PlayerController PlayerInformation (from CsharpReverse) (from CsharpReverse) +VFRBOSF: bool = false +VERBOSE: bool = false +Cam: Camera +PlayerMaxHealth: float = 0 +UICam: Camera +PlayerGettingHit: AudioClip +Himbrella: HmbrellaBase +IsDead: bool +Ultimate: Ultimate +TeamNumber: Team +WeaponBindLocation: GameObject +PlaverNumber: Plave +UmbrellaBindLocation: GameObject +PlayerHealth: float +PlayerWeapon: Weapon playerHealth: float +Horizontal: Action +TempMaxHP: float +Vertical: Action +KilledByTeam: Team +.lumpButton: Action audioSource: AudioSource +UmbrellaButton: Action +ShieldButton: Action -Start(): void ~Update(): void +GetHealth(): float +StartButton: Action +GroundSpeed: float +CanMove: bool +ChangeHealth(healthChange: float): void +Diving: bool +FallDamage(): void +IsSpawning: bool -DLog(message: string); void +IsFrozen: bool +IsUltActive: bool +canUseUlt: bool +CanUseUmbrella: bool = true +CanJump: bool = true +GroundedCharacterSpeed: float = 0 PlayerCanyas +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 +AirMovementSneed: float = 0 +EndState: Image +UmbrellaGravity: float = 0 -tempTimer: float = 0 +UmbrellaFallingSpeed: float = 0 -timeText: Text +SneedDecay: 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 -ultChargeText: Text +RespawnTime: float -playerHPSlider: Slider +MaxCameraDistance: float -umbrellaHPSlider: Slider +PlayerMove: Vector3 = Vector3.zero -shotgunChargeSlider: Slider +NetForce: Vector3 = Vector3.zero -playerHPFill: Image +ConstVelocity: Vector3 = Vector3.zero -umbrellaHPFill: Image +RigidBodyValue: Vector3 = Vector3.zero -ultFill: Image +Animator: Animator winMessage: Sprite +velocity: Vector3 -pC HoseMessage: Sprite +AudioSource: AudioSource -PLAYER_HP_START_RGB: Color -PLAYER_HP_MID_RGB: Color +DiveClip: AudioClip +RunningSound: AudioClip[][*] -UMBRELLA HP START RGB: Color +SmoothCameraTransition: float -ULT_METER_START_RGB: Color +DivingParticles: GameObject +CanUseWeapon: bool ~Start(): void -rh: Rigidhody -Update(): void -col: Collider -ResetVals∩: void -canDive: bool InitializeTimer(text: string): void -callOnceDive: bool = false -PCOnHPChanged(): void -callOnceOutDive: bool = true -UmbrellaOnHPChanged(): void -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 -UltMeterColorChange(value: float): void -modelParent: GameObject -inputModule: StandaloneInputModule -DLog(message: string): void -playerManager: PlayerManager -devTool_AllowCameraAdjustment: bool -devTool_FreeCamera: bool CameraController ~Start(): void ~Update(): void ~OnCollisionEnter(other: Collision): void (from CsharpReverse) +VERBOSE: bool = false +DisablePlayer(): void +XAxis: Action +EnablePlayer(): void +YAxis: Action +IsGrounded(): bool +PCN: PlayerController Net +IsAbleToDive(): bool +CanUseCamera: bool = true +CanShoot(): bool +CameraFocus: GameObject +GetRespawnCountdown(): float +CamDistance: float = 5 +DisableWeapon(): void +CamXDistance: float = 1 +EnableWeapon(): void +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 -Jump(jButton: bool): void -LateUpdate(): 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