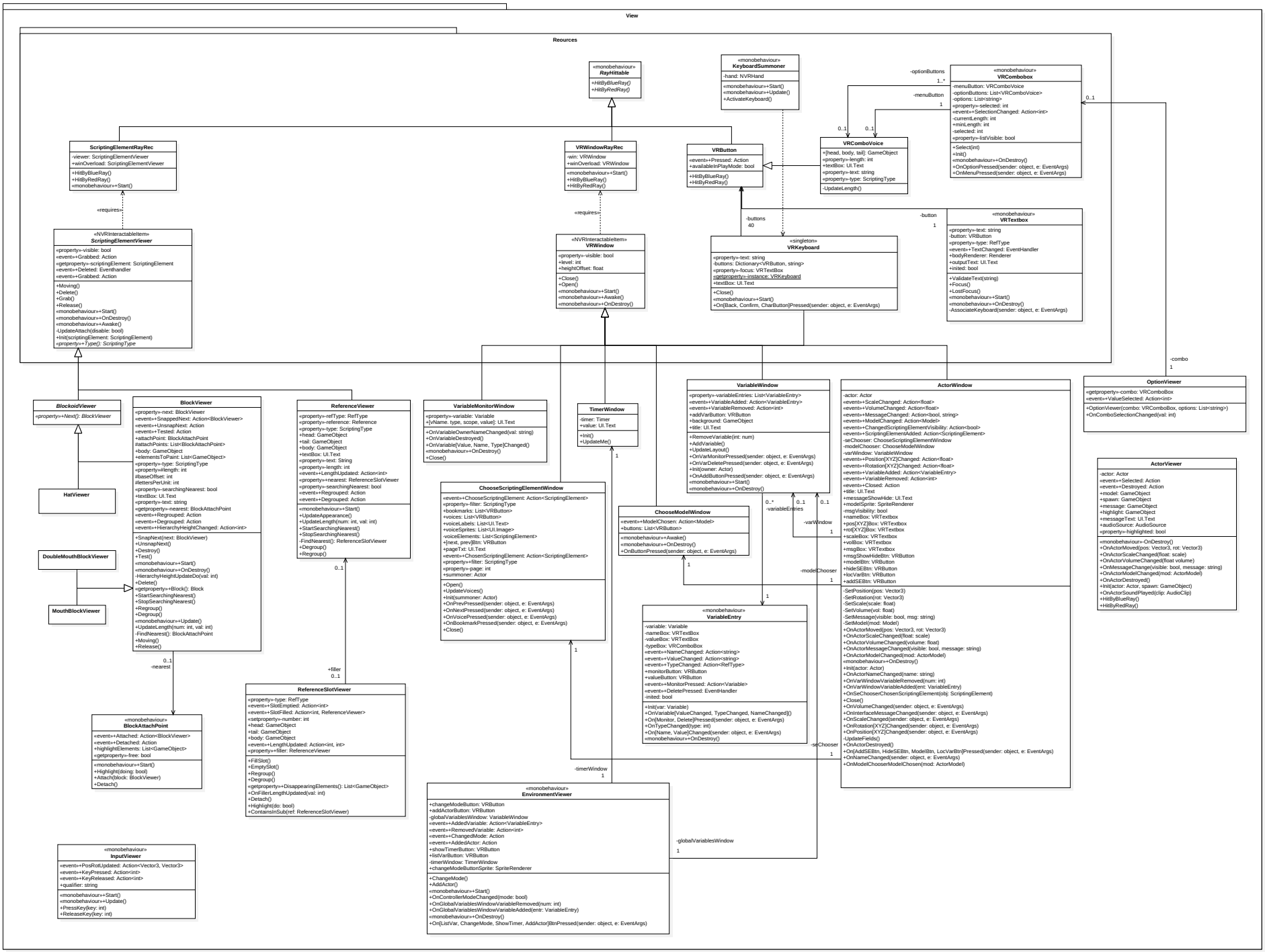
View
Reources
«monobehaviour»
RayHittable
+HitByBlueRay()
+HitByRedRay()
«monobehaviour»
KeyboardSummoner
-hand: NVRHand
«monobehaviour»+Start()
«monobehaviour»+Update()
+ActivateKeyboard()
-optionButtons
1..*
-menuButton
1
0..1
0..1
«monobehaviour»
VRComboBox
-menuButton: VRComboVoice
-optionButtons: List<VRComboVoice>
-options: List<string>
«property»-selected: int
«event»+SelectionChanged: Action<int>
-currentLength: int
+minLength: int
-selected: int
«property»-listVisible: bool
+Select(int)
+Init()
«monobehaviour»+OnDestroy()
+OnOptionPressed(sender: object, e: EventArgs)
+OnMenuPressed(sender: object, e: EventArgs)
0..1
ScriptingElementRayRec
-viewer: ScriptingElementViewer
+winOverload: ScriptingElementViewer
+HitByBlueRay()
+HitByRedRay()
«monobehaviour»+Start()
VRWindowRayRec
-win: VRWindow
+winOverload: VRWindow
«monobehaviour»+Start()
+HitByBlueRay()
+HitByRedRay()
VRButton
«event»+Pressed: Action
+availableInPlayMode: bool
+HitByBlueRay()
+HitByRedRay()
VRComboVoice
+[head, body, tail]: GameObject
«property»-length: int
+textBox: UI.Text
«property»-text: string
«property»-type: ScriptingType
-UpdateLength()
«requires»
«requires»
-buttons
40
-button
1
«monobehaviour»
VRTextbox
«property»-text: string
-button: VRButton
«property»-type: RefType
«event»+TextChanged: EventHandler
+bodyRenderer: Renderer
+outputText: UI.Text
+inited: bool
+ValidateText(string)
+Focus()
+LostFocus()
«monobehaviour»+Start()
«monobehaviour»+OnDestroy()
-AssociateKeyboard(sender: object, e: EventArgs)
«NVRInteractableItem»
ScriptingElementViewer
«property»-visible: bool
«event»+Grabbed: Action
«getproperty»-scriptingElement: ScriptingElement
«event»+Deleted: Eventhandler
«event»+Grabbed: Action
+Moving()
+Deleted()
+Grab()
+Release()
«monobehaviour»+Start()
«monobehaviour»+OnDestroy()
«monobehaviour»+Awake()
-UpdateAttach(disable: bool)
+Init(scriptingElement: ScriptingElement)
«property»+Type(): ScriptingType
«NVRInteractableItem»
VRWindow
«property»-visible: bool
+level: int
+heightOffset: float
+Close()
+Open()
«monobehaviour»+Start()
«monobehaviour»+Awake()
«monobehaviour»+OnDestroy()
«singleton»
VRKeyboard
«property»-text: string
-buttons: Dictionary<VRButton, string>
«property»-focus: VRTextBox
«getproperty»-instance: VRKeyboard
+textBox: UI.Text
+Close()
«monobehaviour»+Start()
+On[Back, Confirm, CharButton]Pressed(sender: object, e: EventArgs)
-combo
1
OptionViewer
«getproperty»-combo: VRComboBox
«event»+ValueSelected: Action<int>
+OptionViewer(combo: VRComboBox, options: List<string>)
+OnComboSelectionChanged(val: int)
BlockoidViewer
«property»+Next(): BlockViewer
BlockViewer
«property»-next: BlockViewer
«event»+SnappedNext: Action<BlockViewer>
«event»+UnsnapNext: Action
«event»+Tested: Action
+attachPoint: BlockAttachPoint
#attachPoints: List<BlockAttachPoint>
+body: GameObject
+elementsToPaint: List<GameObject>
«property»-type: ScriptingType
«property»-length: int
#baseOffset: int
#lettersPerUnit: int
«property»-searchingNearest: bool
+textBox: UI.Text
«property»-text: string
«getproperty»-nearest: BlockAttachPoint
«event»+Regrouped: Action
«event»+Degrouped: Action
«event»+HierarchyHeightChanged: Action<int>
+SnapNext(next: BlockViewer)
+UnsnapNext()
+Destroy()
+Test()
«monobehaviour»+Start()
«monobehaviour»+OnDestroy()
-HierarchyHeightUpdateDo(val: int)
+Delete()
«getproperty»+Block(): Block
+StartSearchingNearest()
+StopSearchingNearest()
+Regroup()
+Degroup()
«monobehaviour»+Update()
+UpdateLength(num: int, val: int)
-FindNearest(): BlockAttachPoint
+Moving()
+Release()
ReferenceViewer
«property»-refType: RefType
«property»-reference: Reference
«property»-type: ScriptingType
+head: GameObject
+tail: GameObject
+body: GameObject
+textBox: UI.Text
«property»-text: String
«property»-length: int
«event»+LengthUpdated: Action<int>
«property»-nearest: ReferenceSlotViewer
«property»-searchingNearest: bool
«event»+Regrouped: Action
«event»+Degrouped: Action
«monobehaviour»+Start()
+UpdateAppearance()
+UpdateLength(num: int, val: int)
+StartSearchingNearest()
+StopSearchingNearest()
-FindNearest(): ReferenceSlotViewer
+Degroup()
+Regroup()
VariableMonitorWindow
«property»-variable: Variable
+[v.Name, type, scope, value]: UI.Text
+OnVariableOwnerNameChanged(val: string)
+OnVariableDestroyed()
+OnVariable[Value, Name, Type]Changed()
«monobehaviour»+OnDestroy()
+Close()
TimerWindow
-timer: Timer
+value: UI.Text
+Init()
+UpdateMe()
VariableWindow
«property»-variableEntries: List<VariableEntry>
«event»+VariableAdded: Action<VariableEntry>
«event»+VariableRemoved: Action<int>
+addVarButton: VRButton
+background: GameObject
+title: UI.Text
+RemoveVariable(int: num)
+AddVariable()
+UpdateLayout()
+OnVarMonitorPressed(sender: object, e: EventArgs)
+OnVarDeletePressed(sender: object, e: EventArgs)
+Init(owner: Actor)
+OnAddButtonPressed(sender: object, e: EventArgs)
«monobehaviour»+Start()
«monobehaviour»+OnDestroy()
ActorWindow
-actor: Actor
«event»+ScaleChanged: Action<float>
«event»+VolumeChanged: Action<float>
«event»+MessageChanged: Action<bool, string>
«event»+ModelChanged: Action<Model>
«event»+ChangedScriptingElementVisibility: Action<bool>
«event»+ScriptingElementAdded: Action<ScriptingElement>
-seChooser: ChooseScriptingElementWindow
-modelChooser: ChooseModelWindow
-varWindow: VariableWindow
«event»+Position[XYZ]Changed: Action<float>
«event»+Rotation[XYZ]Changed: Action<float>
«event»+VariableAdded: Action<VariableEntry>
«event»+VariableRemoved: Action<int>
«event»+Closed: Action
+title: UI.Text
+messageShowHide: UI.Text
+modelSprite: SpriteRenderer
-msgVisibility: bool
+nameBox: VRTextbox
+pos[XYZ]Box: VRTextbox
+rot[XYZ]Box: VRTextbox
+scaleBox: VRTextbox
+volBox: VRTextbox
+msgBox: VRTextbox
+msgShowHideBtn: VRButton
+modelBtn: VRButton
+hideSEBtn: VRButton
+locVarBtn: VRButton
+addSEBtn: VRButton
-SetPosition(pos: Vector3)
-SetRotation(rot: Vector3)
-SetScale(scale: float)
-SetVolume(vol: float)
-SetMessage(visible: bool, msg: string)
-SetModel(mod: Model)
+OnActorMoved(pos: Vector3, rot: Vector3)
+OnActorScaleChanged(float: scale)
+OnActorVolumeChanged(float volume)
+OnActorMessageChanged(visible: bool, message: string)
+OnActorModelChanged(mod: ActorModel)
«monobehaviour»+OnDestroy()
+Init(actor: Actor)
+OnActorNameChanged(name: string)
+OnVarWindowVariableRemoved(num: int)
+OnVarWindowVariableAdded(entr: VariableEntry)
+OnSeChooserChosenScriptingElement(obj: ScriptingElement)
+Close()
+OnVolumeChanged(sender: object, e: EventArgs)
+OnInterfaceMessageChanged(sender: object, e: EventArgs)
+OnScaleChanged(sender: object, e: EventArgs)
+OnRotation[XYZ]Changed(sender: object, e: EventArgs)
+OnPosition[XYZ]Changed(sender: object, e: EventArgs)
-UpdateFields()
+OnActorDestroyed()
+On[AddSEBtn, HideSEBtn, ModelBtn, LocVarBtn]Pressed(sender: object, e: EventArgs)
+OnNameChanged(sender: object, e: EventArgs)
+OnModelChooserModelChosen(mod: ActorModel)
ActorViewer
-actor: Actor
«event»+Selected: Action
«event»+Destroyed: Action
+model: GameObject
+spawn: GameObject
+message: GameObject
+highlight: GameObject
+messageText: UI.Text
+audioSource: AudioSource
«property»-highlighted: bool
«monobehaviour»-OnDestroy()
+OnActorMoved(pos: Vector3, rot: Vector3)
+OnActorScaleChanged(float: scale)
+OnActorVolumeChanged(float volume)
+OnMessageChange(visible: bool, message: string)
+OnActorModelChanged(mod: ActorModel)
+OnActorDestroyed()
+Init(actor: Actor, spawn: GameObject)
+OnActorSoundPlayed(clip: AudioClip)
+HitByBlueRay()
+HitByRedRay()
HatViewer
DoubleMouthBlockViewer
MouthBlockViewer
0..1
-nearest
«monobehaviour»
BlockAttachPoint
«event»+Attached: Action<BlockViewer>
«event»+Detached: Action
+highlightElements: List<GameObject>
«getproperty»-free: bool
«monobehaviour»+Start()
+Highlight(doing: bool)
+Attach(block: BlockViewer)
+Detach()
+filler
0..1
ReferenceSlotViewer
«property»-type: RefType
«event»+SlotEmptied: Action<int>
«event»+SlotFilled: Action<int, ReferenceViewer>
«setproperty»-number: int
+head: GameObject
+tail: GameObject
+body: GameObject
«event»+LengthUpdated: Action<int, int>
«property»+filler: ReferenceViewer
+FillSlot()
+EmptySlot()
+Regroup()
+Degroup()
«getproperty»+DisappearingElements(): List<GameObject>
+OnFillerLengthUpdated(val: int)
+Detach()
+Highlight(do: bool)
+ContainsInSub(ref: ReferenceSlotViewer)
ChooseScriptingElementWindow
«event»+ChooseScriptingElement: Action<ScriptingElement>
«property»-filter: ScriptingType
+bookmarks: List<VRButton>
+voices: List<VRButton>
+voiceLabels: List<UI.Text>
+voiceSprites: List<UI.Image>
-voiceElements: List<ScriptingElement>
+[next, prev]Btn: VRButton
+pageTxt: UI.Text
«event»+ChosenScriptingElement: Action<ScriptingElement>
«property»+filter: ScriptingType
«property»-page: int
+summoner: Actor
+Open()
+UpdateVoices()
+Init(summoner: Actor)
+OnPrevPressed(sender: object, e: EventArgs)
+OnNextPressed(sender: object, e: EventArgs)
+OnVoicePressed(sender: object, e: EventArgs)
+OnBookmarkPressed(sender: object, e: EventArgs)
+Close()
ChooseModelWindow
«event»+ModelChosen: Action<Model>
+buttons: List<VRButton>
«monobehaviour»+Awake()
«monobehaviour»+OnDestroy()
+OnButtonPressed(sender: object, e: EventArgs)
0..*
-variableEntries
0..1
0..1
-varWindow
1
-modelChooser
1
«monobehaviour»
VariableEntry
-variable: Variable
-nameBox: VRTextBox
-valueBox: VRTextBox
-typeBox: VRComboBox
«event»+NameChanged: Action<string>
«event»+ValueChanged: Action<string>
«event»+TypeChanged: Action<RefType>
+monitorButton: VRButton
+valueButton: VRButton
«event»+MonitorPressed: Action<Variable>
«event»+DeletePressed: EventHandler
-inited: bool
+Init(var: Variable)
+OnVariable[ValueChanged, TypeChanged, NameChanged]()
+On[Monitor, Delete]Pressed(sender: object, e: EventArgs)
+OnTypeChanged(type: int)
+On[Name, Value]Changed(sender: object, e: EventArgs)
«monobehaviour»+OnDestroy()
-seChooser
1
-timerWindow
1
«monobehaviour»
EnvironmentViewer
+changeModeButton: VRButton
+addActorButton: VRButton
-globalVariablesWindow: VariableWindow
«event»+AddedVariable: Action<VariableEntry>
«event»+RemovedVariable: Action<int>
«event»+ChangedMode: Action
«event»+AddedActor: Action
+showTimerButton: VRButton
+listVarButton: VRButton
-timerWindow: TimerWindow
+changeModeButtonSprite: SpriteRenderer
+ChangeMode()
+AddActor()
«monobehaviour»+Start()
+OnControllerModeChanged(mode: bool)
+OnGlobalVariablesWindowVariableRemoved(num: int)
+OnGlobalVariablesWindowVariableAdded(entr: VariableEntry)
«monobehaviour»+OnDestroy()
+On[ListVar, ChangeMode, ShowTimer, AddActor]BtnPressed(sender: object, e: EventArgs)
-globalVariablesWindow
1
«monobehaviour»
InputViewer
«event»+PosRotUpdated: Action<Vector3, Vector3>
«event»+KeyPressed: Action<int>
«event»+KeyReleased: Action<int>
+qualifier: string
«monobehaviour»+Start()
«monobehaviour»+Update()
+PressKey(key: int)
+ReleaseKey(key: int)