

ATK

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# Chapter 1

## Namespace Index

### 1.1 Packages

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

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<a href="#">IDIA.ATK.Audio</a> . . . . .	<a href="#">7</a>
<a href="#">IDIA.ATK.Demo</a> . . . . .	<a href="#">7</a>



## Chapter 2

# Hierarchical Index

### 2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

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## Chapter 3

# Class Index

### 3.1 Class List

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

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The <a href="#">ChimeAudio</a> component. Attach to a GameObject and hear it chime when something col-	
lides with it. . . . .	9
<a href="#">IDIA.ATK.Demo.Chimer</a>	
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The <a href="#">WindAudio</a> component. Attach to a GameObject and hear wind. . . . .	18



## Chapter 4

# Namespace Documentation

### 4.1 IDIA Namespace Reference

#### Namespaces

- namespace [ATK](#)

### 4.2 IDIA.ATK Namespace Reference

#### Namespaces

- namespace [Audio](#)
- namespace [Demo](#)

### 4.3 IDIA.ATK.Audio Namespace Reference

#### Classes

- class [ChimeAudio](#)  
*The [ChimeAudio](#) component. Attach to a GameObject and hear it chime when something collides with it.*
- class [CricketAudio](#)  
*The [CricketAudio](#) component. Attach to a GameObject and hear a cricket.*
- class [FireAudio](#)  
*The [FireAudio](#) component. Attach to a GameObject and hear fire.*
- class [WindAudio](#)  
*The [WindAudio](#) component. Attach to a GameObject and hear wind.*

### 4.4 IDIA.ATK.Demo Namespace Reference

#### Classes

- class [Chimer](#)  
*The [Chimer](#) component. Attach to a GameObject and it will translate a scene's WindZone to physics force.*
- class [PlayerController](#)  
*The [PlayerController](#) component. Attach to a GameObject to make it move and rotate to user input.*
- class [Rotator](#)  
*The [Rotator](#) component. Attach to a GameObject to make it rotate.*



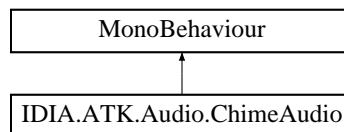
## Chapter 5

# Class Documentation

### 5.1 IDIA.ATK.Audio.ChimeAudio Class Reference

The [ChimeAudio](#) component. Attach to a GameObject and hear it chime when something collides with it.

Inheritance diagram for IDIA.ATK.Audio.ChimeAudio:



#### Properties

- float [ChimeHz](#) [get, set]  
*Gets or sets the chime frequency.*
- float [ChimeAmplitude](#) [get, set]  
*Gets or sets the chime amplitude.*

#### 5.1.1 Detailed Description

The [ChimeAudio](#) component. Attach to a GameObject and hear it chime when something collides with it.

Definition at line 19 of file ChimeAudio.cs.

#### 5.1.2 Property Documentation

### 5.1.2.1 ChimeAmplitude

```
float IDIA.ATK.Audio.ChimeAudio.ChimeAmplitude [get], [set]
```

Gets or sets the chime amplitude.

Definition at line 72 of file ChimeAudio.cs.

### 5.1.2.2 ChimeHz

```
float IDIA.ATK.Audio.ChimeAudio.ChimeHz [get], [set]
```

Gets or sets the chime frequency.

Definition at line 53 of file ChimeAudio.cs.

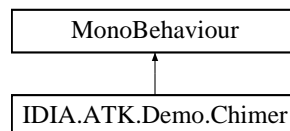
The documentation for this class was generated from the following file:

- D:/Users/ATLAS/Documents/Unity Projects/ATK-Demo/Assets/ATK/Scripts/Audio/ChimeAudio.cs

## 5.2 IDIA.ATK.Demo.Chimer Class Reference

The [Chimer](#) component. Attach to a GameObject and it will translate a scene's WindZone to physics force.

Inheritance diagram for IDIA.ATK.Demo.Chimer:



### Properties

- float [Strength](#) [get, set]  
*Gets or sets the strength of the wind.*

### 5.2.1 Detailed Description

The [Chimer](#) component. Attach to a GameObject and it will translate a scene's WindZone to physics force.

Definition at line 16 of file Chimer.cs.

### 5.2.2 Property Documentation

### 5.2.2.1 Strength

```
float IDIA.ATK.Demo.Chimer.Strength [get], [set]
```

Gets or sets the strength of the wind.

Definition at line 46 of file Chimer.cs.

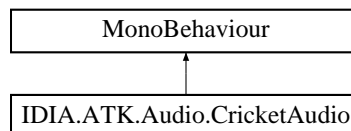
The documentation for this class was generated from the following file:

- D:/Users/ATLAS/Documents/Unity Projects/ATK-Demo/Assets/ATK/Scripts/Chimer.cs

## 5.3 IDIA.ATK.Audio.CricketAudio Class Reference

The [CricketAudio](#) component. Attach to a GameObject and hear a cricket.

Inheritance diagram for IDIA.ATK.Audio.CricketAudio:



### Properties

- float [CenterFrequency](#) [get, set]  
*Gets or sets the center frequency of the chirp.*
- float [FrequencySpread](#) [get, set]  
*Gets or sets the frequency spread of the chirp.*
- float [ChirpDuration](#) [get, set]  
*Gets or sets the duration of the chirp.*
- float [ChirpGap](#) [get, set]  
*Gets or sets the gap duration between each chirp.*
- float [ChirpPause](#) [get, set]  
*Gets or sets the duration of a pause.*
- float [ChirpPauseChance](#) [get, set]  
*Gets or sets the chance that a cricket will pause chirping.*
- int [ChirpPulses](#) [get, set]  
*Gets or sets the number of pulses in a chirp.*
- float [ChirpsPerSecond](#) [get, set]  
*Gets or sets the number of chirps per second.*
- float [ChirpAmplitude](#) [get, set]  
*Gets or sets the amplitude of a chirp.*

### 5.3.1 Detailed Description

The [CricketAudio](#) component. Attach to a GameObject and hear a cricket.

Definition at line 20 of file CricketAudio.cs.

## 5.3.2 Property Documentation

### 5.3.2.1 CenterFrequency

```
float IDIA.ATK.Audio.CricketAudio.CenterFrequency [get], [set]
```

Gets or sets the center frequency of the chirp.

Definition at line 113 of file CricketAudio.cs.

### 5.3.2.2 ChirpAmplitude

```
float IDIA.ATK.Audio.CricketAudio.ChirpAmplitude [get], [set]
```

Gets or sets the amplitude of a chirp.

Definition at line 250 of file CricketAudio.cs.

### 5.3.2.3 ChirpDuration

```
float IDIA.ATK.Audio.CricketAudio.ChirpDuration [get], [set]
```

Gets or sets the duration of the chirp.

Definition at line 148 of file CricketAudio.cs.

### 5.3.2.4 ChirpGap

```
float IDIA.ATK.Audio.CricketAudio.ChirpGap [get], [set]
```

Gets or sets the gap duration between each chirp.

Definition at line 164 of file CricketAudio.cs.

### 5.3.2.5 ChirpPause

```
float IDIA.ATK.Audio.CricketAudio.ChirpPause [get], [set]
```

Gets or sets the duration of a pause.

Definition at line 180 of file CricketAudio.cs.



### 5.3.2.6 ChirpPauseChance

```
float IDIA.ATK.Audio.CricketAudio.ChirpPauseChance [get], [set]
```

Gets or sets the chance that a cricket will pause chirping.

Definition at line 199 of file CricketAudio.cs.

### 5.3.2.7 ChirpPulses

```
int IDIA.ATK.Audio.CricketAudio.ChirpPulses [get], [set]
```

Gets or sets the number of pulses in a chirp.

Definition at line 218 of file CricketAudio.cs.

### 5.3.2.8 ChirpsPerSecond

```
float IDIA.ATK.Audio.CricketAudio.ChirpsPerSecond [get], [set]
```

Gets or sets the number of chirps per second.

Definition at line 234 of file CricketAudio.cs.

### 5.3.2.9 FrequencySpread

```
float IDIA.ATK.Audio.CricketAudio.FrequencySpread [get], [set]
```

Gets or sets the frequency spread of the chirp.

Definition at line 132 of file CricketAudio.cs.

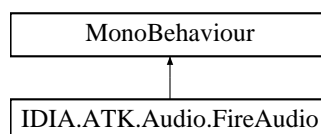
The documentation for this class was generated from the following file:

- D:/Users/ATLAS/Documents/Unity Projects/ATK-Demo/Assets/ATK/Scripts/Audio/CricketAudio.cs

## 5.4 IDIA.ATK.Audio.FireAudio Class Reference

The [FireAudio](#) component. Attach to a GameObject and hear fire.

Inheritance diagram for IDIA.ATK.Audio.FireAudio:



## Properties

- float [BaseNoiseLowCutoff](#) [get, set]  
*Gets or sets the base noise low cutoff.*
- float [BaseNoiseHighCutoff](#) [get, set]  
*Gets or sets the base noise high cutoff.*
- float [BaseNoiseAmplitude](#) [get, set]  
*Gets or sets the base noise amplitude.*
- float [MinCrackleDuration](#) [get, set]  
*Gets or sets the minimum crackle duration.*
- float [MaxCrackleDuration](#) [get, set]  
*Gets or sets the maximum crackle duration.*
- float [CrackleResonance](#) [get, set]  
*Gets or sets the duration of the crackle.*
- float [GasAmplitude](#) [get, set]  
*Gets or sets the gas amplitude.*

### 5.4.1 Detailed Description

The [FireAudio](#) component. Attach to a GameObject and hear fire.

Definition at line 20 of file FireAudio.cs.

### 5.4.2 Property Documentation

#### 5.4.2.1 BaseNoiseAmplitude

```
float IDIA.ATK.Audio.FireAudio.BaseNoiseAmplitude [get], [set]
```

Gets or sets the base noise amplitude.

Definition at line 186 of file FireAudio.cs.

#### 5.4.2.2 BaseNoiseHighCutoff

```
float IDIA.ATK.Audio.FireAudio.BaseNoiseHighCutoff [get], [set]
```

Gets or sets the base noise high cutoff.

Definition at line 167 of file FireAudio.cs.

#### 5.4.2.3 BaseNoiseLowCutoff

```
float IDIA.ATK.Audio.FireAudio.BaseNoiseLowCutoff [get], [set]
```

Gets or sets the base noise low cutoff.

Definition at line 148 of file FireAudio.cs.

#### 5.4.2.4 CrackleResonance

```
float IDIA.ATK.Audio.FireAudio.CrackleResonance [get], [set]
```

Gets or sets the duration of the crackle.

Definition at line 237 of file FireAudio.cs.

#### 5.4.2.5 GasAmplitude

```
float IDIA.ATK.Audio.FireAudio.GasAmplitude [get], [set]
```

Gets or sets the gas amplitude.

Definition at line 256 of file FireAudio.cs.

#### 5.4.2.6 MaxCrackleDuration

```
float IDIA.ATK.Audio.FireAudio.MaxCrackleDuration [get], [set]
```

Gets or sets the maximum crackle duration.

Definition at line 221 of file FireAudio.cs.

#### 5.4.2.7 MinCrackleDuration

```
float IDIA.ATK.Audio.FireAudio.MinCrackleDuration [get], [set]
```

Gets or sets the minimum crackle duration.

Definition at line 205 of file FireAudio.cs.

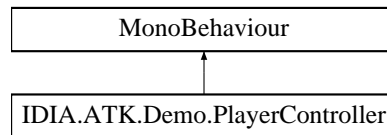
The documentation for this class was generated from the following file:

- D:/Users/ATLAS/Documents/Unity Projects/ATK-Demo/Assets/ATK/Scripts/Audio/FireAudio.cs

## 5.5 IDIA.ATK.Demo.PlayerController Class Reference

The [PlayerController](#) component. Attach to a GameObject to make it move and rotate to user input.

Inheritance diagram for IDIA.ATK.Demo.PlayerController:



### Properties

- CharacterController [Controller](#) [get, set]  
*Gets or sets the Character Controller component.*
- float [MovementSpeed](#) [get, set]  
*Gets or sets the movement speed.*
- float [StrafeSpeed](#) [get, set]  
*Gets or sets the strafe speed.*
- float [XRotationSpeed](#) [get, set]  
*Gets or sets the rotation speed around the X axis.*
- float [YRotationSpeed](#) [get, set]  
*Gets or sets the rotation speed around the Y axis.*

### 5.5.1 Detailed Description

The [PlayerController](#) component. Attach to a GameObject to make it move and rotate to user input.

Definition at line 15 of file PlayerController.cs.

### 5.5.2 Property Documentation

#### 5.5.2.1 Controller

CharacterController IDIA.ATK.Demo.PlayerController.Controller [get], [set]

Gets or sets the Character Controller component.

Definition at line 69 of file PlayerController.cs.

### 5.5.2.2 MovementSpeed

```
float IDIA.ATK.Demo.PlayerController.MovementSpeed [get], [set]
```

Gets or sets the movement speed.

Definition at line 85 of file PlayerController.cs.

### 5.5.2.3 StrafeSpeed

```
float IDIA.ATK.Demo.PlayerController.StrafeSpeed [get], [set]
```

Gets or sets the strafe speed.

Definition at line 101 of file PlayerController.cs.

### 5.5.2.4 XRotationSpeed

```
float IDIA.ATK.Demo.PlayerController.XRotationSpeed [get], [set]
```

Gets or sets the rotation speed around the X axis.

Definition at line 117 of file PlayerController.cs.

### 5.5.2.5 YRotationSpeed

```
float IDIA.ATK.Demo.PlayerController.YRotationSpeed [get], [set]
```

Gets or sets the rotation speed around the Y axis.

Definition at line 133 of file PlayerController.cs.

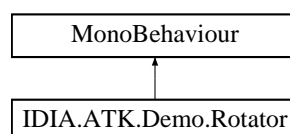
The documentation for this class was generated from the following file:

- D:/Users/ATLAS/Documents/Unity Projects/ATK-Demo/Assets/ATK/Scripts/PlayerController.cs

## 5.6 IDIA.ATK.Demo.Rotator Class Reference

The [Rotator](#) component. Attach to a GameObject to make it rotate.

Inheritance diagram for IDIA.ATK.Demo.Rotator:



## Properties

- float [RotationSpeed](#) [get, set]  
*Gets or sets the rotation speed.*

### 5.6.1 Detailed Description

The [Rotator](#) component. Attach to a GameObject to make it rotate.

Definition at line 15 of file Rotator.cs.

### 5.6.2 Property Documentation

#### 5.6.2.1 RotationSpeed

```
float IDIA.ATK.Demo.Rotator.RotationSpeed [get], [set]
```

Gets or sets the rotation speed.

Definition at line 30 of file Rotator.cs.

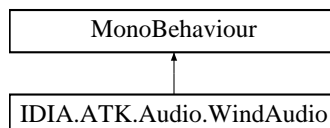
The documentation for this class was generated from the following file:

- D:/Users/ATLAS/Documents/Unity Projects/ATK-Demo/Assets/ATK/Scripts/Rotator.cs

## 5.7 IDIA.ATK.Audio.WindAudio Class Reference

The [WindAudio](#) component. Attach to a GameObject and hear wind.

Inheritance diagram for IDIA.ATK.Audio.WindAudio:



## Properties

- float [BaseNoiseLowCutoff](#) [get, set]  
*Gets or sets the base noise low cutoff.*
- float [BaseNoiseAmplitude](#) [get, set]  
*Gets or sets the base noise amplitude.*

### 5.7.1 Detailed Description

The [WindAudio](#) component. Attach to a GameObject and hear wind.

Definition at line 18 of file WindAudio.cs.

### 5.7.2 Property Documentation

#### 5.7.2.1 BaseNoiseAmplitude

```
float IDIA.ATK.Audio.WindAudio.BaseNoiseAmplitude [get], [set]
```

Gets or sets the base noise amplitude.

Definition at line 71 of file WindAudio.cs.

#### 5.7.2.2 BaseNoiseLowCutoff

```
float IDIA.ATK.Audio.WindAudio.BaseNoiseLowCutoff [get], [set]
```

Gets or sets the base noise low cutoff.

Definition at line 52 of file WindAudio.cs.

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

- D:/Users/ATLAS/Documents/Unity Projects/ATK-Demo/Assets/ATK/Scripts/Audio/WindAudio.cs





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