

# PiRho Variables

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## Global Variables Behaviour

### Fields

[Serialized Variable Dictionary](#) *Variables*

<<<

### Variables Behaviour

### Fields

[Serialized Variable Dictionary](#) *Variables*

<<<

## Variable Schema

### Fields

[Variable Definition List](#) *Definitions*

:imagesdir: reference/

## AggregateDictionary

PiRhoSoft.Variables.AggregateDictionary : [IVariableDictionary](#)

### Description

### Constructors

**AggregateDictionary()**

**#** Public Properties

**[IReadOnlyCollection](#)<string> VariableNames (read only) (virtual)**

**#** Public Methods

```

void AddVariables(IVariableDictionary variables)
void RemoveVariables(IVariableDictionary variables)
Variable GetVariable(string name) (virtual)
SetVariableResult SetVariable(string name, Variable variable) (virtual)
SetVariableResult AddVariable(string name, Variable variable) (virtual)
SetVariableResult RemoveVariable(string name) (virtual)
SetVariableResult ClearVariables() (virtual)
<<<

```

## AssetConstraint

PiRhoSoft.Variables.AssetConstraint : [VariableConstraint](#)

## Description

## Constructors

```

AssetConstraint()
AssetConstraint(string label)
# Public Fields

string Label
# Public Properties

VariableType Type (read only) (virtual)
# Public Methods

Variable Generate() (virtual)
bool IsValid(Variable value) (virtual)
<<<

```

## ChildDictionary

PiRhoSoft.Variables.ChildDictionary : [IVariableDictionary](#)

## Description

## Constructors

```

ChildDictionary(IVariableDictionary parent)
ChildDictionary(IVariableDictionary parent, IVariableDictionary child)
# Public Properties

```

**ICollection<string> VariableNames** (read only) (virtual)

# Public Methods

**Variable** GetVariable(string name) (virtual)

**SetVariableResult** SetVariable(string name, **Variable** variable) (virtual)

**SetVariableResult** AddVariable(string name, **Variable** variable) (virtual)

**SetVariableResult** RemoveVariable(string name) (virtual)

**SetVariableResult** ClearVariables() (virtual)

<<<

## DictionaryConstraint

PiRhoSoft.Variables.DictionaryConstraint : [VariableConstraint](#)

### Description

### Constructors

**DictionaryConstraint()**

**DictionaryConstraint**([VariableSchema](#) schema)

# Public Fields

**VariableSchema** Schema

# Public Properties

**VariableType** Type (read only) (virtual)

# Public Methods

**string** ToString() (virtual)

**Variable** Generate() (virtual)

**bool** IsValid(**Variable** variable) (virtual)

<<<

## EnumConstraint

PiRhoSoft.Variables.EnumConstraint : [VariableConstraint](#)

### Description

### Constructors

**EnumConstraint()**

**EnumConstraint**(Type type)

# Public Properties

**VariableType** *Type (read only) (virtual)*

**Type** *EnumType*

# Public Methods

**string** *ToString() (virtual)*

**Variable** *Generate() (virtual)*

**bool** *IsValid(Variable variable) (virtual)*

<<<

## FloatConstraint

PiRhoSoft.Variables.FloatConstraint : [VariableConstraint](#)

## Description

## Static Fields

**float** *DefaultMinimum*

**float** *DefaultMaximum*

# Constructors

**FloatConstraint()**

**FloatConstraint**(Nullable<float> *minimum*, Nullable<float> *maximum*)

# Public Fields

**bool** *HasMinimum*

**bool** *HasMaximum*

**float** *Minimum*

**float** *Maximum*

# Public Properties

**VariableType** *Type (read only) (virtual)*

# Public Methods

**string** *ToString() (virtual)*

**Variable** *Generate() (virtual)*

**bool** *IsValid(Variable variable) (virtual)*

<<<

## GlobalVariablesBehaviour

PiRhoSoft.Variables.GlobalVariablesBehaviour : [MonoBehaviour](#)

## Description

## Constructors

GlobalVariablesBehaviour()

# Public Fields

[SerializedVariableDictionary](#) Variables

<<<

## IMappedProperty

PiRhoSoft.Variables.IMappedProperty

## Description

## Public Properties

Type *PropertyType (read only) (abstract)*

# Public Methods

[Variable](#) Lookup([Variable](#) owner) (abstract)

[SetVariableResult](#) Assign([Variable](#) owner, [Variable](#) value) (abstract)

<<<

## IMappedProperty

PiRhoSoft.Variables.IMappedProperty<Type> : [IMappedProperty](#)

## Description

## Public Methods

Type Lookup(Object owner) (abstract)

[SetVariableResult](#) Assign(Object owner, Type value) (abstract)

<<<

## IntConstraint

PiRhoSoft.Variables.IntConstraint : [VariableConstraint](#)

## Description



## Static Fields

**int** *DefaultMinimum*

**int** *DefaultMaximum*

# Constructors

**IntConstraint()**

**IntConstraint**(Nullable<int> *minimum*, Nullable<int> *maximum*)

# Public Fields

**bool** *HasMinimum*

**bool** *HasMaximum*

**int** *Minimum*

**int** *Maximum*

# Public Properties

**VariableType** *Type (read only) (virtual)*

# Public Methods

**string** *ToString() (virtual)*

**Variable** *Generate() (virtual)*

**bool** *IsValid(Variable variable) (virtual)*

<<<

## InvalidEnum

PiRhoSoft.Variables.InvalidEnum

## Description

## Values

**InvalidEnum** *Invalid*

<<<

## IObjectMap

PiRhoSoft.Variables.IObjectMap

## Description

## Public Methods

**IMappedProperty** GetProperty(string name) (abstract)

<<<

## IVariableDictionary

PiRhoSoft.Variables.IVariableDictionary

### Description

### Public Properties

**IReadOnlyCollection**<string> VariableNames (read only) (abstract)

# Public Methods

**Variable** GetVariable(string name) (abstract)

**SetVariableResult** SetVariable(string name, **Variable** variable) (abstract)

**SetVariableResult** AddVariable(string name, **Variable** variable) (abstract)

**SetVariableResult** RemoveVariable(string name) (abstract)

**SetVariableResult** ClearVariables() (abstract)

<<<

## IVariableFunction

PiRhoSoft.Variables.IVariableFunction

### Description

### Public Methods

int Validate(**Variable**[] parameters) (abstract)

**Variable** Invoke(**Variable**[] parameters) (abstract)

<<<

## IVariableHierarchy

PiRhoSoft.Variables.IVariableHierarchy : [IVariableDictionary](#)

### Description

# IVariableList

PiRhoSoft.Variables.IVariableList

## Description

## Public Properties

**int** *VariableCount* (read only) (abstract)

# Public Methods

**Variable** *GetVariable*(int *index*) (abstract)

**SetVariableResult** *SetVariable*(int *index*, **Variable** *variable*) (abstract)

**SetVariableResult** *AddVariable*(**Variable** *variable*) (abstract)

**SetVariableResult** *InsertVariable*(int *index*, **Variable** *variable*) (abstract)

**SetVariableResult** *RemoveVariable*(int *index*) (abstract)

**SetVariableResult** *ClearVariables*() (abstract)

<<<

## ListConstraint

PiRhoSoft.Variables.ListConstraint : [VariableConstraint](#)

## Description

## Constructors

**ListConstraint**()

**ListConstraint**(**VariableType** *type*)

**ListConstraint**(**VariableConstraint** *itemConstraint*)

# Public Properties

**VariableType** *Type* (read only) (virtual)

**VariableType** *ItemType*

**VariableConstraint** *ItemConstraint*

# Public Methods

**string** *ToString*() (virtual)

**Variable** *Generate*() (virtual)

**bool** *IsValid*(**Variable** *variable*) (virtual)

<<<

# ObjectConstraint

PiRhoSoft.Variables.ObjectConstraint : [VariableConstraint](#)

## Description

## Constructors

**ObjectConstraint()**

**ObjectConstraint(Type type)**

# Public Properties

[VariableType](#) Type (read only) (virtual)

Type *ObjectType*

# Public Methods

string ToString() (virtual)

[Variable](#) Generate() (virtual)

bool IsValid([Variable](#) variable) (virtual)

<<<

## ObjectMap

PiRhoSoft.Variables.ObjectMap : [IObjectMap](#)

## Description

## Static Methods

[IObjectMap](#) Get(Type type)

void Register(Type type, [IObjectMap](#) map)

# Public Methods

void Add(string name, [IMappedProperty](#) property)

# Protected Constructors

**ObjectMap()**

<<<

## ObjectMap

PiRhoSoft.Variables.ObjectMap<*ObjectType*> : [ObjectMap](#)

## Description

## Static Methods

**void** Add<PropertyType>(string *propertyName*, Func<ObjectType, ObjectType> *lookup*, Action<ObjectType, ObjectType> *assign*)

**void** Add<PropertyType>(string *propertyName*, Func<ObjectType, ObjectType> *lookup*)

# Constructors

**ObjectMap()**

<<<

## SceneDictionary

PiRhoSoft.Variables.SceneDictionary : [IVariableDictionary](#)

## Description

### Static Fields

[ICollection<string>](#) *Names*

# Static Methods

**void** RefreshNames()

# Constructors

**SceneDictionary()**

# Public Properties

[ICollection<string>](#) *VariableNames (read only) (virtual)*

# Public Methods

[Variable](#) GetVariable(string *name*) (virtual)

[SetVariableResult](#) SetVariable(string *name*, [Variable](#) *value*) (virtual)

[SetVariableResult](#) AddVariable(string *name*, [Variable](#) *variable*) (virtual)

[SetVariableResult](#) RemoveVariable(string *name*) (virtual)

[SetVariableResult](#) ClearVariables() (virtual)

<<<

## SerializedVariable

PiRhoSoft.Variables.SerializedVariable

## Description

## Constructors

**SerializedVariable()**

# Public Fields

**Variable** *Variable*

<<<

## SerializedVariableDictionary

PiRhoSoft.Variables.SerializedVariableDictionary : [VariableDictionary](#)

## Description

## Constructors

**SerializedVariableDictionary()**

<<<

## SerializedVariableList

PiRhoSoft.Variables.SerializedVariableList : [VariableList](#)

## Description

## Constructors

**SerializedVariableList()**

<<<

## SetVariableResult

PiRhoSoft.Variables.SetVariableResult

## Description

## Values

**SetVariableResult** *Success*

**SetVariableResult** *NotFound*

**SetVariableResult** *ReadOnly*

**SetVariableResult** *TypeMismatch*

<<<

# StringConstraint

PiRhoSoft.Variables.StringConstraint : [VariableConstraint](#)

## Description

## Constructors

**StringConstraint()**

**StringConstraint([IList](#)<string> values)**

# Public Properties

**[VariableType](#) Type (read only) (virtual)**

**[List](#)<string> Values**

# Public Methods

**string ToString() (virtual)**

**[Variable](#) Generate() (virtual)**

**bool IsValid([Variable](#) value) (virtual)**

<<<

## StringConstraintValueList

PiRhoSoft.Variables.StringConstraintValueList : SerializedList<string>

## Description

## Constructors

**StringConstraintValueList()**

<<<

## Variable

PiRhoSoft.Variables.Variable : ValueType

## Description

## Static Fields

**[Variable](#) Empty**

# Static Methods

**Variable** Unbox(Object *obj*)  
**Variable** Create(**VariableType** *type*)  
**Variable** Create<T>(T *value*)  
**VariableType** GetType(Type *type*)  
**Variable** Bool(bool *value*)  
**Variable** Int(int *value*)  
**Variable** Float(float *value*)  
**Variable** Vector2Int(**Vector2Int** *value*)  
**Variable** Vector3Int(**Vector3Int** *value*)  
**Variable** RectInt(**RectInt** *value*)  
**Variable** BoundsInt(**BoundsInt** *value*)  
**Variable** Vector2(**Vector2** *value*)  
**Variable** Vector3(**Vector3** *value*)  
**Variable** Vector4(**Vector4** *value*)  
**Variable** Quaternion(**Quaternion** *value*)  
**Variable** Rect(**Rect** *value*)  
**Variable** Bounds(**Bounds** *value*)  
**Variable** Color(**Color** *value*)  
bool IsValidEnumType(Type *type*)  
**Variable** Enum(Enum *value*)  
**Variable** Enum<EnumType>(EnumType *value*)  
**Variable** String(string *value*)  
**Variable** List(**IVariableList** *value*)  
**Variable** Dictionary(**IVariableDictionary** *value*)  
**Variable** Asset(**AssetReference** *value*)  
**Variable** Object(Object *value*)  
**Variable** Function(**IVariableFunction** *value*)  
**Variable** Load(SerializedDataReader *reader*)  
**Variable** Add(**Variable** *left*, **Variable** *right*)  
**Variable** Subtract(**Variable** *left*, **Variable** *right*)  
**Variable** Multiply(**Variable** *left*, **Variable** *right*)  
**Variable** Divide(**Variable** *left*, **Variable** *right*)  
**Variable** Modulo(**Variable** *left*, **Variable** *right*)  
**Variable** Exponent(**Variable** *left*, **Variable** *right*)  
**Variable** Negate(**Variable** *value*)  
Nullable<bool> IsEqual(**Variable** *left*, **Variable** *right*)  
Nullable<int> Compare(**Variable** *left*, **Variable** *right*)  
float Distance(**Variable** *from*, **Variable** *to*)  
**Variable** Interpolate(**Variable** *from*, **Variable** *to*, float *time*)  
**Variable** Lookup(**Variable** *owner*, **Variable** *lookup*)



**SetVariableResult** Assign(**Variable** owner (*ref*), **Variable** lookup, **Variable** value)

# Public Properties

**bool IsValueType (read only)**  
**VariableType** Type (read only)  
**bool IsEmpty (read only)**  
**bool IsBool (read only)**  
**bool AsBool (read only)**  
**bool IsInt (read only)**  
**int AsInt (read only)**  
**bool IsFloat (read only)**  
**float AsFloat (read only)**  
**bool IsVector2Int (read only)**  
**Vector2Int** AsVector2Int (read only)  
**bool IsVector3Int (read only)**  
**Vector3Int** AsVector3Int (read only)  
**bool IsRectInt (read only)**  
**RectInt** AsRectInt (read only)  
**bool IsBoundsInt (read only)**  
**BoundsInt** AsBoundsInt (read only)  
**bool IsVector2 (read only)**  
**Vector2** AsVector2 (read only)  
**bool IsVector3 (read only)**  
**Vector3** AsVector3 (read only)  
**bool IsVector4 (read only)**  
**Vector4** AsVector4 (read only)  
**bool IsQuaternion (read only)**  
**Quaternion** AsQuaternion (read only)  
**bool IsRect (read only)**  
**Rect** AsRect (read only)  
**bool IsBounds (read only)**  
**Bounds** AsBounds (read only)  
**bool IsColor (read only)**  
**Color** AsColor (read only)  
**bool IsEnum (read only)**  
**Enum** AsEnum (read only)  
**Type EnumType (read only)**  
**bool IsString (read only)**  
**string AsString (read only)**  
**bool IsList (read only)**  
**IVariableList** AsList (read only)  
**bool IsDictionary (read only)**  
**IVariableDictionary** AsDictionary (read only)

**bool IsAsset (read only)**

**AssetReference AsAsset (read only)**

**bool IsObject (read only)**

**Object AsObject (read only)**

**bool IsNullObject (read only)**

**Type ObjectType (read only)**

**bool IsFunction (read only)**

**IVariableFunction AsFunction (read only)**

# Public Methods

```

Object Box()
bool Is(VariableType type)
bool Is<T>()
bool Is(Type type)
T As<T>()
bool TryGet<T>(T value (out))
bool TryGetBool(bool value (out))
bool TryGetInt(int value (out))
bool TryGetFloat(float value (out))
bool TryGetVector2Int(Vector2Int value (out))
bool TryGetVector3Int(Vector3Int value (out))
bool TryGetRectInt(RectInt value (out))
bool TryGetBoundsInt(BoundsInt value (out))
bool TryGetVector2(Vector2 value (out))
bool TryGetVector3(Vector3 value (out))
bool TryGetVector4(Vector4 value (out))
bool TryGetQuaternion(Quaternion value (out))
bool TryGetRect(Rect value (out))
bool TryGetBounds(Bounds value (out))
bool TryGetColor(Color value (out))
bool TryGetEnum(Enum value (out))
bool HasEnum<EnumType>()
EnumType GetEnum<EnumType>()
bool TryGetEnum<EnumType>(EnumType value (out))
bool HasEnum(Type enumType)
Enum GetEnum(Type enumType)
bool TryGetEnum(Type enumType, Enum value (out))
bool TryGetString(string value (out))
bool TryGetList(IVariableList value (out))
bool TryGetDictionary(IVariableDictionary value (out))
bool TryGetAsset(AssetReference value (out))
bool TryGetObject(Object value (out))
bool HasObject<ObjectType>()
ObjectType GetObject<ObjectType>()
bool TryGetObject<ObjectType>(ObjectType value (out))
bool HasObject(Type objectType)
Object GetObject(Type objectType)
bool TryGetObject(Type objectType, Object value (out))
bool TryGetFunction(IVariableFunction value (out))
string ToString() (virtual)

```

**void Save(SerializedDataWriter *writer*)**

<<<

## VariableConstraint

PiRhoSoft.Variables.VariableConstraint

### Description

### Static Methods

**VariableConstraint Create(VariableType *type*)**

# Public Properties

**VariableType Type (read only) (abstract)**

# Public Methods

**Variable Generate() (abstract)**

**bool IsValid(Variable *value*) (abstract)**

# Protected Constructors

**VariableConstraint()**

<<<

## VariableConstraintAttribute

PiRhoSoft.Variables.VariableConstraintAttribute : Attribute

### Description

### Constructors

**VariableConstraintAttribute(VariableType *type*)**

**VariableConstraintAttribute(int *minimum*, int *maximum*)**

**VariableConstraintAttribute(bool *noMinimum*, int *maximum*)**

**VariableConstraintAttribute(int *minimum*, bool *noMaximum*)**

**VariableConstraintAttribute(float *minimum*, float *maximum*)**

**VariableConstraintAttribute(bool *noMinimum*, float *maximum*)**

**VariableConstraintAttribute(float *minimum*, bool *noMaximum*)**

**VariableConstraintAttribute(string[] *values*)**

**VariableConstraintAttribute(string *label*)**

**VariableConstraintAttribute(Type *type*)**

# Public Properties

**VariableType** *Type (read only)*

**VariableConstraint** *Constraint (read only)*

# Public Methods

**VariableDefinition** *GetDefinition(string name)*

<<<

## VariableContext

PiRhoSoft.Variables.VariableContext : [AggregateDictionary](#)

## Description

## Static Fields

**string** *SceneName*

**VariableDictionary** *GlobalDictionary*

**SceneDictionary** *SceneDictionary*

**VariableContext** *Default*

# Constructors

**VariableContext()**

# Public Methods

**void** *AddDefaultVariables()*

<<<

## VariableDefinition

PiRhoSoft.Variables.VariableDefinition

## Description

## Constructors

**VariableDefinition()**

**VariableDefinition(string name)**

**VariableDefinition(string name, [VariableType](#) type)**

**VariableDefinition(string name, [VariableConstraint](#) constraint)**

# Public Fields

**string** *Name*

# Public Properties

**string** *Description (read only)*

**VariableType** *Type*

**VariableConstraint** *Constraint*

**Variable** *DefaultValue*

# Public Methods

**Variable** **Generate()**

**bool** **IsValid**(**Variable** *variable*)

<<<

## VariableDefinitionList

PiRhoSoft.Variables.VariableDefinitionList : SerializedList<[VariableDefinition](#)>

## Description

## Constructors

**VariableDefinitionList()**

<<<

## VariableDictionary

PiRhoSoft.Variables.VariableDictionary : [IVariableDictionary](#), [IEnumerable](#),  
[ICollection](#)<[KeyValuePair](#)<string, string>>, [IDictionary](#)<string, string>, [IEnumerable](#)<  
[KeyValuePair](#)<string, string>>

## Description

## Constructors

**VariableDictionary()**

**VariableDictionary**([IDictionary](#)<string, string> *variables*)

# Public Properties

[IReadOnlyCollection](#)<string> *VariableNames (read only) (virtual)*

**int** *Count (read only) (virtual)*

[ICollection](#)<string> *Keys (read only) (virtual)*

[ICollection](#)<[Variable](#)> *Values (read only) (virtual)*

**bool** *IsReadOnly (read only) (virtual)*

[Variable](#) *Item (virtual)*

# Public Methods

```

void LoadFrom(IVariableDictionary map)
void SaveTo(IVariableDictionary map)
Variable GetVariable(string name) (virtual)
SetVariableResult SetVariable(string name, Variable variable) (virtual)
SetVariableResult AddVariable(string name, Variable variable) (virtual)
SetVariableResult RemoveVariable(string name) (virtual)
SetVariableResult ClearVariables() (virtual)
bool Contains(KeyValuePair<string, string> item) (virtual)
bool ContainsKey(string key) (virtual)
bool TryGetValue(string key, Variable value (out)) (virtual)
void Add(string key, Variable value) (virtual)
void Add(KeyValuePair<string, string> item) (virtual)
bool Remove(string key) (virtual)
bool Remove(KeyValuePair<string, string> item) (virtual)
void Clear() (virtual)
void CopyTo(KeyValuePair<string, string>[] array, int arrayIndex) (virtual)
IEnumerator<KeyValuePair<string, string>> GetEnumerator() (virtual)
<<<

```

## VariableFunction

PiRhoSoft.Variables.VariableFunction : [IVariableFunction](#)

## Description

## Static Fields

int *Valid*

int *NotFound*

int *IncorrectLength*

# Constructors

**VariableFunction**(Delegate d)

# Public Methods

int Validate(**Variable**[] arguments) (virtual)

**Variable** Invoke(**Variable**[] arguments) (virtual)

**Variable** UncheckedInvoke(**Variable**[] arguments)

<<<



# VariableFunctionException

PiRhoSoft.Variables.VariableFunctionException : Exception

## Description

## Constructors

VariableFunctionException()

<<<

## VariableList

PiRhoSoft.Variables.VariableList : [IEnumerable](#), [IList<Variable>](#), [IVariableList](#), [ICollection<Variable>](#), [IEnumerable<Variable>](#)

## Description

## Constructors

VariableList()

VariableList([IList<Variable>](#) variables)

# Public Properties

int *VariableCount (read only) (virtual)*

int *Count (read only) (virtual)*

bool *IsReadOnly (read only) (virtual)*

[Variable](#) *Item (virtual)*

# Public Methods

```

Variable GetVariable(int index) (virtual)
SetVariableResult SetVariable(int index, Variable variable) (virtual)
SetVariableResult AddVariable(Variable variable) (virtual)
SetVariableResult InsertVariable(int index, Variable variable) (virtual)
SetVariableResult RemoveVariable(int index) (virtual)
SetVariableResult ClearVariables() (virtual)
int IndexOf(Variable item) (virtual)
bool Contains(Variable item) (virtual)
void Add(Variable item) (virtual)
void Insert(int index, Variable item) (virtual)
bool Remove(Variable item) (virtual)
void RemoveAt(int index) (virtual)
void Clear() (virtual)
void CopyTo(Variable[] array, int arrayIndex) (virtual)
IEnumerator<Variable> GetEnumerator() (virtual)
<<<

```

## VariableOverload

PiRhoSoft.Variables.VariableOverload : [IVariableFunction](#)

### Description

### Constructors

```

VariableOverload(Delegate[] functions)
# Public Methods

int Validate(Variable[] parameters) (virtual)
Variable Invoke(Variable[] parameters) (virtual)
<<<

```

## VariablesBehaviour

PiRhoSoft.Variables.VariablesBehaviour : [MonoBehaviour](#), [IVariableDictionary](#), [IVariableHierarchy](#)

### Description

### Constructors

```

VariablesBehaviour()
# Public Fields

```

## SerializedVariableDictionary Variables

# Public Properties

**IReadOnlyCollection**<string> VariableNames (read only) (virtual)

# Public Methods

**Variable** GetVariable(string name) (virtual)

**SetVariableResult** SetVariable(string name, **Variable** variable) (virtual)

**SetVariableResult** AddVariable(string name, **Variable** variable) (virtual)

**SetVariableResult** RemoveVariable(string name) (virtual)

**SetVariableResult** ClearVariables() (virtual)

<<<

## VariableSchema

PiRhoSoft.Variables.VariableSchema : [ScriptableObject](#)

### Description

### Constructors

**VariableSchema()**

# Public Fields

**VariableDefinitionList** Definitions

# Public Methods

**bool** IsImplementedBy(**IVariableDictionary** variables, **bool** exact)

**void** ApplyTo(**IVariableDictionary** variables)

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## VariableType

PiRhoSoft.Variables.VariableType

### Description

### Values

**VariableType** *Empty*  
**VariableType** *Bool*  
**VariableType** *Int*  
**VariableType** *Float*  
**VariableType** *Vector2Int*  
**VariableType** *Vector3Int*  
**VariableType** *RectInt*  
**VariableType** *BoundsInt*  
**VariableType** *Vector2*  
**VariableType** *Vector3*  
**VariableType** *Vector4*  
**VariableType** *Quaternion*  
**VariableType** *Rect*  
**VariableType** *Bounds*  
**VariableType** *Color*  
**VariableType** *Enum*  
**VariableType** *String*  
**VariableType** *List*  
**VariableType** *Dictionary*  
**VariableType** *Asset*  
**VariableType** *Object*  
**VariableType** *Function*