

```
public class Run
```

Scene Entry Point - Opens the first menu.

```
public static class AES
```

It needs for ChatExmaple class. Encrypts and decrypts messages

```
public static class CRandom
```

Contains Primitive functions for randomness.

```
public static bool Chance(int chance)
```

Result false or true with a chance

```
public static class Extensions
```

Contains wrappers for simple actions.

```
public static void SetActive(this Component target, bool active)
```

Wrapper on gameobject.SetActive().

```
public static bool IsEmpty(this string target)
```

Wrapper on string.IsNullOrEmpty().

```
public static T Random<T>(this List<T> source)
```

Collection expansion for randomness – result random item from List.

```
public static class JsonGeneric
```

Wrapper on Newtonsoft.

```
public static string ToJson(object obj)
```

Wrapper on Newtonsoft.Json.JsonConvert.SerializeObject().

```
public static string ToJson<T>(List<T> array, bool minimize = true)
```

Generic wrapper.

```
public static T FromJson<T>(string json)
```

Wrapper on Newtonsoft.Json.JsonConvert.DeserializeObject<T>().

```
public static List<T> FromJsonList<T>(string json)
```

Generic wrapper.

```
public abstract class TweenBase
```

Abstract MonoBehaviour class for Tween class.

`public class Tween`

Manipulating Window Components.

`public static Tween Color(...)`

Smooth change of image color component.

`public static Tween Alpha(...)`

Smooth change of image alpha component.

`public static Tween PositionAnchored(...)`

Smooth change of anchored position component.

`public static Tween Position(...)`

Smooth change of transform position component.

`public static Tween Scale(...)`

Smooth change of transform scale component.

`public static Tween Spacing(...).`

Smooth change of grid spacing component.

`public class ColorSpring`

MonoBehaviour for smooth change of image color component.

`public class GridSpring`

MonoBehaviour for smooth change of grid spacing component.

`public class PositionSpring`

MonoBehaviour for smooth change of transform position component.

`public class Rotation`

MonoBehaviour for smooth change of transform component.

`public class RotationSpring`

MonoBehaviour for smooth change of transform component with dumping.

`public class ScaleSpring`

MonoBehaviour for smooth change of transform scale component.

```
public class SimpleDropdown
```

Wrapper for SpringDropdown – to be configured by user.

```
public class SpringDropdown
```

MonoBehaviour for smooth change of grid spacing component.

```
public class Dialog
```

MonoBehaviour for the Dialog Prefab window.

```
public void Show(string message = "")
```

Smooth shows the Dialog Prefab window.

```
public void Hide()
```

Smooth hides the Dialog Prefab window.

```
public class Menu
```

MonoBehaviour for the Window Prefab window.

```
public void PopUpSpinRunExample()
```

For demonstration purposes.

```
public class Popup
```

MonoBehaviour for the Popup Prefab window.

```
public void ShowLocalizedMessageTop(...)
```

Shows localized message at the top of the screen.

```
public void ShowMessageTop(...)
```

Shows message at the top of the screen.

```
public void ShowLocalizedMessage(...)
```

Shows localized message.

```
public void ShowMessage(...)
```

Shows message.

```
public class Avatar
```

MonoBehaviour for the Avatar Prefab.

```
public void ScrollAvatar(int direction)
```

Scrolls Avatar for demonstration purposes.

```
public class SignUp
```

MonoBehaviour for the SignUp Prefab.

```
public class Settings
```

BaseInterface for the Settings window.

```
public class PopupSpin
```

MonoBehaviour for the PopupSpin Prefab.

```
public void Run(...)
```

Shows a spinning popup and starts a user Action in Coroutine.

```
public void RequestConfirmation(...)
```

Shows a spinning popup with request to start a user Action in Coroutine.

```
public void AskCount(...)
```

Shows a spinning popup with InputField and start a user Action in Coroutine.

```
public void Stop(...)
```

Stops a spinning popup with a message to the user..

```
public void OnBackgroundTap()
```

Background Tap raycaster.

```
public void Close()
```

Close a spinning popup.

```
public void Cancel()
```

Cancel Button handler.

```
public void Confirm()
```

Confirm Button handler.

```
public void Retry()
```

Retry Button handler – retry user Action.

```
public void BreakNow()
```

Close a spinning popup immediately breaking a Coroutine.

```
public class Blackout
```

Smooth shows and hides the background black image. For use by BaseInterface.

```
public class BaseInterface
```

MonoBehaviour for opening and closing custom panels.

```
public void Open()
```

Opens custom panel for unity components (button).

```
public void Open(string arg)
```

```
public void Open(uint i)
```

Opens custom panel for Enum purposes (from code usually).

```
public void Close()
```

Opens custom panel.

```
protected virtual void OnOpen()
```

For use by the user when opening the custom panel.

```
protected virtual void OnClose()
```

For use by the user when closing the custom panel.

```
public class WindowAppearance
```

Customizing the appearance and hiding of the panel

```
public class CustomSlider
```

MonoBehaviour for the SliderScale Prefab.

```
public class LocalizationTextAuto
```

Example stub component for use with Simple Localization Pro Asset.

```
public class MessageRow
```

MonoBehaviour for the MessageRow (L/R) Prefab.

```
public class ToggleSlider
```

MonoBehaviour for the Toggle Prefab.