	1.2.3F3+, 1.2.4B2+
V2_1_0_0	2.0.0 Beta+
V2_2_0_0	2.1.0 Alpha+

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