Game Core

2.00v

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3.1 Class List

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Chapter 4

Namespace Documentation

4.1 achievement_system Namespace Reference

Classes

- class achievement

  This class represents the achievement in the Achievement System. Each achievement has a filter to verify the game progress. The filter can be checked every frame to execute an action when achievement is accomplished.
- class actionBehaviour

  Action TEST behaviour.
- class amountReachedFilter

  Quantitative filter; it tests whether the desired amount is reached.
- class Filter

  Filter abstract class define a set of operations which all objects that implement class must support.
- class missionAccomplishedFilter

  Dichotomic filter; it tests whether the mission is accomplished.
- class timeOutFilter

  time filter; it tests whether the time is over.

4.2 game_core Namespace Reference

Classes

- class BarView

  Bar view class; Abstraction layer to deal with UI elements(Bar in this case).
- class BoundaryBehaviour

  BoundaryBehaviour class defines the behaviour of boundary when a gameObject leaves from game zone.
- class ButtonBehaviour

  Button behaviour.
- class ButtonView

  Button view class; Abstraction layer to deal with UI elements(Buttons in this case).
- class CanvasButton

  Canvas button class.
- class CreditsBehaviour

  Credits behaviour class shows credits slowly on credits scene, whether user touches the credits changes the movement flag.
- class DestroyOnContact

DestroyOnContact class defines the behaviour of gameObject when collide with other.

- class FadePanelBehaviour

  Fade panel behaviour class; makes that panels (dis)appear on the screen smoothly.
- class FSMSys

  FSMSystem class represents the Finite State Machine class. It has a List with the States the NPC has and methods to add, delete a state, and to change the current state the Machine is on.
- class GameBehaviour

  Game behaviour class is a test system to verify the right operation of code.
- class legalBehaviour
- class LevelManager

  Level manager class; Deals with level load transaction.
- class LinkCanvasButton
- class loadingScreen

  Loading screen.
- class MusicButtonBehaviour

  Music button behaviour class; Enable/Disable music.
- class MusicMuteBehaviour

  Music mute configuration.
- class objectFade

  Object fade behaviour.
- class ObjectPool

  Object pool class creates and manages object instances.
- class PanelView

  Panel view class; Abstraction layer to deal with UI elements(Panel in this case).
- class particleSortingLayer

  This class sets the particle sorting layer in 2D perspective.
- class PauseAudioBehaviour

  Music behaviour on game pause.
- class PauseButton

  Pause button.
- class ScreenShakeBehaviour

  Screen shake effect behaviour.
- class **SettingsManager**

  Settings manager class; Deals with player settings saved in PlayerPrefs.
- class SocialCanvasButton
- class SoundCanvasButton
- class SoundView

  Sound view class; Abstraction layer to deal with UI elements(Sound in this case).
- class SpawnerBehaviour

  This class spawns objects with a certain force and every X seconds(timeRange).
- class SplashBehaviour

  Splash behaviour.
- class StarView

  Star view class; Abstraction layer to deal with UI elements(Star in this case).
- class State

  This class represents the States in the Finite State System. Each state has a Dictionary with pairs (transition-state) showing which state the FSM should be if a transition is fired while this state is the current state. Method Reason is used to determine which transition should be fired . Method Act has the code to perform the actions the NPC is supposed do if it's on this state.
- class **StatsController**
- class StatsData

  Stats data class; manages the stats saved in PlayerPrefs.

- class TextView

  Text view class; Abstraction layer to deal with UI elements(Text in this case).
- class **TimeManager**

  Time manager class; Controls time flow of the game.
- class TouchBehaviour

  Touch behaviour class; Not in use, but define a set of operations which all objects that implement class must support (similar ButtonBehaviour class).
- class TouchSystem2D

  Touch system2d(Vector2) class; Deals with the hits on the screen.
- class TouchSystem3D

  Touch system3d(Vector3) class; Deals with the hits on the screen.

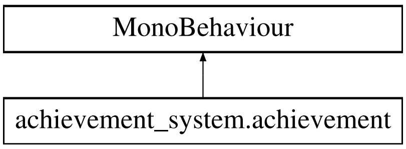
Chapter 5

Class Documentation

5.1 achievement_system.achievement Class Reference

This class represents the achievement in the Achievement System. Each achievement has a filter to verify the game progress. The filter can be checked every frame to execute an action when achievement is accomplished.

Inheritance diagram for achievement_system.achievement:



Public Member Functions

- void Awake ()

  Use this for initialization.
- void Start ()

  Use this for initialization.

Public Attributes

- float **weight** = 1000.0f
- bool **checkEveryFrame** = false

Properties

- bool isAccomplished `[get]`

  Gets a value indicating whether this game_core.achievement is accomplished.
- Filter filter `[get, set]`

  Gets or sets the filter.

5.1.1 Detailed Description

This class represents the achievement in the Achievement System. Each achievement has a filter to verify the game progress. The filter can be checked every frame to execute an action when achievement is accomplished.

5.1.2 Member Function Documentation

5.1.2.1 void achievement_system.achievement.Awake ( )

Use this for initialization.

5.1.2.2 void achievement_system.achievement.Start ( )

Use this for initialization.

5.1.3 Property Documentation

5.1.3.1 Filter achievement_system.achievement.filter [get], [set]

Gets or sets the filter.

The filter.

5.1.3.2 bool achievement_system.achievement.isAccomplished [get]

Gets a value indicating whether this game_core.achievement is accomplished.

true if is accomplished; otherwise, false.

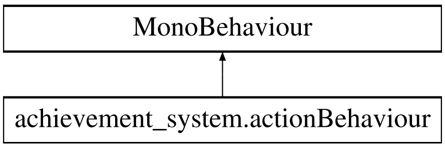
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/game_core/Assets/game_core/scripts/achievement↩ System/achievement.cs

5.2 achievement_system.actionBehaviour Class Reference

Action TEST behaviour.

Inheritance diagram for achievement_system.actionBehaviour:



5.2.1 Detailed Description

Action TEST behaviour.

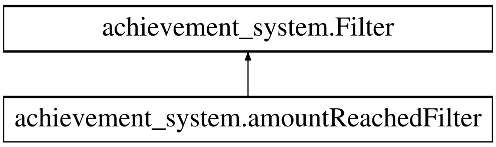
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/game_core/Assets/game_core/scripts/achievement↩ System/actionBehaviour.cs

5.3 achievement_system.amountReachedFilter Class Reference

Quantitative filter; it tests whether the desired amount is reached.

Inheritance diagram for achievement_system.amountReachedFilter:


achievement_system.Filter
achievement_system.amountReachedFilter

Public Member Functions

- amountReachedFilter ()

  Initializes a new instance of the game_core.timeOutFilter class.
- override bool test ()

  Test this instance.

Public Attributes

- float **target** = 0.0f

Properties

- float value `[get, set]`

  Gets or sets the value.

5.3.1 Detailed Description

Quantitative filter; it tests whether the desired amount is reached.

5.3.2 Constructor & Destructor Documentation

5.3.2.1 achievement_system.amountReachedFilter.amountReachedFilter ( )

Initializes a new instance of the game_core.timeOutFilter class.

5.3.3 Member Function Documentation

5.3.3.1 override bool achievement_system.amountReachedFilter.test ( ) `[virtual]`

Test this instance.

Implements achievement_system.Filter.

5.3.4 Property Documentation

5.3.4.1 float achievement_system.amountReachedFilter.value `[get], [set]`

Gets or sets the value.

The value.

The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/game_core/Assets/game_core/scripts/achievement↩ System/filters.cs

5.4 game_core.BarView Class Reference

Bar view class; Abstraction layer to deal with UI elements(Bar in this case).

Public Member Functions

- BarView (string name)

  Initializes a new instance of the BarView class.

Properties

- GameObject gameObject `[get]`

  Games the object.
- Transform transform `[get]`

  Transform this instance.
- RectTransform rectTransform `[get]`

  Transform this instance.
- Vector3 position `[get]`

  Sets the position.
- bool active `[get, set]`

  Gets or sets a value indicating whether this IndicatorView is active.
- string text `[set]`

  Sets the text.
- float value `[set]`

  Sets the value.

5.4.1 Detailed Description

Bar view class; Abstraction layer to deal with UI elements(Bar in this case).

5.4.2 Constructor & Destructor Documentation

5.4.2.1 game_core.BarView.BarView (string *name*)

Initializes a new instance of the BarView class.

5.4.3 Property Documentation

5.4.3.1 bool game_core.BarView.active `[get], [set]`

Gets or sets a value indicating whether this IndicatorView is active.

`true` if active; otherwise, `false`.

5.4.3.2 GameObject game_core.BarView.gameObject [get]

Games the object.

Returns

The object.

5.4.3.3 Vector3 game_core.BarView.position [get]

Sets the position.

The position.

5.4.3.4 RectTransform game_core.BarView.rectTransform [get]

Transform this instance.

5.4.3.5 string game_core.BarView.text [set]

Sets the text.

The text.

5.4.3.6 Transform game_core.BarView.transform [get]

Transform this instance.

5.4.3.7 float game_core.BarView.value [set]

Sets the value.

The value.

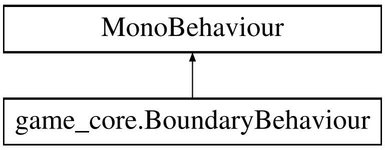
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/game_core/Assets/game_core/scripts/views/ui/Bar↩ View.cs

5.5 game_core.BoundaryBehaviour Class Reference

BoundaryBehaviour class defines the behaviour of boundary when a gameObject leaves from game zone.

Inheritance diagram for game_core.BoundaryBehaviour:



Public Attributes

- bool **destroy** =true

5.5.1 Detailed Description

BoundaryBehaviour class defines the behaviour of boundary when a gameObject leaves from game zone.

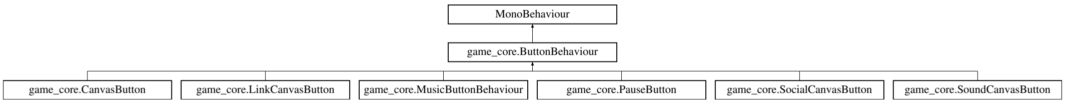
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/game_core/Assets/game_core/scripts/behaviour/game/Boundary↩ Behaviour.cs

5.6 game_core.ButtonBehaviour Class Reference

Button behaviour.

Inheritance diagram for game_core.ButtonBehaviour:


MonoBehaviour
game_core.ButtonBehaviour
game_core.CanvasButton
game_core.LinkCanvasButton
game_core.MusicButtonBehaviour
game_core.PauseButton
game_core.SocialCanvasButton
game_core.SoundCanvasButton

Public Member Functions

- virtual void OnClickEvent ()

  Raises the click event event.

Protected Member Functions

- virtual void Start ()

  Use this for initialization.
- virtual void FixedUpdate ()

  Fixed Update is called every fixed framerate frame.
- virtual void Update ()

  Update is called once per frame.
- virtual void OnEnable ()

  Raises the enable event.
- virtual void OnMouseDown ()

  Raises the mouse down event.
- virtual void OnMouseDrag ()

  Raises the mouse drag event.
- virtual void OnMouseEnter ()

  Raises the mouse enter event.
- virtual void OnMouseExit ()

  Raises the mouse exit event.
- virtual void OnMouseOver ()

  Raises the mouse over event.
- virtual void OnMouseUp ()

  Raises the mouse up event.
- virtual void **action** ()

5.6.1 Detailed Description

Button behaviour.

5.6.2 Member Function Documentation

5.6.2.1 virtual void game_core.ButtonBehaviour.FixedUpdate ( ) [protected], [virtual]

Fixed Update is called every fixed framerate frame.

5.6.2.2 virtual void game_core.ButtonBehaviour.OnClickEvent ( ) [virtual]

Raises the click event event.

5.6.2.3 virtual void game_core.ButtonBehaviour.OnEnable ( ) [protected], [virtual]

Raises the enable event.

5.6.2.4 virtual void game_core.ButtonBehaviour.OnMouseDown ( ) [protected], [virtual]

Raises the mouse down event.

5.6.2.5 virtual void game_core.ButtonBehaviour.OnMouseDrag ( ) [protected], [virtual]

Raises the mouse drag event.

5.6.2.6 virtual void game_core.ButtonBehaviour.OnMouseEnter ( ) [protected], [virtual]

Raises the mouse enter event.

5.6.2.7 virtual void game_core.ButtonBehaviour.OnMouseExit ( ) [protected], [virtual]

Raises the mouse exit event.

5.6.2.8 virtual void game_core.ButtonBehaviour.OnMouseOver ( ) [protected], [virtual]

Raises the mouse over event.

5.6.2.9 virtual void game_core.ButtonBehaviour.OnMouseUp ( ) [protected], [virtual]

Raises the mouse up event.

5.6.2.10 virtual void game_core.ButtonBehaviour.Start ( ) [protected], [virtual]

Use this for initialization.

Reimplemented in game_core.SocialCanvasButton, game_core.SoundCanvasButton, and game_core.MusicButtonBehaviour.

5.6.2.11 virtual void game_core.ButtonBehaviour.Update ( ) [protected], [virtual]

Update is called once per frame.

The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/game_core/Assets/game_core/scripts/behaviour/ui/Button↩ Behaviour.cs

5.7 game_core.ButtonView Class Reference

Button view class; Abstraction layer to deal with UI elements(Buttons in this case).

Public Member Functions

- ButtonView (string name)

  Initializes a new instance of the BarView class.

Properties

- GameObject gameObject `[get]`

  Games the object.
- Transform transform `[get]`

  Transform this instance.
- RectTransform rectTransform `[get]`

  Transform this instance.
- Vector3 position `[get]`

  Sets the position.
- bool active `[get, set]`

  Gets or sets a value indicating whether this IndicatorView is active.
- bool interactable `[get, set]`

  Gets or sets a value indicating whether this IndicatorView is active.

5.7.1 Detailed Description

Button view class; Abstraction layer to deal with UI elements(Buttons in this case).

5.7.2 Constructor & Destructor Documentation

5.7.2.1 game_core.ButtonView.ButtonView (string *name*)

Initializes a new instance of the BarView class.

5.7.3 Property Documentation

5.7.3.1 bool game_core.ButtonView.active `[get], [set]`

Gets or sets a value indicating whether this IndicatorView is active.

`true` if active; otherwise, `false`.

5.7.3.2 GameObject game_core.ButtonView.gameObject [get]

Games the object.

Returns

The object.

5.7.3.3 bool game_core.ButtonView.interactable [get], [set]

Gets or sets a value indicating whether this IndicatorView is active.

`true` if active; otherwise, `false`.

5.7.3.4 Vector3 game_core.ButtonView.position [get]

Sets the position.

The position.

5.7.3.5 RectTransform game_core.ButtonView.rectTransform [get]

Transform this instance.

5.7.3.6 Transform game_core.ButtonView.transform [get]

Transform this instance.

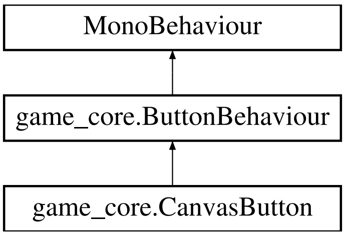
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/game_core/Assets/game_core/scripts/views/ui/Button↩ View.cs

5.8 game_core.CanvasButton Class Reference

Canvas button class.

Inheritance diagram for game_core.CanvasButton:



Public Attributes

- bool **saveId** = false
- string **sceneName** = "menu"
- int **buttonID** = 0

Protected Member Functions

- override void action ()

  Raises the mouse down event.

Additional Inherited Members

5.8.1 Detailed Description

Canvas button class.

5.8.2 Member Function Documentation

5.8.2.1 override void game_core.CanvasButton.action ( ) [protected], [virtual]

Raises the mouse down event.

Reimplemented from game_core.ButtonBehaviour.

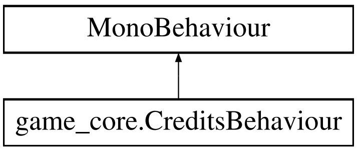
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/game_core/Assets/game_core/scripts/behaviour/ui/Canvas↩ Button.cs

5.9 game_core.CreditsBehaviour Class Reference

Credits behaviour class shows credits slowly on credits scene, whether user touches the credits changes the movement flag.

Inheritance diagram for game_core.CreditsBehaviour:



Public Member Functions

- void OnClick ()

  Raises the click event.

Public Attributes

- float **endMarker**
- float **speed** = 1.0f

5.9.1 Detailed Description

Credits behaviour class shows credits slowly on credits scene, whether user touches the credits changes the movement flag.

5.9.2 Member Function Documentation

5.9.2.1 void game_core.CreditsBehaviour.OnClick ( )

Raises the click event.

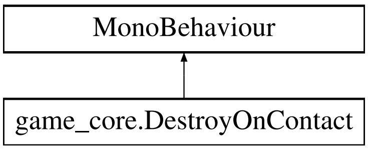
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/game_core/Assets/game_core/scripts/behaviour/ui/Credits↩ Behaviour.cs

5.10 game_core.DestroyOnContact Class Reference

DestroyOnContact class defines the behaviour of gameObject when collide with other.

Inheritance diagram for game_core.DestroyOnContact:



Public Attributes

- bool **destroy** = true

5.10.1 Detailed Description

DestroyOnContact class defines the behaviour of gameObject when collide with other.

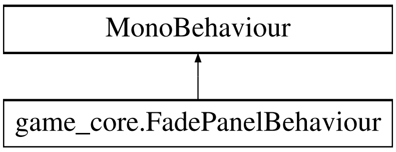
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/game_core/Assets/game_core/scripts/behaviour/game/Destroy↩ OnContact.cs

5.11 game_core.FadePanelBehaviour Class Reference

Fade panel behaviour class; makes that panels (dis)appear on the screen smoothly.

Inheritance diagram for game_core.FadePanelBehaviour:



Public Member Functions

- void fadeIn ()

  Fade IN.

Public Attributes

- float **fadeTime** = 1.0f
- bool **fadeInFlag** = true

5.11.1 Detailed Description

Fade panel behaviour class; makes that panels (dis)appear on the screen smoothly.

5.11.2 Member Function Documentation

5.11.2.1 void game_core.FadePanelBehaviour.fadeIn ( )

Fade IN.

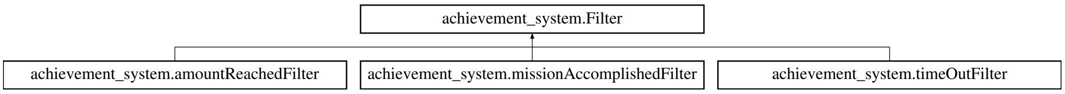
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/game_core/Assets/game_core/scripts/behaviour/ui/Fade←↩ PanelBehaviour.cs

5.12 achievement_system.Filter Class Reference

Filter abstract class define a set of operations which all objects that implement class must support.

Inheritance diagram for achievement_system.Filter:


achievement_system.Filter
achievement_system.amountReachedFilter
achievement_system.missionAccomplishedFilter
achievement_system.timeOutFilter

Public Member Functions

- Filter ()

  Initializes a new instance of the Filter class.
- abstract bool test ()

  Test this instance.

5.12.1 Detailed Description

Filter abstract class define a set of operations which all objects that implement class must support.

5.12.2 Constructor & Destructor Documentation

5.12.2.1 achievement_system.Filter.Filter ( )

Initializes a new instance of the Filter class.

5.12.3 Member Function Documentation

5.12.3.1 abstract bool achievement_system.Filter.test ( ) [pure virtual]

Test this instance.

Implemented in achievement_system.amountReachedFilter, achievement_system.missionAccomplishedFilter, and achievement_system.timeOutFilter.

The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/game_core/Assets/game_core/scripts/achievement↩ System/Filter.cs

5.13 game_core.FSMSys< T, E > Class Template Reference

FSMSystem class represents the Finite State Machine class. It has a List with the States the NPC has and methods to add, delete a state, and to change the current state the Machine is on.

Public Member Functions

- void AddState (State< T, E > s)

  This method places new states inside the FSM, or prints an ERROR message if the state was already inside the List. First state added is also the initial state.
- void DeleteState (E id)

  This method delete a state from the FSM List if it exists, or prints an ERROR message if the state was not on the List.
- void PerformTransition (T trans)

  This method tries to change the state the FSM is in based on the current state and the transition passed. If current state doesn't have a target state for the transition passed, an ERROR message is printed.

Public Attributes

- E **nullStateID**
- T **nullTransition**

Properties

- E **CurrentStateID** [get]
- State< T, E > **CurrentState** [get]

5.13.1 Detailed Description

FSMSystem class represents the Finite State Machine class. It has a List with the States the NPC has and methods to add, delete a state, and to change the current state the Machine is on.

Type Constraints

T **:** ***struct***

T **:** ***IConvertible***

E **:** ***struct***

E **:** ***IConvertible***

5.13.2 Member Function Documentation

5.13.2.1 void **game_core.FSMSys**< T, E >.AddState (**State**< T, E > *s*)

This method places new states inside the FSM, or prints an ERROR message if the state was already inside the List. First state added is also the initial state.

5.13.2.2 void **game_core.FSMSys**< T, E >.DeleteState (E *id*)

This method delete a state from the FSM List if it exists, or prints an ERROR message if the state was not on the List.

5.13.2.3 void **game_core.FSMSys**< T, E >.PerformTransition (T *trans*)

This method tries to change the state the FSM is in based on the current state and the transition passed. If current state doesn't have a target state for the transition passed, an ERROR message is printed.

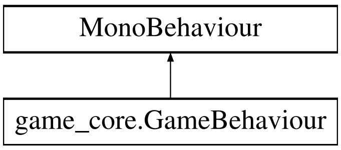
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/game_core/Assets/game_core/plugins/FSMSystem.cs

5.14 game_core.GameBehaviour Class Reference

Game behaviour class is a test system to verify the right operation of code.

Inheritance diagram for game_core.GameBehaviour:



Public Attributes

- missionAccomplishedFilter **saveThePrince**
- amountReachedFilter **collectedCoins**
- timeOutFilter **timeOut**

5.14.1 Detailed Description

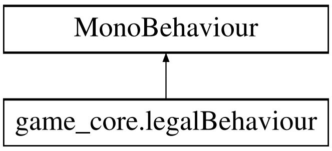
Game behaviour class is a test system to verify the right operation of code.

The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/game_core/Assets/game_core/scripts/behaviour/game/Game↩ Behaviour.cs

5.15 game_core.legalBehaviour Class Reference

Inheritance diagram for game_core.legalBehaviour:



5.15.1 Detailed Description

Legal behaviour class; manage legal text saved in PlayerPrefs.

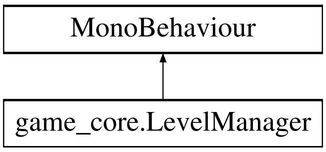
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/game_core/Assets/game_core/scripts/behaviour/ui/legal↩ Behaviour.cs

5.16 game_core.LevelManager Class Reference

Level manager class; Deals with level load transaction.

Inheritance diagram for game_core.LevelManager:



Static Public Member Functions

- static void Load (string name)

  Load the specified name.

Static Protected Attributes

- static LevelManager **instance**
- static string **levelName** =""

Properties

- static LevelManager Instance `[get]`

  Gets the instance.
- static string loadingLevel `[get, set]`

  Gets or sets the loading level.

5.16.1 Detailed Description

Level manager class; Deals with level load transaction.

5.16.2 Member Function Documentation

5.16.2.1 static void game_core.LevelManager.Load (string *name*) [static]

Load the specified name.

Parameters

name	Name.

5.16.3 Property Documentation

5.16.3.1 LevelManager game_core.LevelManager.Instance [static], [get]

Gets the instance.

The instance.

5.16.3.2 string game_core.LevelManager.loadingLevel [static], [get], [set]

Gets or sets the loading level.

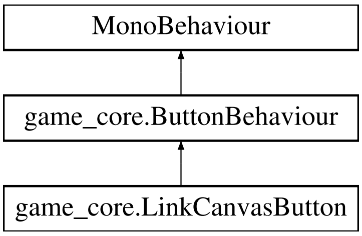
The loading level.

The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/game_core/Assets/game_core/scripts/managers/Level←
Manager.cs

5.17 game_core.LinkCanvasButton Class Reference

Inheritance diagram for game_core.LinkCanvasButton:



Public Attributes

- string **link** = ""

Protected Member Functions

- override void action ()

  Action this instance.

Additional Inherited Members

5.17.1 Detailed Description

Link canvas button class; manage external links.

5.17.2 Member Function Documentation

5.17.2.1 override void game_core.LinkCanvasButton.action ( ) [protected], [virtual]

Action this instance.

Reimplemented from game_core.ButtonBehaviour.

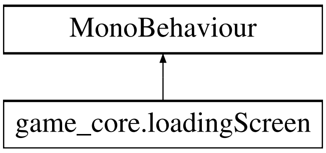
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/game_core/Assets/game_core/scripts/behaviour/ui/Link↩ CanvasButton.cs

5.18 game_core.loadingScreen Class Reference

Loading screen.

Inheritance diagram for game_core.loadingScreen:



Public Attributes

- Color backgroundColor = Color.black

  The color of the background.
- Color textColor = Color.white

  The color of the text.
- string message = "Loading ..."

  The message shown on screen.
- GUIStyle style

  The style of GUI.

5.18.1 Detailed Description

Loading screen.

5.18.2 Member Data Documentation

5.18.2.1 Color game_core.loadingScreen.backgroundColor = Color.black

The color of the background.

5.18.2.2 string game_core.loadingScreen.message = "Loading ..."

The message shown on screen.

5.18.2.3 GUIStyle game_core.loadingScreen.style

The style of GUI.

5.18.2.4 Color game_core.loadingScreen.textColor = Color.white

The color of the text.

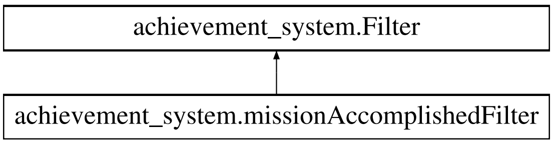
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/game_core/Assets/game_core/scripts/behaviour/game/loading↩
  Screen.cs

5.19 achievement_system.missionAccomplishedFilter Class Reference

Dichotomic filter; it tests whether the mission is accomplished.

Inheritance diagram for achievement_system.missionAccomplishedFilter:


achievement_system.Filter
achievement_system.missionAccomplishedFilter

Public Member Functions

- missionAccomplishedFilter ()

  Initializes a new instance of the game_core.timeOutFilter class.
- override bool test ()

  Test this instance.

Public Attributes

- bool **missionFlag** = false

5.19.1 Detailed Description

Dichotomic filter; it tests whether the mission is accomplished.

5.19.2 Constructor & Destructor Documentation

5.19.2.1 achievement_system.missionAccomplishedFilter.missionAccomplishedFilter ( )

Initializes a new instance of the game_core.timeOutFilter class.

5.19.3 Member Function Documentation

5.19.3.1 override bool achievement_system.missionAccomplishedFilter.test ( ) [virtual]

Test this instance.

Implements achievement_system.Filter.

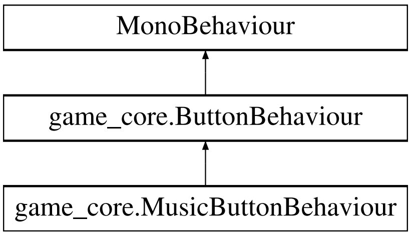
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/game_core/Assets/game_core/scripts/achievement↩
  System/filters.cs

5.20 game_core.MusicButtonBehaviour Class Reference

Music button behaviour class; Enable/Disable music.

Inheritance diagram for game_core.MusicButtonBehaviour:



Public Attributes

- Sprite **buttonNormal**
- Sprite **buttonPushed**

Protected Member Functions

- override void Start ()

  Use this for initialization.
- override void action ()

  Execute action(OnClick).

Additional Inherited Members

5.20.1 Detailed Description

Music button behaviour class; Enable/Disable music.

5.20.2 Member Function Documentation

5.20.2.1 override void game_core.MusicButtonBehaviour.action ( ) [protected], [virtual]

Execute action(OnClick).

Reimplemented from game_core.ButtonBehaviour.

5.20.2.2 override void game_core.MusicButtonBehaviour.Start ( ) [protected], [virtual]

Use this for initialization.

Reimplemented from game_core.ButtonBehaviour.

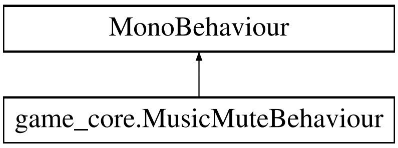
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/game_core/Assets/game_core/scripts/behaviour/ui/Music↩ ButtonBehaviour.cs

5.21 game_core.MusicMuteBehaviour Class Reference

Music mute configuration.

Inheritance diagram for game_core.MusicMuteBehaviour:



Public Member Functions

- void setActive (bool value)

  Enable/Disable audio.

5.21.1 Detailed Description

Music mute configuration.

5.21.2 Member Function Documentation

5.21.2.1 void game_core.MusicMuteBehaviour.setActive (bool *value*)

Enable/Disable audio.

Parameters

value	If set to `true` value.

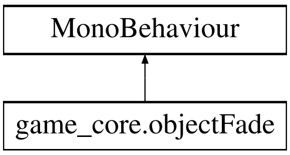
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/game_core/Assets/game_core/scripts/behaviour/game/Music↩ MuteBehaviour.cs

5.22 game_core.objectFade Class Reference

Object fade behaviour.

Inheritance diagram for game_core.objectFade:



Public Attributes

- Vector3 **startMarker**
- Vector3 **endMarker**
- float **speed** = 1.0F

5.22.1 Detailed Description

Object fade behaviour.

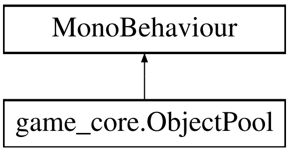
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/game_core/Assets/game_core/scripts/behaviour/game/object↩ Fade.cs

5.23 game_core.ObjectPool Class Reference

Object pool class creates and manages object instances.

Inheritance diagram for game_core.ObjectPool:



Public Member Functions

- GameObject activateObject ()

  This method gets the first available gameObject in the array.

Public Attributes

- GameObject[ ] **objectPool**
- int **numberOfObjects** = 0
- GameObject **prefab**

5.23.1 Detailed Description

Object pool class creates and manages object instances.

5.23.2 Member Function Documentation

5.23.2.1 GameObject game_core.ObjectPool.activateObject ( )

This method gets the first available gameObject in the array.

The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/game_core/Assets/game_core/scripts/behaviour/game/Object↩ Pool.cs

5.24 game_core.PanelView Class Reference

Panel view class; Abstraction layer to deal with UI elements(Panel in this case).

Public Member Functions

- PanelView (string name)

  Initializes a new instance of the PanelView class.

Properties

- GameObject gameObject `[get]`

  Games the object.
- Transform transform `[get]`

  Transform this instance.
- RectTransform rectTransform `[get]`

  Transform this instance.
- Vector3 position `[get]`

  Sets the position.
- bool active `[get, set]`

  Gets or sets a value indicating whether this IndicatorView is active.

5.24.1 Detailed Description

Panel view class; Abstraction layer to deal with UI elements(Panel in this case).

5.24.2 Constructor & Destructor Documentation

5.24.2.1 game_core.PanelView.PanelView (string *name*)

Initializes a new instance of the PanelView class.

5.24.3 Property Documentation

5.24.3.1 bool game_core.PanelView.active `[get]`, `[set]`

Gets or sets a value indicating whether this IndicatorView is active.

`true` if active; otherwise, `false`.

5.24.3.2 GameObject game_core.PanelView.gameObject `[get]`

Games the object.

Returns

The object.

5.24.3.3 Vector3 game_core.PanelView.position `[get]`

Sets the position.

The position.

5.24.3.4 RectTransform game_core.PanelView.rectTransform [get]

Transform this instance.

5.24.3.5 Transform game_core.PanelView.transform [get]

Transform this instance.

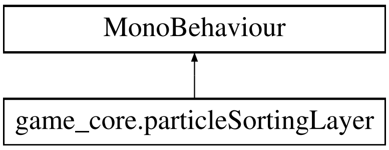
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/game_core/Assets/game_core/scripts/views/ui/Panel←
View.cs

5.25 game_core.particleSortingLayer Class Reference

This class sets the particle sorting layer in 2D perspective.

Inheritance diagram for game_core.particleSortingLayer:



Public Attributes

- int **order** = 0
- string **layerName** = "foreground"

5.25.1 Detailed Description

This class sets the particle sorting layer in 2D perspective.

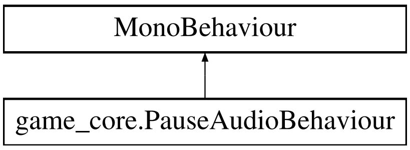
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/game_core/Assets/game_core/scripts/behaviour/game/particle←
SortingLayer.cs

5.26 game_core.PauseAudioBehaviour Class Reference

Music behaviour on game pause.

Inheritance diagram for game_core.PauseAudioBehaviour:



5.26.1 Detailed Description

Music behaviour on game pause.

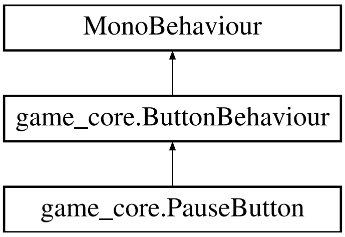
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/game_core/Assets/game_core/scripts/behaviour/game/Pause↩ AudioBehaviour.cs

5.27 game_core.PauseButton Class Reference

Pause button.

Inheritance diagram for game_core.PauseButton:



Protected Member Functions

- override void action ()

  Execute aciton(OnClick).

Additional Inherited Members

5.27.1 Detailed Description

Pause button.

5.27.2 Member Function Documentation

5.27.2.1 override void game_core.PauseButton.action ( ) [protected], [virtual]

Execute aciton(OnClick).

Reimplemented from game_core.ButtonBehaviour.

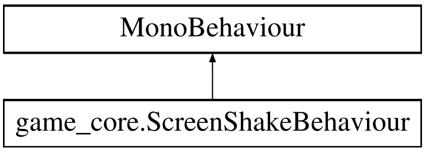
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/game_core/Assets/game_core/scripts/behaviour/ui/Pause↩ Button.cs

5.28 game_core.ScreenShakeBehaviour Class Reference

Screen shake effect behaviour.

Inheritance diagram for game_core.ScreenShakeBehaviour:



Public Member Functions

- void OnShake ()

  Raises the shake event.

Public Attributes

- Transform camTransform

  Transform of the camera to shake. Grabs the gameObject's transform if null.
- bool onEnableShake =true

  How long the object should shake for.
- float **shake** = 0f
- float shakeAmount = 0.7f

  Amplitude of the shake. A larger value shakes the camera harder.
- float **decreaseFactor** = 1.0f

5.28.1 Detailed Description

Screen shake effect behaviour.

5.28.2 Member Function Documentation

5.28.2.1 void game_core.ScreenShakeBehaviour.OnShake ( )

Raises the shake event.

5.28.3 Member Data Documentation

5.28.3.1 Transform game_core.ScreenShakeBehaviour.camTransform

Transform of the camera to shake. Grabs the gameObject's transform if null.

5.28.3.2 bool game_core.ScreenShakeBehaviour.onEnableShake =true

How long the object should shake for.

5.28.3.3 float game_core.ScreenShakeBehaviour.shakeAmount = 0.7f

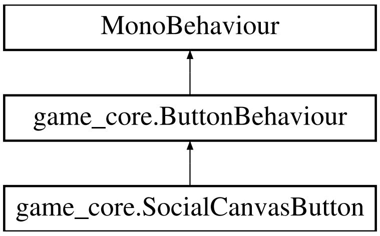
Amplitude of the shake. A larger value shakes the camera harder.

The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/game_core/Assets/game_core/scripts/behaviour/game/Screen↩ ShakeBehaviour.cs

5.29 game_core.SocialCanvasButton Class Reference

Inheritance diagram for game_core.SocialCanvasButton:



Public Attributes

- string **title** = "GAME TITLE"
- string **url** = "http://looneybits.com"
- string **caption** = "GAME TITLE"
- string **description** = "Super Score: "
- string **hashtags** = "#looneybits"
- string **variableName** = "superScore"
- string **FBAppID** = "1435061540094302"
- string **FBRedirectUri** = "http://looneybits.com"

Protected Member Functions

- override void Start ()

  Use this for initialization.
- override void action ()

  PROBLEM: Right now the best solution to solve the problem of share button with facebook is use dialog system. Sharer system has suffered some changes.

Additional Inherited Members

5.29.1 Detailed Description

Social canvas button class; Share in social media the player score.

5.29.2 Member Function Documentation

5.29.2.1 override void game_core.SocialCanvasButton.action ( ) [protected], [virtual]

PROBLEM: Right now the best solution to solve the problem of share button with facebook is use dialog system. Sharer system has suffered some changes.

1 SOLUTION SAMPLE OF FACEBOOK DIALOGS:(CHANGE APP_ID) http://www.facebook.com/dialog/feed? app_id=123050457758183& link=http://developers.facebook.com/docs/reference/dia picture=http://looneybits.com/assets/img/p04.png& name=Facebook%20Dialogs& caption=Reference%20Documentation& description=Dialogs%20provide%20a%20simple,%20consistent%20interface%20for%20applications%20to%20inte message=Facebook%20Dialogs%20are%20so%20easy!& redirect_uri=http://www.example.com/response

REQUISITES(TWITTER DOES NOT HAVE REQUISITES) FACEBOOK ACCOUNT REGISTER AS FACEBOOK DEVELOPER APP_ID YOU MUST TO HAVE AN APP_ID. REGISTER A SIMPLE APP ON http://developers.facebook.com

2 SOLUTION SAMPLE OF FACEBOOK SHARER.php (DEPRECATED HALF SOLUTION) http://www.facebook.com/sharer.php?s=100 &p[title]=TITLE &p[url]=http://looneybits.com &p[summary]=yoursummaryhere &p[images][0]=http://looneybits.com/assets/img/p04.png";

```
LITERATURE:
http://stackoverflow.com/questions/5023602/facebook-share-body-text

WITH OLD SHARER.php
string facebookshare = "https://www.facebook.com/sharer/sharer.php?t="+System.Uri.EscapeDataString(title)+"&u=
string facebookshare = "http://www.facebook.com/sharer.php?s=100&p[title]=TITLE&p[url]=http://looneybits.com&p
```

Reimplemented from game_core.ButtonBehaviour.

5.29.2.2 override void game_core.SocialCanvasButton.Start ( ) [protected], [virtual]

Use this for initialization.

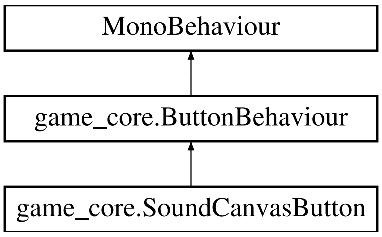
Reimplemented from game_core.ButtonBehaviour.

The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/game_core/Assets/game_core/scripts/behaviour/ui/SocialCanvasButton.cs

5.30 game_core.SoundCanvasButton Class Reference

Inheritance diagram for game_core.SoundCanvasButton:



Public Attributes

- Sprite **buttonNormal**
- Sprite **buttonPushed**

Protected Member Functions

- override void Start ()

  Use this for initialization.
- override void action ()

  Action this instance.

Additional Inherited Members

5.30.1 Detailed Description

Sound canvas button class; Enable/Disable sound.

5.30.2 Member Function Documentation

5.30.2.1 override void game_core.SoundCanvasButton.action ( ) [protected], [virtual]

Action this instance.

Reimplemented from game_core.ButtonBehaviour.

5.30.2.2 override void game_core.SoundCanvasButton.Start ( ) [protected], [virtual]

Use this for initialization.

Reimplemented from game_core.ButtonBehaviour.

The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/game_core/Assets/game_core/scripts/behaviour/ui/Sound↩ CanvasButton.cs

5.31 game_core.SoundView Class Reference

Sound view class; Abstraction layer to deal with UI elements(Sound in this case).

Public Member Functions

- SoundView (string name)

  Initializes a new instance of the SoundView class.

Properties

- GameObject gameObject [get]

  Games the object.
- Transform transform [get]

  Transform this instance.
- AudioSource audioSource [get]

  Transform this instance.
- Vector3 position [get]

  Sets the position.
- bool active [get, set]

  Gets or sets a value indicating whether this IndicatorView is active.
- bool play [get, set]

  Gets or sets a value indicating whether this SoundView is play.
- float volume [get, set]

  Gets or sets the volume.
- float pitch [get, set]

  Gets or sets the pitch.

5.31.1 Detailed Description

Sound view class; Abstraction layer to deal with UI elements(Sound in this case).

5.31.2 Constructor & Destructor Documentation

5.31.2.1 game_core.SoundView.SoundView (string *name*)

Initializes a new instance of the SoundView class.

5.31.3 Property Documentation

5.31.3.1 bool game_core.SoundView.active `[get], [set]`

Gets or sets a value indicating whether this IndicatorView is active.

`true` if active; otherwise, `false`.

5.31.3.2 AudioSource game_core.SoundView.audioSource `[get]`

Transform this instance.

5.31.3.3 GameObject game_core.SoundView.gameObject `[get]`

Games the object.

Returns

The object.

5.31.3.4 float game_core.SoundView.pitch `[get], [set]`

Gets or sets the pitch.

The pitch.

5.31.3.5 bool game_core.SoundView.play `[get], [set]`

Gets or sets a value indicating whether this SoundView is play.

`true` if play; otherwise, `false`.

5.31.3.6 Vector3 game_core.SoundView.position `[get]`

Sets the position.

The position.

5.31.3.7 Transform game_core.SoundView.transform `[get]`

Transform this instance.

5.31.3.8 float game_core.SoundView.volume `[get], [set]`

Gets or sets the volume.

The volume.

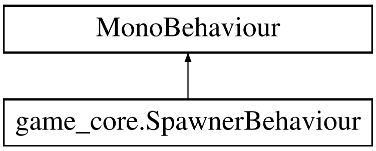
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/game_core/Assets/game_core/scripts/views/ui/Sound↩ View.cs

5.32 game_core.SpawnerBehaviour Class Reference

This class spawns objects with a certain force and every X seconds(timeRange).

Inheritance diagram for game_core.SpawnerBehaviour:



Public Attributes

- Vector2 **timeRange** = new Vector2(5.0f,10.0f)
- Vector2 **force** = new Vector2(0,-200)

5.32.1 Detailed Description

This class spawns objects with a certain force and every X seconds(timeRange).

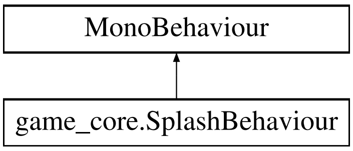
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/game_core/Assets/game_core/scripts/behaviour/game/Spawner↩ Behaviour.cs

5.33 game_core.SplashBehaviour Class Reference

Splash behaviour.

Inheritance diagram for game_core.SplashBehaviour:



Public Attributes

- float **timeOut** = 1.0f
- string **levelName** = "menu"

5.33.1 Detailed Description

Splash behaviour.

The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/game_core/Assets/game_core/scripts/behaviour/game/Splash↩ Behaviour.cs

5.34 game_core.StarView Class Reference

Star view class; Abstraction layer to deal with UI elements(Star in this case).

Public Member Functions

- StarView (string name)

    Initializes a new instance of the BarView class.

Properties

- GameObject gameObject `[get]`

    Games the object.
- Transform transform `[get]`

    Transform this instance.
- RectTransform rectTransform `[get]`

    Transform this instance.
- Vector3 position `[get]`

    Sets the position.
- bool active `[get, set]`

    Gets or sets a value indicating whether this IndicatorView is active.
- bool activeStar `[get, set]`

    Gets or sets a value indicating whether this IndicatorView is active.

5.34.1 Detailed Description

Star view class; Abstraction layer to deal with UI elements(Star in this case).

5.34.2 Constructor & Destructor Documentation

5.34.2.1 game_core.StarView.StarView (string *name*)

Initializes a new instance of the BarView class.

5.34.3 Property Documentation

5.34.3.1 bool game_core.StarView.active `[get], [set]`

Gets or sets a value indicating whether this IndicatorView is active.

`true` if active; otherwise, `false`.

5.34.3.2 bool game_core.StarView.activeStar `[get], [set]`

Gets or sets a value indicating whether this IndicatorView is active.

`true` if active; otherwise, `false`.

5.34.3.3 GameObject game_core.StarView.gameObject [get]

Games the object.

Returns

The object.

5.34.3.4 Vector3 game_core.StarView.position [get]

Sets the position.

The position.

5.34.3.5 RectTransform game_core.StarView.rectTransform [get]

Transform this instance.

5.34.3.6 Transform game_core.StarView.transform [get]

Transform this instance.

The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/game_core/Assets/game_core/scripts/views/ui/Star↩ View.cs

5.35 game_core.State< T, E > Class Template Reference

This class represents the States in the Finite State System. Each state has a Dictionary with pairs (transition-state) showing which state the FSM should be if a transition is fired while this state is the current state. Method Reason is used to determine which transition should be fired . Method Act has the code to perform the actions the NPC is supposed do if it's on this state.

Public Member Functions

- void **AddTransition** (T trans, E id)
- void DeleteTransition (T trans)

  This method deletes a pair transition-state from this state's map. If the transition was not inside the state's map, an ERROR message is printed.
- E GetOutputState (T trans)

  This method returns the new state the FSM should be if this state receives a transition and
- virtual void DoBeforeEntering ()

  This method is used to set up the State condition before entering it. It is called automatically by the FSMSystem class before assigning it to the current state.
- virtual void DoBeforeLeaving ()

  This method is used to make anything necessary, as reseting variables before the FSMSystem changes to another one. It is called automatically by the FSMSystem before changing to a new state.
- abstract void Reason ()

  This method decides if the state should transition to another on its list NPC is a reference to the object that is controlled by this class
- abstract void Act ()

  This method controls the behavior of the NPC in the game World. Every action, movement or communication the NPC does should be placed here NPC is a reference to the object that is controlled by this class

Public Attributes

- T **nullTransition**
- E **nullStateID**

Protected Attributes

- Dictionary< T, E > **map** = new Dictionary<T, E>()
- E **stateID**

Properties

- E **ID** `[get]`

5.35.1 Detailed Description

This class represents the States in the Finite State System. Each state has a Dictionary with pairs (transition-state) showing which state the FSM should be if a transition is fired while this state is the current state. Method Reason is used to determine which transition should be fired . Method Act has the code to perform the actions the NPC is supposed do if it's on this state.

A Finite State Machine System based on Chapter 3.1 of Game Programming Gems 1 by Eric Dybsand

Written by Roberto Cezar Bianchini, July 2010

How to use:

1. Place the labels for the transitions and the states of the Finite State System in the corresponding enums.
2. Write new class(es) inheriting from FSMState and fill each one with pairs (transition-state). These pairs represent the state S2 the FSMSystem should be if while being on state S1, a transition T is fired and state S1 has a transition from it to S2. Remember this is a Deterministic FSM. You can't have one transition leading to two different states.

   Method Reason is used to determine which transition should be fired. You can write the code to fire transitions in another place, and leave this method empty if you feel it's more appropriate to your project.

   Method Act has the code to perform the actions the NPC is supposed do if it's on this state. You can write the code for the actions in another place, and leave this method empty if you feel it's more appropriate to your project.
3. Create an instance of FSMSystem class and add the states to it.
4. Call Reason and Act (or whichever methods you have for firing transitions and making the NPCs behave in your game) from your Update or FixedUpdate methods.

Asynchronous transitions from Unity Engine, like OnTriggerEnter, SendMessage, can also be used, just call the Method PerformTransition from your FSMSystem instance with the correct Transition when the event occurs.

Type Constraints

T* : *struct

T* : *IConvertible

E* : *struct

E* : *IConvertible

5.35.2 Member Function Documentation

5.35.2.1 abstract void **game_core.State**< T, E >.Act ( ) [pure virtual]

This method controls the behavior of the NPC in the game World. Every action, movement or communication the NPC does should be placed here NPC is a reference to the object that is controlled by this class

5.35.2.2 void **game_core.State**< T, E >.DeleteTransition (T *trans*)

This method deletes a pair transition-state from this state's map. If the transition was not inside the state's map, an ERROR message is printed.

5.35.2.3 virtual void **game_core.State**< T, E >.DoBeforeEntering ( ) [virtual]

This method is used to set up the State condition before entering it. It is called automatically by the FSMSystem class before assigning it to the current state.

5.35.2.4 virtual void **game_core.State**< T, E >.DoBeforeLeaving ( ) [virtual]

This method is used to make anything necessary, as reseting variables before the FSMSystem changes to another one. It is called automatically by the FSMSystem before changing to a new state.

5.35.2.5 E **game_core.State**< T, E >.GetOutputState (T *trans*)

This method returns the new state the FSM should be if this state receives a transition and

5.35.2.6 abstract void **game_core.State**< T, E >.Reason ( ) [pure virtual]

This method decides if the state should transition to another on its list NPC is a reference to the object that is controlled by this class

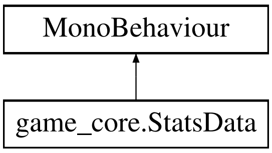
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/game_core/Assets/game_core/plugins/FSMSystem.cs

5.36 game_core.StatsData Class Reference

Stats data class; manages the stats saved in PlayerPrefs.

Inheritance diagram for game_core.StatsData:



Public Attributes

- string **variableName** =""

5.36.1 Detailed Description

Stats data class; manages the stats saved in PlayerPrefs.

The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/game_core/Assets/game_core/scripts/behaviour/ui/Stats↩ Data.cs

5.37 game_core.TextView Class Reference

Text view class; Abstraction layer to deal with UI elements(Text in this case).

Public Member Functions

- TextView (string name)

  Initializes a new instance of the TextView class.

Properties

- GameObject gameObject `[get]`

  Games the object.
- Transform transform `[get]`

  Transform this instance.
- RectTransform rectTransform `[get]`

  Transform this instance.
- Vector3 position `[get]`

  Sets the position.
- bool active `[get, set]`

  Gets or sets a value indicating whether this IndicatorView is active.
- string text `[set]`

  Sets the text.

5.37.1 Detailed Description

Text view class; Abstraction layer to deal with UI elements(Text in this case).

5.37.2 Constructor & Destructor Documentation

5.37.2.1 game_core.TextView.TextView (string *name*)

Initializes a new instance of the TextView class.

5.37.3 Property Documentation

5.37.3.1 bool game_core.TextView.active `[get]`, `[set]`

Gets or sets a value indicating whether this IndicatorView is active.

`true` if active; otherwise, `false`.

5.37.3.2 GameObject game_core.TextView.gameObject [get]

Games the object.

Returns

The object.

5.37.3.3 Vector3 game_core.TextView.position [get]

Sets the position.

The position.

5.37.3.4 RectTransform game_core.TextView.rectTransform [get]

Transform this instance.

5.37.3.5 string game_core.TextView.text [set]

Sets the text.

The text.

5.37.3.6 Transform game_core.TextView.transform [get]

Transform this instance.

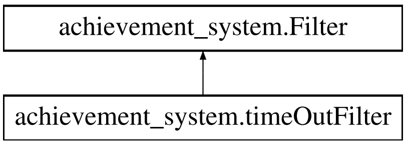
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/game_core/Assets/game_core/scripts/views/ui/Text↩ View.cs

5.38 achievement_system.timeOutFilter Class Reference

time filter; it tests whether the time is over.

Inheritance diagram for achievement_system.timeOutFilter:



Public Member Functions

- timeOutFilter ()

  Initializes a new instance of the game_core.timeOutFilter class.
- override bool test ()

  Test this instance.

Public Attributes

- float **timeLimit** = 0.0f

Properties

- float time [get, set]

  Gets or sets the time.

5.38.1 Detailed Description

time filter; it tests whether the time is over.

5.38.2 Constructor & Destructor Documentation

5.38.2.1 achievement_system.timeOutFilter.timeOutFilter ( )

Initializes a new instance of the game_core.timeOutFilter class.

5.38.3 Member Function Documentation

5.38.3.1 override bool achievement_system.timeOutFilter.test ( ) [virtual]

Test this instance.

Implements achievement_system.Filter.

5.38.4 Property Documentation

5.38.4.1 float achievement_system.timeOutFilter.time [get], [set]

Gets or sets the time.

The time.

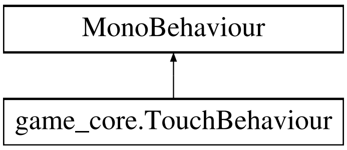
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/game_core/Assets/game_core/scripts/achievement↩ System/filters.cs

5.39 game_core.TouchBehaviour Class Reference

Touch behaviour class; Not in use, but define a set of operations which all objects that implement class must support (similar ButtonBehaviour class).

Inheritance diagram for game_core.TouchBehaviour:



Protected Member Functions

- virtual void Start ()

  Use this for initialization
- virtual void Update ()

  Update is called once per frame
- virtual void OnTouchBegan (Vector3 v)

  Raises the touch began event.
- virtual void OnTouchCanceled (Vector3 v)

  Raises the touch canceled event.
- virtual void OnTouchEnded (Vector3 v)

  Raises the touch ended event.
- virtual void OnTouchMoved (Vector3 v)

  Raises the touch moved event.
- virtual void OnTouchStay (Vector3 v)

  Raises the touch stay event.
- virtual void **action** ()

5.39.1 Detailed Description

Touch behaviour class; Not in use, but define a set of operations which all objects that implement class must support (similar ButtonBehaviour class).

5.39.2 Member Function Documentation

5.39.2.1 virtual void game_core.TouchBehaviour.OnTouchBegan (Vector3 *v*) [protected], [virtual]

Raises the touch began event.

Parameters

v	V.

5.39.2.2 virtual void game_core.TouchBehaviour.OnTouchCanceled (Vector3 *v*) [protected], [virtual]

Raises the touch canceled event.

Parameters

v	V.

5.39.2.3 virtual void game_core.TouchBehaviour.OnTouchEnded (Vector3 *v*) [protected], [virtual]

Raises the touch ended event.

Parameters

v	V.

5.39.2.4 virtual void game_core.TouchBehaviour.OnTouchMoved (Vector3 *v*) [protected], [virtual]

Raises the touch moved event.

Parameters

v	V.

5.39.2.5 virtual void game_core.TouchBehaviour.OnTouchStay (Vector3 *v*) [protected], [virtual]

Raises the touch stay event.

Parameters

v	V.

5.39.2.6 virtual void game_core.TouchBehaviour.Start ( ) [protected], [virtual]

Use this for initialization

5.39.2.7 virtual void game_core.TouchBehaviour.Update ( ) [protected], [virtual]

Update is called once per frame

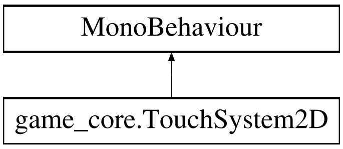
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/game_core/Assets/game_core/scripts/behaviour/ui/Touch↩ Behaviour.cs

5.40 game_core.TouchSystem2D Class Reference

Touch system2d(Vector2) class; Deals with the hits on the screen.

Inheritance diagram for game_core.TouchSystem2D:



Public Attributes

- LayerMask touchInputMask

  Layer mask name for example input.
- Camera **camera**

5.40.1 Detailed Description

Touch system2d(Vector2) class; Deals with the hits on the screen.

5.40.2 Member Data Documentation

5.40.2.1 LayerMask game_core.TouchSystem2D.touchInputMask

Layer mask name for example input.

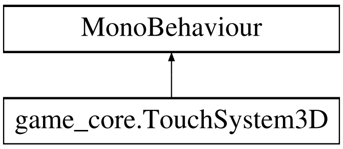
The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/game_core/Assets/game_core/scripts/touchSystem/Touch↩ System2D.cs

5.41 game_core.TouchSystem3D Class Reference

Touch system3d(Vector3) class; Deals with the hits on the screen.

Inheritance diagram for game_core.TouchSystem3D:



Public Attributes

- LayerMask touchInputMask

  Layer mask name for example input.
- Camera **camera**

5.41.1 Detailed Description

Touch system3d(Vector3) class; Deals with the hits on the screen.

5.41.2 Member Data Documentation

5.41.2.1 LayerMask game_core.TouchSystem3D.touchInputMask

Layer mask name for example input.

The documentation for this class was generated from the following file:

- /Users/mrferrys/Documents/looneybits/works/unity/game_core/Assets/game_core/scripts/touchSystem/Touch↩ System3D.cs

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