Table of Contents

IPath

IPathMeshGenerator

IPathTester

Item

ItemData

ItemOnBelt

ItemStack

LinkedVertex

LocalStorage

LogisticComponent

Merger

MeshSlicer

PathAnchor

PathFactory

Pool<T>

PrefabModificationProcessor

PrefabProcessor

Processor

ProcessorData

Producer

Recipe

RecipeFinder

Resource

SegmentPath

SegmentPathStruct

SerializableMesh

SerializeableScriptableObject

SerializeManager

SerializeManager.BuildingSaveData

SerializeManager.ConveyorSaveData

Namespace FactoryFramework

Classes

ArcPath

BeltMeshDebug

BeltMeshGenerator

BeltMeshGenerator.MeshGenApi

BeltMeshSO

Building

Conveyor

ConveyorBridge

ConveyorLogisticsUtils

ConveyorSocket

CubicBezierPath

GlobalLogisticsSettings

IPathTester

Item

LinkedVertex

LocalStorage

LogisticComponent

Merger

MeshSlicer

PathFactory

Pool<T>

PrefabModificationProcessor

PrefabProcessor

Processor

Producer

Recipe

RecipeFinder

Resource

SegmentPath

SerializableMesh

SerializeableScriptableObject

SerializeManager

SerializeManager.BuildingSaveData

SerializeManager.ConveyorSaveData

SerializeManager.FactorySaveData

SerializeManager.ProcessorSaveData

SerializeManager.ProducerSaveData

SerializeManager.StorageSaveData

SmartPath

Socket

Splitter

Storage

TempMesh

VoidEventChannel_SO

Structs

ArcPathStruct

BeltMeshGenerator.MeshGenConfig<T>

BeltMeshGenerator.MeshGenConfig<T>.MeshGenJob

BeltMeshGenerator.MeshGenParams

BeltMeshGenerator.NativeMesh

BeltMeshGenerator.NativeMeshGroup

ConveyorData

ConveyorJob

CubicBezierPathStruct

ItemData

ItemOnBelt

ItemStack

PathAnchor

ProcessorData

SegmentPathStruct

SmartPathPart

SmartPathStruct

StorageData

Interfaces

IInput

IOutput

IPath

IPathMeshGenerator

Enums

ConveyorSocket.Direction

GlobalLogisticsSettings.PathSolveType

SmartPathPart.StructType

Class ArcPath

Inheritance

System.Object
ArcPath

Implements

IPath

Inherited Members

System.Object.ToString()
System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
[Serializable]
public class ArcPath : IPath
```

Constructors

ArcPath(Vector3, Vector3, Vector3, Single, Vector3, Vector3)

Declaration

```
public ArcPath(Vector3 c, Vector3 s, Vector3 e, float rad, Vector3 forward, Vector3 norm)
```

Parameters

TYPE	NAME	DESCRIPTION
Vector3	c	
Vector3	s	
Vector3	e	
System.Single	rad	
Vector3	forward	

TYPE	NAME	DESCRIPTION
Vector3	norm	

Fields

mStruct

Declaration

```
public ArcPathStruct mStruct
```

Field Value

TYPE	DESCRIPTION
ArcPathStruct	

Properties

IsValid

Declaration

```
public bool IsValid { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Methods

CleanUp()

Declaration

```
public void CleanUp()
```

Finalize()

Declaration

```
protected void Finalize()
```

GetClosestPoint(Vector3)

Declaration

```
public (Vector3, float) GetClosestPoint(Vector3 worldPoint)
```

Parameters

TYPE	NAME	DESCRIPTION
Vector3	worldPoint	

Returns

TYPE	DESCRIPTION
System.ValueTuple<Vector3, System.Single>	

GetDirectionAtPoint(Single)

Declaration

```
public Vector3 GetDirectionAtPoint(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
Vector3	

GetEnd()

Declaration

```
public Vector3 GetEnd()
```

Returns

TYPE	DESCRIPTION
Vector3	

GetPathVectors(Single)

Declaration

```
public (Vector3, Vector3, Vector3) GetPathVectors(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
System.ValueTuple<Vector3, Vector3, Vector3>	

GetRightAtPoint(Single)

Declaration

```
public Vector3 GetRightAtPoint(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
Vector3	

GetRotationAtPoint(Single)

Declaration

```
public Quaternion GetRotationAtPoint(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
Quaternion	

GetStart()

Declaration

```
public Vector3 GetStart()
```

Returns

TYPE	DESCRIPTION
Vector3	

GetTotalLength()

Declaration

```
public float GetTotalLength()
```

Returns

TYPE	DESCRIPTION
System.Single	

GetUpAtPoint(Single)

Declaration

```
public Vector3 GetUpAtPoint(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
Vector3	

GetWorldPointFromPathSpace(Single)

Declaration

```
public Vector3 GetWorldPointFromPathSpace(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
Vector3	

Implements

IPath

Struct ArcPathStruct

Inherited Members

System.ValueType.Equals(System.Object)
System.ValueType.GetHashCode()
System.ValueType.ToString()
System.Object.Equals(System.Object, System.Object)
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.GetType()

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
public struct ArcPathStruct
```

Fields

angle

Declaration

```
public float angle
```

Field Value

TYPE	DESCRIPTION
System.Single	

center

Declaration

```
public Vector3 center
```

Field Value

TYPE	DESCRIPTION
Vector3	

end

Declaration

```
public Vector3 end
```

Field Value

TYPE	DESCRIPTION
Vector3	

normal

Declaration

```
public Vector3 normal
```

Field Value

TYPE	DESCRIPTION
Vector3	

radius

Declaration

```
public float radius
```

Field Value

TYPE	DESCRIPTION
System.Single	

start

Declaration

```
public Vector3 start
```

Field Value

TYPE	DESCRIPTION
Vector3	

Properties

IsValid

Declaration

```
public readonly bool IsValid { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Methods

CheckValid()

Declaration

```
public bool CheckValid()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

CleanUp()

Declaration

```
public void CleanUp()
```

GetClosestPoint(Vector3)

Declaration

```
public (Vector3, float) GetClosestPoint(Vector3 worldPoint)
```

Parameters

TYPE	NAME	DESCRIPTION
Vector3	worldPoint	

Returns

TYPE	DESCRIPTION
System.ValueTuple<Vector3, System.Single>	

GetDirectionAtPoint(Single)

Declaration

```
public Vector3 GetDirectionAtPoint(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
Vector3	

GetEnd()

Declaration

```
public Vector3 GetEnd()
```

Returns

TYPE	DESCRIPTION
Vector3	

GetFrom()

Declaration

```
public Vector3 GetFrom()
```

Returns

TYPE	DESCRIPTION
Vector3	

GetPathVectors(Single)

Declaration

```
public (Vector3, Vector3, Vector3) GetPathVectors(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
System.ValueTuple<Vector3, Vector3, Vector3>	

GetRightAtPoint(Single)

Declaration

```
public Vector3 GetRightAtPoint(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
Vector3	

GetRotationAtPoint(Single)

Declaration

```
public Quaternion GetRotationAtPoint(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
Quaternion	

GetStart()

Declaration

```
public Vector3 GetStart()
```

Returns

TYPE	DESCRIPTION
Vector3	

GetTotalLength()

Declaration

```
public float GetTotalLength()
```

Returns

TYPE	DESCRIPTION
System.Single	

GetUpAtPoint(Single)

Declaration

```
public Vector3 GetUpAtPoint(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
Vector3	

GetWorldPointFromPathSpace(Single)

Declaration

```
public Vector3 GetWorldPointFromPathSpace(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
Vector3	

Initialize(Vector3, Vector3, Vector3, Single, Vector3, Vector3)

Declaration

```
public void Initialize(Vector3 c, Vector3 s, Vector3 e, float rad, Vector3 forward, Vector3 norm)
```

Parameters

TYPE	NAME	DESCRIPTION
Vector3	c	
Vector3	s	
Vector3	e	
System.Single	rad	
Vector3	forward	
Vector3	norm	

Class BeltMeshDebug

Inheritance

System.Object
BeltMeshDebug

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
public class BeltMeshDebug : MonoBehaviour
```

Fields

bmso

Declaration

```
public BeltMeshSO bmso
```

Field Value

TYPE	DESCRIPTION
BeltMeshSO	

childEnd

Declaration

```
public MeshFilter childEnd
```

Field Value

TYPE	DESCRIPTION
MeshFilter	

childMiddle

Declaration

```
public MeshFilter childMiddle
```

Field Value

TYPE	DESCRIPTION
MeshFilter	

childStart

Declaration

```
public MeshFilter childStart
```

Field Value

TYPE	DESCRIPTION
MeshFilter	

Methods

RenderMeshes()

Declaration

```
public void RenderMeshes()
```

Slice()

Declaration

```
public void Slice()
```

Class BeltMeshGenerator

Inheritance

System.Object
BeltMeshGenerator

Inherited Members

System.Object.ToString()
System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
public static class BeltMeshGenerator
```

Methods

Generate(IPath, BeltMeshSO, Single, Single, Single, Boolean)

Declaration

```
public static Mesh Generate(IPath path, BeltMeshSO model, float segments, float scaleFactor, float
uvScaleFactor = 1F, bool generateBeltUVS = false)
```

Parameters

TYPE	NAME	DESCRIPTION
IPath	path	
BeltMeshSO	model	
System.Single	segments	
System.Single	scaleFactor	
System.Single	uvScaleFactor	
System.Boolean	generateBeltUVS	

Returns

TYPE	DESCRIPTION
Mesh	

GenerateJob(IPath, BeltMeshSO, Int32, Single, Single, Boolean)

Declaration

```
public static Mesh GenerateJob(IPath path, BeltMeshSO model, int segments, float scaleFactor, float
uvScaleFactor = 1F, bool generateBeltUVS = false)
```

Parameters

TYPE	NAME	DESCRIPTION
IPath	path	
BeltMeshSO	model	
System.Int32	segments	
System.Single	scaleFactor	
System.Single	uvScaleFactor	
System.Boolean	generateBeltUVS	

Returns

TYPE	DESCRIPTION
Mesh	

GenerateSingleThread(IPath, BeltMeshSO, Int32, Single, Single, Boolean)

Declaration

```
public static Mesh GenerateSingleThread(IPath path, BeltMeshSO model, int segments, float scaleFactor,
float uvScaleFactor = 1F, bool generateBeltUVS = false)
```

Parameters

TYPE	NAME	DESCRIPTION
IPath	path	
BeltMeshSO	model	
System.Int32	segments	
System.Single	scaleFactor	
System.Single	uvScaleFactor	
System.Boolean	generateBeltUVS	

Returns

TYPE	DESCRIPTION
Mesh	

Remap(Single, Single, Single, Single, Single)

Declaration

```
public static float Remap(float value, float from1, float to1, float from2, float to2)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	value	
System.Single	from1	
System.Single	to1	
System.Single	from2	
System.Single	to2	

Returns

TYPE	DESCRIPTION
System.Single	

Class BeltMeshGenerator.MeshGenApi

Inheritance

System.Object
BeltMeshGenerator.MeshGenApi

Inherited Members

System.Object.ToString()
System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
public static class MeshGenApi
```

Methods

CreateMeshGenJob<T>(T, ref BeltMeshGenerator.NativeMeshGroup, ref BeltMeshGenerator.NativeMesh, ref BeltMeshGenerator.MeshGenParams)

Declaration

```
public static BeltMeshGenerator.MeshGenConfig<T> CreateMeshGenJob<T>(T pathStruct, ref
BeltMeshGenerator.NativeMeshGroup inputMesh, ref BeltMeshGenerator.NativeMesh outputMesh, ref
BeltMeshGenerator.MeshGenParams settings)
    where T : struct, IPath
```

Parameters

TYPE	NAME	DESCRIPTION
T	pathStruct	
BeltMeshGenerator.NativeMeshGroup	inputMesh	
BeltMeshGenerator.NativeMesh	outputMesh	
BeltMeshGenerator.MeshGenParams	settings	

Returns

TYPE	DESCRIPTION
BeltMeshGenerator.MeshGenConfig<T>	

Type Parameters

NAME	DESCRIPTION
T	

Struct BeltMeshGenerator.MeshGenConfig<T>

Inherited Members

System.ValueType.Equals(System.Object)
System.ValueType.GetHashCode()
System.ValueType.ToString()
System.Object.Equals(System.Object, System.Object)
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.GetType()

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
public struct MeshGenConfig<T>
    where T : struct, IPath
```

Type Parameters

NAME	DESCRIPTION
T	

Fields

inputMesh

Declaration

```
public BeltMeshGenerator.NativeMeshGroup inputMesh
```

Field Value

TYPE	DESCRIPTION
BeltMeshGenerator.NativeMeshGroup	

outputMesh

Declaration

```
public BeltMeshGenerator.NativeMesh outputMesh
```

Field Value

TYPE	DESCRIPTION
BeltMeshGenerator.NativeMesh	

pStruct

Declaration

```
public T pStruct
```

Field Value

TYPE	DESCRIPTION
T	

settings

Declaration

```
public BeltMeshGenerator.MeshGenParams settings
```

Field Value

TYPE	DESCRIPTION
BeltMeshGenerator.MeshGenParams	

Methods

Run()

Declaration

```
public JobHandle Run()
```

Returns

TYPE	DESCRIPTION
JobHandle	

Struct BeltMeshGenerator.MeshGenConfig<T>.MeshGenJob

Implements

IJobParallelFor

Inherited Members

System.ValueType.Equals(System.Object)
System.ValueType.GetHashCode()
System.ValueType.ToString()
System.Object.Equals(System.Object, System.Object)
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.GetType()

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
public struct MeshGenJob
```

Fields

inputMesh

Declaration

```
public BeltMeshGenerator.NativeMeshGroup inputMesh
```

Field Value

TYPE	DESCRIPTION
BeltMeshGenerator.NativeMeshGroup	

outputMesh

Declaration

```
public BeltMeshGenerator.NativeMesh outputMesh
```

Field Value

TYPE	DESCRIPTION
BeltMeshGenerator.NativeMesh	

pStruct

Declaration

```
public T pStruct
```

Field Value

TYPE	DESCRIPTION
T	

settings

Declaration

```
public BeltMeshGenerator.MeshGenParams settings
```

Field Value

TYPE	DESCRIPTION
BeltMeshGenerator.MeshGenParams	

Methods

Execute(Int32)

Declaration

```
public void Execute(int segIndex)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	segIndex	

Implements

IJobParallelFor

Struct BeltMeshGenerator.MeshGenParams

Inherited Members

System.ValueType.Equals(System.Object)
System.ValueType.GetHashCode()
System.ValueType.ToString()
System.Object.Equals(System.Object, System.Object)
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.GetType()

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
public struct MeshGenParams
```

Fields

beltUvs

Declaration

```
public bool beltUvs
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

len

Declaration

```
public float len
```

Field Value

TYPE	DESCRIPTION
System.Single	

perSegment

Declaration

```
public float perSegment
```

Field Value

TYPE	DESCRIPTION
System.Single	

scaleFactor

Declaration

```
public float scaleFactor
```

Field Value

TYPE	DESCRIPTION
System.Single	

segments

Declaration

```
public int segments
```

Field Value

TYPE	DESCRIPTION
System.Int32	

uvperpath

Declaration

```
public float uvperpath
```

Field Value

TYPE	DESCRIPTION
System.Single	

Struct BeltMeshGenerator.NativeMesh

Implements

IDisposable

Inherited Members

System.ValueType.Equals(System.Object)
System.ValueType.GetHashCode()
System.ValueType.ToString()
System.Object.Equals(System.Object, System.Object)
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.GetType()

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
public struct NativeMesh
```

Constructors

NativeMesh(Mesh)

Declaration

```
public NativeMesh(Mesh m)
```

Parameters

TYPE	NAME	DESCRIPTION
Mesh	m	

NativeMesh(Int32, Int32)

Declaration

```
public NativeMesh(int vLen, int tLen)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	vLen	
System.Int32	tLen	

NativeMesh(Vector3[], Vector2[], Vector3[], Int32[])

Declaration

```
public NativeMesh(Vector3[] _verts, Vector2[] _uvs, Vector3[] _normals, int[] _tris)
```

Parameters

TYPE	NAME	DESCRIPTION
Vector3[]	_verts	
Vector2[]	_uvs	
Vector3[]	_normals	
System.Int32[]	_tris	

Fields

normals

Declaration

```
public NativeArray<Vector3> normals
```

Field Value

TYPE	DESCRIPTION
NativeArray<Vector3>	

tris

Declaration

```
public NativeArray<int> tris
```

Field Value

TYPE	DESCRIPTION
NativeArray<System.Int32>	

uvs

Declaration

```
public NativeArray<Vector2> uvs
```

Field Value

TYPE	DESCRIPTION
NativeArray<Vector2>	

verts

Declaration

```
public NativeArray<Vector3> verts
```

Field Value

TYPE	DESCRIPTION
NativeArray<Vector3>	

zMax

Declaration

```
public float zMax
```

Field Value

TYPE	DESCRIPTION
System.Single	

zMin

Declaration

```
public float zMin
```

Field Value

TYPE	DESCRIPTION
System.Single	

Methods

Dispose()

Declaration

```
public void Dispose()
```

Implements

IDisposable

Struct BeltMeshGenerator.NativeMeshGroup

Implements

IDisposable

Inherited Members

System.ValueType.Equals(System.Object)
System.ValueType.GetHashCode()
System.ValueType.ToString()
System.Object.Equals(System.Object, System.Object)
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.GetType()

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
public struct NativeMeshGroup
```

Constructors

NativeMeshGroup(Mesh, Mesh, Mesh)

Declaration

```
public NativeMeshGroup(Mesh s, Mesh m, Mesh e)
```

Parameters

TYPE	NAME	DESCRIPTION
Mesh	s	
Mesh	m	
Mesh	e	

Fields

end

Declaration

```
public BeltMeshGenerator.NativeMesh end
```

Field Value

TYPE	DESCRIPTION
BeltMeshGenerator.NativeMesh	

mid

Declaration

```
public BeltMeshGenerator.NativeMesh mid
```

Field Value

TYPE	DESCRIPTION
BeltMeshGenerator.NativeMesh	

start

Declaration

```
public BeltMeshGenerator.NativeMesh start
```

Field Value

TYPE	DESCRIPTION
BeltMeshGenerator.NativeMesh	

Methods

Dispose()

Declaration

```
public void Dispose()
```

GetTotalTris(Int32)

Declaration

```
public int GetTotalTris(int segments)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	segments	

Returns

TYPE	DESCRIPTION
System.Int32	

GetTotalVerts(Int32)

Declaration

```
public int GetTotalVerts(int segments)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	segments	

Returns

TYPE	DESCRIPTION
System.Int32	

Implements

IDisposable

Class BeltMeshSO

Inheritance

System.Object
BeltMeshSO

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
[Serializable]
public class BeltMeshSO : ScriptableObject
```

Fields

basemesh

Declaration

```
public Mesh basemesh
```

Field Value

TYPE	DESCRIPTION
Mesh	

endCap

Declaration

```
public SerializableMesh endCap
```

Field Value

TYPE	DESCRIPTION
SerializableMesh	

midSegment

Declaration

```
public SerializableMesh midSegment
```

Field Value

TYPE	DESCRIPTION
SerializableMesh	

startCap

Declaration

```
public SerializableMesh startCap
```

Field Value

TYPE	DESCRIPTION
SerializableMesh	

Methods

CutBaseMesh()

Declaration

```
public void CutBaseMesh()
```

Class Building

Inheritance

System.Object
LogisticComponent
Building
Merger
Processor
Producer
Splitter
Storage

Inherited Members

LogisticComponent.settings
LogisticComponent.ProcessLoop()
LogisticComponent.GUID
LogisticComponent._prefabPath

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
public class Building : LogisticComponent
```

Fields

inputSockets

Declaration

```
public ConveyorSocket[] inputSockets
```

Field Value

TYPE	DESCRIPTION
ConveyorSocket[]	

OnBuildingDestroyed

Declaration

```
public UnityEvent<Building> OnBuildingDestroyed
```

Field Value

TYPE	DESCRIPTION
UnityEvent<Building>	

outputSockets

Declaration

```
public ConveyorSocket[] outputSockets
```

Field Value

TYPE	DESCRIPTION
ConveyorSocket[]	

Methods

GetAllRecipes()

Declaration

```
protected Recipe[] GetAllRecipes()
```

Returns

TYPE	DESCRIPTION
Recipe[]	

GetInputIndexBySocket(ConveyorSocket)

Declaration

```
public int GetInputIndexBySocket(ConveyorSocket cs)
```

Parameters

TYPE	NAME	DESCRIPTION
ConveyorSocket	cs	

Returns

TYPE	DESCRIPTION
System.Int32	

GetInputSocketByIndex(Int32)

Declaration

```
public ConveyorSocket GetInputSocketByIndex(int index)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	index	

Returns

TYPE	DESCRIPTION
ConveyorSocket	

GetOutputIndexBySocket(ConveyorSocket)

Declaration

```
public int GetOutputIndexBySocket(ConveyorSocket cs)
```

Parameters

TYPE	NAME	DESCRIPTION
ConveyorSocket	cs	

Returns

TYPE	DESCRIPTION
System.Int32	

TYPE	DESCRIPTION

GetOutputSocketByIndex(Int32)

Declaration

```
public ConveyorSocket GetOutputSocketByIndex(int index)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	index	

Returns

TYPE	DESCRIPTION
ConveyorSocket	

Class Conveyor

Inheritance

System.Object
LogisticComponent
Conveyor

Implements

IInput
IOutput

Inherited Members

LogisticComponent.settings
LogisticComponent.GUID
LogisticComponent._prefabPath

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
public class Conveyor : LogisticComponent, IInput, IOutput
```

Fields

beltBM

Declaration

```
public BeltMeshSO beltBM
```

Field Value

TYPE	DESCRIPTION
BeltMeshSO	

beltObjectPool

Declaration

```
protected Pool<Transform> beltObjectPool
```

Field Value

TYPE	DESCRIPTION
Pool<Transform>	

data

Declaration

```
public ConveyorData data
```

Field Value

TYPE	DESCRIPTION
ConveyorData	

frameBM

Declaration

```
public BeltMeshSO frameBM
```

Field Value

TYPE	DESCRIPTION
BeltMeshSO	

items

Declaration

```
public List<ItemOnBelt> items
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List<ItemOnBelt>	

OnConveyorDestroyed

Declaration

```
public UnityEvent<Conveyor> OnConveyorDestroyed
```

Field Value

TYPE	DESCRIPTION
UnityEvent<Conveyor>	

p

Declaration

```
public IPath p
```

Field Value

TYPE	DESCRIPTION
IPath	

Properties

Capacity

Declaration

```
public int Capacity { get; }
```

Property Value

TYPE	DESCRIPTION
System.Int32	

ValidMesh

Declaration

```
public bool ValidMesh { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Methods

AddCollider()

Declaration

```
public void AddCollider()
```

CalculateCapacity(Int32)

Declaration

```
public void CalculateCapacity(int _capacity = -1)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	_capacity	

CanGiveOutput(Item)

Declaration

```
public bool CanGiveOutput(Item filter = null)
```

Parameters

TYPE	NAME	DESCRIPTION
Item	filter	

Returns

TYPE	DESCRIPTION
System.Boolean	

CanTakeInput(Item)

Declaration

```
public bool CanTakeInput(Item item)
```

Parameters

TYPE	NAME	DESCRIPTION
Item	item	

Returns

TYPE	DESCRIPTION
System.Boolean	

DisableBridge()

Declaration

```
public void DisableBridge()
```

EnableBridge()

Declaration

```
public void EnableBridge()
```

GetBridge()

Declaration

```
public ConveyorBridge GetBridge()
```

Returns

TYPE	DESCRIPTION
ConveyorBridge	

GiveOutput(Item)

Declaration

```
public Item GiveOutput(Item filter = null)
```

Parameters

TYPE	NAME	DESCRIPTION
Item	filter	

Returns

TYPE	DESCRIPTION
Item	

MoveItems()

Declaration

```
public void MoveItems()
```

OutputType()

Declaration

```
public Item OutputType()
```

Returns

TYPE	DESCRIPTION
Item	

ProcessLoop()

Declaration

```
public override void ProcessLoop()
```

Overrides

LogisticComponent.ProcessLoop()

SetInputSocket(ConveyorBridge, Conveyor)

Declaration

```
public void SetInputSocket(ConveyorBridge sock, Conveyor c)
```

Parameters

TYPE	NAME	DESCRIPTION
ConveyorBridge	sock	
Conveyor	c	

SetInputSocket(ConveyorSocket, Building)

Declaration

```
public void SetInputSocket(ConveyorSocket sock, Building b)
```

Parameters

TYPE	NAME	DESCRIPTION
ConveyorSocket	sock	
Building	b	

SetItemsOnBelt(ItemOnBelt[], Int32)

Declaration

```
public void SetItemsOnBelt(ItemOnBelt[] newItems, int capacity)
```

Parameters

TYPE	NAME	DESCRIPTION
ItemOnBelt[]	newItems	
System.Int32	capacity	

SetMaterials(Material, Material)

Declaration

```
public void SetMaterials(Material frameMat, Material beltMat)
```

Parameters

TYPE	NAME	DESCRIPTION
Material	frameMat	
Material	beltMat	

SetOutputSocket(ConveyorBridge, Conveyor)

Declaration

```
public void SetOutputSocket(ConveyorBridge sock, Conveyor c)
```

Parameters

TYPE	NAME	DESCRIPTION
ConveyorBridge	sock	
Conveyor	c	

SetOutputSocket(ConveyorSocket, Building)

Declaration

```
public void SetOutputSocket(ConveyorSocket sock, Building b)
```

Parameters

TYPE	NAME	DESCRIPTION
ConveyorSocket	sock	
Building	b	

TakeInput(Item)

Declaration

```
public void TakeInput(Item item)
```

Parameters

TYPE	NAME	DESCRIPTION
Item	item	

UpdateMesh(Boolean, Collider[], Int32, Int32)

Declaration

```
public void UpdateMesh(bool finalize = false, Collider[] ignored = null, int startskip = 0, int endskip
= 0)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	finalize	
Collider[]	ignored	
System.Int32	startskip	
System.Int32	endskip	

Implements

IInput
IOutput

Class ConveyorBridge

Inheritance

System.Object
Socket
ConveyorBridge

Inherited Members

Socket.Connect(UnityEngine.Object)

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
public class ConveyorBridge : Socket
```

Fields

connectingConveyor

Declaration

```
public Conveyor connectingConveyor
```

Field Value

TYPE	DESCRIPTION
Conveyor	

Methods

Connect(Object)

Declaration

```
public override void Connect(Object obj)
```

Parameters

TYPE	NAME	DESCRIPTION
Object	obj	

IsOpen()

Declaration

```
public override bool IsOpen()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

Overrides

Socket.IsOpen()

Struct ConveyorData

Inherited Members

System.ValueType.Equals(System.Object)
System.ValueType.GetHashCode()
System.ValueType.ToString()
System.Object.Equals(System.Object, System.Object)
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.GetType()

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
[Serializable]
public struct ConveyorData
```

Fields

end

Declaration

```
public Vector3 end
```

Field Value

TYPE	DESCRIPTION
Vector3	

endDir

Declaration

```
public Vector3 endDir
```

Field Value

TYPE	DESCRIPTION
Vector3	

inputSocket

Declaration

```
public IOutput inputSocket
```

Field Value

TYPE	DESCRIPTION
IOutput	

inputSocketIndex

Declaration

```
public int inputSocketIndex
```

Field Value

TYPE	DESCRIPTION
System.Int32	

outputSocket

Declaration

```
public IInput outputSocket
```

Field Value

TYPE	DESCRIPTION
IInput	

outputSocketIndex

Declaration

```
public int outputSocketIndex
```

Field Value

TYPE	DESCRIPTION
System.Int32	

speed

Declaration

```
public float speed
```

Field Value

TYPE	DESCRIPTION
System.Single	

start

Declaration

```
public Vector3 start
```

Field Value

TYPE	DESCRIPTION
Vector3	

startDir

Declaration

```
public Vector3 startDir
```

Field Value

TYPE	DESCRIPTION
Vector3	

Struct ConveyorJob

Implements

IJobParallelForTransform

Inherited Members

System.ValueType.Equals(System.Object)
System.ValueType.GetHashCode()
System.ValueType.ToString()
System.Object.Equals(System.Object, System.Object)
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.GetType()

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
public struct ConveyorJob
```

Fields

deltatime

Declaration

```
public float deltatime
```

Field Value

TYPE	DESCRIPTION
System.Single	

itemPositions

Declaration

```
public NativeArray<float> itemPositions
```

Field Value

TYPE	DESCRIPTION
NativeArray<System.Single>	

length

Declaration

```
public float length
```

Field Value

TYPE	DESCRIPTION
System.Single	

spacing

Declaration

```
public float spacing
```

Field Value

TYPE	DESCRIPTION
System.Single	

speed

Declaration

```
public float speed
```

Field Value

TYPE	DESCRIPTION
System.Single	

Methods

Execute(Int32, TransformAccess)

Declaration

```
public void Execute(int index, TransformAccess transform)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	index	
TransformAccess	transform	

Implements

IJobParallelForTransform

Class ConveyorLogisticsUtils

Inheritance

System.Object
ConveyorLogisticsUtils

Inherited Members

System.Object.ToString()
System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
public class ConveyorLogisticsUtils
```

Properties

settings

Declaration

```
public static GlobalLogisticsSettings settings { get; }
```

Property Value

TYPE	DESCRIPTION
GlobalLogisticsSettings	

Class ConveyorSocket

Inheritance

System.Object
Socket
ConveyorSocket

Inherited Members

Socket.Connect(UnityEngine.Object)

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
public class ConveyorSocket : Socket
```

Fields

conveyor

Declaration

```
public Conveyor conveyor
```

Field Value

TYPE	DESCRIPTION
Conveyor	

flow

Declaration

```
public ConveyorSocket.Direction flow
```

Field Value

TYPE	DESCRIPTION
ConveyorSocket.Direction	

Methods

Connect(Object)

Declaration

```
public override void Connect(Object obj)
```

Parameters

TYPE	NAME	DESCRIPTION
Object	obj	

IsOpen()

Declaration

```
public override bool IsOpen()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

Overrides

Socket.IsOpen()

Enum ConveyorSocket.Direction

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
public enum Direction
```

Fields

NAME	DESCRIPTION
BuildingToConveyor	
ConveyorToBuilding	

Class CubicBezierPath

Inheritance

System.Object
CubicBezierPath

Implements

IPath
IPathMeshGenerator

Inherited Members

System.Object.ToString()
System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
[Serializable]
public class CubicBezierPath : IPath, IPathMeshGenerator
```

Constructors

CubicBezierPath(Vector3, Vector3, Vector3, Vector3, Single)

Declaration

```
public CubicBezierPath(Vector3 s, Vector3 e, Vector3 sDir, Vector3 eDir, float tRadius)
```

Parameters

TYPE	NAME	DESCRIPTION
Vector3	s	
Vector3	e	
Vector3	sDir	
Vector3	eDir	

TYPE	NAME	DESCRIPTION
System.Single	tRadius	

Fields

mStruct

Declaration

```
public CubicBezierPathStruct mStruct
```

Field Value

TYPE	DESCRIPTION
CubicBezierPathStruct	

Properties

IsValid

Declaration

```
public bool IsValid { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Methods

CleanUp()

Declaration

```
public void CleanUp()
```

Finalize()

Declaration

```
protected void Finalize()
```

GetClosestPoint(Vector3)

Declaration

```
public (Vector3, float) GetClosestPoint(Vector3 worldPoint)
```

Parameters

TYPE	NAME	DESCRIPTION
Vector3	worldPoint	

Returns

TYPE	DESCRIPTION
System.ValueTuple<Vector3, System.Single>	

GetDirectionAtPoint(Single)

Declaration

```
public Vector3 GetDirectionAtPoint(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
Vector3	

GetEnd()

Declaration

```
public Vector3 GetEnd()
```

Returns

TYPE	DESCRIPTION
Vector3	

GetPathVectors(Single)

Declaration

```
public (Vector3, Vector3, Vector3) GetPathVectors(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
System.ValueTuple<Vector3, Vector3, Vector3>	

GetRightAtPoint(Single)

Declaration

```
public Vector3 GetRightAtPoint(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
Vector3	

GetRotationAtPoint(Single)

Declaration

```
public Quaternion GetRotationAtPoint(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
Quaternion	

GetStart()

Declaration

```
public Vector3 GetStart()
```

Returns

TYPE	DESCRIPTION
Vector3	

GetTotalLength()

Declaration

```
public float GetTotalLength()
```

Returns

TYPE	DESCRIPTION
System.Single	

GetUpAtPoint(Single)

Declaration

```
public Vector3 GetUpAtPoint(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
Vector3	

GetWorldPointFromPathSpace(Single)

Declaration

```
public Vector3 GetWorldPointFromPathSpace(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
Vector3	

RunMeshGenJob(ref BeltMeshGenerator.NativeMeshGroup, ref BeltMeshGenerator.NativeMesh, ref BeltMeshGenerator.MeshGenParams)

Declaration

```
public JobHandle RunMeshGenJob(ref BeltMeshGenerator.NativeMeshGroup inputMesh, ref
BeltMeshGenerator.NativeMesh outputMesh, ref BeltMeshGenerator.MeshGenParams settings)
```

Parameters

TYPE	NAME	DESCRIPTION
BeltMeshGenerator.NativeMeshGroup	inputMesh	
BeltMeshGenerator.NativeMesh	outputMesh	
BeltMeshGenerator.MeshGenParams	settings	

Returns

TYPE	DESCRIPTION
JobHandle	

Implements

IPath
IPathMeshGenerator

Struct CubicBezierPathStruct

Implements

IPath

Inherited Members

System.ValueType.Equals(System.Object)
System.ValueType.GetHashCode()
System.ValueType.ToString()
System.Object.Equals(System.Object, System.Object)
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.GetType()

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
public struct CubicBezierPathStruct : IPath
```

Fields

controlPointA

Declaration

```
public Vector3 controlPointA
```

Field Value

TYPE	DESCRIPTION
Vector3	

controlPointB

Declaration

```
public Vector3 controlPointB
```

Field Value

TYPE	DESCRIPTION
Vector3	

end

Declaration

```
public Vector3 end
```

Field Value

TYPE	DESCRIPTION
Vector3	

endDir

Declaration

```
public Vector3 endDir
```

Field Value

TYPE	DESCRIPTION
Vector3	

LUT

Declaration

```
public NativeArray<float> LUT
```

Field Value

TYPE	DESCRIPTION
NativeArray<System.Single>	

segmentCountForApproximation

Declaration

```
public int segmentCountForApproximation
```

Field Value

TYPE	DESCRIPTION
System.Int32	

start

Declaration

```
public Vector3 start
```

Field Value

TYPE	DESCRIPTION
Vector3	

startDir

Declaration

```
public Vector3 startDir
```

Field Value

TYPE	DESCRIPTION
Vector3	

Properties

IsValid

Declaration

```
public readonly bool IsValid { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Methods

BinarySearchLUT(Single, ref NativeArray<Single>, Int32, Int32)

Declaration

```
public static int BinarySearchLUT(float target, ref NativeArray<float> LUT, int min, int max)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	target	
NativeArray<System.Single>	LUT	
System.Int32	min	
System.Int32	max	

Returns

TYPE	DESCRIPTION
System.Int32	

CalculateDistanceAndGenerateLUT()

Declaration

```
public void CalculateDistanceAndGenerateLUT()
```

CleanUp()

Declaration

```
public void CleanUp()
```

DistToT(Single)

Declaration

```
public float DistToT(float dist)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	dist	

Returns

TYPE	DESCRIPTION
System.Single	

EvaluateCurve(Single)

Declaration

```
public Vector3 EvaluateCurve(float t)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	t	

Returns

TYPE	DESCRIPTION
Vector3	

GetClosestPoint(Vector3)

Declaration

```
public (Vector3, float) GetClosestPoint(Vector3 worldPoint)
```

Parameters

TYPE	NAME	DESCRIPTION
Vector3	worldPoint	

Returns

TYPE	DESCRIPTION
System.ValueTuple<Vector3, System.Single>	

GetDirectionAtPoint(Single)

Declaration

```
public Vector3 GetDirectionAtPoint(float t)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	t	

Returns

TYPE	DESCRIPTION
Vector3	

GetEnd()

Declaration

```
public Vector3 GetEnd()
```

Returns

TYPE	DESCRIPTION
Vector3	

GetPathVectors(Single)

Declaration

```
public (Vector3, Vector3, Vector3) GetPathVectors(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
System.ValueTuple<Vector3, Vector3, Vector3>	

GetRightAtPoint(Single)

Declaration

```
public Vector3 GetRightAtPoint(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
Vector3	

GetRotationAtPoint(Single)

Declaration

```
public Quaternion GetRotationAtPoint(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
Quaternion	

GetStart()

Declaration

```
public Vector3 GetStart()
```

Returns

TYPE	DESCRIPTION
Vector3	

GetTotalLength()

Declaration

```
public float GetTotalLength()
```

Returns

TYPE	DESCRIPTION
System.Single	

GetUpAtPoint(Single)

Declaration

```
public Vector3 GetUpAtPoint(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
Vector3	

GetWorldPointFromPathSpace(Single)

Declaration

```
public Vector3 GetWorldPointFromPathSpace(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
Vector3	

Initialize(Vector3, Vector3, Vector3, Vector3, Single)

Declaration

```
public void Initialize(Vector3 s, Vector3 e, Vector3 sDir, Vector3 eDir, float tRadius)
```

Parameters

TYPE	NAME	DESCRIPTION
Vector3	s	
Vector3	e	
Vector3	sDir	
Vector3	eDir	
System.Single	tRadius	

InRange(Single, Single, Single)

Declaration

```
public static bool InRange(float target, float start, float end)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	target	
System.Single	start	
System.Single	end	

Returns

TYPE	DESCRIPTION
System.Boolean	

Remap(Single, Single, Single, Single, Single)

Declaration

```
public static float Remap(float value, float from1, float to1, float from2, float to2)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	value	
System.Single	from1	
System.Single	to1	
System.Single	from2	
System.Single	to2	

Returns

TYPE	DESCRIPTION
System.Single	

Solve(Single)

Declaration

```
public void Solve(float turnRadius)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	turnRadius	

Implements

IPath

Class GlobalLogisticsSettings

Inheritance

System.Object
GlobalLogisticsSettings

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
public class GlobalLogisticsSettings : ScriptableObject
```

Fields

BELT_RAMP_RADIUS

Declaration

```
public float BELT_RAMP_RADIUS
```

Field Value

TYPE	DESCRIPTION
System.Single	

BELT_SCALE

Declaration

```
public float BELT_SCALE
```

Field Value

TYPE	DESCRIPTION
System.Single	

BELT_SEGMENTS_PER_UNIT

Declaration

```
public float BELT_SEGMENTS_PER_UNIT
```

Field Value

TYPE	DESCRIPTION
System.Single	

BELT_SPACING

Declaration

```
public float BELT_SPACING
```

Field Value

TYPE	DESCRIPTION
System.Single	

BELT_TURN_RADIUS

Declaration

```
public float BELT_TURN_RADIUS
```

Field Value

TYPE	DESCRIPTION
System.Single	

BELT_VERTICAL_TOLERANCE

Declaration

```
public float BELT_VERTICAL_TOLERANCE
```

Field Value

TYPE	DESCRIPTION
System.Single	

conveyorLogisticsSetttingsPath

Declaration

```
public const string conveyorLogisticsSetttingsPath =
"Assets/FactoryFramework/Resources/Settings/ConveyorLogisticsSettings.asset"
```

Field Value

TYPE	DESCRIPTION
System.String	

instance

Declaration

```
public static GlobalLogisticsSettings instance
```

Field Value

TYPE	DESCRIPTION
GlobalLogisticsSettings	

PATHTYPE

Declaration

```
public GlobalLogisticsSettings.PathSolveType PATHTYPE
```

Field Value

TYPE	DESCRIPTION
GlobalLogisticsSettings.PathSolveType	

SHOW_DEBUG_LOGS

Declaration

```
public bool SHOW_DEBUG_LOGS
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

Enum GlobalLogisticsSettings.PathSolveType

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
public enum PathSolveType
```

Fields

NAME	DESCRIPTION
SEGMENT	
SMART	
SPLINE	

Interface IInput

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
public interface IInput
```

Methods

CanTakeInput(Item)

Declaration

```
bool CanTakeInput(Item item)
```

Parameters

TYPE	NAME	DESCRIPTION
Item	item	

Returns

TYPE	DESCRIPTION
System.Boolean	

TakeInput(Item)

Declaration

```
void TakeInput(Item item)
```

Parameters

TYPE	NAME	DESCRIPTION
Item	item	

Interface IOutput

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
public interface IOutput
```

Methods

CanGiveOutput(Item)

Declaration

```
bool CanGiveOutput(Item filter = null)
```

Parameters

TYPE	NAME	DESCRIPTION
Item	filter	

Returns

TYPE	DESCRIPTION
System.Boolean	

GiveOutput(Item)

Declaration

```
Item GiveOutput(Item filter = null)
```

Parameters

TYPE	NAME	DESCRIPTION
Item	filter	

Returns

TYPE	DESCRIPTION
Item	

OutputType()

Declaration

```
Item OutputType()
```

Returns

TYPE	DESCRIPTION
Item	

Interface IPath

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
public interface IPath
```

Properties

IsValid

Declaration

```
bool IsValid { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Methods

CleanUp()

Declaration

```
void CleanUp()
```

GetClosestPoint(Vector3)

Declaration

```
(Vector3, float) GetClosestPoint(Vector3 worldPoint)
```

Parameters

TYPE	NAME	DESCRIPTION
Vector3	worldPoint	

Returns

TYPE	DESCRIPTION
System.ValueTuple<Vector3, System.Single>	

GetDirectionAtPoint(Single)

Declaration

```
Vector3 GetDirectionAtPoint(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
Vector3	

GetEnd()

Declaration

```
Vector3 GetEnd()
```

Returns

TYPE	DESCRIPTION
Vector3	

GetPathVectors(Single)

Declaration

```
(Vector3, Vector3, Vector3) GetPathVectors(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
System.ValueTuple<Vector3, Vector3, Vector3>	

GetRightAtPoint(Single)

Declaration

```
Vector3 GetRightAtPoint(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
Vector3	

GetRotationAtPoint(Single)

Declaration

```
Quaternion GetRotationAtPoint(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
Quaternion	

GetStart()

Declaration

```
Vector3 GetStart()
```

Returns

TYPE	DESCRIPTION
Vector3	

GetTotalLength()

Declaration

```
float GetTotalLength()
```

Returns

TYPE	DESCRIPTION
System.Single	

GetUpAtPoint(Single)

Declaration

```
Vector3 GetUpAtPoint(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
Vector3	

GetWorldPointFromPathSpace(Single)

Declaration

```
Vector3 GetWorldPointFromPathSpace(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
Vector3	

Interface IPathMeshGenerator

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
public interface IPathMeshGenerator
```

Methods

RunMeshGenJob(ref BeltMeshGenerator.NativeMeshGroup, ref BeltMeshGenerator.NativeMesh, ref BeltMeshGenerator.MeshGenParams)

Declaration

```
JobHandle RunMeshGenJob(ref BeltMeshGenerator.NativeMeshGroup inputMesh, ref
BeltMeshGenerator.NativeMesh outputMesh, ref BeltMeshGenerator.MeshGenParams settings)
```

Parameters

TYPE	NAME	DESCRIPTION
BeltMeshGenerator.NativeMeshGroup	inputMesh	
BeltMeshGenerator.NativeMesh	outputMesh	
BeltMeshGenerator.MeshGenParams	settings	

Returns

TYPE	DESCRIPTION
JobHandle	

Class IPathTester

Inheritance

System.Object
IPathTester

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
public class IPathTester : MonoBehaviour
```

Fields

beltBM

Declaration

```
public BeltMeshSO beltBM
```

Field Value

TYPE	DESCRIPTION
BeltMeshSO	

beltFilter

Declaration

```
public MeshFilter beltFilter
```

Field Value

TYPE	DESCRIPTION
MeshFilter	

end

Declaration

```
public Vector3 end
```

Field Value

TYPE	DESCRIPTION
Vector3	

enddir

Declaration

```
public Vector3 enddir
```

Field Value

TYPE	DESCRIPTION
Vector3	

frameBM

Declaration

```
public BeltMeshSO frameBM
```

Field Value

TYPE	DESCRIPTION
BeltMeshSO	

frameFilter

Declaration

```
public MeshFilter frameFilter
```

Field Value

TYPE	DESCRIPTION
MeshFilter	

p

Declaration

```
public IPath p
```

Field Value

TYPE	DESCRIPTION
IPath	

pt

Declaration

```
public GlobalLogisticsSettings.PathSolveType pt
```

Field Value

TYPE	DESCRIPTION
GlobalLogisticsSettings.PathSolveType	

start

Declaration

```
public Vector3 start
```

Field Value

TYPE	DESCRIPTION
Vector3	

startdir

Declaration

```
public Vector3 startdir
```

Field Value

TYPE	DESCRIPTION
Vector3	

Methods

GenerateMesh()

Declaration

```
public void GenerateMesh()
```

Regen()

Declaration

```
public void Regen()
```

Class Item

Inheritance

System.Object
SerializeableScriptableObject
Item

Inherited Members

SerializeableScriptableObject.Guid

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
[Serializable]
public class Item : SerializeableScriptableObject
```

Fields

DebugColor

Declaration

```
public Color DebugColor
```

Field Value

TYPE	DESCRIPTION
Color	

icon

Declaration

```
public Sprite icon
```

Field Value

TYPE	DESCRIPTION
Sprite	

itemData

Declaration

```
public ItemData itemData
```

Field Value

TYPE	DESCRIPTION
ItemData	

prefab

Declaration

```
public GameObject prefab
```

Field Value

TYPE	DESCRIPTION
GameObject	

Struct ItemData

Inherited Members

System.ValueType.Equals(System.Object)
System.ValueType.GetHashCode()
System.ValueType.ToString()
System.Object.Equals(System.Object, System.Object)
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.GetType()

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
[Serializable]
public struct ItemData
```

Fields

description

Declaration

```
public string description
```

Field Value

TYPE	DESCRIPTION
System.String	

maxStack

Declaration

```
public int maxStack
```

Field Value

TYPE	DESCRIPTION
System.Int32	

Struct ItemOnBelt

Inherited Members

System.ValueType.Equals(System.Object)
System.ValueType.GetHashCode()
System.ValueType.ToString()
System.Object.Equals(System.Object, System.Object)
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.GetType()

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
[Serializable]
public struct ItemOnBelt
```

Fields

item

Declaration

```
public Item item
```

Field Value

TYPE	DESCRIPTION
Item	

model

Declaration

```
public Transform model
```

Field Value

TYPE	DESCRIPTION
Transform	

position

Declaration

```
public float position
```

Field Value

TYPE	DESCRIPTION
System.Single	

Properties

EndPos

Declaration

```
public readonly float EndPos { get; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

Struct ItemStack

Inherited Members

System.ValueType.Equals(System.Object)
System.ValueType.GetHashCode()
System.ValueType.ToString()
System.Object.Equals(System.Object, System.Object)
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.GetType()

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
[Serializable]
public struct ItemStack
```

Fields

amount

Declaration

```
public int amount
```

Field Value

TYPE	DESCRIPTION
System.Int32	

itemGUID

Declaration

```
public string itemGUID
```

Field Value

TYPE	DESCRIPTION
System.String	

Properties

IsFull

Declaration

```
public readonly bool IsFull { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

item

Declaration

```
public Item item { get; set; }
```

Property Value

TYPE	DESCRIPTION
Item	

Class LinkedVertex

Inheritance

System.Object
LinkedVertex

Inherited Members

System.Object.ToString()
System.Object.Equals(System.Object, System.Object)
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
public class LinkedVertex
```

Constructors

LinkedVertex(Vector3, Vector3, Vector2)

Declaration

```
public LinkedVertex(Vector3 p, Vector3 n, Vector2 u0)
```

Parameters

TYPE	NAME	DESCRIPTION
Vector3	p	
Vector3	n	
Vector2	u0	

Fields

normal

Declaration

```
public Vector3 normal
```

Field Value

TYPE	DESCRIPTION
Vector3	

pos

Declaration

```
public Vector3 pos
```

Field Value

TYPE	DESCRIPTION
Vector3	

uv0

Declaration

```
public Vector2 uv0
```

Field Value

TYPE	DESCRIPTION
Vector2	

Methods

Equals(Object)

Declaration

```
public override bool Equals(object obj)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Object	obj	

Returns

TYPE	DESCRIPTION
System.Boolean	

Overrides

System.Object.Equals(System.Object)

GetHashCode()

Declaration

```
public override int GetHashCode()
```

Returns

TYPE	DESCRIPTION
System.Int32	

Overrides

System.Object.GetHashCode()

Class LocalStorage

Inheritance

System.Object
LocalStorage

Implements

IInput
IOutput

Inherited Members

System.Object.ToString()
System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
[Serializable]
public class LocalStorage : IInput, IOutput
```

Fields

itemStack

Declaration

```
public ItemStack itemStack
```

Field Value

TYPE	DESCRIPTION
ItemStack	

overrideMaxStack

Declaration

```
public bool overrideMaxStack
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

overrideMaxStackNum

Declaration

```
public int overrideMaxStackNum
```

Field Value

TYPE	DESCRIPTION
System.Int32	

Methods

CanGiveOutput(Item)

Declaration

```
public bool CanGiveOutput(Item filter = null)
```

Parameters

TYPE	NAME	DESCRIPTION
Item	filter	

Returns

TYPE	DESCRIPTION
System.Boolean	

CanTakeInput(Item)

Declaration

```
public bool CanTakeInput(Item item)
```

Parameters

TYPE	NAME	DESCRIPTION
Item	item	

Returns

TYPE	DESCRIPTION
System.Boolean	

GiveOutput(Item)

Declaration

```
public Item GiveOutput(Item filter = null)
```

Parameters

TYPE	NAME	DESCRIPTION
Item	filter	

Returns

TYPE	DESCRIPTION
Item	

OutputType()

Declaration

```
public Item OutputType()
```

Returns

TYPE	DESCRIPTION
Item	

TakeInput(Item)

Declaration

```
public void TakeInput(Item item)
```

Parameters

TYPE	NAME	DESCRIPTION
Item	item	

Implements

IInput
IOutput

Class LogisticComponent

Inheritance

System.Object
LogisticComponent
Building
Conveyor

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
public abstract class LogisticComponent : MonoBehaviour
```

Fields

_prefabPath

Declaration

```
public string _prefabPath
```

Field Value

TYPE	DESCRIPTION
System.String	

Properties

GUID

Declaration

```
public Guid GUID { get; set; }
```

Property Value

TYPE	DESCRIPTION
Guid	

settings

Declaration

```
protected GlobalLogisticsSettings settings { get; }
```

Property Value

TYPE	DESCRIPTION
GlobalLogisticsSettings	

Methods

ProcessLoop()

Declaration

```
public virtual void ProcessLoop()
```

Class Merger

Inheritance

System.Object
LogisticComponent
Building
Merger

Implements

IOutput
IInput

Inherited Members

Building.OnBuildingDestroyed
Building.inputSockets
Building.outputSockets
Building.GetAllRecipes()
Building.GetInputSocketByIndex(Int32)
Building.GetOutputSocketByIndex(Int32)
Building.GetInputIndexBySocket(ConveyorSocket)
Building.GetOutputIndexBySocket(ConveyorSocket)
LogisticComponent.settings
LogisticComponent.GUID
LogisticComponent._prefabPath

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
public class Merger : Building, IOutput, IInput
```

Methods

CanGiveOutput(Item)

Declaration

```
public bool CanGiveOutput(Item filter = null)
```

Parameters

TYPE	NAME	DESCRIPTION
Item	filter	

Returns

TYPE	DESCRIPTION
System.Boolean	

CanTakeInput(Item)

Declaration

```
public bool CanTakeInput(Item item)
```

Parameters

TYPE	NAME	DESCRIPTION
Item	item	

Returns

TYPE	DESCRIPTION
System.Boolean	

GiveOutput(Item)

Declaration

```
public Item GiveOutput(Item filter = null)
```

Parameters

TYPE	NAME	DESCRIPTION
Item	filter	

Returns

TYPE	DESCRIPTION
Item	

OutputType()

Declaration

```
public Item OutputType()
```

Returns

TYPE	DESCRIPTION
Item	

ProcessLoop()

Declaration

```
public override void ProcessLoop()
```

Overrides

LogisticComponent.ProcessLoop()

TakeInput(Item)

Declaration

```
public void TakeInput(Item item)
```

Parameters

TYPE	NAME	DESCRIPTION
Item	item	

Implements

IOutput
IInput

Class MeshSlicer

Inheritance

System.Object
MeshSlicer

Inherited Members

System.Object.ToString()
System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
public class MeshSlicer
```

Methods

CalcZIntercept(Vector3, Vector3, Single)

Declaration

```
public static Vector3 CalcZIntercept(Vector3 a, Vector3 b, float zPos)
```

Parameters

TYPE	NAME	DESCRIPTION
Vector3	a	
Vector3	b	
System.Single	zPos	

Returns

TYPE	DESCRIPTION
Vector3	

CreateFromEdge(LinkedVertex, LinkedVertex, Single)

Declaration

```
public static LinkedVertex CreateFromEdge(LinkedVertex a, LinkedVertex b, float zPos)
```

Parameters

TYPE	NAME	DESCRIPTION
LinkedVertex	a	
LinkedVertex	b	
System.Single	zPos	

Returns

TYPE	DESCRIPTION
LinkedVertex	

SliceAtZPos(Mesh, Single)

Declaration

```
public static (SerializableMesh, SerializableMesh) SliceAtZPos(Mesh m, float zpos)
```

Parameters

TYPE	NAME	DESCRIPTION
Mesh	m	
System.Single	zpos	

Returns

TYPE	DESCRIPTION
System.ValueTuple<SerializableMesh, SerializableMesh>	

Struct PathAnchor

Inherited Members

System.ValueType.Equals(System.Object)
System.ValueType.GetHashCode()
System.ValueType.ToString()
System.Object.Equals(System.Object, System.Object)
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.GetType()

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
[Serializable]
public struct PathAnchor
```

Fields

forward

Declaration

```
public Vector3 forward
```

Field Value

TYPE	DESCRIPTION
Vector3	

pos

Declaration

```
public Vector3 pos
```

Field Value

TYPE	DESCRIPTION
Vector3	

right

Declaration

```
public Vector3 right
```

Field Value

TYPE	DESCRIPTION
Vector3	

Class PathFactory

Inheritance

System.Object
PathFactory

Inherited Members

System.Object.ToString()
System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
public static class PathFactory
```

Methods

CollisionAlongPath(IPath, Single, Single, LayerMask, Collider[], Int32, Int32)

Declaration

```
public static bool CollisionAlongPath(IPath p, float resolution, float radius, LayerMask layermask,
Collider[] ignored = null, int startskip = 0, int endskip = 0)
```

Parameters

TYPE	NAME	DESCRIPTION
IPath	p	
System.Single	resolution	
System.Single	radius	
LayerMask	layermask	
Collider[]	ignored	
System.Int32	startskip	

TYPE	NAME	DESCRIPTION
System.Int32	endskip	

Returns

TYPE	DESCRIPTION
System.Boolean	

GeneratePath(Vector3, Vector3, Vector3, Vector3)

Declaration

```
public static IPath GeneratePath(Vector3 start, Vector3 startDir, Vector3 end, Vector3 endDir)
```

Parameters

TYPE	NAME	DESCRIPTION
Vector3	start	
Vector3	startDir	
Vector3	end	
Vector3	endDir	

Returns

TYPE	DESCRIPTION
IPath	

GeneratePathOfType(Vector3, Vector3, Vector3, Vector3, GlobalLogisticsSettings.PathSolveType)

Declaration

```
public static IPath GeneratePathOfType(Vector3 start, Vector3 startDir, Vector3 end, Vector3 endDir,
GlobalLogisticsSettings.PathSolveType pt)
```

Parameters

TYPE	NAME	DESCRIPTION
Vector3	start	
Vector3	startDir	
Vector3	end	
Vector3	endDir	
GlobalLogisticsSettings.PathSolveType	pt	

Returns

TYPE	DESCRIPTION
IPath	

Class Pool<T>

Inheritance

System.Object
Pool<T>

Inherited Members

System.Object.ToString()
System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
public class Pool<T>
```

Type Parameters

NAME	DESCRIPTION
T	

Constructors

Pool(Func<T>, Action<T>, Action<T>, Action<T>, Int32)

Declaration

```
public Pool(Func<T> createFunc, Action<T> destroyFunc, Action<T> getFunc, Action<T> releaseFunc, int
capacity = 10)
```

Parameters

TYPE	NAME	DESCRIPTION
Func<T>	createFunc	
Action<T>	destroyFunc	
Action<T>	getFunc	

TYPE	NAME	DESCRIPTION
Action<T>	releaseFunc	
System.Int32	capacity	

Fields

_createFunc

Declaration

```
protected Func<T> _createFunc
```

Field Value

TYPE	DESCRIPTION
Func<T>	

_destroyFunc

Declaration

```
protected Action<T> _destroyFunc
```

Field Value

TYPE	DESCRIPTION
Action<T>	

_getFunc

Declaration

```
protected Action<T> _getFunc
```

Field Value

TYPE	DESCRIPTION
Action<T>	

_releaseFunc

Declaration

```
protected Action<T> _releaseFunc
```

Field Value

TYPE	DESCRIPTION
Action<T>	

_stack

Declaration

```
protected readonly Stack<T> _stack
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.Stack<T>	

capacity

Declaration

```
public int capacity
```

Field Value

TYPE	DESCRIPTION
System.Int32	

Methods

GetItem()

Declaration

```
public T GetItem()
```

Returns

TYPE	DESCRIPTION
T	

ReleaseItem(T)

Declaration

```
public void ReleaseItem(T item)
```

Parameters

TYPE	NAME	DESCRIPTION
T	item	

Class PrefabModificationProcessor

Inheritance

System.Object
PrefabModificationProcessor

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
public class PrefabModificationProcessor : UnityEditor.AssetModificationProcessor
```

Class PrefabProcessor

Inheritance

System.Object
PrefabProcessor

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
public class PrefabProcessor : AssetPostprocessor
```

Fields

resourceReg

Declaration

```
public static Regex resourceReg
```

Field Value

TYPE	DESCRIPTION
Regex	

Class Processor

Inheritance

System.Object
LogisticComponent
Building
Processor

Implements

IInput
IOutput

Inherited Members

Building.OnBuildingDestroyed
Building.inputSockets
Building.outputSockets
Building.GetAllRecipes()
Building.GetInputSocketByIndex(Int32)
Building.GetOutputSocketByIndex(Int32)
Building.GetInputIndexBySocket(ConveyorSocket)
Building.GetOutputIndexBySocket(ConveyorSocket)
LogisticComponent.settings
LogisticComponent.GUID
LogisticComponent._prefabPath

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
public class Processor : Building, IInput, IOutput
```

Fields

data

Declaration

```
public ProcessorData data
```

Field Value

TYPE	DESCRIPTION
ProcessorData	

numInputs

Declaration

```
public int numInputs
```

Field Value

TYPE	DESCRIPTION
System.Int32	

numOutputs

Declaration

```
public int numOutputs
```

Field Value

TYPE	DESCRIPTION
System.Int32	

validRecipes

Declaration

```
public Recipe[] validRecipes
```

Field Value

TYPE	DESCRIPTION
Recipe[]	

Methods

AssignRecipe(Recipe, Boolean)

Declaration

```
public bool AssignRecipe(Recipe recipe, bool clearStorage = false)
```

Parameters

TYPE	NAME	DESCRIPTION
Recipe	recipe	
System.Boolean	clearStorage	

Returns

TYPE	DESCRIPTION
System.Boolean	

CanGiveOutput(Item)

Declaration

```
public bool CanGiveOutput(Item filter = null)
```

Parameters

TYPE	NAME	DESCRIPTION
Item	filter	

Returns

TYPE	DESCRIPTION
System.Boolean	

CanTakeInput(Item)

Declaration

```
public bool CanTakeInput(Item item)
```

Parameters

TYPE	NAME	DESCRIPTION
Item	item	

Returns

TYPE	DESCRIPTION
System.Boolean	

ClearInternalStorage()

Declaration

```
public void ClearInternalStorage()
```

GiveOutput(Item)

Declaration

```
public Item GiveOutput(Item filter = null)
```

Parameters

TYPE	NAME	DESCRIPTION
Item	filter	

Returns

TYPE	DESCRIPTION
Item	

OutputType()

Declaration

```
public Item OutputType()
```

Returns

TYPE	DESCRIPTION
Item	

ProcessLoop()

Declaration

```
public override void ProcessLoop()
```

Overrides

LogisticComponent.ProcessLoop()

TakeInput(Item)

Declaration

```
public void TakeInput(Item item)
```

Parameters

TYPE	NAME	DESCRIPTION
Item	item	

Implements

IInput
IOutput

Struct ProcessorData

Inherited Members

System.ValueType.Equals(System.Object)
System.ValueType.GetHashCode()
System.ValueType.ToString()
System.Object.Equals(System.Object, System.Object)
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.GetType()

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
[Serializable]
public struct ProcessorData
```

Fields

recipe

Declaration

```
public Recipe recipe
```

Field Value

TYPE	DESCRIPTION
Recipe	

Class Producer

Inheritance

System.Object
LogisticComponent
Building
Producer

Implements

IOutput

Inherited Members

Building.OnBuildingDestroyed
Building.inputSockets
Building.outputSockets
Building.GetAllRecipes()
Building.GetInputSocketByIndex(Int32)
Building.GetOutputSocketByIndex(Int32)
Building.GetInputIndexBySocket(ConveyorSocket)
Building.GetOutputIndexBySocket(ConveyorSocket)
LogisticComponent.settings
LogisticComponent.GUID
LogisticComponent._prefabPath

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
public class Producer : Building, IOutput
```

Fields

resource

Declaration

```
public LocalStorage resource
```

Field Value

TYPE	DESCRIPTION
LocalStorage	

Methods

CanGiveOutput(Item)

Declaration

```
public bool CanGiveOutput(Item filter = null)
```

Parameters

TYPE	NAME	DESCRIPTION
Item	filter	

Returns

TYPE	DESCRIPTION
System.Boolean	

GiveOutput(Item)

Declaration

```
public Item GiveOutput(Item filter = null)
```

Parameters

TYPE	NAME	DESCRIPTION
Item	filter	

Returns

TYPE	DESCRIPTION
Item	

OnDrawGizmos()

Declaration

```
public void OnDrawGizmos()
```

OutputType()

Declaration

```
public Item OutputType()
```

Returns

TYPE	DESCRIPTION
Item	

ProcessLoop()

Declaration

```
public override void ProcessLoop()
```

Overrides

LogisticComponent.ProcessLoop()

SetOutputResource(Item)

Declaration

```
public void SetOutputResource(Item item)
```

Parameters

TYPE	NAME	DESCRIPTION
Item	item	

Implements

IOutput

Class Recipe

Inheritance

System.Object
SerializeableScriptableObject
Recipe

Inherited Members

SerializeableScriptableObject.Guid

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
public class Recipe : SerializeableScriptableObject
```

Fields

inputs

Declaration

```
public ItemStack[] inputs
```

Field Value

TYPE	DESCRIPTION
ItemStack[]	

numInputs

Declaration

```
public int numInputs
```

Field Value

TYPE	DESCRIPTION
System.Int32	

numOutputs

Declaration

```
public int numOutputs
```

Field Value

TYPE	DESCRIPTION
System.Int32	

outputs

Declaration

```
public ItemStack[] outputs
```

Field Value

TYPE	DESCRIPTION
ItemStack[]	

tickCost

Declaration

```
public float tickCost
```

Field Value

TYPE	DESCRIPTION
System.Single	

Properties

InputItems

Declaration

```
public Item[] InputItems { get; }
```

Property Value

TYPE	DESCRIPTION
Item[]	

OutputItems

Declaration

```
public Item[] OutputItems { get; }
```

Property Value

TYPE	DESCRIPTION
Item[]	

Class RecipeFinder

Inheritance

System.Object
RecipeFinder

Inherited Members

System.Object.ToString()
System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
public class RecipeFinder
```

Properties

Recipes

Declaration

```
public static Recipe[] Recipes { get; }
```

Property Value

TYPE	DESCRIPTION
Recipe[]	

Methods

FilterRecipes(Item[], Int32, Recipe[])

Declaration

```
public static Recipe[] FilterRecipes(Item[] inputs, int numOutputs = -1, Recipe[] whitelist = null)
```

Parameters

TYPE	NAME	DESCRIPTION
Item[]	inputs	
System.Int32	numOutputs	
Recipe[]	whitelist	

Returns

TYPE	DESCRIPTION
Recipe[]	

Class Resource

Inheritance

System.Object
Resource

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
public class Resource : MonoBehaviour
```

Fields

item

Declaration

```
public Item item
```

Field Value

TYPE	DESCRIPTION
Item	

Class SegmentPath

Inheritance

System.Object
SegmentPath

Implements

IPath
IPathMeshGenerator

Inherited Members

System.Object.ToString()
System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
[Serializable]
public class SegmentPath : IPath, IPathMeshGenerator
```

Constructors

SegmentPath(Vector3, Vector3)

Declaration

```
public SegmentPath(Vector3 s, Vector3 e)
```

Parameters

TYPE	NAME	DESCRIPTION
Vector3	s	
Vector3	e	

SegmentPath(Vector3, Vector3, Vector3, Vector3)

Declaration

```
public SegmentPath(Vector3 s, Vector3 sdir, Vector3 e, Vector3 edir)
```

Parameters

TYPE	NAME	DESCRIPTION
Vector3	s	
Vector3	sdir	
Vector3	e	
Vector3	edir	

Fields

mStruct

Declaration

```
public SegmentPathStruct mStruct
```

Field Value

TYPE	DESCRIPTION
SegmentPathStruct	

Properties

IsValid

Declaration

```
public bool IsValid { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Methods

CleanUp()

Declaration

```
public void CleanUp()
```

Finalize()

Declaration

```
protected void Finalize()
```

GetClosestPoint(Vector3)

Declaration

```
public (Vector3, float) GetClosestPoint(Vector3 worldPoint)
```

Parameters

TYPE	NAME	DESCRIPTION
Vector3	worldPoint	

Returns

TYPE	DESCRIPTION
System.ValueTuple<Vector3, System.Single>	

GetDirectionAtPoint(Single)

Declaration

```
public Vector3 GetDirectionAtPoint(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
Vector3	

GetEnd()

Declaration

```
public Vector3 GetEnd()
```

Returns

TYPE	DESCRIPTION
Vector3	

GetPathVectors(Single)

Declaration

```
public (Vector3, Vector3, Vector3) GetPathVectors(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
System.ValueTuple<Vector3, Vector3, Vector3>	

GetRightAtPoint(Single)

Declaration

```
public Vector3 GetRightAtPoint(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
Vector3	

GetRotationAtPoint(Single)

Declaration

```
public Quaternion GetRotationAtPoint(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
Quaternion	

GetStart()

Declaration

```
public Vector3 GetStart()
```

Returns

TYPE	DESCRIPTION
Vector3	

GetTotalLength()

Declaration

```
public float GetTotalLength()
```

Returns

TYPE	DESCRIPTION
System.Single	

GetUpAtPoint(Single)

Declaration

```
public Vector3 GetUpAtPoint(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
Vector3	

GetWorldPointFromPathSpace(Single)

Declaration

```
public Vector3 GetWorldPointFromPathSpace(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
Vector3	

RunMeshGenJob(ref BeltMeshGenerator.NativeMeshGroup, ref BeltMeshGenerator.NativeMesh, ref BeltMeshGenerator.MeshGenParams)

Declaration

```
public JobHandle RunMeshGenJob(ref BeltMeshGenerator.NativeMeshGroup inputMesh, ref
BeltMeshGenerator.NativeMesh outputMesh, ref BeltMeshGenerator.MeshGenParams settings)
```

Parameters

TYPE	NAME	DESCRIPTION
BeltMeshGenerator.NativeMeshGroup	inputMesh	
BeltMeshGenerator.NativeMesh	outputMesh	
BeltMeshGenerator.MeshGenParams	settings	

Returns

TYPE	DESCRIPTION
JobHandle	

Implements

IPath
IPathMeshGenerator

Struct SegmentPathStruct

Implements

IPath

Inherited Members

System.ValueType.Equals(System.Object)
System.ValueType.GetHashCode()
System.ValueType.ToString()
System.Object.Equals(System.Object, System.Object)
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.GetType()

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
public struct SegmentPathStruct : IPath
```

Fields

dir

Declaration

```
public Vector3 dir
```

Field Value

TYPE	DESCRIPTION
Vector3	

end

Declaration

```
public Vector3 end
```

Field Value

TYPE	DESCRIPTION
Vector3	

enddir

Declaration

```
public Vector3 enddir
```

Field Value

TYPE	DESCRIPTION
Vector3	

right

Declaration

```
public Vector3 right
```

Field Value

TYPE	DESCRIPTION
Vector3	

start

Declaration

```
public Vector3 start
```

Field Value

TYPE	DESCRIPTION
Vector3	

startdir

Declaration

```
public Vector3 startdir
```

Field Value

TYPE	DESCRIPTION
Vector3	

up

Declaration

```
public Vector3 up
```

Field Value

TYPE	DESCRIPTION
Vector3	

Properties

IsValid

Declaration

```
public readonly bool IsValid { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Methods

CalculateCompanionVectors()

Declaration

```
public void CalculateCompanionVectors()
```

CheckValid()

Declaration

```
public void CheckValid()
```

CleanUp()

Declaration

```
public void CleanUp()
```

GetClosestPoint(Vector3)

Declaration

```
public (Vector3, float) GetClosestPoint(Vector3 worldPoint)
```

Parameters

TYPE	NAME	DESCRIPTION
Vector3	worldPoint	

Returns

TYPE	DESCRIPTION
System.ValueTuple<Vector3, System.Single>	

GetDirectionAtPoint(Single)

Declaration

```
public Vector3 GetDirectionAtPoint(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
Vector3	

GetEnd()

Declaration

```
public Vector3 GetEnd()
```

Returns

TYPE	DESCRIPTION
Vector3	

GetPathVectors(Single)

Declaration

```
public (Vector3, Vector3, Vector3) GetPathVectors(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
System.ValueTuple<Vector3, Vector3, Vector3>	

GetRightAtPoint(Single)

Declaration

```
public Vector3 GetRightAtPoint(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
Vector3	

GetRotationAtPoint(Single)

Declaration

```
public Quaternion GetRotationAtPoint(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
Quaternion	

GetStart()

Declaration

```
public Vector3 GetStart()
```

Returns

TYPE	DESCRIPTION
Vector3	

GetTotalLength()

Declaration

```
public float GetTotalLength()
```

Returns

TYPE	DESCRIPTION
System.Single	

GetUpAtPoint(Single)

Declaration

```
public Vector3 GetUpAtPoint(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
Vector3	

GetWorldPointFromPathSpace(Single)

Declaration

```
public Vector3 GetWorldPointFromPathSpace(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
Vector3	

Initialize(Vector3, Vector3, Vector3, Vector3)

Declaration

```
public void Initialize(Vector3 s, Vector3 sdir, Vector3 e, Vector3 edir)
```

Parameters

TYPE	NAME	DESCRIPTION
Vector3	s	
Vector3	sdir	
Vector3	e	
Vector3	edir	

Implements

IPath

Class SerializableMesh

Inheritance

System.Object
SerializableMesh

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
public class SerializableMesh : ISerializationCallbackReceiver
```

Constructors

SerializableMesh()

Declaration

```
public SerializableMesh()
```

SerializableMesh(Mesh)

Declaration

```
public SerializableMesh(Mesh m)
```

Parameters

TYPE	NAME	DESCRIPTION
Mesh	m	

Methods

GetMesh()

Declaration

```
public Mesh GetMesh()
```

Returns

TYPE	DESCRIPTION
Mesh	

OnAfterDeserialize()

Declaration

```
public void OnAfterDeserialize()
```

OnBeforeSerialize()

Declaration

```
public void OnBeforeSerialize()
```

SetMesh(Mesh)

Declaration

```
public void SetMesh(Mesh m)
```

Parameters

TYPE	NAME	DESCRIPTION
Mesh	m	

Class SerializeableScriptableObject

Inheritance

System.Object
SerializeableScriptableObject
Item
Recipe

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
public class SerializeableScriptableObject : ScriptableObject
```

Properties

Guid

Declaration

```
public string Guid { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

Class SerializeManager

Inheritance

System.Object
SerializeManager

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
public class SerializeManager : MonoBehaviour
```

Fields

data

Declaration

```
public SerializeManager.FactorySaveData data
```

Field Value

TYPE	DESCRIPTION
SerializeManager.FactorySaveData	

Properties

OnLoadComplete

Declaration

```
public UnityEvent<bool> OnLoadComplete { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEvent<System.Boolean>	

OnSaveComplete

Declaration

```
public UnityEvent<bool> OnSaveComplete { get; }
```

Property Value

TYPE	DESCRIPTION
UnityEvent<System.Boolean>	

Methods

InstantiateBuildingData(SerializeManager.BuildingSaveData)

Declaration

```
public GameObject InstantiateBuildingData(SerializeManager.BuildingSaveData b)
```

Parameters

TYPE	NAME	DESCRIPTION
SerializeManager.BuildingSaveData	b	

Returns

TYPE	DESCRIPTION
GameObject	

Load()

Declaration

```
public void Load()
```

Load(String)

Declaration

```
public void Load(string path)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	path	

Save()

Declaration

```
public void Save()
```

Save(String)

Declaration

```
public void Save(string path)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	path	

Class SerializeManager.BuildingSaveData

Inheritance

System.Object
SerializeManager.BuildingSaveData
SerializeManager.ProcessorSaveData
SerializeManager.ProducerSaveData
SerializeManager.StorageSaveData

Inherited Members

System.Object.ToString()
System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
public class BuildingSaveData
```

Fields

assetPath

Declaration

```
public string assetPath
```

Field Value

TYPE	DESCRIPTION
System.String	

guid

Declaration

```
public string guid
```

Field Value

TYPE	DESCRIPTION
System.String	

position

Declaration

```
public Vector3 position
```

Field Value

TYPE	DESCRIPTION
Vector3	

rotation

Declaration

```
public Quaternion rotation
```

Field Value

TYPE	DESCRIPTION
Quaternion	

scale

Declaration

```
public Vector3 scale
```

Field Value

TYPE	DESCRIPTION
Vector3	

Class SerializeManager.ConveyorSaveData

Inheritance

System.Object
SerializeManager.ConveyorSaveData

Inherited Members

System.Object.ToString()
System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
public class ConveyorSaveData
```

Fields

assetPath

Declaration

```
public string assetPath
```

Field Value

TYPE	DESCRIPTION
System.String	

capacity

Declaration

```
public int capacity
```

Field Value

TYPE	DESCRIPTION
System.Int32	

end

Declaration

```
public Vector3 end
```

Field Value

TYPE	DESCRIPTION
Vector3	

endDir

Declaration

```
public Vector3 endDir
```

Field Value

TYPE	DESCRIPTION
Vector3	

guid

Declaration

```
public string guid
```

Field Value

TYPE	DESCRIPTION
System.String	

inputSocketBuilding

Declaration

```
public string inputSocketBuilding
```

Field Value

TYPE	DESCRIPTION
System.String	

inputSocketIndex

Declaration

```
public int inputSocketIndex
```

Field Value

TYPE	DESCRIPTION
System.Int32	

items

Declaration

```
public ItemOnBelt[] items
```

Field Value

TYPE	DESCRIPTION
ItemOnBelt[]	

outputSocketBuilding

Declaration

```
public string outputSocketBuilding
```

Field Value

TYPE	DESCRIPTION
System.String	

outputSocketIndex

Declaration

```
public int outputSocketIndex
```

Field Value

TYPE	DESCRIPTION
System.Int32	

start

Declaration

```
public Vector3 start
```

Field Value

TYPE	DESCRIPTION
Vector3	

startDir

Declaration

```
public Vector3 startDir
```

Field Value

TYPE	DESCRIPTION
Vector3	

Class SerializeManager.FactorySaveData

Inheritance

System.Object
SerializeManager.FactorySaveData

Inherited Members

System.Object.ToString()
System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
public class FactorySaveData
```

Fields

conveyors

Declaration

```
public SerializeManager.ConveyorSaveData[] conveyors
```

Field Value

TYPE	DESCRIPTION
SerializeManager.ConveyorSaveData[]	

processors

Declaration

```
public SerializeManager.ProcessorSaveData[] processors
```

Field Value

TYPE	DESCRIPTION
SerializeManager.ProcessorSaveData[]	

producers

Declaration

```
public SerializeManager.ProducerSaveData[] producers
```

Field Value

TYPE	DESCRIPTION
SerializeManager.ProducerSaveData[]	

storage

Declaration

```
public SerializeManager.StorageSaveData[] storage
```

Field Value

TYPE	DESCRIPTION
SerializeManager.StorageSaveData[]	

unspecialized

Declaration

```
public SerializeManager.BuildingSaveData[] unspecialized
```

Field Value

TYPE	DESCRIPTION
SerializeManager.BuildingSaveData[]	

Class SerializeManager.ProcessorSaveData

Inheritance

System.Object
SerializeManager.BuildingSaveData
SerializeManager.ProcessorSaveData

Inherited Members

SerializeManager.BuildingSaveData.position
SerializeManager.BuildingSaveData.rotation
SerializeManager.BuildingSaveData.scale
SerializeManager.BuildingSaveData.guid
SerializeManager.BuildingSaveData.assetPath
System.Object.ToString()
System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
public class ProcessorSaveData : SerializeManager.BuildingSaveData
```

Fields

recipe

Declaration

```
public Recipe recipe
```

Field Value

TYPE	DESCRIPTION
Recipe	

Class SerializeManager.ProducerSaveData

Inheritance

System.Object
SerializeManager.BuildingSaveData
SerializeManager.ProducerSaveData

Inherited Members

SerializeManager.BuildingSaveData.position
SerializeManager.BuildingSaveData.rotation
SerializeManager.BuildingSaveData.scale
SerializeManager.BuildingSaveData.guid
SerializeManager.BuildingSaveData.assetPath
System.Object.ToString()
System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
public class ProducerSaveData : SerializeManager.BuildingSaveData
```

Fields

resource

Declaration

```
public LocalStorage resource
```

Field Value

TYPE	DESCRIPTION
LocalStorage	

Class SerializeManager.StorageSaveData

Inheritance

System.Object
SerializeManager.BuildingSaveData
SerializeManager.StorageSaveData

Inherited Members

SerializeManager.BuildingSaveData.position
SerializeManager.BuildingSaveData.rotation
SerializeManager.BuildingSaveData.scale
SerializeManager.BuildingSaveData.guid
SerializeManager.BuildingSaveData.assetPath
System.Object.ToString()
System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
public class StorageSaveData : SerializeManager.BuildingSaveData
```

Fields

storage

Declaration

```
public ItemStack[] storage
```

Field Value

TYPE	DESCRIPTION
ItemStack[]	

Class SmartPath

Inheritance

System.Object
SmartPath

Implements

IPath
IPathMeshGenerator

Inherited Members

System.Object.ToString()
System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
[Serializable]
public class SmartPath : IPath, IPathMeshGenerator
```

Constructors

SmartPath(PathAnchor, PathAnchor, Single, Single, Single)

Declaration

```
public SmartPath(PathAnchor s, PathAnchor e, float tradius, float verticalTolerance, float vertTRadius)
```

Parameters

TYPE	NAME	DESCRIPTION
PathAnchor	s	
PathAnchor	e	
System.Single	tradius	
System.Single	verticalTolerance	

TYPE	NAME	DESCRIPTION
System.Single	vertTRadius	

SmartPath(Vector3, Vector3, Vector3, Vector3, Single, Single, Single)

Declaration

```
public SmartPath(Vector3 s, Vector3 sdir, Vector3 e, Vector3 edir, float tradius, float
verticalTolerance, float vertTRadius)
```

Parameters

TYPE	NAME	DESCRIPTION
Vector3	s	
Vector3	sdir	
Vector3	e	
Vector3	edir	
System.Single	tradius	
System.Single	verticalTolerance	
System.Single	vertTRadius	

Fields

end

Declaration

```
public PathAnchor end
```

Field Value

TYPE	DESCRIPTION
PathAnchor	

mStruct

Declaration

```
public SmartPathStruct mStruct
```

Field Value

TYPE	DESCRIPTION
SmartPathStruct	

start

Declaration

```
public PathAnchor start
```

Field Value

TYPE	DESCRIPTION
PathAnchor	

subPaths

Declaration

```
public List<(IPath, float)> subPaths
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List<System.ValueTuple<IPath, System.Single>>	

Properties

IsValid

Declaration

```
public bool IsValid { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Methods

CheckValid()

Declaration

```
public bool CheckValid()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

CleanUp()

Declaration

```
public void CleanUp()
```

GetClosestPoint(Vector3)

Declaration

```
public (Vector3, float) GetClosestPoint(Vector3 worldPoint)
```

Parameters

TYPE	NAME	DESCRIPTION
Vector3	worldPoint	

Returns

TYPE	DESCRIPTION
System.ValueTuple<Vector3, System.Single>	

GetDirectionAtPoint(Single)

Declaration

```
public Vector3 GetDirectionAtPoint(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
Vector3	

GetEnd()

Declaration

```
public Vector3 GetEnd()
```

Returns

TYPE	DESCRIPTION
Vector3	

GetPathVectors(Single)

Declaration

```
public (Vector3, Vector3, Vector3) GetPathVectors(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
System.ValueTuple<Vector3, Vector3, Vector3>	

GetRightAtPoint(Single)

Declaration

```
public Vector3 GetRightAtPoint(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
Vector3	

GetRotationAtPoint(Single)

Declaration

```
public Quaternion GetRotationAtPoint(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
Quaternion	

GetStart()

Declaration

```
public Vector3 GetStart()
```

Returns

TYPE	DESCRIPTION
Vector3	

GetSubPath(Single)

Declaration

```
public (IPath, float) GetSubPath(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
System.ValueTuple<IPath, System.Single>	

GetTotalLength()

Declaration

```
public float GetTotalLength()
```

Returns

TYPE	DESCRIPTION
System.Single	

GetUpAtPoint(Single)

Declaration

```
public Vector3 GetUpAtPoint(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
Vector3	

GetWorldPointFromPathSpace(Single)

Declaration

```
public Vector3 GetWorldPointFromPathSpace(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
Vector3	

Initialize(Single, Single, Single)

Declaration

```
public void Initialize(float tradius, float verticalTolerance, float vertTRadius)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	tradius	
System.Single	verticalTolerance	
System.Single	vertTRadius	

MoveEnd(Vector3)

Declaration

```
public void MoveEnd(Vector3 newPos)
```

Parameters

TYPE	NAME	DESCRIPTION
Vector3	newPos	

MoveStart(Vector3)

Declaration

```
public void MoveStart(Vector3 newPos)
```

Parameters

TYPE	NAME	DESCRIPTION
Vector3	newPos	

PathListToPathDistList(List<IPath>)

Declaration

```
public static List<(IPath, float)> PathListToPathDistList(List<IPath> p)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Collections.Generic.List<IPath>	p	

Returns

TYPE	DESCRIPTION
System.Collections.Generic.List<System.ValueTuple<IPath, System.Single>>	

RotateEnd(Vector3, Vector3)

Declaration

```
public void RotateEnd(Vector3 newForward, Vector3 newRight)
```

Parameters

TYPE	NAME	DESCRIPTION
Vector3	newForward	
Vector3	newRight	

RotateStart(Vector3, Vector3)

Declaration

```
public void RotateStart(Vector3 newForward, Vector3 newRight)
```

Parameters

TYPE	NAME	DESCRIPTION
Vector3	newForward	
Vector3	newRight	

RunMeshGenJob(ref BeltMeshGenerator.NativeMeshGroup, ref BeltMeshGenerator.NativeMesh, ref BeltMeshGenerator.MeshGenParams)

Declaration

```
public JobHandle RunMeshGenJob(ref BeltMeshGenerator.NativeMeshGroup inputMesh, ref
BeltMeshGenerator.NativeMesh outputMesh, ref BeltMeshGenerator.MeshGenParams settings)
```

Parameters

TYPE	NAME	DESCRIPTION
BeltMeshGenerator.NativeMeshGroup	inputMesh	
BeltMeshGenerator.NativeMesh	outputMesh	
BeltMeshGenerator.MeshGenParams	settings	

Returns

TYPE	DESCRIPTION
JobHandle	

Solve()

Declaration

```
public void Solve()
```

SolveHelper(PathAnchor, PathAnchor, Single, Single, Single)

Declaration

```
public static List<(IPath, float)> SolveHelper(PathAnchor start, PathAnchor end, float turnRadius, float
vertTolerance, float vertTurnRadius)
```

Parameters

TYPE	NAME	DESCRIPTION
PathAnchor	start	
PathAnchor	end	
System.Single	turnRadius	
System.Single	vertTolerance	

TYPE	NAME	DESCRIPTION
System.Single	vertTurnRadius	

Returns

TYPE	DESCRIPTION
System.Collections.Generic.List<System.ValueTuple<IPath, System.Single>>	

TotalDistFromPaths(List<IPath>)

Declaration

```
public static float TotalDistFromPaths(List<IPath> p)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Collections.Generic.List<IPath>	p	

Returns

TYPE	DESCRIPTION
System.Single	

TrySolve(PathAnchor, PathAnchor, Single, Boolean, Boolean)

Declaration

```
public static List<IPath> TrySolve(PathAnchor start, PathAnchor end, float turnRadius, bool
useStartLeft, bool useEndLeft)
```

Parameters

TYPE	NAME	DESCRIPTION
PathAnchor	start	
PathAnchor	end	
System.Single	turnRadius	

TYPE	NAME	DESCRIPTION
System.Boolean	useStartLeft	
System.Boolean	useEndLeft	

Returns

TYPE	DESCRIPTION
System.Collections.Generic.List<IPath>	

TryVerticalSolve(Vector3, Vector3, Single)

Declaration

```
public static List<IPath> TryVerticalSolve(Vector3 start, Vector3 end, float rampRadius)
```

Parameters

TYPE	NAME	DESCRIPTION
Vector3	start	
Vector3	end	
System.Single	rampRadius	

Returns

TYPE	DESCRIPTION
System.Collections.Generic.List<IPath>	

UpdateStruct()

Declaration

```
public void UpdateStruct()
```

Vector3Distance2D(Vector3, Vector3)

Declaration

```
public static float Vector3Distance2D(Vector3 a, Vector3 b)
```

Parameters

TYPE	NAME	DESCRIPTION
Vector3	a	
Vector3	b	

Returns

TYPE	DESCRIPTION
System.Single	

Implements

IPath
IPathMeshGenerator

Struct SmartPathPart

Inherited Members

System.ValueType.Equals(System.Object)
System.ValueType.GetHashCode()
System.ValueType.ToString()
System.Object.Equals(System.Object, System.Object)
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.GetType()

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
public struct SmartPathPart
```

Constructors

SmartPathPart(ArcPathStruct, Single, Single)

Declaration

```
public SmartPathPart(ArcPathStruct a, float p, float e)
```

Parameters

TYPE	NAME	DESCRIPTION
ArcPathStruct	a	
System.Single	p	
System.Single	e	

SmartPathPart(SegmentPathStruct, Single, Single)

Declaration

```
public SmartPathPart(SegmentPathStruct s, float p, float e)
```

Parameters

TYPE	NAME	DESCRIPTION
SegmentPathStruct	s	
System.Single	p	
System.Single	e	

SmartPathPart(Single)

Declaration

```
public SmartPathPart(float unused)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	unused	

Fields

arcPath

Declaration

```
public ArcPathStruct arcPath
```

Field Value

TYPE	DESCRIPTION
ArcPathStruct	

mType

Declaration

```
public SmartPathPart.StructType mType
```

Field Value

TYPE	DESCRIPTION
SmartPathPart.StructType	

pathEndPercent

Declaration

```
public float pathEndPercent
```

Field Value

TYPE	DESCRIPTION
System.Single	

pathStartPercent

Declaration

```
public float pathStartPercent
```

Field Value

TYPE	DESCRIPTION
System.Single	

segment

Declaration

```
public SegmentPathStruct segment
```

Field Value

TYPE	DESCRIPTION
SegmentPathStruct	

Enum SmartPathPart.StructType

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
public enum StructType
```

Fields

NAME	DESCRIPTION
ArcPathStruct	
None	
SegmentPathStruct	

Struct SmartPathStruct

Implements

IPath

Inherited Members

System.ValueType.Equals(System.Object)
System.ValueType.GetHashCode()
System.ValueType.ToString()
System.Object.Equals(System.Object, System.Object)
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.GetType()

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
public struct SmartPathStruct : IPath
```

Fields

_isPlaceholder

Declaration

```
public bool _isPlaceholder
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

_isValid

Declaration

```
public bool _isValid
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

end

Declaration

```
public PathAnchor end
```

Field Value

TYPE	DESCRIPTION
PathAnchor	

start

Declaration

```
public PathAnchor start
```

Field Value

TYPE	DESCRIPTION
PathAnchor	

subPathCount

Declaration

```
public int subPathCount
```

Field Value

TYPE	DESCRIPTION
System.Int32	

subPaths

Declaration

```
public NativeArray<SmartPathPart> subPaths
```

Field Value

TYPE	DESCRIPTION
NativeArray<SmartPathPart>	

totalLength

Declaration

```
public float totalLength
```

Field Value

TYPE	DESCRIPTION
System.Single	

Properties

IsValid

Declaration

```
public readonly bool IsValid { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Methods

CleanUp()

Declaration

```
public void CleanUp()
```

ClearSubPaths()

Declaration

```
public void ClearSubPaths()
```

ConvertToSubPathSpace(Int32, Single)

Declaration

```
public float ConvertToSubPathSpace(int subIndex, float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	subIndex	
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
System.Single	

GetClosestPoint(Vector3)

Declaration

```
public (Vector3, float) GetClosestPoint(Vector3 worldPoint)
```

Parameters

TYPE	NAME	DESCRIPTION
Vector3	worldPoint	

Returns

TYPE	DESCRIPTION
System.ValueTuple<Vector3, System.Single>	

GetDirectionAtPoint(Single)

Declaration

```
public Vector3 GetDirectionAtPoint(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
Vector3	

GetEnd()

Declaration

```
public Vector3 GetEnd()
```

Returns

TYPE	DESCRIPTION
Vector3	

GetPathVectors(Single)

Declaration

```
public (Vector3, Vector3, Vector3) GetPathVectors(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
System.ValueTuple<Vector3, Vector3, Vector3>	

GetRightAtPoint(Single)

Declaration

```
public Vector3 GetRightAtPoint(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
Vector3	

GetRotationAtPoint(Single)

Declaration

```
public Quaternion GetRotationAtPoint(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
Quaternion	

TYPE	DESCRIPTION

GetStart()

Declaration

```
public Vector3 GetStart()
```

Returns

TYPE	DESCRIPTION
Vector3	

GetSubPathIndex(Single)

Declaration

```
public int GetSubPathIndex(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
System.Int32	

GetTotalLength()

Declaration

```
public float GetTotalLength()
```

Returns

TYPE	DESCRIPTION
System.Single	

GetUpAtPoint(Single)

Declaration

```
public Vector3 GetUpAtPoint(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
Vector3	

GetWorldPointFromPathSpace(Single)

Declaration

```
public Vector3 GetWorldPointFromPathSpace(float pathPercent)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Single	pathPercent	

Returns

TYPE	DESCRIPTION
Vector3	

Initialize()

Declaration

```
public void Initialize()
```

isValidSubIndex(Int32)

Declaration

```
public bool isValidSubIndex(int i)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	i	

Returns

TYPE	DESCRIPTION
System.Boolean	

Implements

IPath

Class Socket

Inheritance

System.Object
Socket
ConveyorBridge
ConveyorSocket

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
[Serializable]
public abstract class Socket : MonoBehaviour
```

Methods

Connect(UnityEngine.Object)

Declaration

```
public virtual void Connect(UnityEngine.Object obj)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.Object	obj	

IsOpen()

Declaration

```
public virtual bool IsOpen()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

Class Splitter

Inheritance

System.Object
LogisticComponent
Building
Splitter

Implements

IInput
IOutput

Inherited Members

Building.OnBuildingDestroyed
Building.inputSockets
Building.outputSockets
Building.GetAllRecipes()
Building.GetInputSocketByIndex(Int32)
Building.GetOutputSocketByIndex(Int32)
Building.GetInputIndexBySocket(ConveyorSocket)
Building.GetOutputIndexBySocket(ConveyorSocket)
LogisticComponent.settings
LogisticComponent.GUID
LogisticComponent._prefabPath

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
public class Splitter : Building, IInput, IOutput
```

Methods

CanGiveOutput(Item)

Declaration

```
public bool CanGiveOutput(Item filter = null)
```

Parameters

TYPE	NAME	DESCRIPTION
Item	filter	

Returns

TYPE	DESCRIPTION
System.Boolean	

CanTakeInput(Item)

Declaration

```
public bool CanTakeInput(Item item)
```

Parameters

TYPE	NAME	DESCRIPTION
Item	item	

Returns

TYPE	DESCRIPTION
System.Boolean	

GiveOutput(Item)

Declaration

```
public Item GiveOutput(Item filter = null)
```

Parameters

TYPE	NAME	DESCRIPTION
Item	filter	

Returns

TYPE	DESCRIPTION
Item	

OutputType()

Declaration

```
public Item OutputType()
```

Returns

TYPE	DESCRIPTION
Item	

ProcessLoop()

Declaration

```
public override void ProcessLoop()
```

Overrides

LogisticComponent.ProcessLoop()

TakeInput(Item)

Declaration

```
public void TakeInput(Item item)
```

Parameters

TYPE	NAME	DESCRIPTION
Item	item	

Implements

IInput
IOutput

Class Storage

Inheritance

System.Object
LogisticComponent
Building
Storage

Implements

IInput
IOutput

Inherited Members

Building.OnBuildingDestroyed
Building.inputSockets
Building.outputSockets
Building.GetAllRecipes()
Building.GetInputSocketByIndex(Int32)
Building.GetOutputSocketByIndex(Int32)
Building.GetInputIndexBySocket(ConveyorSocket)
Building.GetOutputIndexBySocket(ConveyorSocket)
LogisticComponent.settings
LogisticComponent.ProcessLoop()
LogisticComponent.GUID
LogisticComponent._prefabPath

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
public class Storage : Building, IInput, IOutput
```

Fields

data

Declaration

```
public StorageData data
```

Field Value

TYPE	DESCRIPTION
StorageData	

Methods

CanGiveOutput(Item)

Declaration

```
public bool CanGiveOutput(Item filter = null)
```

Parameters

TYPE	NAME	DESCRIPTION
Item	filter	

Returns

TYPE	DESCRIPTION
System.Boolean	

CanTakeInput(Item)

Declaration

```
public bool CanTakeInput(Item item)
```

Parameters

TYPE	NAME	DESCRIPTION
Item	item	

Returns

TYPE	DESCRIPTION
System.Boolean	

GiveOutput(Item)

Declaration

```
public Item GiveOutput(Item filter = null)
```

Parameters

TYPE	NAME	DESCRIPTION
Item	filter	

Returns

TYPE	DESCRIPTION
Item	

OutputType()

Declaration

```
public Item OutputType()
```

Returns

TYPE	DESCRIPTION
Item	

TakeInput(Item)

Declaration

```
public void TakeInput(Item item)
```

Parameters

TYPE	NAME	DESCRIPTION
Item	item	

Implements

IInput
IOutput

Struct StorageData

Inherited Members

System.ValueType.Equals(System.Object)
System.ValueType.GetHashCode()
System.ValueType.ToString()
System.Object.Equals(System.Object, System.Object)
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.GetType()

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
[Serializable]
public struct StorageData
```

Fields

capacity

Declaration

```
public int capacity
```

Field Value

TYPE	DESCRIPTION
System.Int32	

guid

Declaration

```
public string guid
```

Field Value

TYPE	DESCRIPTION
System.String	

storage

Declaration

```
public ItemStack[] storage
```

Field Value

TYPE	DESCRIPTION
ItemStack[]	

Class TempMesh

Inheritance

System.Object
TempMesh

Inherited Members

System.Object.ToString()
System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
public class TempMesh
```

Fields

triangles

Declaration

```
public List<int> triangles
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List<System.Int32>	

vertices

Declaration

```
public List<LinkedVertex> vertices
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List<LinkedVertex>	

Methods

AddRawTriangle(LinkedVertex[])

Declaration

```
public void AddRawTriangle(LinkedVertex[] lva)
```

Parameters

TYPE	NAME	DESCRIPTION
LinkedVertex[]	lva	

AddTriangleCopyFromMesh(Mesh, Int32[])

Declaration

```
public void AddTriangleCopyFromMesh(Mesh m, int[] indices)
```

Parameters

TYPE	NAME	DESCRIPTION
Mesh	m	
System.Int32[]	indices	

GetIndexOfPosNorm(Vector3, Vector3)

Declaration

```
public int GetIndexOfPosNorm(Vector3 pos, Vector3 norm)
```

Parameters

TYPE	NAME	DESCRIPTION
Vector3	pos	
Vector3	norm	

Returns

TYPE	DESCRIPTION
System.Int32	

ToMesh()

Declaration

```
public Mesh ToMesh()
```

Returns

TYPE	DESCRIPTION
Mesh	

ToSerializableMesh()

Declaration

```
public SerializableMesh ToSerializableMesh()
```

Returns

TYPE	DESCRIPTION
SerializableMesh	

Class VoidEventChannel_SO

Inheritance

System.Object
VoidEventChannel_SO

Namespace: FactoryFramework

Assembly: cs.temp.dll.dll

Syntax

```
public class VoidEventChannel_SO : ScriptableObject
```

Fields

OnEvent

Declaration

```
public UnityAction OnEvent
```

Field Value

TYPE	DESCRIPTION
UnityAction	

Methods

Raise()

Declaration

```
public virtual void Raise()
```

Namespace FactoryFramework.Editor

Classes

EditorUtils

ItemEditor

RecipeEditor

SerializeManagerEditor

Class EditorUtils

Inheritance

System.Object
EditorUtils

Inherited Members

System.Object.ToString()
System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()

Namespace: FactoryFramework.Editor

Assembly: cs.temp.dll.dll

Syntax

```
public class EditorUtils
```

Methods

LoadFirstAssetByFilter<T>(String, String[])

Declaration

```
public static T LoadFirstAssetByFilter<T>(string assetFilter, string[] searchInFolders = null)
    where T : UnityEngine.Object
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	assetFilter	
System.String[]	searchInFolders	

Returns

TYPE	DESCRIPTION
T	

Type Parameters

NAME	DESCRIPTION
T	

Class ItemEditor

Inheritance

System.Object
ItemEditor

Namespace: FactoryFramework.Editor

Assembly: cs.temp.dll.dll

Syntax

```
public class ItemEditor : UnityEditor.Editor
```

Methods

CreateInspectorGUI()

Declaration

```
public override VisualElement CreateInspectorGUI()
```

Returns

TYPE	DESCRIPTION
VisualElement	

Class RecipeEditor

Inheritance

System.Object
RecipeEditor

Namespace: FactoryFramework.Editor

Assembly: cs.temp.dll.dll

Syntax

```
public class RecipeEditor : UnityEditor.Editor
```

Methods

CreateInspectorGUI()

Declaration

```
public override VisualElement CreateInspectorGUI()
```

Returns

TYPE	DESCRIPTION
VisualElement	

Class SerializeManagerEditor

Inheritance

System.Object
SerializeManagerEditor

Namespace: FactoryFramework.Editor

Assembly: cs.temp.dll.dll

Syntax

```
public class SerializeManagerEditor : UnityEditor.Editor
```

Methods

OnInspectorGUI()

Declaration

```
public override void OnInspectorGUI()
```

Add your introductions here!