

AMAZING BRICK ASSET STORE

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Namespace Index

1.1 Packages

Here are the packages with brief descriptions (if available):

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Hierarchical Index

2.1 Class Hierarchy

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Chapter 3

Class Index

3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

AnimationMenuOut	Class in charge to animate out UI	11
AnimationTransition	Class in charge to handle the transition animation (in and out)	12
AnimButtonHierarchy	Class in charge to animate button horizontally, one to left, then one to right etc...	14
AutoDespawnShurikenParticle	Despawn particle when they finished their animation	15
BackgroundColorChangeLogic	Change the color of the background (cf ColorManager)	16
BestScoreText	Script use to set the best score UI Text	16
BlancBorderLogic	Script attached to square border to have them write, always. Please change this value if you want to change the sprite color	17
BottomLimitLogic	script attached to GameObject we want to have always at the bottom of the main camera	18
ButtonAnimation	Class in charge to animate button when we press it	19
ButtonLeaderboard	Open the leaderboard	20
ButtonStart	Class attached to the start button. Run the game.	21
CameraShake	A simple script to shake the camera when the player hit an obstacle	22
CameraZoomManager	This script is disable. If you want to use it, enable it and add it to the camera. This script handle zomm in and out according to player move.	23
CanvasGameOver	Class in charge of the canvas displayed when the game is over	24
CheckIfOutOfScreen	Class attached to Obstacle prefaabs (Rectangle and carre in Prefabs/Obstacles folder) This call will dispawned all obstacles who are out of screen	26
ColorChangeBase	Class in chage to handle the color changes. All script who handle color change inherit from this class.	27
Colored	Class to handle color changing in the game	29

ColorManager	Class in charge to change the background color	30
Constants	Some constants	32
CountdownLogic	Class in charge to move the two big walls continuously	32
DesactivateIfPlayerFarAway	An helper script to deactivate game object if the player is far away from it	34
DiamondText	Script use to set the life UI Text	35
DontRotate	Script attached to GameObject when we want to lock the rotation	36
EventManager		37
FixRotation	Attach to game object we need to have always with rotation to 0	40
GameManager	Class in charge of the pooling system (to spawn obstacle prefabs), trigger start and finished event, and display points / best score / button start when nedded	41
ImageColorChangeLogic	An helper scrip to change color of images	44
InputTouch	Class in charge to listen the touch or click, and send event to subscribers	45
InvertColor	Class to invert color	46
ItemBase	Class in charge of the pooling system (to spawn obstacle prefabs), trigger start and finished event, and display points / best score / button start when nedded	47
ItemDiamond	Script attached to diamond GameObject	49
ItemSpaceTrap	BETA - for a next version	50
LastScoreText	Script use to set the last score UI Text	52
LeaderboardManager	Class in charge of the leaderboard.	53
LifeText	Script use to set the life UI Text	54
MainCameraManager	Class in charge to follow the player and to place the left and right walls on the screen	55
MonoBehaviorHelper	Class to avoid some duplicate codes.	57
MoveInOutWhenVisible	Move some game object when they became visible and juste before they became invisible	60
ObjectPool	Class in charge to put object in pool.	61
ObstacleDestroyer	Destroy the obstacle. Not use. Attach it to the Camera if you want to use this.	62
ObstacleHelper	An helper class for the obstacle	62
ObstacleLogic	Class in charge to display obstacle in the game	64
ObstacleMiniLogic	Obstacle Mini are the cube in the background. This class handle the creation	66
ObstacleTextColorChangeLogic	Class in charge to change the color of the text between obstacles in the game	68
PlayerManager	Class who managed the player	69

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Chapter 4

Namespace Documentation

4.1 AppAdvisory Namespace Reference

Classes

- class [Util](#)
An utility class

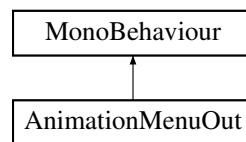
Chapter 5

Class Documentation

5.1 AnimationMenuOut Class Reference

Class in charge to animate out UI

Inheritance diagram for AnimationMenuOut:



Public Attributes

- bool [fromLeft](#)

Private Member Functions

- void [Awake](#) ()
- void [OnEnable](#) ()
- void [OnDisable](#) ()
- void [OnGameStarted](#) ()
- void [DoLerpPositionOUT](#) (Transform t)

Private Attributes

- Camera [cam](#)

5.1.1 Detailed Description

Class in charge to animate out UI

5.1.2 Member Function Documentation

5.1.2.1 void AnimationMenuOut.Awake () [private]

5.1.2.2 void AnimationMenuOut.DoLerpPositionOUT (Transform *t*) [private]

5.1.2.3 void AnimationMenuOut.OnDisable () [private]

5.1.2.4 void AnimationMenuOut.OnEnable () [private]

5.1.2.5 void AnimationMenuOut.OnGameStarted () [private]

5.1.3 Member Data Documentation

5.1.3.1 Camera AnimationMenuOut.cam [private]

5.1.3.2 bool AnimationMenuOut.fromLeft

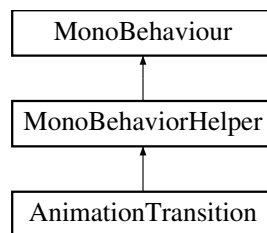
The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↔
AmazingBrick/Scripts/AnimationMenuOut.cs

5.2 AnimationTransition Class Reference

Class in charge to handle the transition animation (in and out)

Inheritance diagram for AnimationTransition:



Public Member Functions

- void [DOAnimOut](#) (Action complete)
- void [DOAnimIn](#) (Action complete)

Public Attributes

- Transform [objToClone](#)

Private Member Functions

- void [Awake](#) ()
- void [OnEnable](#) ()
- void [OnDisable](#) ()
- void [OnColorBackgroundChange](#) (Color *c*)
- void [Start](#) ()
- IEnumerator [_DOAnimOut](#) (Action complete)
- IEnumerator [_DOAnimIn](#) (Action complete)
- void [BlockRaycast](#) (bool block)
- void [SetColor](#) ()

Private Attributes

- CanvasGroup[] **_all**
- List< CanvasGroup > **all** = new List<CanvasGroup>()
- Color **c**
- float **timeMax** = 0.5f
- float **delayMax** = 0.3f

Additional Inherited Members

5.2.1 Detailed Description

Class in charge to handle the transition animation (in and out)

5.2.2 Member Function Documentation

5.2.2.1 IEnumerator AnimationTransition._DOAnimIn (Action *complete*) [private]

5.2.2.2 IEnumerator AnimationTransition._DOAnimOut (Action *complete*) [private]

5.2.2.3 void AnimationTransition.Awake () [private]

5.2.2.4 void AnimationTransition.BlockRaycast (bool *block*) [private]

5.2.2.5 void AnimationTransition.DOAnimIn (Action *complete*)

5.2.2.6 void AnimationTransition.DOAnimOut (Action *complete*)

5.2.2.7 void AnimationTransition.OnColorBackgroundChange (Color *c*) [private]

5.2.2.8 void AnimationTransition.OnDisable () [private]

5.2.2.9 void AnimationTransition.OnEnable () [private]

5.2.2.10 void AnimationTransition.SetColor () [private]

5.2.2.11 void AnimationTransition.Start () [private]

5.2.3 Member Data Documentation

5.2.3.1 CanvasGroup[] AnimationTransition._all [private]

5.2.3.2 List<CanvasGroup> AnimationTransition.all = new List<CanvasGroup>() [private]

5.2.3.3 Color AnimationTransition.c [private]

5.2.3.4 float AnimationTransition.delayMax = 0.3f [private]

5.2.3.5 Transform AnimationTransition.objToClone

5.2.3.6 float AnimationTransition.timeMax = 0.5f [private]

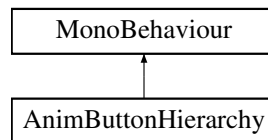
The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↔
AmazingBrick/Scripts/AnimationTransition.cs

5.3 AnimButtonHierarchy Class Reference

Class in charge to animate button horizontally, one to left, then one to right etc...

Inheritance diagram for AnimButtonHierarchy:



Public Member Functions

- void [DoAnimIn](#) ()
- void [DoAnimIn](#) (Action callback)
- void [DoAnimOut](#) ()
- void [DoAnimOut](#) (Action callback)

Public Attributes

- float [time](#) = 1
- float [delay](#) = 0

Properties

- bool [interactable](#) [set]

Private Member Functions

- void [ActivateInteractable](#) (bool b)

5.3.1 Detailed Description

Class in charge to animate button horizontally, one to left, then one to right etc...

5.3.2 Member Function Documentation

5.3.2.1 void AnimButtonHierarchy.ActivateInteractable (bool *b*) [private]

5.3.2.2 void AnimButtonHierarchy.DoAnimIn ()

5.3.2.3 void AnimButtonHierarchy.DoAnimIn (Action *callback*)

5.3.2.4 void AnimButtonHierarchy.DoAnimOut ()

5.3.2.5 void AnimButtonHierarchy.DoAnimOut (Action *callback*)

5.3.3 Member Data Documentation

5.3.3.1 float AnimButtonHierarchy.delay = 0

5.3.3.2 float AnimButtonHierarchy.time = 1

5.3.4 Property Documentation

5.3.4.1 bool AnimButtonHierarchy.interactable [set],[private]

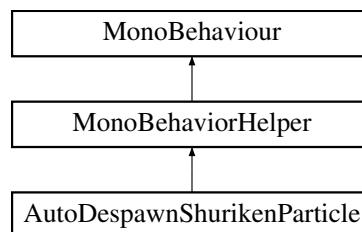
The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↔
AmazingBrick/Scripts/Animation/AnimButtonHierarchy.cs

5.4 AutoDespawnShurikenParticle Class Reference

Despawn particle when they finished their animation

Inheritance diagram for AutoDespawnShurikenParticle:



Private Member Functions

- void [OnEnable](#) ()
- void [OnDisable](#) ()
- IEnumerator [CheckIfAlive](#) ()

Additional Inherited Members

5.4.1 Detailed Description

Despawn particle when they finished their animation

5.4.2 Member Function Documentation

5.4.2.1 IEnumerator AutoDespawnShurikenParticle.CheckIfAlive () [private]

5.4.2.2 void AutoDespawnShurikenParticle.OnDisable () [private]

5.4.2.3 void AutoDespawnShurikenParticle.OnEnable () [private]

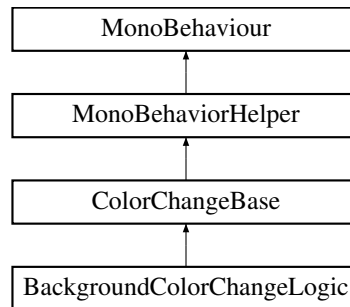
The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↔
AmazingBrick/Scripts/AutoDespawnShurikenParticle.cs

5.5 BackgroundColorChangeLogic Class Reference

Change the color of the background (cf [ColorManager](#))

Inheritance diagram for BackgroundColorChangeLogic:



Public Member Functions

- override void [Setup](#) ()
- override void [OnColorBackgroundChange](#) (Color c)

Additional Inherited Members

5.5.1 Detailed Description

Change the color of the background (cf [ColorManager](#))

5.5.2 Member Function Documentation

5.5.2.1 override void BackgroundColorChangeLogic.OnColorBackgroundChange (Color c) [virtual]

Reimplemented from [ColorChangeBase](#).

5.5.2.2 override void BackgroundColorChangeLogic.Setup () [virtual]

Reimplemented from [ColorChangeBase](#).

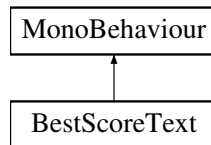
The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↔
AmazingBrick/Scripts/BackgroundColorChangeLogic.cs

5.6 BestScoreText Class Reference

Script use to set the best score UI Text

Inheritance diagram for BestScoreText:



Private Member Functions

- void [Awake](#) ()
- void [OnEnable](#) ()
- void [OnDisable](#) ()
- void [OnSetBestScore](#) (int best)

Private Attributes

- Text [bestScoreText](#)
Reference to the best score UI Text

5.6.1 Detailed Description

Script use to set the best score UI Text

5.6.2 Member Function Documentation

- 5.6.2.1 void `BestScoreText.Awake` () [private]
- 5.6.2.2 void `BestScoreText.OnDisable` () [private]
- 5.6.2.3 void `BestScoreText.OnEnable` () [private]
- 5.6.2.4 void `BestScoreText.OnSetBestScore` (int *best*) [private]

5.6.3 Member Data Documentation

- 5.6.3.1 Text `BestScoreText.bestScoreText` [private]

Reference to the best score UI Text

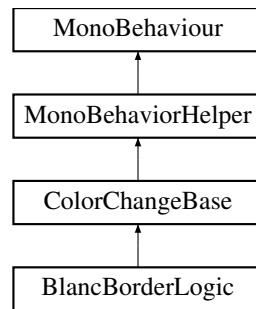
The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↔
AmazingBrick/Scripts/BestScoreText.cs

5.7 BlancBorderLogic Class Reference

Script attached to square border to have them write, always. Please change this value if you want to change the sprite color

Inheritance diagram for BlancBorderLogic:



Private Member Functions

- void [Start](#) ()

Additional Inherited Members

5.7.1 Detailed Description

Script attached to square border to have them write, always. Please change this value if you want to change the sprite color

5.7.2 Member Function Documentation

5.7.2.1 void BlancBorderLogic.Start () [private]

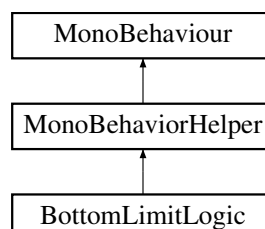
The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↔ AmazingBrick/Scripts/BlancBorderLogic.cs

5.8 BottomLimitLogic Class Reference

script attached to GameObject we want to have always at the bottom of the main camera

Inheritance diagram for BottomLimitLogic:



Private Member Functions

- IEnumerator [Start](#) ()

Additional Inherited Members

5.8.1 Detailed Description

script attached to GameObject we want to have always at the bottom of the main camera

5.8.2 Member Function Documentation

5.8.2.1 IEnumerator BottomLimitLogic.Start () [private]

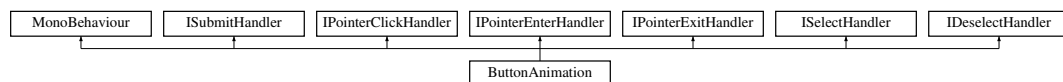
The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↔
AmazingBrick/Scripts/BottomLimitLogic.cs

5.9 ButtonAnimation Class Reference

Class in charge to animate button when we press it

Inheritance diagram for ButtonAnimation:



Public Member Functions

- void [OnPointerClick](#) (PointerEventData eventData)
- void [OnSelect](#) (BaseEventData eventData)
- void [OnDeselect](#) (BaseEventData eventData)
- void [OnSubmit](#) (BaseEventData eventData)
- void [OnPointerEnter](#) (PointerEventData eventData)
- void [OnPointerExit](#) (PointerEventData eventData)

Public Attributes

- UnityEvent [OnClicked](#)

Properties

- bool [IsInteractable](#) [get]

Private Member Functions

- void [Awake](#) ()
- void [OnEnable](#) ()
- void [DOOnClicked](#) ()
- void [TurnIsClickedFalse](#) ()
- void [DoScale](#) (float toS, float duration, Action OnComplete)

Private Attributes

- float `animTime` = 0.15f
- float `posY` = -1

5.9.1 Detailed Description

Class in charge to animate button when we press it

5.9.2 Member Function Documentation

5.9.2.1 void `ButtonAnimation.Awake` () [private]

5.9.2.2 void `ButtonAnimation.DOOnclicked` () [private]

5.9.2.3 void `ButtonAnimation.DoScale` (float *toS*, float *duration*, Action *OnCompete*) [private]

5.9.2.4 void `ButtonAnimation.OnDeselect` (BaseEventData *eventData*)

5.9.2.5 void `ButtonAnimation.OnEnable` () [private]

5.9.2.6 void `ButtonAnimation.OnPointerClick` (PointerEventData *eventData*)

5.9.2.7 void `ButtonAnimation.OnPointerEnter` (PointerEventData *eventData*)

5.9.2.8 void `ButtonAnimation.OnPointerExit` (PointerEventData *eventData*)

5.9.2.9 void `ButtonAnimation.OnSelect` (BaseEventData *eventData*)

5.9.2.10 void `ButtonAnimation.OnSubmit` (BaseEventData *eventData*)

5.9.2.11 void `ButtonAnimation.TurnIsClickedFalse` () [private]

5.9.3 Member Data Documentation

5.9.3.1 float `ButtonAnimation.animTime` = 0.15f [private]

5.9.3.2 UnityEvent `ButtonAnimation.OnClicked`

5.9.3.3 float `ButtonAnimation.posY` = -1 [private]

5.9.4 Property Documentation

5.9.4.1 bool `ButtonAnimation.IsInteractable` [get],[private]

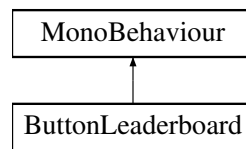
The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↔
AmazingBrick/Scripts/Animation/ButtonAnimation.cs

5.10 ButtonLeaderboard Class Reference

Open the leaderboard

Inheritance diagram for ButtonLeaderboard:



Public Attributes

- Button [buttonStart](#)
Reference to the start UI Button

Private Member Functions

- void [Awake](#) ()
- void [ActivateButtonStart](#) ()
To activate button start

5.10.1 Detailed Description

Open the leaderboard

5.10.2 Member Function Documentation

5.10.2.1 void ButtonLeaderboard.ActivateButtonStart () [private]

To activate button start

5.10.2.2 void ButtonLeaderboard.Awake () [private]

5.10.3 Member Data Documentation

5.10.3.1 Button ButtonLeaderboard.buttonStart

Reference to the start UI Button

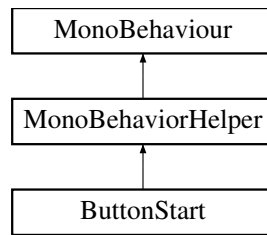
The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↔
AmazingBrick/Scripts/ButtonLeaderboard.cs

5.11 ButtonStart Class Reference

Class attached to the start button. Run the game.

Inheritance diagram for ButtonStart:



Public Attributes

- Button [buttonStart](#)
Reference to the start UI Button

Private Member Functions

- void [Awake](#) ()
- void [ActivateButtonStart](#) ()
To activate button start

Additional Inherited Members

5.11.1 Detailed Description

Class attached to the start button. Run the game.

5.11.2 Member Function Documentation

5.11.2.1 void ButtonStart.ActivateButtonStart () [private]

To activate button start

5.11.2.2 void ButtonStart.Awake () [private]

5.11.3 Member Data Documentation

5.11.3.1 Button ButtonStart.buttonStart

Reference to the start UI Button

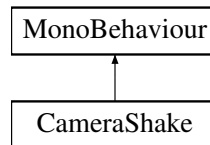
The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↔
AmazingBrick/Scripts/ButtonStart.cs

5.12 CameraShake Class Reference

A simple script to shake the camera when the player hit an obstacle

Inheritance diagram for CameraShake:



Static Public Member Functions

- static IEnumerator [Shake](#) (Transform t)
- static IEnumerator [Shake](#) (Transform t, float i)

Static Private Attributes

- static Vector3 [originPosition](#)
- static Quaternion [originRotation](#)
- static float [shakeDecay](#) = 0.002f
- static float [shakeIntensity](#)

5.12.1 Detailed Description

A simple script to shake the camera when the player hit an obstacle

5.12.2 Member Function Documentation

5.12.2.1 static IEnumerator CameraShake.Shake (Transform t) [static]

5.12.2.2 static IEnumerator CameraShake.Shake (Transform t, float i) [static]

5.12.3 Member Data Documentation

5.12.3.1 Vector3 CameraShake.originPosition [static], [private]

5.12.3.2 Quaternion CameraShake.originRotation [static], [private]

5.12.3.3 float CameraShake.shakeDecay = 0.002f [static], [private]

5.12.3.4 float CameraShake.shakeIntensity [static], [private]

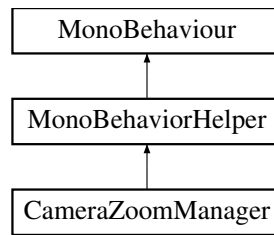
The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↵
AmazingBrick/Scripts/Game/CameraShake.cs

5.13 CameraZoomManager Class Reference

This script is disable. If you want to use it, enable it and add it to the camera. This script handle zomm in and out according to player move.

Inheritance diagram for CameraZoomManager:



Additional Inherited Members

5.13.1 Detailed Description

This script is disable. If you want to use it, enable it and add it to the camera. This script handle zomm in and out according to player move.

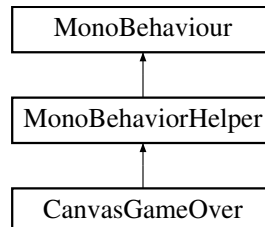
The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↔ AmazingBrick/Scripts/CameraZoomManager.cs

5.14 CanvasGameOver Class Reference

Class in charge of the canvas displayed when the game is over

Inheritance diagram for CanvasGameOver:



Public Member Functions

- void [OnClickedContinueWithLife](#) ()
- void [OnClickedContinueWithDiamond](#) ()
- void [OnClickedRestart](#) ()
- void [OnClickedGetDiamonds](#) ()
- void [OnClickedGetLifes](#) ()

Public Attributes

- GameObject [gameOverMenu](#)
- Button [buttonContinueWithLife](#)
- Button [buttonContinueWithDiamonds](#)
- Button [buttonRestart](#)
- Button [buttonGetDiamonds](#)
- Button [buttonGetLifes](#)
- [AnimationTransition](#) [animationTransition](#)

Properties

- bool [haveLife](#) [get]
- bool [haveDiamondsToContinue](#) [get]
- bool [haveRewardedVideo](#) [get]

Private Member Functions

- void [Awake](#) ()
- void [OnEnable](#) ()
- void [OnDisable](#) ()
- void [Init](#) ()
- void [OnReceivedUpdates](#) (int i)
- void [OnReceivedUpdates](#) ()
- void [OnPlayerFail](#) ()
- void [ShowRewardedVideo](#) (Action< bool > success)

5.14.1 Detailed Description

Class in charge of the canvas displayed when the game is over

5.14.2 Member Function Documentation

5.14.2.1 void CanvasGameOver.Awake () [private]

5.14.2.2 void CanvasGameOver.Init () [private]

5.14.2.3 void CanvasGameOver.OnClickedContinueWithDiamond ()

5.14.2.4 void CanvasGameOver.OnClickedContinueWithLife ()

5.14.2.5 void CanvasGameOver.OnClickedGetDiamonds ()

5.14.2.6 void CanvasGameOver.OnClickedGetLives ()

5.14.2.7 void CanvasGameOver.OnClickedRestart ()

5.14.2.8 void CanvasGameOver.OnDisable () [private]

5.14.2.9 void CanvasGameOver.OnEnable () [private]

5.14.2.10 void CanvasGameOver.OnPlayerFail () [private]

5.14.2.11 void CanvasGameOver.OnReceivedUpdates (int i) [private]

5.14.2.12 void CanvasGameOver.OnReceivedUpdates () [private]

5.14.2.13 void CanvasGameOver.ShowRewardedVideo (Action< bool > *success*) [private]

5.14.3 Member Data Documentation

5.14.3.1 AnimationTransition CanvasGameOver.animationTransition

5.14.3.2 Button CanvasGameOver.buttonContinueWithDiamonds

5.14.3.3 Button CanvasGameOver.buttonContinueWithLife

5.14.3.4 Button CanvasGameOver.buttonGetDiamonds

5.14.3.5 Button CanvasGameOver.buttonGetLives

5.14.3.6 Button CanvasGameOver.buttonRestart

5.14.3.7 GameObject CanvasGameOver.gameOverMenu

5.14.4 Property Documentation

5.14.4.1 bool CanvasGameOver.haveDiamondsToContinue [get], [private]

5.14.4.2 bool CanvasGameOver.haveLife [get], [private]

5.14.4.3 bool CanvasGameOver.haveRewardedVideo [get], [private]

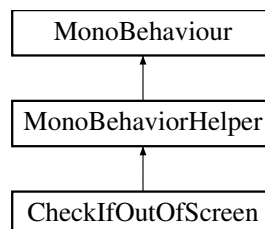
The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↔
AmazingBrick/Scripts/CanvasGameOver.cs

5.15 CheckIfOutOfScreen Class Reference

Class attached to Obstacle prefaabs (Rectangle and carre in Prefabs/Obstacles folder) This call will dispawned all obstacles who are out of screen

Inheritance diagram for CheckIfOutOfScreen:



Properties

- Camera [cam](#) [get]

Private Member Functions

- void [GetCam](#) ()
- void [Awake](#) ()
- void [OnEnable](#) ()
- void [OnDisable](#) ()
- void [LaunchCoUpdate](#) ()
- void [StopCoUpdate](#) ()
- IEnumerator [CoUpdate](#) ()
Verify each seconds if the obstacle is out of screen.
- bool [IsBehindAndNotVisibleByCamera](#) ()
Check if the obstacle is out of screen.

Private Attributes

- `Renderer[] m_renderers`
- `Camera m_cam`

5.15.1 Detailed Description

Class attached to Obstacle prefaabs (Rectangle and carre in Prefabs/Obstacles folder) This call will dispaoned all obstacles who are out of screen

5.15.2 Member Function Documentation

5.15.2.1 `void CheckIfOutOfScreen.Awake () [private]`

5.15.2.2 `IEnumerator CheckIfOutOfScreen.CoUpdate () [private]`

Verify each seconds if the obstacle is out of screen.

5.15.2.3 `void CheckIfOutOfScreen.GetCam () [private]`

5.15.2.4 `bool CheckIfOutOfScreen.IsBehindAndNotVisibleByCamera () [private]`

Check if the obstacle is out of screen.

Check if the obstacle is out of screen.

5.15.2.5 `void CheckIfOutOfScreen.LaunchCoUpdate () [private]`

5.15.2.6 `void CheckIfOutOfScreen.OnDisable () [private]`

5.15.2.7 `void CheckIfOutOfScreen.OnEnable () [private]`

5.15.2.8 `void CheckIfOutOfScreen.StopCoUpdate () [private]`

5.15.3 Member Data Documentation

5.15.3.1 `Camera CheckIfOutOfScreen.m_cam [private]`

5.15.3.2 `Renderer[] CheckIfOutOfScreen.m_renderers [private]`

5.15.4 Property Documentation

5.15.4.1 `Camera CheckIfOutOfScreen.cam [get],[private]`

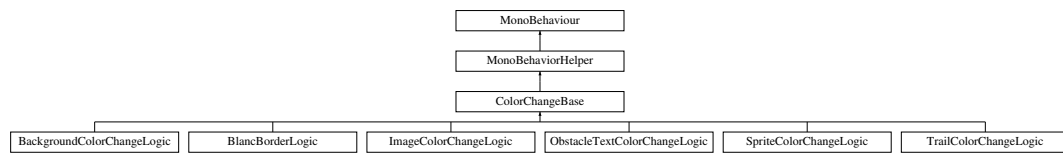
The documentation for this class was generated from the following file:

- `/Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↔ AmazingBrick/Scripts/Game/CheckIfOutOfScreen.cs`

5.16 ColorChangeBase Class Reference

Class in chage to handle the color changes. All script who handle color change inherit from this class.

Inheritance diagram for ColorChangeBase:



Public Member Functions

- virtual void [OnColorSpriteChange](#) (Color c)
- virtual void [OnColorBackgroundChange](#) (Color c)
- virtual void [Setup](#) ()

Public Attributes

- SpriteRenderer [sr](#) = null
- Image [image](#) = null
- Text [text](#) = null
- TrailRenderer [tr](#) = null
- Material [m](#) = null

Private Member Functions

- void [Awake](#) ()
- void [OnEnable](#) ()
- void [OnDisable](#) ()
- void [Start](#) ()

Additional Inherited Members

5.16.1 Detailed Description

Class in chage to handle the color changes. All script who handle color change inherit from this class.

5.16.2 Member Function Documentation

5.16.2.1 void [ColorChangeBase.Awake](#) () [private]

5.16.2.2 virtual void [ColorChangeBase.OnColorBackgroundChange](#) (Color c) [virtual]

Reimplemented in [BackgroundColorChangeLogic](#).

5.16.2.3 virtual void [ColorChangeBase.OnColorSpriteChange](#) (Color c) [virtual]

Reimplemented in [TrailColorChangeLogic](#), [ObstacleTextColorChangeLogic](#), [ImageColorChangeLogic](#), and [SpriteColorChangeLogic](#).

5.16.2.4 void ColorChangeBase.OnDisable () [private]

5.16.2.5 void ColorChangeBase.OnEnable () [private]

5.16.2.6 virtual void ColorChangeBase.Setup () [virtual]

Reimplemented in [ObstacleTextColorChangeLogic](#), [BackgroundColorChangeLogic](#), [ImageColorChangeLogic](#), [SpriteColorChangeLogic](#), and [TrailColorChangeLogic](#).

5.16.2.7 void ColorChangeBase.Start () [private]

5.16.3 Member Data Documentation

5.16.3.1 Image ColorChangeBase.image = null

5.16.3.2 Material ColorChangeBase.m = null

5.16.3.3 SpriteRenderer ColorChangeBase.sr = null

5.16.3.4 Text ColorChangeBase.text = null

5.16.3.5 TrailRenderer ColorChangeBase.tr = null

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

- /Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↔
AmazingBrick/Scripts/ColorChangeBase.cs

5.17 Colored Class Reference

Class to handle color changing in the game

Public Member Functions

- [Colored](#) (Color [colorBackground](#), Color [colorWall](#))

Public Attributes

- Color [colorBackground](#) = Color.black
- Color [colorWall](#) = Color.black

5.17.1 Detailed Description

Class to handle color changing in the game

5.17.2 Constructor & Destructor Documentation

5.17.2.1 Colored.Colored (Color [colorBackground](#), Color [colorWall](#))

5.17.3 Member Data Documentation

5.17.3.1 Color Colored.colorBackground = Color.black

5.17.3.2 Color Colored.colorWall = Color.black

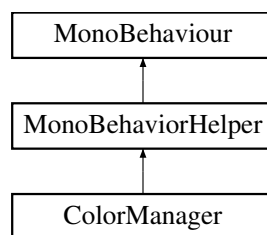
The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↔
AmazingBrick/Scripts/Utility/Colored.cs

5.18 ColorManager Class Reference

Class in charge to change the background color

Inheritance diagram for ColorManager:



Public Member Functions

- delegate void [ColorSpriteChange](#) (Color c)
- delegate void [ColorBackgroundChange](#) (Color c)
- void [ChangeColor](#) ()

Public Attributes

- List< [Colored](#) > [colored](#) = new List<[Colored](#)>()
List of the [Colored](#) used in the game

Properties

- Color [colorBackground](#) [get, set]
- Color [colorWall](#) [get, set]

Events

- static [ColorSpriteChange](#) [OnColorSpriteChange](#)
- static [ColorBackgroundChange](#) [OnColorBackgroundChange](#)

Private Member Functions

- void [Awake](#) ()
- void [OnEnable](#) ()
- void [OnDisable](#) ()
- void [Start](#) ()
- [Colored](#) [GetRandomColor](#) ()

Private Attributes

- int `count` = 0
- Color `m_colorBackground`
The current background color
- Color `m_colorWall`
The current background color

5.18.1 Detailed Description

Class in charge to change the background color

5.18.2 Member Function Documentation

- 5.18.2.1 void `ColorManager.Awake ()` [private]
- 5.18.2.2 void `ColorManager.ChangeColor ()`
- 5.18.2.3 delegate void `ColorManager.ColorBackgroundChange (Color c)`
- 5.18.2.4 delegate void `ColorManager.ColorSpriteChange (Color c)`
- 5.18.2.5 Colored `ColorManager.GetRandomColor ()` [private]
- 5.18.2.6 void `ColorManager.OnDisable ()` [private]
- 5.18.2.7 void `ColorManager.OnEnable ()` [private]
- 5.18.2.8 void `ColorManager.Start ()` [private]

5.18.3 Member Data Documentation

- 5.18.3.1 List<Colored> `ColorManager.colored = new List<Colored>()`

List of the `Colored` used in the game

- 5.18.3.2 int `ColorManager.count = 0` [private]
- 5.18.3.3 Color `ColorManager.m_colorBackground` [private]

The current background color

- 5.18.3.4 Color `ColorManager.m_colorWall` [private]

The current background color

5.18.4 Property Documentation

- 5.18.4.1 Color `ColorManager.colorBackground` [get],[set]
- 5.18.4.2 Color `ColorManager.colorWall` [get],[set]

5.18.5 Event Documentation

5.18.5.1 **ColorBackgroundChange** `ColorManager.OnColorBackgroundChange` `[static]`

5.18.5.2 **ColorSpriteChange** `ColorManager.OnColorSpriteChange` `[static]`

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

- `/Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↔ AmazingBrick/Scripts/Game/ColorManager.cs`

5.19 Constants Class Reference

Some constants

Public Attributes

- `const string OBSTACLE = "Obstacle"`
- `const string OBSTACLE_MINI = "ObstacleMini"`
- `const string PARTICLE_DIAMOND = "ParticleDiamond"`
- `const string PARTICLE_POINT = "ParticlePoint"`
- `const string ITEM_DIAMOND = "ItemDiamond"`
- `const string ITEM_SPACE_TRAP = "ItemSpaceTrap"`

5.19.1 Detailed Description

Some constants

5.19.2 Member Data Documentation

5.19.2.1 `const string Constants.ITEM_DIAMOND = "ItemDiamond"`

5.19.2.2 `const string Constants.ITEM_SPACE_TRAP = "ItemSpaceTrap"`

5.19.2.3 `const string Constants.OBSTACLE = "Obstacle"`

5.19.2.4 `const string Constants.OBSTACLE_MINI = "ObstacleMini"`

5.19.2.5 `const string Constants.PARTICLE_DIAMOND = "ParticleDiamond"`

5.19.2.6 `const string Constants.PARTICLE_POINT = "ParticlePoint"`

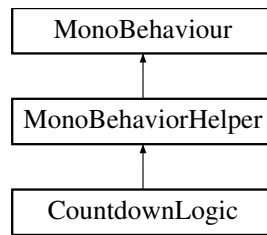
The documentation for this class was generated from the following file:

- `/Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↔ AmazingBrick/Scripts/Utility/Constants.cs`

5.20 CountdownLogic Class Reference

Class in charge to move the two big walls continuously

Inheritance diagram for CountdownLogic:



Public Member Functions

- float [GetDistance](#) ()
- void [Restart](#) ()
- void [StartCountDown](#) ()
- void [StopCountdown](#) ()
- void [StopCountdown](#) (Action callback)
- void [GameOver](#) ()

Public Attributes

- Transform [wallLeft](#)
- Transform [wallRight](#)

Properties

- float [posLeft](#) [set]
- float [posRight](#) [set]

Private Member Functions

- void [OnEnable](#) ()
- void [OnDisable](#) ()
- void [OnClickedGameOverButtons](#) (bool success)
- void [Start](#) ()
- void [StopAllTween](#) ()
- void [GoIn](#) ()
- void [GoBack](#) (Action callback)

Private Attributes

- float [time](#) = 4f
- float [posStartLeft](#)
- float [posStartRight](#)

5.20.1 Detailed Description

Class in charge to move the two big walls continuously

5.20.2 Member Function Documentation

- 5.20.2.1 void CountdownLogic.GameOver ()
- 5.20.2.2 float CountdownLogic.GetDistance ()
- 5.20.2.3 void CountdownLogic.GoBack (Action *callback*) [private]
- 5.20.2.4 void CountdownLogic.Goln () [private]
- 5.20.2.5 void CountdownLogic.OnClickedGameOverButtons (bool *success*) [private]
- 5.20.2.6 void CountdownLogic.OnDisable () [private]
- 5.20.2.7 void CountdownLogic.OnEnable () [private]
- 5.20.2.8 void CountdownLogic.Restart ()
- 5.20.2.9 void CountdownLogic.Start () [private]
- 5.20.2.10 void CountdownLogic.StartCountDown ()
- 5.20.2.11 void CountdownLogic.StopAllTween () [private]
- 5.20.2.12 void CountdownLogic.StopCountdown ()
- 5.20.2.13 void CountdownLogic.StopCountdown (Action *callback*)

5.20.3 Member Data Documentation

- 5.20.3.1 float CountdownLogic.posStartLeft [private]
- 5.20.3.2 float CountdownLogic.posStartRight [private]
- 5.20.3.3 float CountdownLogic.time = 4f [private]
- 5.20.3.4 Transform CountdownLogic.wallLeft
- 5.20.3.5 Transform CountdownLogic.wallRight

5.20.4 Property Documentation

- 5.20.4.1 float CountdownLogic.posLeft [set], [private]
- 5.20.4.2 float CountdownLogic.posRight [set], [private]

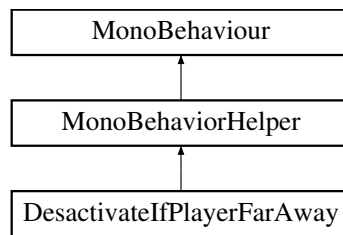
The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↔
AmazingBrick/Scripts/Game/CountdownLogic.cs

5.21 DesactivatelfPlayerFarAway Class Reference

An helper script to deactivate game object if the player is far away from it

Inheritance diagram for DesactivateIfPlayerFarAway:



Private Member Functions

- void [Update](#) ()

Additional Inherited Members

5.21.1 Detailed Description

An helper script to deactivate game object if the player is far away from it

5.21.2 Member Function Documentation

5.21.2.1 void DesactivateIfPlayerFarAway.Update () [private]

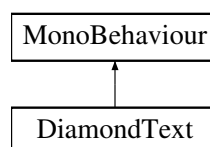
The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↔
AmazingBrick/Scripts/Game/DesactivateIfPlayerFarAway.cs

5.22 DiamondText Class Reference

Script use to set the life UI Text

Inheritance diagram for DiamondText:



Private Member Functions

- void [Awake](#) ()
- void [Start](#) ()
- void [OnEnable](#) ()
- void [OnDisable](#) ()
- void [OnSetDiamond](#) (int tot)

Private Attributes

- Text [diamondText](#)

Reference to the life UI Text

5.22.1 Detailed Description

Script use to set the life UI Text

5.22.2 Member Function Documentation

5.22.2.1 void `DiamondText.Awake ()` [private]

5.22.2.2 void `DiamondText.OnDisable ()` [private]

5.22.2.3 void `DiamondText.OnEnable ()` [private]

5.22.2.4 void `DiamondText.OnSetDiamond (int tot)` [private]

5.22.2.5 void `DiamondText.Start ()` [private]

5.22.3 Member Data Documentation

5.22.3.1 Text `DiamondText.diamondText` [private]

Reference to the life UI Text

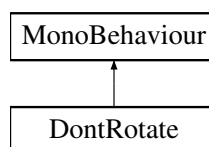
The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↔
AmazingBrick/Scripts/DiamondText.cs

5.23 DontRotate Class Reference

Script attached to GameObject when we want to lock the rotation

Inheritance diagram for DontRotate:



Private Member Functions

- void [Update](#) ()

5.23.1 Detailed Description

Script attached to GameObject when we want to lock the rotation

5.23.2 Member Function Documentation

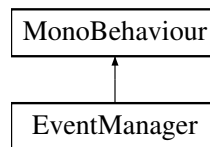
5.23.2.1 void DontRotate.Update () [private]

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

- /Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/←
AmazingBrick/Scripts/DontRotate.cs

5.24 EventManager Class Reference

Inheritance diagram for EventManager:



Public Member Functions

- delegate void [GameStart](#) ()
- delegate void [GameEnd](#) ()
Delegate to store function subscribe by script who want to know when the game is ended
- delegate void [AddOnePoint](#) ()
Delegate to store function subscribe by script who want to know when the player earns or uses one point or more
- delegate void [SetLife](#) (int life)
Delegate to store function subscribe by script who want to know when the player earns or uses one life or more
- delegate void [setDiamond](#) (int diamond)
Delegate to store function subscribe by script who want to know when the player earns or uses one diamond or more
- delegate void [SetBestScore](#) (int score)
Delegate to store function subscribe by script who want to know when the game set the best score
- delegate void [PlayerFail](#) ()
Delegate to store function subscribe by script who want to know when the player fails
- delegate void [PlayerJump](#) ()
Delegate to store function subscribe by script who want to know when the player jumps
- delegate void [GameOverButtons](#) (bool _continue)
Delegate to store function subscribe by script who want to know when the player uses a game over button
- delegate void [PlayerHit](#) ()
Delegate to store function subscribe by script who want to know when the uses a game over button
- delegate void [ItemSpaceTrap](#) ()
BETA
- delegate void [WrongSelection](#) ()
Delegate to store function subscribe by script who want to know when the player use a wrong selection on the UI

Static Public Member Functions

- static void [DOGameStarted](#) ()
- static void [DOGameEnded](#) ()
- static void [DOAddOnePoint](#) ()

- static void [DOSetLife](#) (int life)
- static void [DOSetDiamond](#) (int diamond)
- static void [DOSetBestScore](#) (int score)
- static void [DOPlayerFail](#) ()
- static void [DOPlayerJump](#) ()
- static void [DOClickedGameOverButtons](#) (bool _continue)
- static void [DOPlayerHit](#) ()
- static void [DOItemSpaceTrap](#) ()
- static void [DOWrongSelection](#) ()

Events

- static [GameStart](#) [OnGameStarted](#)
- static [GameEnd](#) [OnGameEnded](#)
- static [AddOnePoint](#) [OnAddOnePoint](#)
- static [SetLife](#) [OnSetLife](#)
- static [setDiamond](#) [OnSetDiamond](#)
- static [SetBestScore](#) [OnSetBestScore](#)
- static [PlayerFail](#) [OnPlayerFail](#)
- static [PlayerJump](#) [OnPlayerJump](#)
- static [GameOverButtons](#) [OnClickedGameOverButtons](#)
- static [PlayerHit](#) [OnPlayerHit](#)
- static [ItemSpaceTrap](#) [OnJumpSpaceTrap](#)
- static [WrongSelection](#) [OnWrongSelection](#)

5.24.1 Member Function Documentation

5.24.1.1 delegate void EventManager.AddOnePoint ()

Delegate to store function subscribe by script who want to know when the player earns or uses one point or more

5.24.1.2 static void EventManager.DOAddOnePoint () [static]

5.24.1.3 static void EventManager.DOClickedGameOverButtons (bool *_continue*) [static]

5.24.1.4 static void EventManager.DOGameEnded () [static]

5.24.1.5 static void EventManager.DOGameStarted () [static]

5.24.1.6 static void EventManager.DOItemSpaceTrap () [static]

5.24.1.7 static void EventManager.DOPlayerFail () [static]

5.24.1.8 static void EventManager.DOPlayerHit () [static]

5.24.1.9 static void EventManager.DOPlayerJump () [static]

5.24.1.10 static void EventManager.DOSetBestScore (int *score*) [static]

5.24.1.11 static void EventManager.DOSetDiamond (int *diamond*) [static]

5.24.1.12 static void EventManager.DOSetLife (int *life*) [static]

5.24.1.13 `static void EventManager.DOWrongSelection () [static]`

5.24.1.14 `delegate void EventManager.GameEnd ()`

Delegate to store function subscribe by script who want to know when the game is ended

5.24.1.15 `delegate void EventManager.GameOverButtons (bool _continue)`

Delegate to store function subscribe by script who want to know when the player uses a game over button

5.24.1.16 `delegate void EventManager.GameStart ()`

Delegate to store function subscribe by script who want to know when the game is started

5.24.1.17 `delegate void EventManager.ItemSpaceTrap ()`

BETA

5.24.1.18 `delegate void EventManager.PlayerFail ()`

Delegate to store function subscribe by script who want to know when the player fails

5.24.1.19 `delegate void EventManager.PlayerHit ()`

Delegate to store function subscribe by script who want to know when the uses a game over button

5.24.1.20 `delegate void EventManager.PlayerJump ()`

Delegate to store function subscribe by script who want to know when the player jumps

5.24.1.21 `delegate void EventManager.SetBestScore (int score)`

Delegate to store function subscribe by script who want to know when the game set the best score

5.24.1.22 `delegate void EventManager.setDiamond (int diamond)`

Delegate to store function subscribe by script who want to know when the player earns or uses one diamond or more

5.24.1.23 `delegate void EventManager.SetLife (int life)`

Delegate to store function subscribe by script who want to know when the player earns or uses one life or more

5.24.1.24 `delegate void EventManager.WrongSelection ()`

Delegate to store function subscribe by script who want to know when the player use a wrong selection on the UI

5.24.2 Event Documentation

5.24.2.1 **AddOnePoint** `EventManager.OnAddOnePoint` [static]

5.24.2.2 **GameOverButtons** `EventManager.OnClickedGameOverButtons` [static]

5.24.2.3 **GameEnd** `EventManager.OnGameEnded` [static]

5.24.2.4 **GameStart** `EventManager.OnGameStarted` [static]

5.24.2.5 **ItemSpaceTrap** `EventManager.OnJumpSpaceTrap` [static]

5.24.2.6 **PlayerFail** `EventManager.OnPlayerFail` [static]

5.24.2.7 **PlayerHit** `EventManager.OnPlayerHit` [static]

5.24.2.8 **PlayerJump** `EventManager.OnPlayerJump` [static]

5.24.2.9 **SetBestScore** `EventManager.OnSetBestScore` [static]

5.24.2.10 **setDiamond** `EventManager.OnSetDiamond` [static]

5.24.2.11 **SetLife** `EventManager.OnSetLife` [static]

5.24.2.12 **WrongSelection** `EventManager.OnWrongSelection` [static]

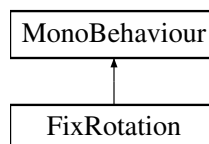
The documentation for this class was generated from the following file:

- `/Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/AmazingBrick/Scripts/EventManager.cs`

5.25 FixRotation Class Reference

Attach to game object we need to have always with rotation to 0

Inheritance diagram for FixRotation:



Private Member Functions

- void [Update](#) ()

5.25.1 Detailed Description

Attach to game object we need to have always with rotation to 0

5.25.2 Member Function Documentation

5.25.2.1 void FixRotation.Update () [private]

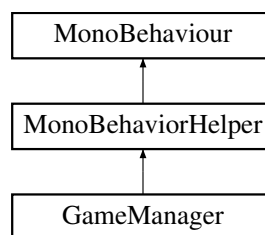
The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/←
AmazingBrick/Scripts/Game/FixRotation.cs

5.26 GameManager Class Reference

Class in charge of the pooling system (to spawn obstacle prefabs), trigger start and finished event, and display points / best score / button start when needed

Inheritance diagram for GameManager:



Public Member Functions

- int [GetPoint](#) ()
To get the current score of the player
- void [UpdatePoint](#) (int [point](#))
- void [GameOver](#) ()
Game Over function, who called the OnFinished event
- void [OnStart](#) ()
Desactivate start button (to avoid double click) and start the game
- void [SpawnObstacle](#) ()
- [ObstacleMiniLogic](#) [SpawnMini](#) (BackgroundLayer background)
- void [SpawnParticleStart](#) ()
Emit the particle at start

Public Attributes

- bool [IsGameOver](#) = false
- GameObject [ObjectPoolingPrefab](#)
- ParticleEmitter [particleExplosionStart](#)
Particle to emit when the player starts
- float [lastPosXObstacles](#)

Private Member Functions

- void [Awake](#) ()
Init the game, create instance of AdsManager and ObjectPooling
- void [OnEnable](#) ()

- void [OnDisable](#) ()
- void [OnStarted](#) ()
- void [OnFinished](#) ()
- void [OnClickedGameOverButtons](#) (bool success)
- IEnumerator [Start](#) ()
- void [DespawnAll](#) ()

*To despawn all the spawned objects, spawned by the pooling system and store in the Lists [obstacleRectangle](#)↔
[PrefabList](#) and [obstacleCarrePrefabList](#)*

- void [DespawnNearestObstacle](#) ()
- int [ByDistance](#) (GameObject a, GameObject b)
- int [ByDistance](#) (ObstacleLogic a, ObstacleLogic b)
- int [ByDistance](#) (ObstacleHelper a, ObstacleHelper b)
- void [SpawnerObstacles](#) ()

Spawn the obstacles in the game. If the number of obstacles currently showned in the game is > 10, we wait. If < 10 we spawn new obstacles

- void [SpawnerMini](#) ()
- void [SpawnerMini](#) (BackgroundLayer backgroundLayer)
- void [_SpawnerMini2](#) ()
- void [SpawnItemDiamond](#) ()
- IEnumerator [_SpawnItemDiamond](#) ()
- void [CreateDiamond](#) ()

Private Attributes

- int [point](#)
The current player score = number of jumps
- int [countSpawn](#) = 0
Count the number of obstacles spawned
- float [lastPos1](#) = -Mathf.Infinity
- float [lastPos2](#) = -Mathf.Infinity
- float [lastPosForeground](#) = -Mathf.Infinity

Additional Inherited Members

5.26.1 Detailed Description

Class in charge of the pooling system (to spawn obstacle prefabs), trigger start and finished event, and display points / best score / button start when nedded

This script is attached to the GameObject "GameManager". This script in in charge of the game logic. And to spawn the obstacles.

5.26.2 Member Function Documentation

5.26.2.1 void [GameManager._SpawnerMini2](#) () [private]

5.26.2.2 IEnumerator [GameManager._SpawnItemDiamond](#) () [private]

5.26.2.3 void [GameManager.Awake](#) () [private]

Init the game, create instance of AdsManager and ObjectPooling

5.26.2.4 `int GameManager.ByDistance (GameObject a, GameObject b) [private]`

5.26.2.5 `int GameManager.ByDistance (ObstacleLogic a, ObstacleLogic b) [private]`

5.26.2.6 `int GameManager.ByDistance (ObstacleHelper a, ObstacleHelper b) [private]`

5.26.2.7 `void GameManager.CreateDiamond () [private]`

5.26.2.8 `void GameManager.DespawnAll () [private]`

To despawn all the spawned objects, spawned by the pooling system and store in the Lists `obstacleRectangle`↔
`PrefabList` and `obstacleCarrePrefabList`

5.26.2.9 `void GameManager.DespawnNearestObstacle () [private]`

5.26.2.10 `void GameManager.GameOver ()`

Game Over function, who called the `OnFinished` event

5.26.2.11 `int GameManager.GetPoint ()`

To get the current score of the player

5.26.2.12 `void GameManager.OnClickedGameOverButtons (bool success) [private]`

5.26.2.13 `void GameManager.OnDisable () [private]`

5.26.2.14 `void GameManager.OnEnable () [private]`

5.26.2.15 `void GameManager.OnFinished () [private]`

5.26.2.16 `void GameManager.OnStart ()`

Desactivate start button (to avoid double click) and start the game

5.26.2.17 `void GameManager.OnStarted () [private]`

5.26.2.18 `void GameManager.SpawnerMini () [private]`

5.26.2.19 `void GameManager.SpawnerMini (BackgroundLayer backgroundLayer) [private]`

5.26.2.20 `void GameManager.SpawnerObstacles () [private]`

Spawn the obstacles in the game. If the number of obstacles currently showned in the game is > 10 , we wait. If < 10 we spawn new obstacles

5.26.2.21 `void GameManager.SpawnItemDiamond () [private]`

5.26.2.22 `ObstacleMiniLogic GameManager.SpawnMini (BackgroundLayer background)`

5.26.2.23 `void GameManager.SpawnObstacle ()`

5.26.2.24 void GameManager.SpawnParticleStart ()

Emit the particle at start

5.26.2.25 IEnumerator GameManager.Start () [private]

5.26.2.26 void GameManager.UpdatePoint (int *point*)

5.26.3 Member Data Documentation

5.26.3.1 int GameManager.countSpawn = 0 [private]

Count the number of obstacles spawned

5.26.3.2 bool GameManager.IsGameOver = false

5.26.3.3 float GameManager.lastPos1 = -Mathf.Infinity [private]

5.26.3.4 float GameManager.lastPos2 = -Mathf.Infinity [private]

5.26.3.5 float GameManager.lastPosForeground = -Mathf.Infinity [private]

5.26.3.6 float GameManager.lastPosXObstacles

5.26.3.7 GameObject GameManager.ObjectPoolingPrefab

5.26.3.8 ParticleEmitter GameManager.particleExplosionStart

Particle to emit when the player starts

5.26.3.9 int GameManager.point [private]

The current player score = number of jumps

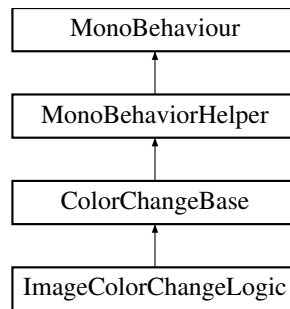
The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↵
AmazingBrick/Scripts/Game/GameManager.cs

5.27 ImageColorChangeLogic Class Reference

An helper scritp to change color of images

Inheritance diagram for ImageColorChangeLogic:



Public Member Functions

- override void [Setup](#) ()
- override void [OnColorSpriteChange](#) (Color c)

Additional Inherited Members

5.27.1 Detailed Description

An helper scrip to change color of images

5.27.2 Member Function Documentation

5.27.2.1 override void [ImageColorChangeLogic.OnColorSpriteChange](#) (Color c) [virtual]

Reimplemented from [ColorChangeBase](#).

5.27.2.2 override void [ImageColorChangeLogic.Setup](#) () [virtual]

Reimplemented from [ColorChangeBase](#).

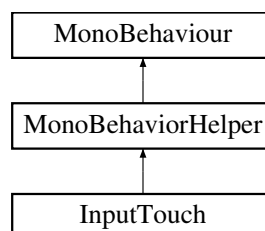
The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↔
AmazingBrick/Scripts/ImageColorChangeLogic.cs

5.28 InputTouch Class Reference

Class in charge to listen the touch or click, and send event to subscribers

Inheritance diagram for InputTouch:



Public Member Functions

- delegate void [TouchScreenLeft](#) (DIRECTION dir)
Delegate to listen the touch or click, and send event to subscribers

Events

- static [TouchScreenLeft OnTouchScreen](#)
Event trigger when the player touch or click, send to all subscribers

Private Member Functions

- void [Update](#) ()

Additional Inherited Members

5.28.1 Detailed Description

Class in charge to listen the touch or click, and send event to subscribers

5.28.2 Member Function Documentation

5.28.2.1 delegate void [InputTouch.TouchScreenLeft](#) (DIRECTION *dir*)

Delegate to listen the touch or click, and send event to subscribers

5.28.2.2 void [InputTouch.Update](#) () [private]

5.28.3 Event Documentation

5.28.3.1 [TouchScreenLeft InputTouch.OnTouchScreen](#) [static]

Event trigger when the player touch or click, send to all subscribers

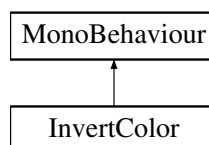
The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↔
AmazingBrick/Scripts/Input/InputTouch.cs

5.29 InvertColor Class Reference

Class to invert color

Inheritance diagram for InvertColor:



Public Member Functions

- void [OnPostRender](#) ()

Private Attributes

- Material [mat](#)

5.29.1 Detailed Description

Class to invert color

5.29.2 Member Function Documentation

5.29.2.1 void InvertColor.OnPostRender ()

5.29.3 Member Data Documentation

5.29.3.1 Material InvertColor.mat [private]

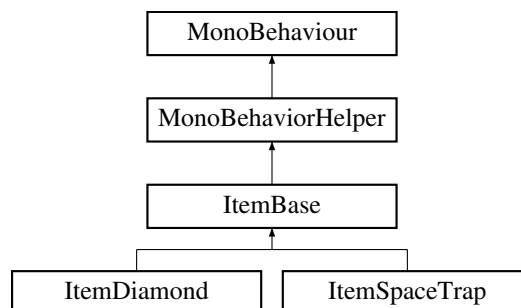
The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↵
AmazingBrick/Scripts/Utility/InvertColor.cs

5.30 ItemBase Class Reference

Class in charge of the pooling system (to spawn obstacle prefabs), trigger start and finished event, and display points / best score / button start when nedded

Inheritance diagram for ItemBase:



Public Member Functions

- virtual void [Create](#) ()
- void [OnDisable](#) ()
- void [OnTrigger2D](#) (Collider2D other)
- virtual void [OnTriggerEnterPlayer](#) ()
- virtual void [OnTriggerEnterOther](#) ()
- virtual void [DODisable](#) ()
- void [DoRandomRotate](#) ()
- void [DoRandomScale](#) (float originalScale)

Public Attributes

- [triggerHelper](#) [triggerHelper](#)

Protected Member Functions

- void [OnEnable](#) ()

Properties

- bool [isVisible](#) [get]

Private Member Functions

- void [OnGameEnded](#) ()
- void [DOAnimTrigger](#) ()
- IEnumerator [CoUpdate](#) ()

5.30.1 Detailed Description

Class in charge of the pooling system (to spawn obstacle prefabs), trigger start and finished event, and display points / best score / button start when nedded

5.30.2 Member Function Documentation

5.30.2.1 IEnumerator [ItemBase.CoUpdate](#) () [private]

5.30.2.2 virtual void [ItemBase.Create](#) () [virtual]

Reimplemented in [ItemDiamond](#), and [ItemSpaceTrap](#).

5.30.2.3 void [ItemBase.DOAnimTrigger](#) () [private]

5.30.2.4 virtual void [ItemBase.DODisable](#) () [virtual]

Reimplemented in [ItemDiamond](#).

5.30.2.5 void [ItemBase.DoRandomRotate](#) ()

5.30.2.6 void [ItemBase.DoRandomScale](#) (float *originalScale*)

5.30.2.7 void [ItemBase.OnDisable](#) ()

5.30.2.8 void [ItemBase.OnEnable](#) () [protected]

5.30.2.9 void [ItemBase.OnGameEnded](#) () [private]

5.30.2.10 void [ItemBase.OnTrigger2D](#) (Collider2D *other*)

5.30.2.11 virtual void [ItemBase.OnTriggerEnterOther](#) () [virtual]

Reimplemented in [ItemSpaceTrap](#), and [ItemDiamond](#).

5.30.2.12 `virtual void ItemBase.OnTriggerEnterPlayer () [virtual]`

Reimplemented in [ItemDiamond](#), and [ItemSpaceTrap](#).

5.30.3 Member Data Documentation

5.30.3.1 `triggerHelper ItemBase.triggerHelper`

5.30.4 Property Documentation

5.30.4.1 `bool ItemBase.isVisible [get]`

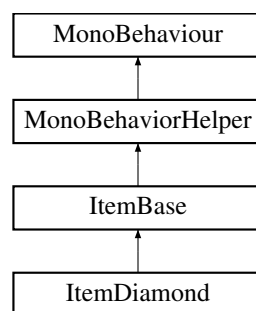
The documentation for this class was generated from the following file:

- `/Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↔ AmazingBrick/Scripts/ItemBase.cs`

5.31 ItemDiamond Class Reference

Script attached to diamond GameObject

Inheritance diagram for ItemDiamond:



Public Member Functions

- override void [Create](#) ()
- override void [OnTriggerEnterPlayer](#) ()
- override void [OnTriggerEnterOther](#) ()
- new void [OnDisable](#) ()
- override void [DODisable](#) ()

Public Attributes

- EllipsoidParticleEmitter [particle](#)

Private Member Functions

- void [DOAnimTrigger](#) ()

Private Attributes

- float [originalScale](#) = 0.3f

Additional Inherited Members

5.31.1 Detailed Description

Script attached to diamond GameObject

5.31.2 Member Function Documentation

5.31.2.1 `override void ItemDiamond.Create () [virtual]`

Reimplemented from [ItemBase](#).

5.31.2.2 `void ItemDiamond.DOAnimTrigger () [private]`

5.31.2.3 `override void ItemDiamond.DODisable () [virtual]`

Reimplemented from [ItemBase](#).

5.31.2.4 `new void ItemDiamond.OnDisable ()`

5.31.2.5 `override void ItemDiamond.OnTriggerEnterOther () [virtual]`

Reimplemented from [ItemBase](#).

5.31.2.6 `override void ItemDiamond.OnTriggerEnterPlayer () [virtual]`

Reimplemented from [ItemBase](#).

5.31.3 Member Data Documentation

5.31.3.1 `float ItemDiamond.originalScale = 0.3f [private]`

5.31.3.2 `EllipsoidParticleEmitter ItemDiamond.particle`

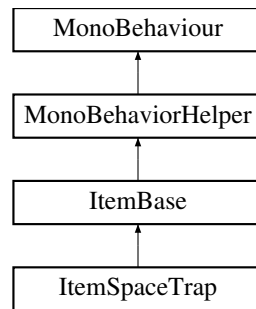
The documentation for this class was generated from the following file:

- `/Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↔
AmazingBrick/Scripts/ItemDiamond.cs`

5.32 ItemSpaceTrap Class Reference

BETA - for a next version

Inheritance diagram for ItemSpaceTrap:



Public Member Functions

- override void [Create](#) ()
- override void [OnTriggerEnterPlayer](#) ()
- override void [OnTriggerEnterOther](#) ()

Private Member Functions

- void [DOAnimTrigger](#) ()

Private Attributes

- float [originalScale](#) = 0.4f

Additional Inherited Members

5.32.1 Detailed Description

BETA - for a next version

5.32.2 Member Function Documentation

5.32.2.1 override void [ItemSpaceTrap.Create](#) () [virtual]

Reimplemented from [ItemBase](#).

5.32.2.2 void [ItemSpaceTrap.DOAnimTrigger](#) () [private]

5.32.2.3 override void [ItemSpaceTrap.OnTriggerEnterOther](#) () [virtual]

Reimplemented from [ItemBase](#).

5.32.2.4 override void [ItemSpaceTrap.OnTriggerEnterPlayer](#) () [virtual]

Reimplemented from [ItemBase](#).

5.32.3 Member Data Documentation

5.32.3.1 float ItemSpaceTrap.originalScale = 0.4f [private]

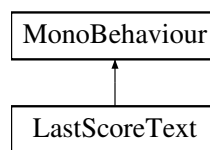
The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↔ AmazingBrick/Scripts/ItemSpaceTrap.cs

5.33 LastScoreText Class Reference

Script use to set the last score UI Text

Inheritance diagram for LastScoreText:



Private Member Functions

- void [Awake](#) ()
- void [OnEnable](#) ()

Private Attributes

- Text [lastScoreText](#)
Reference to the last score UI Text

5.33.1 Detailed Description

Script use to set the last score UI Text

5.33.2 Member Function Documentation

5.33.2.1 void LastScoreText.Awake () [private]

5.33.2.2 void LastScoreText.OnEnable () [private]

5.33.3 Member Data Documentation

5.33.3.1 Text LastScoreText.lastScoreText [private]

Reference to the last score UI Text

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

- /Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↔ AmazingBrick/Scripts/LastScoreText.cs

5.34 LeaderboardManager Class Reference

Class in charge of the leaderboard.

Static Public Member Functions

- static void [Init](#) ()
Authenticate and register a ProcessAuthentication callback This call needs to be made before we can proceed to other calls in the Social API
- static void [ProcessAuthentication](#) (bool success)
This function gets called when Authenticate completes Note that if the operation is successful, Social.localUser will contain data from the server.
- static void [ShowLeaderboardUI](#) ()
Call this function to open the leaderboard UI
- static void [ShowAchievementsUI](#) ()
Call this function to open the achievement UI
- static bool [IsInitialized](#) ()
Check if the game service is initialized
- static void [ReportScore](#) (int score)
Report the score to the game service

Static Private Member Functions

- static void [serviceNotReadyHandler](#) (string error)
- static void [serviceReadyHandler](#) ()

Private Attributes

- const string [LEADERBOARDID](#) = "fr.appadvisory.amazingbrick"

Static Private Attributes

- static ILeaderboard [lb](#)

5.34.1 Detailed Description

Class in charge of the leaderboard.

5.34.2 Member Function Documentation

5.34.2.1 static void LeaderboardManager.Init () [static]

Authenticate and register a ProcessAuthentication callback This call needs to be made before we can proceed to other calls in the Social API

5.34.2.2 static bool LeaderboardManager.IsInitialized () [static]

Check if the game service is initialized

5.34.2.3 `static void LeaderboardManager.ProcessAuthentication (bool success) [static]`

This function gets called when Authenticate completes Note that if the operation is successful, Social.localUser will contain data from the server.

5.34.2.4 `static void LeaderboardManager.ReportScore (int score) [static]`

Report the score to the game service

5.34.2.5 `static void LeaderboardManager.serviceNotReadyHandler (string error) [static],[private]`

5.34.2.6 `static void LeaderboardManager.serviceReadyHandler () [static],[private]`

5.34.2.7 `static void LeaderboardManager.ShowAchievementsUI () [static]`

Call this function to open the achievement UI

5.34.2.8 `static void LeaderboardManager.ShowLeaderboardUI () [static]`

Call this function to open the leaderboard UI

5.34.3 Member Data Documentation

5.34.3.1 `ILeaderboard LeaderboardManager.lb [static],[private]`

5.34.3.2 `const string LeaderboardManager.LEADERBOARDID = "fr.appadvisory.amazingbrick" [private]`

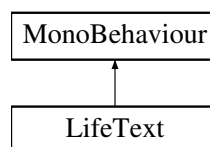
The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↔
AmazingBrick/Scripts/Leaderboards/LeaderboardManager.cs

5.35 LifeText Class Reference

Script use to set the life UI Text

Inheritance diagram for LifeText:



Private Member Functions

- void `Awake` ()
- void `Start` ()
- void `OnEnable` ()
- void `OnDisable` ()
- void `OnSetLife` (int tot)

Private Attributes

- Text [lifeText](#)
Reference to the life UI Text

5.35.1 Detailed Description

Script use to set the life UI Text

5.35.2 Member Function Documentation

5.35.2.1 void LifeText.Awake () [private]

5.35.2.2 void LifeText.OnDisable () [private]

5.35.2.3 void LifeText.OnEnable () [private]

5.35.2.4 void LifeText.OnSetLife (int tot) [private]

5.35.2.5 void LifeText.Start () [private]

5.35.3 Member Data Documentation

5.35.3.1 Text LifeText.lifeText [private]

Reference to the life UI Text

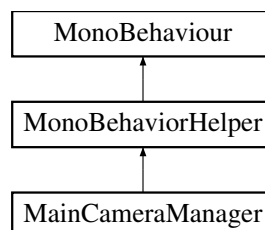
The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↔
AmazingBrick/Scripts/LifeText.cs

5.36 MainCameraManager Class Reference

Class in charge to follow the player and to place the left and right walls on the screen

Inheritance diagram for MainCameraManager:



Public Member Functions

- float [GetHeight](#) (CameraType type)
- float [GetWidth](#) (CameraType type)
- Camera [GetCamera](#) (CameraType type)
- Camera [GetCamera](#) (BackgroundLayer type)
- void [UpdatePos](#) ()

To update the Y position of the camera, y position always player Y position (if the game is not at Game Over state)

- void [DOGaussianBlur](#) (float *_from*, float *_to*)

Public Attributes

- Transform [left](#)

Reference to the left wall

- Transform [right](#)

Reference to the right wall

- float [constantWidth](#) = 15f

If useContantWidth = true, the space between the left and right walls

Properties

- Vector3 [posPlayer](#) [get]
- Vector3 [myPos](#) [set]

Private Member Functions

- void [Awake](#) ()
- void [OnEnable](#) ()
- void [OnDisable](#) ()
- void [OnStarted](#) ()
- void [OnFinished](#) ()
- IEnumerator [CoUpdate](#) ()

Private Attributes

- Camera [camMain](#)
- Camera [camBack1](#)
- Camera [camBack2](#)
- Camera [camFor](#)

5.36.1 Detailed Description

Class in charge to follow the player and to place the left and right walls on the screen

This script is attached to the Main Camera. This script is in charge to follow the Player vertically.

5.36.2 Member Function Documentation

5.36.2.1 void [MainCameraManager.Awake](#) () [private]

5.36.2.2 IEnumerator [MainCameraManager.CoUpdate](#) () [private]

5.36.2.3 void [MainCameraManager.DOGaussianBlur](#) (float *_from*, float *_to*)

5.36.2.4 Camera [MainCameraManager.GetCamera](#) (CameraType *type*)

5.36.2.5 Camera [MainCameraManager.GetCamera](#) (BackgroundLayer *type*)

5.36.2.6 float MainCameraManager.GetHeight (CameraType *type*)

5.36.2.7 float MainCameraManager.GetWidth (CameraType *type*)

5.36.2.8 void MainCameraManager.OnDisable () [private]

5.36.2.9 void MainCameraManager.OnEnable () [private]

5.36.2.10 void MainCameraManager.OnFinished () [private]

5.36.2.11 void MainCameraManager.OnStarted () [private]

5.36.2.12 void MainCameraManager.UpdatePos ()

To update the Y position of the camera, y position always player Y position (if the game is not at Game Over state)

5.36.3 Member Data Documentation

5.36.3.1 Camera MainCameraManager.camBack1 [private]

5.36.3.2 Camera MainCameraManager.camBack2 [private]

5.36.3.3 Camera MainCameraManager.camFor [private]

5.36.3.4 Camera MainCameraManager.camMain [private]

5.36.3.5 float MainCameraManager.constantWidth = 15f

If useContantWidth = true, the space between the left and right walls

5.36.3.6 Transform MainCameraManager.left

Reference to the left wall

5.36.3.7 Transform MainCameraManager.right

Reference to the right wall

5.36.4 Property Documentation

5.36.4.1 Vector3 MainCameraManager.myPos [set],[private]

5.36.4.2 Vector3 MainCameraManager.posPlayer [get],[private]

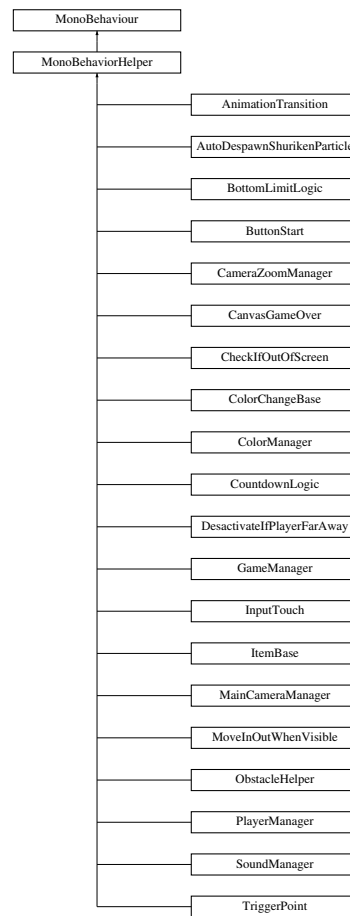
The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↔ AmazingBrick/Scripts/Game/MainCameraManager.cs

5.37 MonoBehaviourHelper Class Reference

Class to avoid some duplicate codes.

Inheritance diagram for MonoBehaviorHelper:



Properties

- [GameManager](#) `gameManager` [get]
- [PlayerManager](#) `playerManager` [get]
- [Transform](#) `playerTransform` [get]
- [MainCameraManager](#) `mainCameraManager` [get]
- [Camera](#) `mainCamera` [get]
- [Camera](#) `camBackground1` [get]
- [Camera](#) `camBackground2` [get]
- [Camera](#) `camForeground` [get]
- [Transform](#) `camTransform` [get]
- [ColorManager](#) `colorManager` [get]
- [CountdownLogic](#) `countdownLogic` [get]
- [PoolingSystem](#) `poolingSystem` [get]

Private Attributes

- [GameManager](#) `_gameManager`
- [PlayerManager](#) `_playerManager`
- [Transform](#) `_playerTransform`
- [MainCameraManager](#) `_mainCameraManager`
- [Camera](#) `_mainCamera`
- [Camera](#) `_camBackground1`

- [Camera _camBackground2](#)
- [Camera _camForeground](#)
- [Transform _camTransform](#)
- [ColorManager _colorManager](#)
- [CountdownLogic _countdownLogic](#)
- [PoolingSystem _poolingSystem](#)

5.37.1 Detailed Description

Class to avoid some duplicate codes.

5.37.2 Member Data Documentation

- 5.37.2.1 **Camera MonoBehaviorHelper._camBackground1** [private]
- 5.37.2.2 **Camera MonoBehaviorHelper._camBackground2** [private]
- 5.37.2.3 **Camera MonoBehaviorHelper._camForeground** [private]
- 5.37.2.4 **Transform MonoBehaviorHelper._camTransform** [private]
- 5.37.2.5 **ColorManager MonoBehaviorHelper._colorManager** [private]
- 5.37.2.6 **CountdownLogic MonoBehaviorHelper._countdownLogic** [private]
- 5.37.2.7 **GameManager MonoBehaviorHelper._gameManager** [private]
- 5.37.2.8 **Camera MonoBehaviorHelper._mainCamera** [private]
- 5.37.2.9 **MainCameraManager MonoBehaviorHelper._mainCameraManager** [private]
- 5.37.2.10 **PlayerManager MonoBehaviorHelper._playerManager** [private]
- 5.37.2.11 **Transform MonoBehaviorHelper._playerTransform** [private]
- 5.37.2.12 **PoolingSystem MonoBehaviorHelper._poolingSystem** [private]

5.37.3 Property Documentation

- 5.37.3.1 **Camera MonoBehaviorHelper.camBackground1** [get]
- 5.37.3.2 **Camera MonoBehaviorHelper.camBackground2** [get]
- 5.37.3.3 **Camera MonoBehaviorHelper.camForeground** [get]
- 5.37.3.4 **Transform MonoBehaviorHelper.camTransform** [get]
- 5.37.3.5 **ColorManager MonoBehaviorHelper.colorManager** [get]
- 5.37.3.6 **CountdownLogic MonoBehaviorHelper.countdownLogic** [get]
- 5.37.3.7 **GameManager MonoBehaviorHelper.gameManager** [get]
- 5.37.3.8 **Camera MonoBehaviorHelper.mainCamera** [get]

5.37.3.9 **MainCameraManager** MonoBehaviourHelper.mainCameraManager [get]

5.37.3.10 **PlayerManager** MonoBehaviourHelper.playerManager [get]

5.37.3.11 **Transform** MonoBehaviourHelper.playerTransform [get]

5.37.3.12 **PoolingSystem** MonoBehaviourHelper.poolingSystem [get]

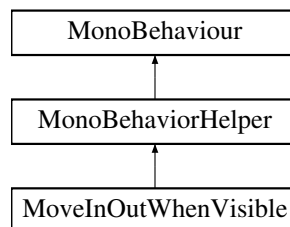
The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↔
AmazingBrick/Scripts/Utility/MonoBehaviorHelper.cs

5.38 MoveInOutWhenVisible Class Reference

Move some game object when they became visible and juste before they became invisible

Inheritance diagram for MoveInOutWhenVisible:



Private Member Functions

- void [OnEnable](#) ()
- void [OnDisable](#) ()
- IEnumerator [DOMoveInWhenVisible](#) ()
- IEnumerator [DOMoveOutWhenVisible](#) ()

Private Attributes

- float [time](#) = 0.12f

Additional Inherited Members

5.38.1 Detailed Description

Move some game object when they became visible and juste before they became invisible

5.38.2 Member Function Documentation

5.38.2.1 IEnumerator MoveInOutWhenVisible.DOMoveInWhenVisible () [private]

5.38.2.2 IEnumerator MoveInOutWhenVisible.DOMoveOutWhenVisible () [private]

5.38.2.3 void MoveInOutWhenVisible.OnDisable () [private]

5.38.2.4 void MoveInOutWhenVisible.OnEnable () [private]

5.38.3 Member Data Documentation

5.38.3.1 float MoveInOutWhenVisible.time = 0.12f [private]

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

- /Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↔
AmazingBrick/Scripts/MoveInOutWhenVisible.cs

5.39 ObjectPool Class Reference

Class in charge to put object in pool.

Public Member Functions

- [ObjectPool](#) (GameObject obj, int initialPoolSize, int [maxPoolSize](#))
- GameObject [GetObject](#) ()

Public Attributes

- List< GameObject > [pooledObjects](#)

Private Attributes

- GameObject [pooledObj](#)
- int [maxPoolSize](#)

5.39.1 Detailed Description

Class in charge to put object in pool.

5.39.2 Constructor & Destructor Documentation

5.39.2.1 ObjectPool.ObjectPool (GameObject *obj*, int *initialPoolSize*, int *maxPoolSize*)

5.39.3 Member Function Documentation

5.39.3.1 GameObject ObjectPool.GetObject ()

5.39.4 Member Data Documentation

5.39.4.1 int ObjectPool.maxPoolSize [private]

5.39.4.2 GameObject ObjectPool.pooledObj [private]

5.39.4.3 List<GameObject> ObjectPool.pooledObjects

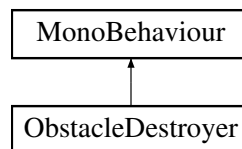
The documentation for this class was generated from the following file:

- [/Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↔ AmazingBrick/Scripts/_Pool/ObjectPool.cs](#)

5.40 ObstacleDestroyer Class Reference

Destroy the obstacle. Not use. Attach it to the Camera if you want to use this.

Inheritance diagram for ObstacleDestroyer:



Private Member Functions

- void [OnTriggerEnter2D](#) (Collider2D other)

5.40.1 Detailed Description

Destroy the obstacle. Not use. Attach it to the Camera if you want to use this.

5.40.2 Member Function Documentation

5.40.2.1 void ObstacleDestroyer.OnTriggerEnter2D (Collider2D *other*) [private]

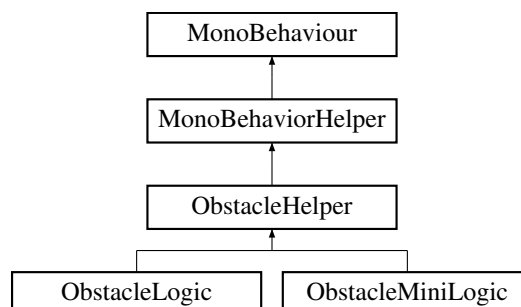
The documentation for this class was generated from the following file:

- [/Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↔ AmazingBrick/Scripts/Game/ObstacleDestroyer.cs](#)

5.41 ObstacleHelper Class Reference

An helper class for the obstacle

Inheritance diagram for ObstacleHelper:



Public Member Functions

- float [GetPositionTOP_Y](#) ()
- virtual float [Create](#) (int num, float lastPosX)
- virtual float [Create](#) (BackgroundLayer background)
- virtual void [Reset](#) ()
- virtual void [onSpawnedEvent](#) ()
- virtual void [onDespawnedEvent](#) ()

Public Attributes

- Transform [left](#)
- Transform [right](#)
- Transform [top](#)
- Transform [bottom](#)
- Vector2 [defaultPosLeft](#)
- Vector2 [defaultPosRight](#)
- Vector2 [defaultPosTop](#)
- Vector2 [defaultPosBottom](#)
- bool [isActive](#)

Additional Inherited Members

5.41.1 Detailed Description

An helper class for the obstacle

5.41.2 Member Function Documentation

5.41.2.1 virtual float ObstacleHelper.Create (int *num*, float *lastPosX*) [virtual]

Reimplemented in [ObstacleLogic](#).

5.41.2.2 virtual float ObstacleHelper.Create (BackgroundLayer *background*) [virtual]

Reimplemented in [ObstacleMiniLogic](#).

5.41.2.3 float ObstacleHelper.GetPositionTOP_Y ()

5.41.2.4 virtual void ObstacleHelper.onDespawnedEvent () [virtual]

5.41.2.5 virtual void ObstacleHelper.onSpawnedEvent () [virtual]

5.41.2.6 virtual void ObstacleHelper.Reset () [virtual]

Reimplemented in [ObstacleLogic](#).

5.41.3 Member Data Documentation

5.41.3.1 Transform `ObstacleHelper.bottom`

5.41.3.2 Vector2 `ObstacleHelper.desfaultPosBottom`

5.41.3.3 Vector2 `ObstacleHelper.desfaultPosLeft`

5.41.3.4 Vector2 `ObstacleHelper.desfaultPosRight`

5.41.3.5 Vector2 `ObstacleHelper.desfaultPosTop`

5.41.3.6 bool `ObstacleHelper.isActive`

5.41.3.7 Transform `ObstacleHelper.left`

5.41.3.8 Transform `ObstacleHelper.right`

5.41.3.9 Transform `ObstacleHelper.top`

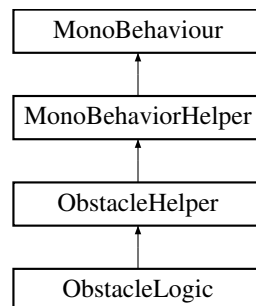
The documentation for this class was generated from the following file:

- `/Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↔ AmazingBrick/Scripts/ObstacleHelper.cs`

5.42 ObstacleLogic Class Reference

Class in charge to display obstacle in the game

Inheritance diagram for `ObstacleLogic`:



Public Member Functions

- override void `Reset` ()
- override float `Create` (int num, float lastPosX)
- void `DOTextAnim` ()

Public Attributes

- Collider2D `colliderPoint`
- Transform `numTextTransform`
- Text `numText`
- int `point`

Private Member Functions

- void [Awake](#) ()
- void [OnEnable](#) ()
- void [OnPlayerFail](#) ()
- void [OnGameEnded](#) ()
- void [OnDisable](#) ()
- void [StopAllTweens](#) ()
- void [SetText](#) (int num)
- void [Update](#) ()
- void [Despawn](#) ()
- float [GetSpace](#) ()
- void [PrepareDoTextAnim](#) ()
- void [EmitParticle](#) ()

Additional Inherited Members

5.42.1 Detailed Description

Class in charge to display obstacle in the game

5.42.2 Member Function Documentation

5.42.2.1 void ObstacleLogic.Awake () [private]

5.42.2.2 override float ObstacleLogic.Create (int *num*, float *lastPosX*) [virtual]

Reimplemented from [ObstacleHelper](#).

5.42.2.3 void ObstacleLogic.Despawn () [private]

5.42.2.4 void ObstacleLogic.DOTextAnim ()

5.42.2.5 void ObstacleLogic.EmitParticle () [private]

5.42.2.6 float ObstacleLogic.GetSpace () [private]

5.42.2.7 void ObstacleLogic.OnDisable () [private]

5.42.2.8 void ObstacleLogic.OnEnable () [private]

5.42.2.9 void ObstacleLogic.OnGameEnded () [private]

5.42.2.10 void ObstacleLogic.OnPlayerFail () [private]

5.42.2.11 void ObstacleLogic.PrepareDoTextAnim () [private]

5.42.2.12 override void ObstacleLogic.Reset () [virtual]

Reimplemented from [ObstacleHelper](#).

5.42.2.13 void `ObstacleLogic.SetText (int num)` [private]

5.42.2.14 void `ObstacleLogic.StopAllTweens ()` [private]

5.42.2.15 void `ObstacleLogic.Update ()` [private]

5.42.3 Member Data Documentation

5.42.3.1 Collider2D `ObstacleLogic.colliderPoint`

5.42.3.2 Text `ObstacleLogic.numText`

5.42.3.3 Transform `ObstacleLogic.numTextTransform`

5.42.3.4 int `ObstacleLogic.point`

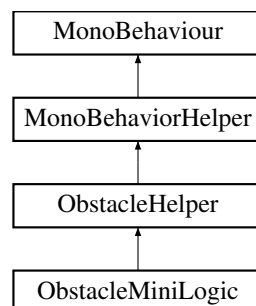
The documentation for this class was generated from the following file:

- `/Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↔ AmazingBrick/Scripts/ObstacleLogic.cs`

5.43 ObstacleMiniLogic Class Reference

Obstacle Mini are the cube in the background. This class handle the creation

Inheritance diagram for ObstacleMiniLogic:



Public Member Functions

- void `SpawnNewObstacleMini ()`
- override float `Create (BackgroundLayer background)`

Public Attributes

- SpriteRenderer `srLeft`
- SpriteRenderer `srRight`
- Color `colorBack1`
- Color `colorBack2`
- Color `colorForeground`

Private Member Functions

- void [Awake](#) ()
- void [OnEnable](#) ()
- void [OnDisable](#) ()
- void [SetLayers](#) (BackgroundLayer [background](#), Color [c](#))

Private Attributes

- BackgroundLayer [background](#)
- float [minScaleX1](#) = 1f
- float [maxScaleX1](#) = 15
- float [minScaleY1](#) = 5f
- float [maxScaleY1](#) = 9f
- float [minScaleX2](#) = 20f
- float [maxScaleX2](#) = 40f
- float [minScaleY2](#) = 10f
- float [maxScaleY2](#) = 15f
- float [minScaleXForeground](#) = 0.2f
- float [maxScaleXForeground](#) = 5f
- float [minScaleYForeground](#) = 3f
- float [maxScaleYForeground](#) = 6f

Additional Inherited Members

5.43.1 Detailed Description

Obstacle Mini are the cube in the background. This class handle the creation

5.43.2 Member Function Documentation

5.43.2.1 void ObstacleMiniLogic.Awake () [private]

5.43.2.2 override float ObstacleMiniLogic.Create (BackgroundLayer *background*) [virtual]

Reimplemented from [ObstacleHelper](#).

5.43.2.3 void ObstacleMiniLogic.OnDisable () [private]

5.43.2.4 void ObstacleMiniLogic.OnEnable () [private]

5.43.2.5 void ObstacleMiniLogic.SetLayers (BackgroundLayer *background*, Color *c*) [private]

5.43.2.6 void ObstacleMiniLogic.SpawnNewObstacleMini ()

5.43.3 Member Data Documentation

5.43.3.1 BackgroundLayer ObstacleMiniLogic.background [private]

5.43.3.2 Color ObstacleMiniLogic.colorBack1

5.43.3.3 Color ObstacleMiniLogic.colorBack2

5.43.3.4 Color `ObstacleMiniLogic.colorForeground`

5.43.3.5 float `ObstacleMiniLogic.maxScaleX1 = 15` [private]

5.43.3.6 float `ObstacleMiniLogic.maxScaleX2 = 40f` [private]

5.43.3.7 float `ObstacleMiniLogic.maxScaleXForeground = 5f` [private]

5.43.3.8 float `ObstacleMiniLogic.maxScaleY1 = 9f` [private]

5.43.3.9 float `ObstacleMiniLogic.maxScaleY2 = 15f` [private]

5.43.3.10 float `ObstacleMiniLogic.maxScaleYForeground = 6f` [private]

5.43.3.11 float `ObstacleMiniLogic.minScaleX1 = 1f` [private]

5.43.3.12 float `ObstacleMiniLogic.minScaleX2 = 20f` [private]

5.43.3.13 float `ObstacleMiniLogic.minScaleXForeground = 0.2f` [private]

5.43.3.14 float `ObstacleMiniLogic.minScaleY1 = 5f` [private]

5.43.3.15 float `ObstacleMiniLogic.minScaleY2 = 10f` [private]

5.43.3.16 float `ObstacleMiniLogic.minScaleYForeground = 3f` [private]

5.43.3.17 `SpriteRenderer ObstacleMiniLogic.srLeft`

5.43.3.18 `SpriteRenderer ObstacleMiniLogic.srRight`

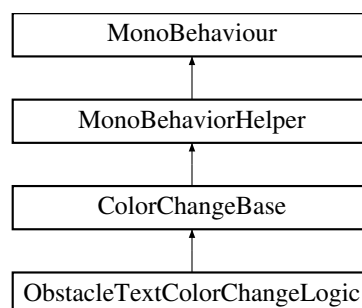
The documentation for this class was generated from the following file:

- `/Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↔
AmazingBrick/Scripts/ObstacleMiniLogic.cs`

5.44 ObstacleTextColorChangeLogic Class Reference

Class in charge to change the color of the text between obstacles in the game

Inheritance diagram for `ObstacleTextColorChangeLogic`:



Public Member Functions

- override void `Setup ()`

- override void [OnColorSpriteChange](#) (Color c)

Private Member Functions

- void [SetColor](#) (Color c)

Additional Inherited Members

5.44.1 Detailed Description

Class in charge to change the color of the text between obstacles in the game

5.44.2 Member Function Documentation

5.44.2.1 override void [ObstacleTextColorChangeLogic.OnColorSpriteChange](#) (Color c) [virtual]

Reimplemented from [ColorChangeBase](#).

5.44.2.2 void [ObstacleTextColorChangeLogic.SetColor](#) (Color c) [private]

5.44.2.3 override void [ObstacleTextColorChangeLogic.Setup](#) () [virtual]

Reimplemented from [ColorChangeBase](#).

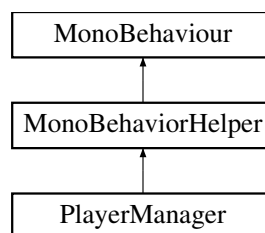
The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↔
AmazingBrick/Scripts/ObstacleTextColorChangeLogic.cs

5.45 PlayerManager Class Reference

Class who managed the player

Inheritance diagram for PlayerManager:



Public Attributes

- ParticleEmitter [particleExplosionNewPoint](#)
- bool [ONE_TOUCH_CONTROL](#) = false
- float [ConstantForceX](#)
The force apply to the player when is jumping
- float [ConstantForceY](#)
The force apply to the player to move up continuously

Properties

- bool `isInvincible` [get, set]

Private Member Functions

- void `Awake` ()
- void `OnEnable` ()
 - Subscribe to OnTouchScreen from `InputTouch`*
- void `OnDisable` ()
 - Unsubscribe to OnTouchScreen from `InputTouch`*
- void `OnTouchScreen` (DIRECTION dir)
- void `Start` ()
- void `OnFinished` ()
 - When game over, Rigidbody2D is kinematic so the player doesn't move anymore*
- void `OnStarted` ()
 - When the game is started, the Rigidbody2D is not kinematic (to apply force to it) and we start the coroutine to continuously move up the player*
- IEnumerator `OnStartDelay` ()
 - A little delay to start the game, just to have the time to emit the particles and make some stuff like isGameOver = false and canJump = true with a delay*
- void `OnCollisionEnter2D` (Collision2D coll)
 - Call OnCollision if collision with player and obstacles or walls*
- void `OnCollision` (GameObject obj, Collision2D coll)
 - Check who is collide with the player: if walls: emit particles, if obstacles: game over*
- void `LaunchGameOver` ()
 - Turn isGameOver to true and launch the coroutine `CoroutLaunchGameOver`*
- void `OnClickedGameOverButtons` (bool success)
- void `Jump` (bool isLeft)
 - Do a player jump, ie. a move on the X axis*

Private Attributes

- bool `lastWasLeft` = false
- bool `canJump`
 - True if the player can jump*
- bool `isGameOver`
 - True if game over*
- Rigidbody2D `_rigidbody`
 - reference to the player Rigidbody2D*
- bool `_isInvincible`

5.45.1 Detailed Description

Class who managed the player

This script is attached to the GameObject "Player". In charge to detect the input, and to jump the player from one side to the other side, and detect collisions. You can change the speed of the jump in this GameObject ("Constant force y") and the speed of the player ("Constant force x").

5.45.2 Member Function Documentation

5.45.2.1 void PlayerManager.Awake () [private]

5.45.2.2 void PlayerManager.Jump (bool *isLeft*) [private]

Do a player jump, ie. a move on the X axis

5.45.2.3 void PlayerManager.LaunchGameOver () [private]

Turn isGameOver to true and launch the coroutine CoroutLaunchGameOver

5.45.2.4 void PlayerManager.OnClickedGameOverButtons (bool *success*) [private]

5.45.2.5 void PlayerManager.OnCollision (GameObject *obj*, Collision2D *coll*) [private]

Check who is collide with the player: if walls: emit particles, if obstacles: game over

5.45.2.6 void PlayerManager.OnCollisionEnter2D (Collision2D *coll*) [private]

Call OnCollision if collision with player and obstacles or walls

5.45.2.7 void PlayerManager.OnDisable () [private]

Unsubscribe to OnTouchScreen from [InputTouch](#)

5.45.2.8 void PlayerManager.OnEnable () [private]

Subscribe to OnTouchScreen from [InputTouch](#)

5.45.2.9 void PlayerManager.OnFinished () [private]

When game over, Rigidbody2D is kinematic so the player doesn't move anymore

5.45.2.10 IEnumerator PlayerManager.OnStartDelay () [private]

A little delay to start the game, just to have the time to emit the particles and make some stuff like isGameOver = false and canJump = true with a delay

5.45.2.11 void PlayerManager.OnStarted () [private]

When the game is started, the Rigidbody2D is not kinematic (to apply force to it) and we start the coroutine to continuously move up the player

5.45.2.12 void PlayerManager.OnTouchScreen (DIRECTION *dir*) [private]

5.45.2.13 void PlayerManager.Start () [private]

5.45.3 Member Data Documentation

5.45.3.1 `bool PlayerManager._isInvincible` [private]

5.45.3.2 `Rigidbody2D PlayerManager._rigidbody` [private]

reference to the player rigidbody2D

5.45.3.3 `bool PlayerManager.canJump` [private]

True if the player can jump

5.45.3.4 `float PlayerManager.ConstantForceX`

The force apply to the player when is jumping

5.45.3.5 `float PlayerManager.ConstantForceY`

The force apply to the player to move up continuously

5.45.3.6 `bool PlayerManager.isGameOver` [private]

True if game over

5.45.3.7 `bool PlayerManager.lastWasLeft = false` [private]

5.45.3.8 `bool PlayerManager.ONE_TOUCH_CONTROL = false`

5.45.3.9 `ParticleEmitter PlayerManager.particleExplosionNewPoint`

5.45.4 Property Documentation

5.45.4.1 `bool PlayerManager.isInvincible` [get], [set]

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

- /Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↵ AmazingBrick/Scripts/Game/PlayerManager.cs

5.46 PlayerPrefsX Class Reference

A player pref extension

Static Public Member Functions

- static bool [SetBool](#) (String name, bool value)
- static bool [GetBool](#) (String name)
- static bool [GetBool](#) (String name, bool defaultValue)
- static long [GetLong](#) (string key, long defaultValue)
- static long [GetLong](#) (string key)
- static void [SetLong](#) (string key, long value)
- static bool [SetVector2](#) (String key, Vector2 vector)
- static Vector2 [GetVector2](#) (String key, Vector2 defaultValue)

- static bool [SetVector3](#) (String key, Vector3 vector)
- static Vector3 [GetVector3](#) (String key)
- static Vector3 [GetVector3](#) (String key, Vector3 defaultValue)
- static bool [SetQuaternion](#) (String key, Quaternion vector)
- static Quaternion [GetQuaternion](#) (String key)
- static Quaternion [GetQuaternion](#) (String key, Quaternion defaultValue)
- static bool [SetColor](#) (String key, Color color)
- static Color [GetColor](#) (String key)
- static Color [GetColor](#) (String key, Color defaultValue)
- static bool [SetBoolArray](#) (String key, bool[] boolArray)
- static bool[] [GetBoolArray](#) (String key)
- static bool[] [GetBoolArray](#) (String key, bool defaultValue, int defaultSize)
- static bool [SetStringArray](#) (String key, String[] stringArray)
- static String[] [GetStringArray](#) (String key)
- static String[] [GetStringArray](#) (String key, String defaultValue, int defaultSize)
- static bool [SetIntArray](#) (String key, int[] intArray)
- static bool [SetFloatArray](#) (String key, float[] floatArray)
- static bool [SetVector2Array](#) (String key, Vector2[] vector2Array)
- static bool [SetVector3Array](#) (String key, Vector3[] vector3Array)
- static bool [SetQuaternionArray](#) (String key, Quaternion[] quaternionArray)
- static bool [SetColorArray](#) (String key, Color[] colorArray)
- static int[] [GetIntArray](#) (String key)
- static int[] [GetIntArray](#) (String key, int defaultValue, int defaultSize)
- static float[] [GetFloatArray](#) (String key)
- static float[] [GetFloatArray](#) (String key, float defaultValue, int defaultSize)
- static Vector2[] [GetVector2Array](#) (String key)
- static Vector2[] [GetVector2Array](#) (String key, Vector2 defaultValue, int defaultSize)
- static Vector3[] [GetVector3Array](#) (String key)
- static Vector3[] [GetVector3Array](#) (String key, Vector3 defaultValue, int defaultSize)
- static Quaternion[] [GetQuaternionArray](#) (String key)
- static Quaternion[] [GetQuaternionArray](#) (String key, Quaternion defaultValue, int defaultSize)
- static Color[] [GetColorArray](#) (String key)
- static Color[] [GetColorArray](#) (String key, Color defaultValue, int defaultSize)
- static void [ShowArrayType](#) (String key)

Private Types

- enum [ArrayType](#) {
[ArrayType.Float](#), [ArrayType.Int32](#), [ArrayType.Bool](#), [ArrayType.String](#),
[ArrayType.Vector2](#), [ArrayType.Vector3](#), [ArrayType.Quaternion](#), [ArrayType.Color](#) }

Static Private Member Functions

- static void [SplitLong](#) (long input, out int lowBits, out int highBits)
- static Vector2 [GetVector2](#) (String key)
- static bool [SetValue< T >](#) (String key, T array, [ArrayType](#) arrayType, int vectorNumber, Action< T, byte[], int > convert)
- static void [ConvertFromInt](#) (int[] array, byte[] bytes, int i)
- static void [ConvertFromFloat](#) (float[] array, byte[] bytes, int i)
- static void [ConvertFromVector2](#) (Vector2[] array, byte[] bytes, int i)
- static void [ConvertFromVector3](#) (Vector3[] array, byte[] bytes, int i)
- static void [ConvertFromQuaternion](#) (Quaternion[] array, byte[] bytes, int i)
- static void [ConvertFromColor](#) (Color[] array, byte[] bytes, int i)

- static void [GetValue< T >](#) (String key, T list, [ArrayType](#) arrayType, int vectorNumber, Action< T, byte[]> convert)
- static void [ConvertToInt](#) (List< int > list, byte[] bytes)
- static void [ConvertToFloat](#) (List< float > list, byte[] bytes)
- static void [ConvertToVector2](#) (List< Vector2 > list, byte[] bytes)
- static void [ConvertToVector3](#) (List< Vector3 > list, byte[] bytes)
- static void [ConvertToQuaternion](#) (List< Quaternion > list, byte[] bytes)
- static void [ConvertToColor](#) (List< Color > list, byte[] bytes)
- static void [Initialize](#) ()
- static bool [SaveBytes](#) (String key, byte[] bytes)
- static void [ConvertFloatToBytes](#) (float f, byte[] bytes)
- static float [ConvertBytesToFloat](#) (byte[] bytes)
- static void [ConvertInt32ToBytes](#) (int i, byte[] bytes)
- static int [ConvertBytesToInt32](#) (byte[] bytes)
- static void [ConvertTo4Bytes](#) (byte[] bytes)
- static void [ConvertFrom4Bytes](#) (byte[] bytes)

Static Private Attributes

- static int [endianDiff1](#)
- static int [endianDiff2](#)
- static int [idx](#)
- static byte[] [byteBlock](#)

5.46.1 Detailed Description

A player pref extension

5.46.2 Member Enumeration Documentation

5.46.2.1 enum [PlayerPrefsX.ArrayType](#) [[strong](#)], [[private](#)]

Enumerator

Float

Int32

Bool

String

Vector2

Vector3

Quaternion

Color

5.46.3 Member Function Documentation

5.46.3.1 static float [PlayerPrefsX.ConvertBytesToFloat](#) (byte[] *bytes*) [[static](#)], [[private](#)]

5.46.3.2 static int [PlayerPrefsX.ConvertBytesToInt32](#) (byte[] *bytes*) [[static](#)], [[private](#)]

5.46.3.3 static void [PlayerPrefsX.ConvertFloatToBytes](#) (float *f*, byte[] *bytes*) [[static](#)], [[private](#)]

- 5.46.3.4 `static void PlayerPrefsX.ConvertFrom4Bytes (byte[] bytes) [static], [private]`
- 5.46.3.5 `static void PlayerPrefsX.ConvertFromColor (Color[] array, byte[] bytes, int i) [static], [private]`
- 5.46.3.6 `static void PlayerPrefsX.ConvertFromFloat (float[] array, byte[] bytes, int i) [static], [private]`
- 5.46.3.7 `static void PlayerPrefsX.ConvertFromInt (int[] array, byte[] bytes, int i) [static], [private]`
- 5.46.3.8 `static void PlayerPrefsX.ConvertFromQuaternion (Quaternion[] array, byte[] bytes, int i) [static], [private]`
- 5.46.3.9 `static void PlayerPrefsX.ConvertFromVector2 (Vector2[] array, byte[] bytes, int i) [static], [private]`
- 5.46.3.10 `static void PlayerPrefsX.ConvertFromVector3 (Vector3[] array, byte[] bytes, int i) [static], [private]`
- 5.46.3.11 `static void PlayerPrefsX.ConvertInt32ToBytes (int i, byte[] bytes) [static], [private]`
- 5.46.3.12 `static void PlayerPrefsX.ConvertTo4Bytes (byte[] bytes) [static], [private]`
- 5.46.3.13 `static void PlayerPrefsX.ConvertToColor (List< Color > list, byte[] bytes) [static], [private]`
- 5.46.3.14 `static void PlayerPrefsX.ConvertToFloat (List< float > list, byte[] bytes) [static], [private]`
- 5.46.3.15 `static void PlayerPrefsX.ConvertToInt (List< int > list, byte[] bytes) [static], [private]`
- 5.46.3.16 `static void PlayerPrefsX.ConvertToQuaternion (List< Quaternion > list, byte[] bytes) [static], [private]`
- 5.46.3.17 `static void PlayerPrefsX.ConvertToVector2 (List< Vector2 > list, byte[] bytes) [static], [private]`
- 5.46.3.18 `static void PlayerPrefsX.ConvertToVector3 (List< Vector3 > list, byte[] bytes) [static], [private]`
- 5.46.3.19 `static bool PlayerPrefsX.GetBool (String name) [static]`
- 5.46.3.20 `static bool PlayerPrefsX.GetBool (String name, bool defaultValue) [static]`
- 5.46.3.21 `static bool [] PlayerPrefsX.GetBoolArray (String key) [static]`
- 5.46.3.22 `static bool [] PlayerPrefsX.GetBoolArray (String key, bool defaultValue, int defaultSize) [static]`
- 5.46.3.23 `static Color PlayerPrefsX.GetColor (String key) [static]`
- 5.46.3.24 `static Color PlayerPrefsX.GetColor (String key, Color defaultValue) [static]`
- 5.46.3.25 `static Color [] PlayerPrefsX.GetColorArray (String key) [static]`
- 5.46.3.26 `static Color [] PlayerPrefsX.GetColorArray (String key, Color defaultValue, int defaultSize) [static]`
- 5.46.3.27 `static float [] PlayerPrefsX.GetFloatArray (String key) [static]`
- 5.46.3.28 `static float [] PlayerPrefsX.GetFloatArray (String key, float defaultValue, int defaultSize) [static]`
- 5.46.3.29 `static int [] PlayerPrefsX.GetIntArray (String key) [static]`
- 5.46.3.30 `static int [] PlayerPrefsX.GetIntArray (String key, int defaultValue, int defaultSize) [static]`

- 5.46.3.31 static long PlayerPrefsX.GetLong (string *key*, long *defaultValue*) [static]
- 5.46.3.32 static long PlayerPrefsX.GetLong (string *key*) [static]
- 5.46.3.33 static Quaternion PlayerPrefsX.GetQuaternion (String *key*) [static]
- 5.46.3.34 static Quaternion PlayerPrefsX.GetQuaternion (String *key*, Quaternion *defaultValue*) [static]
- 5.46.3.35 static Quaternion [] PlayerPrefsX.GetQuaternionArray (String *key*) [static]
- 5.46.3.36 static Quaternion [] PlayerPrefsX.GetQuaternionArray (String *key*, Quaternion *defaultValue*, int *defaultSize*) [static]
- 5.46.3.37 static String [] PlayerPrefsX.GetStringArray (String *key*) [static]
- 5.46.3.38 static String [] PlayerPrefsX.GetStringArray (String *key*, String *defaultValue*, int *defaultSize*) [static]
- 5.46.3.39 static void PlayerPrefsX.GetValue< T > (String *key*, T *list*, ArrayType *arrayType*, int *vectorNumber*, Action< T, byte[] > *convert*) [static],[private]

Type Constraints

T : IList

- 5.46.3.40 static Vector2 PlayerPrefsX.GetVector2 (String *key*) [static],[private]
- 5.46.3.41 static Vector2 PlayerPrefsX.GetVector2 (String *key*, Vector2 *defaultValue*) [static]
- 5.46.3.42 static Vector2 [] PlayerPrefsX.GetVector2Array (String *key*) [static]
- 5.46.3.43 static Vector2 [] PlayerPrefsX.GetVector2Array (String *key*, Vector2 *defaultValue*, int *defaultSize*) [static]
- 5.46.3.44 static Vector3 PlayerPrefsX.GetVector3 (String *key*) [static]
- 5.46.3.45 static Vector3 PlayerPrefsX.GetVector3 (String *key*, Vector3 *defaultValue*) [static]
- 5.46.3.46 static Vector3 [] PlayerPrefsX.GetVector3Array (String *key*) [static]
- 5.46.3.47 static Vector3 [] PlayerPrefsX.GetVector3Array (String *key*, Vector3 *defaultValue*, int *defaultSize*) [static]
- 5.46.3.48 static void PlayerPrefsX.Initialize () [static],[private]
- 5.46.3.49 static bool PlayerPrefsX.SaveBytes (String *key*, byte[] *bytes*) [static],[private]
- 5.46.3.50 static bool PlayerPrefsX.SetBool (String *name*, bool *value*) [static]
- 5.46.3.51 static bool PlayerPrefsX.SetBoolArray (String *key*, bool[] *boolArray*) [static]
- 5.46.3.52 static bool PlayerPrefsX.SetColor (String *key*, Color *color*) [static]
- 5.46.3.53 static bool PlayerPrefsX.SetColorArray (String *key*, Color[] *colorArray*) [static]
- 5.46.3.54 static bool PlayerPrefsX.SetFloatArray (String *key*, float[] *floatArray*) [static]
- 5.46.3.55 static bool PlayerPrefsX.SetIntArray (String *key*, int[] *intArray*) [static]

- 5.46.3.56 static void PlayerPrefsX.SetLong (string *key*, long *value*) [static]
- 5.46.3.57 static bool PlayerPrefsX.SetQuaternion (String *key*, Quaternion *vector*) [static]
- 5.46.3.58 static bool PlayerPrefsX.SetQuaternionArray (String *key*, Quaternion[] *quaternionArray*) [static]
- 5.46.3.59 static bool PlayerPrefsX.SetStringArray (String *key*, String[] *stringArray*) [static]
- 5.46.3.60 static bool PlayerPrefsX.SetValue< T > (String *key*, T *array*, ArrayType *arrayType*, int *vectorNumber*, Action< T, byte[], int > *convert*) [static],[private]

Type Constraints

***T* : IList**

- 5.46.3.61 static bool PlayerPrefsX.SetVector2 (String *key*, Vector2 *vector*) [static]
- 5.46.3.62 static bool PlayerPrefsX.SetVector2Array (String *key*, Vector2[] *vector2Array*) [static]
- 5.46.3.63 static bool PlayerPrefsX.SetVector3 (String *key*, Vector3 *vector*) [static]
- 5.46.3.64 static bool PlayerPrefsX.SetVector3Array (String *key*, Vector3[] *vector3Array*) [static]
- 5.46.3.65 static void PlayerPrefsX.ShowArrayType (String *key*) [static]
- 5.46.3.66 static void PlayerPrefsX.SplitLong (long *input*, out int *lowBits*, out int *highBits*) [static],[private]

5.46.4 Member Data Documentation

- 5.46.4.1 byte[] PlayerPrefsX.byteBlock [static],[private]
- 5.46.4.2 int PlayerPrefsX.endianDiff1 [static],[private]
- 5.46.4.3 int PlayerPrefsX.endianDiff2 [static],[private]
- 5.46.4.4 int PlayerPrefsX.idx [static],[private]

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

- /Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↵
AmazingBrick/Scripts/PlayerPrefsX.cs

5.47 PoolingSystem.PoolingItems Class Reference

Public Attributes

- GameObject [prefab](#)
- int [amount](#)

5.47.1 Member Data Documentation

- 5.47.1.1 int PoolingSystem.PoolingItems.amount

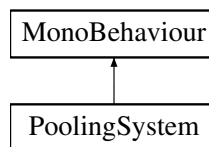
5.47.1.2 GameObject PoolingSystem.PoolingItems.prefab

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

- /Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↔
AmazingBrick/Scripts/_Pool/PoolingSystem.cs

5.48 PoolingSystem Class Reference

Inheritance diagram for PoolingSystem:



Classes

- class [PoolingItems](#)

Public Member Functions

- GameObject [InstantiateAPS](#) (string itemType)
- GameObject [InstantiateAPS](#) (string itemType, Vector3 itemPosition, Quaternion itemRotation)
- GameObject [InstantiateAPS](#) (string itemType, Vector3 itemPosition, Quaternion itemRotation, GameObject myParent)
- GameObject [GetPooledItem](#) (string itemType)

Static Public Member Functions

- static void [DestroyAPS](#) (GameObject myObject)
- static void [PlayEffect](#) (GameObject particleEffect, int particlesAmount)
- static void [PlaySound](#) (GameObject soundSource)

Public Attributes

- [PoolingItems\[\] poolingItems](#)
These fields will hold all the different types of assets you wish to pool.
- List< GameObject >[] [pooledItems](#)
- int [defaultPoolAmount](#) = 10
The default pooling amount for each object type, in case the pooling amount is not mentioned or is 0.
- bool [poolExpand](#) = true
Do you want the pool to expand in case more instances of pooled objects are required.

Private Member Functions

- void [Awake](#) ()
- void [Start](#) ()

5.48.1 Detailed Description

Version: 1.0.1

Author: Sumit Das (<http://swiftfingergames.blogspot.com>)

Support: swiftfingergames@gmail.com

5.48.2 Member Function Documentation

5.48.2.1 void PoolingSystem.Awake () [private]

5.48.2.2 static void PoolingSystem.DestroyAPS (GameObject *myObject*) [static]

5.48.2.3 GameObject PoolingSystem.GetPooledItem (string *itemType*)

5.48.2.4 GameObject PoolingSystem.InstantiateAPS (string *itemType*)

5.48.2.5 GameObject PoolingSystem.InstantiateAPS (string *itemType*, Vector3 *itemPosition*, Quaternion *itemRotation*)

5.48.2.6 GameObject PoolingSystem.InstantiateAPS (string *itemType*, Vector3 *itemPosition*, Quaternion *itemRotation*, GameObject *myParent*)

5.48.2.7 static void PoolingSystem.PlayEffect (GameObject *particleEffect*, int *particlesAmount*) [static]

5.48.2.8 static void PoolingSystem.PlaySound (GameObject *soundSource*) [static]

5.48.2.9 void PoolingSystem.Start () [private]

5.48.3 Member Data Documentation

5.48.3.1 int PoolingSystem.defaultPoolAmount = 10

The default pooling amount for each object type, in case the pooling amount is not mentioned or is 0.

5.48.3.2 List<GameObject> [] PoolingSystem.pooledItems

5.48.3.3 bool PoolingSystem.poolExpand = true

Do you want the pool to expand in case more instances of pooled objects are required.

5.48.3.4 PoolingItems [] PoolingSystem.poolingItems

These fields will hold all the different types of assets you wish to pool.

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

- /Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↔ AmazingBrick/Scripts/_Pool/PoolingSystem.cs

5.49 PoolingSystemExtensions Class Reference

Static Public Member Functions

- static void [DestroyAPS](#) (this GameObject myobject)

- static void [PlayEffect](#) (this GameObject particleEffect, int particlesAmount)
- static void [PlaySound](#) (this GameObject soundSource)

5.49.1 Member Function Documentation

5.49.1.1 static void PoolingSystemExtensions.DestroyAPS (this GameObject *myobject*) [static]

5.49.1.2 static void PoolingSystemExtensions.PlayEffect (this GameObject *particleEffect*, int *particlesAmount*) [static]

5.49.1.3 static void PoolingSystemExtensions.PlaySound (this GameObject *soundSource*) [static]

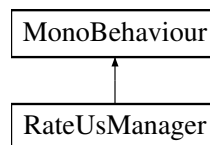
The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↵
AmazingBrick/Scripts/_Pool/PoolingSystem.cs

5.50 RateUsManager Class Reference

Class to prompt a popup to ask the player to rate the game on the store

Inheritance diagram for RateUsManager:



Public Member Functions

- void [PromptPopup](#) ()

Public Attributes

- int [NumberOfLevelPlayedToShowRateUs](#) = 30
Number of play to show the popup to ask the player to rate us. default value = 30
- string [iOSURL](#) = "itms://itunes.apple.com/us/app/apple-store/id933517422?mt=8"
iOS URL. Replace with your url
- string [ANDROIDURL](#) = "http://app-advisory.com"
Android URL. Replace with your url
- Button [btnYes](#)
- Button [btnLater](#)
- Button [btnNever](#)
- CanvasGroup [popupCanvasGroup](#)

Private Member Functions

- void [Awake](#) ()
- void [Start](#) ()
- void [AddButtonListeners](#) ()

- void [RemoveButtonListener](#) ()
- void [OnClickedYes](#) ()
- void [OnClickedLater](#) ()
- void [OnClickedNever](#) ()
- void [CheckIfPromptRateDialogue](#) ()
- void [HidePopup](#) ()

5.50.1 Detailed Description

Class to prompt a popup to ask the player to rate the game on the store

5.50.2 Member Function Documentation

- 5.50.2.1 void `RateUsManager.AddButtonListeners ()` [private]
- 5.50.2.2 void `RateUsManager.Awake ()` [private]
- 5.50.2.3 void `RateUsManager.CheckIfPromptRateDialogue ()` [private]
- 5.50.2.4 void `RateUsManager.HidePopup ()` [private]
- 5.50.2.5 void `RateUsManager.OnClickedLater ()` [private]
- 5.50.2.6 void `RateUsManager.OnClickedNever ()` [private]
- 5.50.2.7 void `RateUsManager.OnClickedYes ()` [private]
- 5.50.2.8 void `RateUsManager.PromptPopup ()`
- 5.50.2.9 void `RateUsManager.RemoveButtonListener ()` [private]
- 5.50.2.10 void `RateUsManager.Start ()` [private]

5.50.3 Member Data Documentation

- 5.50.3.1 string `RateUsManager.ANDROIDURL = "http://app-advisory.com"`

Android URL. Replace with your url

- 5.50.3.2 Button `RateUsManager.btnLater`
- 5.50.3.3 Button `RateUsManager.btnNever`
- 5.50.3.4 Button `RateUsManager.btnYes`

- 5.50.3.5 string `RateUsManager.iOSURL = "itms://itunes.apple.com/us/app/apple-store/id933517422?mt=8"`

iOS URL. Replace with your url

- 5.50.3.6 int `RateUsManager.NumberOfLevelPlayedToShowRateUs = 30`

Number of play to show the popup to ask the player to rate us. default value = 30

5.50.3.7 CanvasGroup RateUsManager.popupCanvasGroup

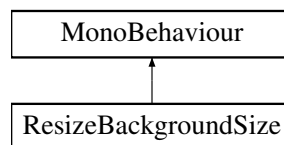
The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↔
AmazingBrick/Scripts/RateUs/RateUsManager.cs

5.51 ResizeBackgroundSize Class Reference

A simple script attached to "AmbiantLightBackground" (who is a child of the Main Camera) to fit this sprite to the camera size.

Inheritance diagram for ResizeBackgroundSize:



Private Member Functions

- void [Start](#) ()

5.51.1 Detailed Description

A simple script attached to "AmbiantLightBackground" (who is a child of the Main Camera) to fit this sprite to the camera size.

5.51.2 Member Function Documentation

5.51.2.1 void ResizeBackgroundSize.Start () [private]

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

- /Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↔
AmazingBrick/Scripts/Game/ResizeBackgroundSize.cs

5.52 ScoreManager Class Reference

A script to handle the score and save the best score.

Static Public Member Functions

- static void [SaveScore](#) (int lastScore)
Save the score
- static int [GetLastScore](#) ()
Get the last score
- static bool [GetLastScoreIsBest](#) ()
Return true if the last score is a new best score

- static int [GetBestScore](#) ()
Get the best score

5.52.1 Detailed Description

A script to handle the score and save the best score.

5.52.2 Member Function Documentation

5.52.2.1 static int ScoreManager.GetBestScore () [static]

Get the best score

5.52.2.2 static int ScoreManager.GetLastScore () [static]

Get the last score

5.52.2.3 static bool ScoreManager.GetLastScoreIsBest () [static]

Return true if the last score is a new best score

5.52.2.4 static void ScoreManager.SaveScore (int *lastScore*) [static]

Save the score

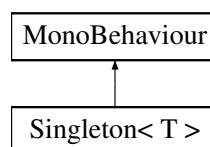
The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↔
AmazingBrick/Scripts/Game/ScoreManager.cs

5.53 Singleton< T > Class Template Reference

Be aware this will not prevent a non singleton constructor such as `T myT = new T();` To prevent that, add `protected T () {}` to your singleton class.

Inheritance diagram for Singleton< T >:



Public Member Functions

- void [OnDestroy](#) ()
When Unity quits, it destroys objects in a random order. In principle, a [Singleton](#) is only destroyed when application quits. If any script calls Instance after it have been destroyed, it will create a buggy ghost object that will stay on the Editor scene even after stopping playing the Application. Really bad! So, this was made to be sure we're not creating that buggy ghost object.

Properties

- static T [instance](#) [get]
- static T [Instance](#) [get]

Static Private Attributes

- static T [_instance](#)
- static object [_lock](#) = new object()
- static bool [applicationIsQuitting](#) = false

5.53.1 Detailed Description

Be aware this will not prevent a non singleton constructor such as `T myT = new T();` To prevent that, add `protected T () {}` to your singleton class.

As a note, this is made as `MonoBehaviour` because we need Coroutines.

Type Constraints

T : MonoBehaviour

5.53.2 Member Function Documentation

5.53.2.1 void Singleton<T>.OnDestroy ()

When Unity quits, it destroys objects in a random order. In principle, a [Singleton](#) is only destroyed when application quits. If any script calls Instance after it have been destroyed, it will create a buggy ghost object that will stay on the Editor scene even after stopping playing the Application. Really bad! So, this was made to be sure we're not creating that buggy ghost object.

5.53.3 Member Data Documentation

5.53.3.1 T Singleton<T>._instance [static], [private]

5.53.3.2 object Singleton<T>._lock = new object() [static], [private]

5.53.3.3 bool Singleton<T>.applicationIsQuitting = false [static], [private]

5.53.4 Property Documentation

5.53.4.1 T Singleton<T>.instance [static], [get]

5.53.4.2 T Singleton<T>.Instance [static], [get]

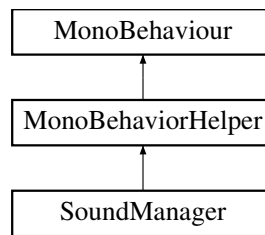
The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↔
AmazingBrick/Scripts/Utility/Singleton.cs

5.54 SoundManager Class Reference

Class in charge to play musics and fx

Inheritance diagram for SoundManager:



Public Member Functions

- void [PlayMusicGame](#) ()
Play the music game
- void [PlayMusicGameOver](#) ()
Play the music game over
- void [PlayMusicMenu](#) ()
Play the music menu
- void [PlayJumpFX](#) ()
Play the jump fx
- void [PlayCoinFX](#) ()
Play the coin fx
- void [PlayPointFX](#) ()
- void [PlayWrongFX](#) ()
- void [PlayJumpSpaceTrap](#) ()
- void [PlayHit](#) ()
- void [MuteAllMusic](#) ()
- void [UnmuteAllMusic](#) ()

Public Attributes

- AudioSource [music](#)
Reference to the audio source use for music
- AudioSource [fx](#)
Reference to the audio source use for fx
- AudioClip [musicGame](#)
Reference to the music use during the game
- AudioClip [musicMenu](#)
Reference to the music use in the menu
- AudioClip [musicGameOver](#)
Reference to the music use when the player touch an obstacle
- AudioClip [jumpFX](#)
Reference to the fx played when the player jumps
- AudioClip [hitFX](#)
- AudioClip [jumpSpaceTrap](#)
- AudioClip [coinFX](#)
Reference to the fx played when the player earns a point
- AudioClip [pointFX](#)
- AudioClip [wrongFX](#)

Private Member Functions

- void [OnEnable](#) ()
- void [OnDisable](#) ()
- void [OnClickedGameOverButtons](#) (bool _continue)
- void [Start](#) ()
- void [OnSetDiamond](#) (int i)
- void [PlayMusic](#) (AudioClip a)
 - Play an audioclip to be used with music audio source*
- void [playFX](#) (AudioClip a)
 - Play an audioclip to be used with fx audio source*
- void [playFX](#) (AudioClip a, float volume)
 - Play an audioclip to be used with fx audio source with a fixed volume*

Additional Inherited Members

5.54.1 Detailed Description

Class in charge to play musics and fx

Script attached to the "SoundManager" GameObject (child of the MainCamara). In charge to play musics and sound effects.

To Change a background music: Find the GameObject "Main Camera", and find the GameObject "SoundManager" and add your Audioclip music in the "Music Game" field. Same thing for the Music Menu; and for the FX sounds.

5.54.2 Member Function Documentation

5.54.2.1 void [SoundManager.MuteAllMusic](#) ()

5.54.2.2 void [SoundManager.OnClickedGameOverButtons](#) (bool *_continue*) [private]

5.54.2.3 void [SoundManager.OnDisable](#) () [private]

5.54.2.4 void [SoundManager.OnEnable](#) () [private]

5.54.2.5 void [SoundManager.OnSetDiamond](#) (int *i*) [private]

5.54.2.6 void [SoundManager.PlayCoinFX](#) ()

Play the coin fx

5.54.2.7 void [SoundManager.playFX](#) (AudioClip *a*) [private]

Play an audioclip to be used with fx audio source

5.54.2.8 void [SoundManager.playFX](#) (AudioClip *a*, float *volume*) [private]

Play an audioclip to be used with fx audio source with a fixed volume

5.54.2.9 void SoundManager.PlayHit ()

5.54.2.10 void SoundManager.PlayJumpFX ()

Play the jump fx

5.54.2.11 void SoundManager.PlayJumpSpaceTrap ()

5.54.2.12 void SoundManager.PlayMusic (AudioClip *a*) [private]

Play an audioclip to be used with music audio source

5.54.2.13 void SoundManager.PlayMusicGame ()

Play the music game

5.54.2.14 void SoundManager.PlayMusicGameOver ()

Play the music game over

5.54.2.15 void SoundManager.PlayMusicMenu ()

Play the music menu

5.54.2.16 void SoundManager.PlayPointFX ()

5.54.2.17 void SoundManager.PlayWrongFX ()

5.54.2.18 void SoundManager.Start () [private]

5.54.2.19 void SoundManager.UnmuteAllMusic ()

5.54.3 Member Data Documentation

5.54.3.1 AudioClip SoundManager.coinFX

Reference to the fx played when the player earns a point

5.54.3.2 AudioSource SoundManager.fx

Reference to the audio source use for fx

5.54.3.3 AudioClip SoundManager.hitFX

5.54.3.4 AudioClip SoundManager.jumpFX

Reference to the fx played when the player jumps

5.54.3.5 AudioClip SoundManager.jumpSpaceTrap

5.54.3.6 AudioSource SoundManager.music

Reference to the audio source use for music

5.54.3.7 AudioClip SoundManager.musicGame

Reference to the music use during the game

5.54.3.8 AudioClip SoundManager.musicGameOver

Reference to the music use when the player touch an obstacle

5.54.3.9 AudioClip SoundManager.musicMenu

Reference to the music use in the menu

5.54.3.10 AudioClip SoundManager.pointFX

5.54.3.11 AudioClip SoundManager.wrongFX

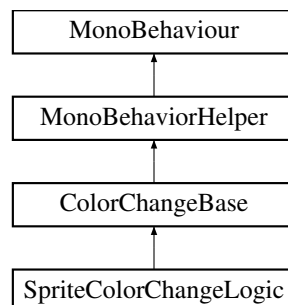
The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↔
AmazingBrick/Scripts/Game/SoundManager.cs

5.55 SpriteColorChangeLogic Class Reference

Class to change sprite color

Inheritance diagram for SpriteColorChangeLogic:



Public Member Functions

- override void [Setup](#) ()
- override void [OnColorSpriteChange](#) (Color c)

Additional Inherited Members

5.55.1 Detailed Description

Class to change sprite color

5.55.2 Member Function Documentation

5.55.2.1 `override void SpriteColorChangeLogic.OnColorSpriteChange (Color c) [virtual]`

Reimplemented from [ColorChangeBase](#).

5.55.2.2 `override void SpriteColorChangeLogic.Setup () [virtual]`

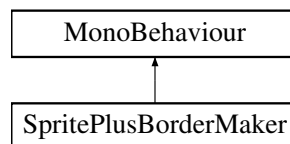
Reimplemented from [ColorChangeBase](#).

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

- `/Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↔
AmazingBrick/Scripts/SpriteColorChangeLogic.cs`

5.56 SpritePlusBorderMaker Class Reference

Inheritance diagram for SpritePlusBorderMaker:



Public Attributes

- SpriteRenderer [sprite](#)
- SpriteRenderer [border](#)
- bool [isCircular](#) = false

Private Member Functions

- void [OnEnable](#) ()
- Vector3 [GetScale](#) ()
- Vector3 [GetScale](#) (float beat)

Private Attributes

- float [diff](#) = 0.30f

5.56.1 Member Function Documentation

5.56.1.1 `Vector3 SpritePlusBorderMaker.GetScale ()` [private]

5.56.1.2 `Vector3 SpritePlusBorderMaker.GetScale (float beat)` [private]

5.56.1.3 `void SpritePlusBorderMaker.OnEnable ()` [private]

5.56.2 Member Data Documentation

5.56.2.1 `SpriteRenderer SpritePlusBorderMaker.border`

5.56.2.2 `float SpritePlusBorderMaker.diff = 0.30f` [private]

5.56.2.3 `bool SpritePlusBorderMaker.isCircular = false`

5.56.2.4 `SpriteRenderer SpritePlusBorderMaker.sprite`

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

- `/Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↔
AmazingBrick/Scripts/SpritePlusBorderMaker.cs`

5.57 TagLayerClass Class Reference

Loop between layers, and only create "Layer Name" if doesn't exist and also is slot are null or empty.

Package Attributes

- const string `ShadowLayer` = "ShadowLayer"
- const string `Background1Layer` = "Background1Layer"
- const string `Background2Layer` = "Background2Layer"
- const string `ForegroundLayer` = "ForegroundLayer"
- const string `msg` = "Gravity Ball is trying to set the Shadow Layer: " + ShadowLayer + " . Do you allow to Gravity Ball create a new layer in a empty slot?"

Static Private Member Functions

- static `TagLayerClass` ()
- static bool `layerHasBeenCreated` ()
- static void `SaveNoLayerExist` ()
- static void `SaveWhenCreateLayer` ()
- static void `findLayer` (string layerName)
- static void `createLayer` ()

5.57.1 Detailed Description

Loop between layers, and only create "Layer Name" if doesn't exist and also is slot are null or empty.

5.57.2 Constructor & Destructor Documentation

5.57.2.1 `static TagLayerClass.TagLayerClass ()` [static], [private]

5.57.3 Member Function Documentation

5.57.3.1 `static void TagLayerClass.createLayer ()` [static], [private]

5.57.3.2 `static void TagLayerClass.findLayer (string layerName)` [static], [private]

5.57.3.3 `static bool TagLayerClass.layerHasBeenCreated ()` [static], [private]

5.57.3.4 `static void TagLayerClass.SaveNoLayerExist ()` [static], [private]

5.57.3.5 `static void TagLayerClass.SaveWhenCreateLayer ()` [static], [private]

5.57.4 Member Data Documentation

5.57.4.1 `const string TagLayerClass.Background1Layer = "Background1Layer"` [package]

5.57.4.2 `const string TagLayerClass.Background2Layer = "Background2Layer"` [package]

5.57.4.3 `const string TagLayerClass.ForegroundLayer = "ForegroundLayer"` [package]

5.57.4.4 `const string TagLayerClass.msg = "Gravity Ball is trying to set the Shadow Layer: " + ShadowLayer + " . Do you allow to Gravity Ball create a new layer in a empty slot?"` [package]

5.57.4.5 `const string TagLayerClass.ShadowLayer = "ShadowLayer"` [package]

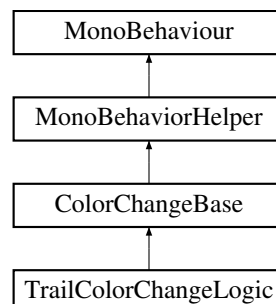
The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↵
AmazingBrick/Scripts/Editor/classTags.cs

5.58 TrailColorChangeLogic Class Reference

Class in charge to change the color of the player's trail

Inheritance diagram for TrailColorChangeLogic:



Public Member Functions

- override void [Setup](#) ()
- override void [OnColorSpriteChange](#) (Color c)

Additional Inherited Members

5.58.1 Detailed Description

Class in charge to change the color of the player's trail

5.58.2 Member Function Documentation

5.58.2.1 `override void TrailColorChangeLogic.OnColorSpriteChange (Color c) [virtual]`

Reimplemented from [ColorChangeBase](#).

5.58.2.2 `override void TrailColorChangeLogic.Setup () [virtual]`

Reimplemented from [ColorChangeBase](#).

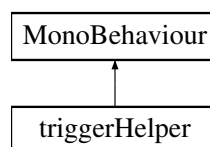
The documentation for this class was generated from the following file:

- `/Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↔
AmazingBrick/Scripts/TrailColorChangeLogic.cs`

5.59 triggerHelper Class Reference

Class to help us to listen collision in the game

Inheritance diagram for triggerHelper:



Public Attributes

- [TriggerHelperEvent OnTrigger](#)

Private Member Functions

- void [Awake](#) ()
- void [OnEnable](#) ()
- void [OnTriggerEnter2D](#) (Collider2D other)
- void [OnTriggerStay2D](#) (Collider2D other)
- void [OnTriggerExit2D](#) (Collider2D other)

Private Attributes

- Collider2D [_collider](#)
- [ItemBase](#) [itemBase](#)

5.59.1 Detailed Description

Class to help us to listen collision in the game

5.59.2 Member Function Documentation

5.59.2.1 void triggerHelper.Awake () [private]

5.59.2.2 void triggerHelper.OnEnable () [private]

5.59.2.3 void triggerHelper.OnTriggerEnter2D (Collider2D *other*) [private]

5.59.2.4 void triggerHelper.OnTriggerExit2D (Collider2D *other*) [private]

5.59.2.5 void triggerHelper.OnTriggerStay2D (Collider2D *other*) [private]

5.59.3 Member Data Documentation

5.59.3.1 Collider2D triggerHelper._collider [private]

5.59.3.2 ItemBase triggerHelper.itemBase [private]

5.59.3.3 TriggerHelperEvent triggerHelper.OnTrigger

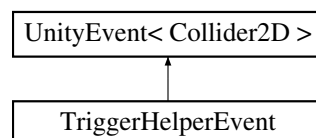
The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↔
AmazingBrick/Scripts/triggerHelper.cs

5.60 TriggerHelperEvent Class Reference

Class to send information when trigger happens

Inheritance diagram for TriggerHelperEvent:



5.60.1 Detailed Description

Class to send information when trigger happens

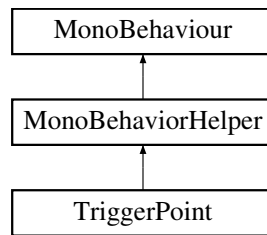
The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↔
AmazingBrick/Scripts/triggerHelper.cs

5.61 TriggerPoint Class Reference

Class in charge to listen when the player get a point

Inheritance diagram for TriggerPoint:



Public Attributes

- [ObstacleLogic obstacleLogic](#)

Private Member Functions

- void [Awake](#) ()
- void [OnEnable](#) ()
- void [OnDisable](#) ()
- void [OnTriggerEnter2D](#) (Collider2D other)
- void [DOCancelInvoke](#) ()
- void [DOCancelInvoke](#) (bool success)

Private Attributes

- Collider2D [_collider](#)

Additional Inherited Members

5.61.1 Detailed Description

Class in charge to listen when the player get a point

5.61.2 Member Function Documentation

5.61.2.1 void TriggerPoint.Awake () [private]

5.61.2.2 void TriggerPoint.DOCancelInvoke () [private]

5.61.2.3 void TriggerPoint.DOCancelInvoke (bool *success*) [private]

5.61.2.4 void TriggerPoint.OnDisable () [private]

5.61.2.5 void TriggerPoint.OnEnable () [private]

5.61.2.6 void TriggerPoint.OnTriggerEnter2D (Collider2D *other*) [private]

5.61.3 Member Data Documentation

5.61.3.1 Collider2D TriggerPoint._collider [private]

5.61.3.2 ObstacleLogic TriggerPoint.obstacleLogic

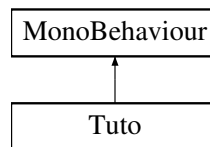
The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↔
AmazingBrick/Scripts/TriggerPoint.cs

5.62 Tuto Class Reference

Class in charge to display tutorial at start

Inheritance diagram for Tuto:



Public Attributes

- Text [textLeft](#)
- Text [textRight](#)

Properties

- string [stringLeft](#) [get]
- string [stringRight](#) [get]

Private Member Functions

- void [Awake](#) ()

5.62.1 Detailed Description

Class in charge to display tutorial at start

5.62.2 Member Function Documentation

5.62.2.1 void [Tuto.Awake](#) () [private]

5.62.3 Member Data Documentation

5.62.3.1 Text [Tuto.textLeft](#)

5.62.3.2 Text [Tuto.textRight](#)

5.62.4 Property Documentation

5.62.4.1 string [Tuto.stringLeft](#) [get], [private]

5.62.4.2 string `Tuto.stringRight` `[get]`, `[private]`

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

- `/Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↔ AmazingBrick/Scripts/Tuto.cs`

5.63 AppAdvisory.Util Class Reference

An utility class

Static Public Member Functions

- static [ObstacleLogic](#) `GetNearestObstacle` (List< [ObstacleLogic](#) > list, Transform t)
- static [ObstacleLogic](#) `GetNearestObstacle` (List< [ObstacleLogic](#) > list, Transform t, bool justAbove)
- static void `Setup` ()
- static void `ReloadCurrentScene` ()
- static string `CurrentSceneName` ()
- static Color `InvertColor` (Color c)
- static Color `GeBorderColor` (Color c)
- static int `GetLife` ()
- static void `SetLife` (int TOTAL)
- static int `GetDiamond` ()
- static void `SetDiamond` (int TOTAL)
- static bool `IsVisibleFrom` (this Renderer renderer, Camera camera)
- static float `GetHeight` (this Camera cam)
- static float `GetWidth` (this Camera cam)
- static bool `IsVisibleFrom` (this Transform transform, Camera camera)
- static bool `IsVisibleFrom` (this Vector3 pos, Camera camera)
- static Color `GetRandomColor` ()
- static void `Shuffle`< T > (this IList< T > list)
- static float `GetMaxPositionBorderSpriteInChild_Y` (this Transform t)
- static void `SetUIColorDarker` (this GameObject b)
- static Color `SetColorDarker` (this Color c, float n)
- static void `SetCanvasgroupAlpha` (this Button b, float alpha)
- static float `GetCanvasgroupAlpha` (this GameObject b)
- static float `GetCanvasgroupAlpha` (this Button b)
- static void `SetAlpha` (this Button b, float alpha)
- static void `SetAlpha` (this Image i, float alpha)
- static float `GetAlpha` (this Button b)
- static float `GetAlpha` (this Image i)
- static void `SetColor` (this Text text, Color c)
- static void `SetColor` (this SpriteRenderer sprite, Color c)
- static float `GetScalingByResolution` ()

Static Private Attributes

- static System.Random `rng` = new System.Random()

5.63.1 Detailed Description

An utility class

5.63.2 Member Function Documentation

- 5.63.2.1 static string AppAdvisory.Util.CurrentSceneName () [static]
- 5.63.2.2 static Color AppAdvisory.Util.GeBorderColor (Color *c*) [static]
- 5.63.2.3 static float AppAdvisory.Util.GetAlpha (this Button *b*) [static]
- 5.63.2.4 static float AppAdvisory.Util.GetAlpha (this Image *i*) [static]
- 5.63.2.5 static float AppAdvisory.Util.GetCanvasgroupAlpha (this GameObject *b*) [static]
- 5.63.2.6 static float AppAdvisory.Util.GetCanvasgroupAlpha (this Button *b*) [static]
- 5.63.2.7 static int AppAdvisory.Util.GetDiamond () [static]
- 5.63.2.8 static float AppAdvisory.Util.GetHeight (this Camera *cam*) [static]
- 5.63.2.9 static int AppAdvisory.Util.GetLife () [static]
- 5.63.2.10 static float AppAdvisory.Util.GetMaxPositionBorderSpriteInChild_Y (this Transform *t*) [static]
- 5.63.2.11 static ObstacleLogic AppAdvisory.Util.GetNearestObstacle (List< ObstacleLogic > *list*, Transform *t*) [static]
- 5.63.2.12 static ObstacleLogic AppAdvisory.Util.GetNearestObstacle (List< ObstacleLogic > *list*, Transform *t*, bool *justAbove*) [static]
- 5.63.2.13 static Color AppAdvisory.Util.GetRandomColor () [static]
- 5.63.2.14 static float AppAdvisory.Util.GetScalingByResolution () [static]
- 5.63.2.15 static float AppAdvisory.Util.GetWidth (this Camera *cam*) [static]
- 5.63.2.16 static Color AppAdvisory.Util.InvertColor (Color *c*) [static]
- 5.63.2.17 static bool AppAdvisory.Util.IsVisibleFrom (this Renderer *renderer*, Camera *camera*) [static]
- 5.63.2.18 static bool AppAdvisory.Util.IsVisibleFrom (this Transform *transform*, Camera *camera*) [static]
- 5.63.2.19 static bool AppAdvisory.Util.IsVisibleFrom (this Vector3 *pos*, Camera *camera*) [static]
- 5.63.2.20 static void AppAdvisory.Util.ReloadCurrentScene () [static]
- 5.63.2.21 static void AppAdvisory.Util.SetAlpha (this Button *b*, float *alpha*) [static]
- 5.63.2.22 static void AppAdvisory.Util.SetAlpha (this Image *i*, float *alpha*) [static]
- 5.63.2.23 static void AppAdvisory.Util.SetCanvasgroupAlpha (this Button *b*, float *alpha*) [static]
- 5.63.2.24 static void AppAdvisory.Util.SetColor (this Text *text*, Color *c*) [static]
- 5.63.2.25 static void AppAdvisory.Util.SetColor (this SpriteRenderer *sprite*, Color *c*) [static]
- 5.63.2.26 static Color AppAdvisory.Util.SetColorDarker (this Color *c*, float *n*) [static]

5.63.2.27 static void AppAdvisory.Util.SetDiamond (int *TOTAL*) [static]

5.63.2.28 static void AppAdvisory.Util.SetLife (int *TOTAL*) [static]

5.63.2.29 static void AppAdvisory.Util.SetUIColorDarker (this GameObject *b*) [static]

5.63.2.30 static void AppAdvisory.Util.Setup () [static]

5.63.2.31 static void AppAdvisory.Util.Shuffle< T > (this IList< T > *list*) [static]

5.63.3 Member Data Documentation

5.63.3.1 System.Random AppAdvisory.Util.rng = new System.Random() [static],[private]

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

- /Volumes/LaCie/Dropbox/Anthony/___AppAdvisory/amazing-brick-asset-store/Amazing Brick 5.3/Assets/↔
AmazingBrick/Scripts/Utility/Util.cs

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