MODELO

Struct-Data

minute:int
seconds:float
txtInput[32]:char

Editor

-secuences : srd::map<unsigned int, model::Data>

+Editor:Editor()
&GetSecuences: std::map<unsigned int, model::Data>
+Reset : bool
+AddSecuence(const int , const int, const float ,
char[32])

DataManager

-editor:Editor

+ static &instance()DataManager
-DataManager()
-DataManager(const DataManager&)

CONTROLADOR

DataController

-editor:Editor&

+GetMapInfo:string
+AddSecuence(const int,const int,const float,char[32]):bool
SaveData():bool
SaveSerializeData():bool
Deserialize():bool
Reset():bool

ExportToUnity

+DataControllerConstructor(): EXPORTED_FUNCTION void *
+ SaveData(void* instance):EXPORTED_FUNCTION bool
+ AddSecuence(void*,const int,const int,const
float,char[32]):EXPORTED_FUNCTION bool
+ SaveSerializeData(void* instance):EXPORTED_FUNCTION bool
+DeserializeData(void* instance):EXPORTED_FUNCTION bool
+Reset(void* instance):EXPORTED_FUNCTION bool

Vista

DataController

-instance:UIntPtr
+static dataCtrlInstance:DataController
+txtInfo:Text
+data[]:InputField
-secuence:int
-currentMinutes:int
-currentSeconds:float

-Awake():void
+DataController()
+CurrentSeconds():float
+CurrentMinutes():int
-ResetUi():void
-ClearTxt():void
+GetData(byte):InputField
+Add:void
+SaveFile():void
+SaveSerializeFile():void
+Deserialize():void
+ResetEditor():void
-static extern DataControllerConstructor():UIntPtr
-static extern SaveData(UIntPtr):bool
-static extern AddSecuence(UIntPtr,int,int,float,string):bool
-static extern SaveSerializeData(UIntPtr):bool
-static extern DeserializeData(UIntPtr):bool
-static extern Reset(UIntPtr):bool

SelectMusic

+static instance:SelectMusic
-fileExplorer:SmartFileExplorer
-path:string
-audioS:audioSource
-music:AudioClip

+SelectMusic()
-Awake():void
-Start():void
-SelectFolderSong:void
OpenExplorer():void
-UpdateSound():void
-GetSound():void
+PLay():void
+Pause():void
+Stop():void
ShowTime():IEnumerator