Actions

Category	Script	Description	Parameters & Events
Events	AlarmEvent	Raises an event after a delay.	Delay Loop <Ev> OnTimeout
	DestroyEvent	Raises an event when the game object is destroyed.	
GameObjects	CreateInstance	Creates an instance based on a prefab.	Prefab Position Rotation Relative
	DestroyInstance	Destroys a target instance. If the target is None, then destroys the game object who has the component.	[Target]
Misc	CallActionScript	Forces to run an ActionScript.	TargetAction
	ExitApplication	Stops the game	
	SetGameSpeed	Sets the speed of the game	Speed
	ToggleGameSpeed	Toggles the game speed between the specified in the parameters.	Speeds <Ev> OnChangeSpeed
Movement	Move	Moves an object.	[Target] Speed
	MoveTowards	Moves an object to a target.	Target (Destination) Speed Min Distance Lock Y axis StopOnCloser <Ev> OnFinish
	Rotate	Rotates an object.	[Target] xSpeed ySpeed zSpeed
Physics	DisableBody	Disables all rigid bodies.	[Target]
Scenes	AddScene	Adds a scene to the current one.	sceneName
	LoadScene	Changes the current scene.	sceneName
	UnloadScene	Unloads a scene.	sceneName

Collections

SerializableDictionary

Exceptions

SerializableException

MonoBehaviourChildren

SingletonBehaviour

Utils

Conversor
HashUtils
JSON
Logger
MathUtils
ReflectionUtils
StringUtils

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