## PlayerController PlayerInformation (from CsharpReverse) +VERBOSE: bool = false +VERBOSE: bool = false +Cam: Camera +PlayerMaxHealth: float = 0 +PlayerGettingHit: AudioClip +UICam: Camera +Umbrella: UmbrellaBase +Ultimate: Ultimate +IsDead: bool +TeamNumber: Team +WeaponBindLocation: GameObject +PlayerNumber: Player +UmbrellaBindLocation: GameObject +PlayerHealth: float +PlayerWeapon: Weapon -playerHealth: float +Horizontal: Action +TempMaxHP: float +Vertical: Action +KilledByTeam: Team +JumpButton: Action -audioSource: AudioSource +UmbrellaButton: Action +ShieldButton: Action ~Start(): void ~Update(): void +StartButton: Action +GroundSpeed: float +GetHealth(): float +CanMove: bool +ChangeHealth(healthChange: float): void +Diving: bool +IsSpawning: bool +FallDamage(): void -DLog(message: string): void +IsFrozen: bool -playerInformation +IsUltActive: bool +canUseUlt: bool +CanUseUmbrella: bool = true +CanJump: bool = true +GroundedCharacterSpeed: float = 0 PlayerCanvas +AimingSpeed: float = 0 (from CsharpReverse) +JumpSpeed: float = 0 +VERBOSE: bool = false +FallMultiplier: float = 0 +StartTimer: bool +MaxFallSpeed: float = 0+Timer: float +MaxDiveSpeed: float = 0+ScoreText: Text +AirMovementSpeed: float = 0 +EndState: Image +UmbrellaGravity: float = 0 -tempTimer: float = 0 +UmbrellaFallingSpeed: float = 0 -timeText: Text +SpeedDecay: float = 0 -timerText: Text +ExtraDivingSpeed: float = 0 -playerHPText: Text +SpeedDecayTimer: float = 0 -currentAmmoText: Text +Gravity: float = 0 -playerMaxHPText: Text +UmbrellaMaxHealth: float = 0 -maxAmmoText: Text +FallDamageSpeedThreshold: float = 0 +RespawnTime: float -ultChargeText: Text -playerHPSlider: Slider +MaxCameraDistance: float -umbrellaHPSlider: Slider +PlayerMove: Vector3 = Vector3.zero -shotgunChargeSlider: Slider +NetForce: Vector3 = Vector3.zero +ConstVelocity: Vector3 = Vector3.zero -playerHPFill: Image -umbrellaHPFill: Image +RigidBodyValue: Vector3 = Vector3.zero -ultFill: Image +Animator: Animator +winMessage: Sprite +velocity: Vector3 +AudioSource: AudioSource -pC +loseMessage: Sprite -PLAYER\_HP\_START\_RGB: Color +DiveClip: AudioClip -PLAYER\_HP\_MID\_RGB: Color +RunningSound: AudioClip[][\*] -UMBRELLA\_HP\_START\_RGB: Color -ULT\_METER\_START\_RGB: Color +SmoothCameraTransition: float +DivingParticles: GameObject +CanUseWeapon: bool -Start(): void -rb: Rigidbody -Update(): void -col: Collider +ResetVals(): void -canDive: bool +InitializeTimer(text: string): void -callOnceDive: bool = false -PCOnHPChanged(): void -UmbrellaOnHPChanged(): void -callOnceOutDive: bool = true resetAirSpeed: float -WeaponOnAmmoChanged(): void -umbrellaSpeedDecayTimer: float -WeaponOnChargeChanged(): void -initialCamDis: float -UltOnChargeChanged(value: float): void tempRespawn: float -StartCountdown(): void tempMaxUmbrellaHP: float +PlayerHPBarColorChange(value: float): void model: GameObject +UmbrellaHPBarColorChange(value: float): void modelParent: GameObject -UltMeterColorChange(value: float): void inputModule: StandaloneInputModule -DLog(message: string): void -playerManager: PlayerManager -devTool\_AllowCameraAdjustment: bool CamCon -devTool\_FreeCamera: bool -Start(): void CameraController ~Update(): void ~OnCollisionEnter(other: Collision): void (from CsharpReverse) +VERBOSE: bool = false +DisablePlayer(): void +XAxis: Action +EnablePlayer(): void +YAxis: Action +IsGrounded(): bool +PCN: PlayerController\_Net +CanUseCamera: bool = true +IsAbleToDive(): bool +CanShoot(): bool +CameraFocus: GameObject +GetRespawnCountdown(): float +CamDistance: float = 5 +DisableWeapon(): void +EnableWeapon(): void +CamXDistance: float = 1 +CamSensitivity: float = 200 +IsDiving(forward: float): void +CamMaxAngle: float = 80 +CheckRotation(): void +CamMinAngle: float = -70 +ResetAirSpeed(): void +CamHeightFactor: float = 1.2f+ModelEnabled(isEnabled: bool): void +CamVertAngle: float = 20 +KinematicEnabled(isEnabled: bool): void +CamHorAngle: float = 0 +GravityEnabled(isEnabled: bool): void -Start(): void +ResetStatsAfterDeath(): void -LateUpdate(): void -Jump(iButton: bool): void -MovePlayer(vertical: float, horizontal: float): void -Update(): void +UmbrellaState(uButton: bool): void -DLog(message: string): void +ShieldState(uButton: bool): void PauseMenu(): void PauseInfo(optionButton: GameObject): void

-AngleVelocity(velocity: float): float -DLog(message: string): void