

Table of Contents

Articles

[Getting Started](#)

[The \[ConsoleCommand\] Attribute](#)

[Parameters](#)

[Scoping](#)

[Property Commands](#)

Api Documentation

IzzysConsole

[ConsoleCommandAttribute](#)

[ConsoleCommandInsufficientParameterException](#)

[ConsoleCommandUserErrorException](#)

[ConsoleFactory_Legacy](#)

[ConsoleManager](#)

[IConsoleController](#)

[IParameterConverter](#)

[ParameterConverterAttribute](#)

[UIConsoleController_Legacy](#)

[UIConsoleControllerCore<TDisplayText, TInputField>](#)

IzzysConsole.Editor

[IzzysConsole_CreateObjectMenu_Legacy](#)

IzzysConsole.Editor.TMPro

[IzzysConsole_CreateObjectMenu_TMPro](#)

IzzysConsole.Internal

[CommandRegistry](#)

[CommandRegistry.InvalidCommand](#)

[CommandRegistry.MethodCommand](#)

[CommandRegistry.PropertyCommand](#)

[CommandRegistry.Root](#)

[Config](#)

[ConsoleCommandContainsGenericParametersException](#)

[ConsoleCommandDefinitionException](#)

[ConsoleCommandFormatException](#)

[ConsoleCommandInvalidDefinitionTypeException](#)

ConsoleCommandNoConverterForParameterException

ConsoleCommandParameterParseException

ConsoleCommandResult

DuplicateConsoleCommandsInSameScopeException

GlobalConsoleCommandInGenericClassException

ICommand

ParameterConverterCompetitionException

ParameterConverterContainsGenericParametersException

ParameterConverterDefinitionException

ParameterConverterDoesNotContainParameterlessConstructorException

ParameterConverterDoesNotDeriveException

ParameterConverterReturnedWrongTypeException

IzzysConsole.Internal.ParameterConverters

BoolConverter

ByteConverter

CharConverter

ColorConverter

DecimalConverter

DoubleConverter

FloatConverter

IntConverter

LongConverter

SByteConverter

ShortConverter

StringConverter

UIntConverter

ULongConverter

UShortConverter

IzzysConsole.TMPro

ConsoleFactory_TMPro

UIConsoleController_TMPro

IzzysConsole.Utills

ArrayUtills

AssemblyUtills

HashSetDictionary<TKey, TValueType>

UIUtills

Getting Started

Izzy's Console is a lightweight system for building a developer console inside unity. It's designed to run out of the box with minimal hassle, though is also customizable to meet the needs of more advanced users.

If this is your first time using Izzy's Console, consider following the tutorial below. You can follow along in your own project or in a new empty one

A Working Console in 5 Minutes

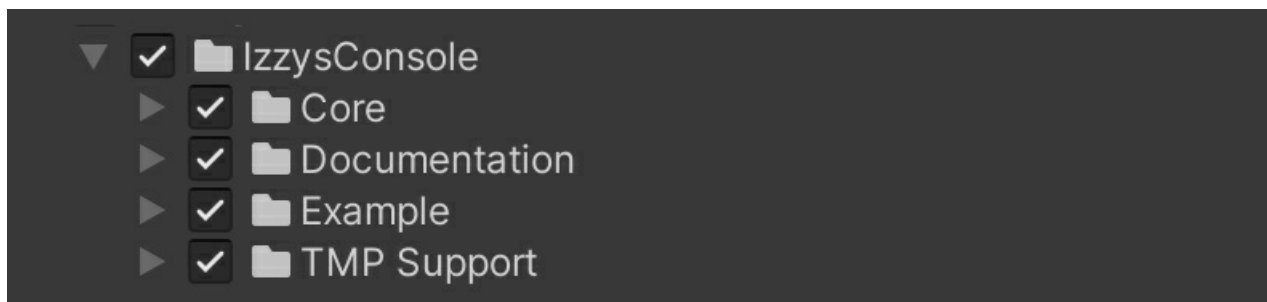
Import Izzys Console

If you are unsure how to import a package, take a look at [Unity's Tutorial on Importing An Asset Store Package](#).

The package contains four subdirectories.

- The *Core* directory contains all the essential components
- The *Documentation* directory contains a copy of this documentation
- The *Example* directory contains an example project
- The *TMP Support* directory will add support for Text Mesh Pro. Only import this directory if your project uses TMP.

Select the components you want, then import



Create a console in the UI

Once the package is imported, right click in the inspector hierarchy and go to UI -> Debugging Consoles. Create a Debugging Console (Legacy), or a Debugging Console (TMPPro) if you wish to use Text Mesh Pro.

The created console

Adding a command

Create a new c# file. Delete the default boilerplate code and replace it with an empty class. Make sure you're

`using IzzysConsole;`

```
using IzzysConsole;

public class ExampleClassWithAConsoleCommand
{
}
}
```

Now let's add a command to that empty class. Create a new method like so

```
using IzzysConsole;

public class ExampleClassWithAConsoleCommand
{
```

```
    static void Echo(string stringToEcho)
    {
        ConsoleManager.Log(stringToEcho);
    }
```

```
}
```

ConsoleManager.Log() will log a string to the console - in this case, the first parameter.

Now all we have to do is expose this method as a console command. Add the `[ConsoleCommand]` parameter like so

```
using IzzysConsole;

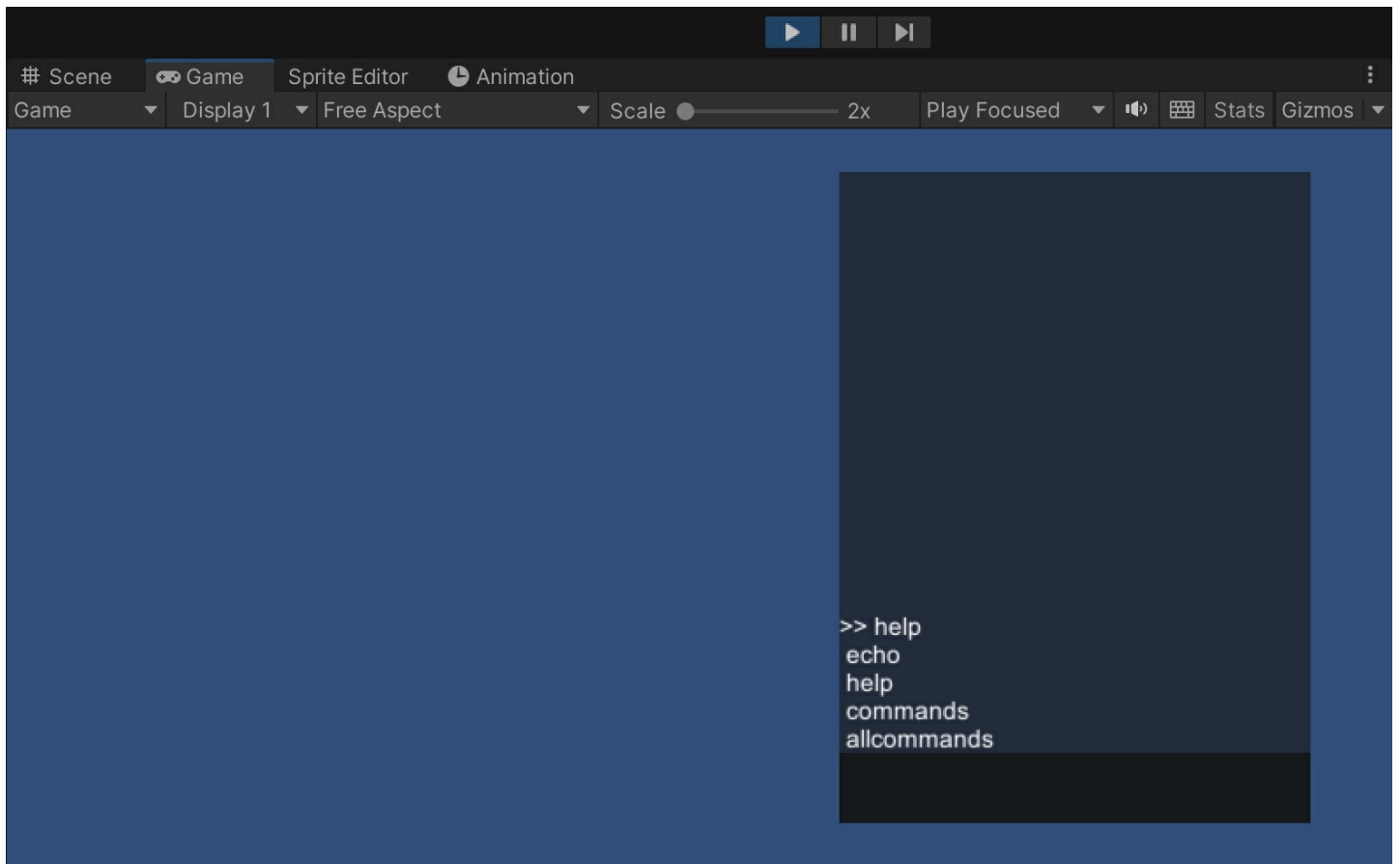
public class ExampleClassWithAConsoleCommand
{
```

```
    [ConsoleCommand(name:"echo")]
```

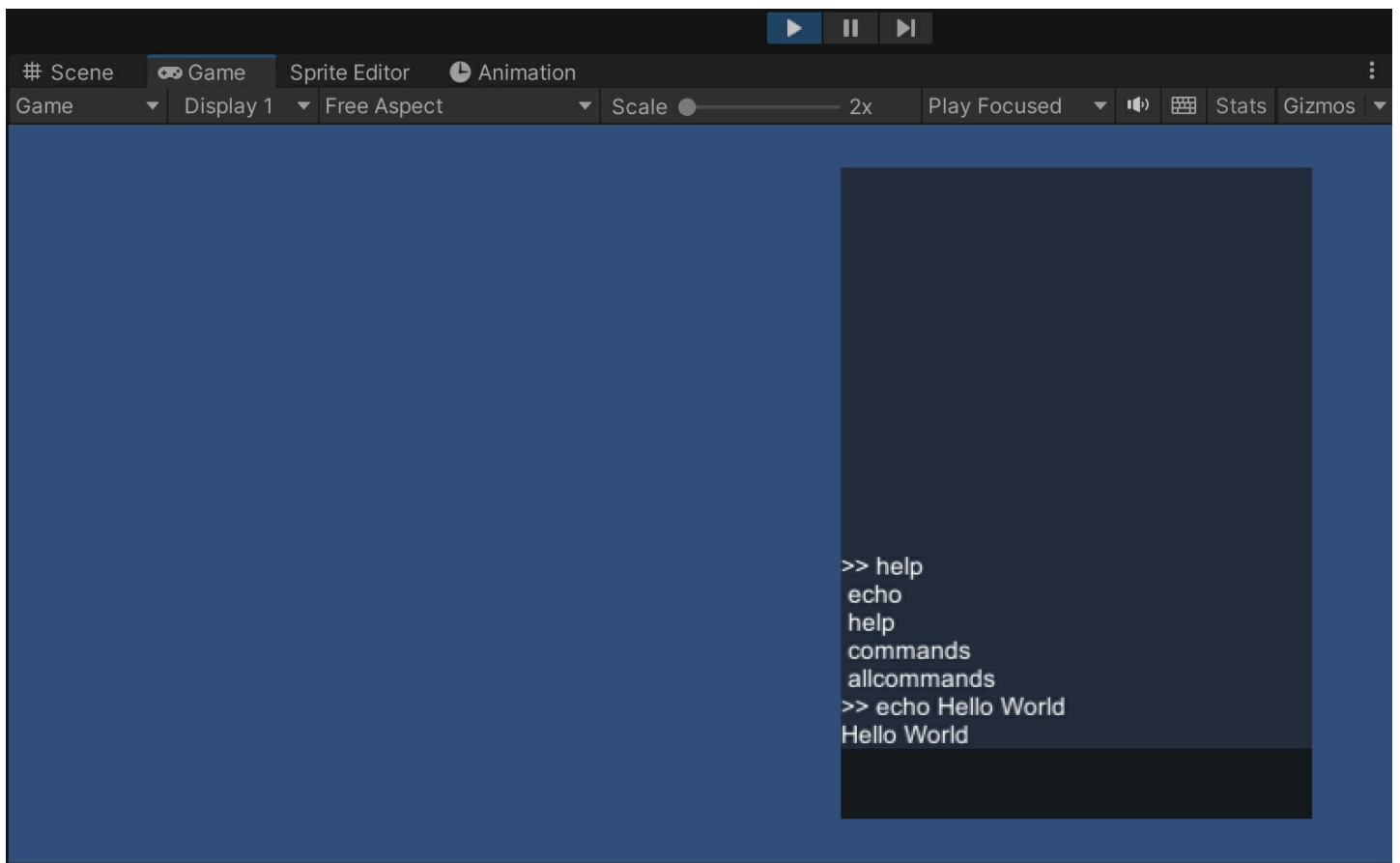
```
    static void Echo(string stringToEcho)
    {
        ConsoleManager.Log(stringToEcho);
    }
}
```

Testing your command

Enter play mode. By default, the console is opened using backtick/tidle (`/~). Type `help` to get a list of commands. Your new command `echo` should be in the list



Now enter `echo Hello World` and you should see `Hello World` appear in the console.



The `[ConsoleCommand]` Attribute

To declare a method as a console command, just attach the `[ConsoleCommand]` attribute, like so

```
[ConsoleCommand(name:"mycommand")]
static void MyMethod()
{
    // Do stuff here
}
```

`[ConsoleCommand]` has one required parameter (the command name), along with 4 other optional parameters

- `helpInfo` - the string is shown to the user if they enter 'help [this command]'
- `parameterNameOverride` - a string array that will, in order, override the names of parameters as they are shown to the user.
- `allowUseInScoping` if true, the command can be used in [scoping](#). Ex - `myScopableCommand.myLocalCommand [parameters]`
- `trailingFinalParameter` if false, the final parameter is cut off after the first space

For example -

```
mycommand parameter_one parameter number two
```

would translate to

```
MyCommand("parameter_one", "parameter")
```

as opposed to

```
MyCommand("parameter_one", "parameter number two")
```

Command parameters

When a command is called, parameters are parsed in the same order they are defined, separated by spaces

For example, a command defined as

```
[ConsoleCommand(name: "myCommand")]
static void MyCommand(int parameterOne, string parameterTwo, string parameterThree)
```

Called as `myCommand 5 Some text` Would translate to `MyCommand(5, "Some", "text")`

By default, any trailing text after the final parameter is treated as part of the final parameter. Say the above command was defined with just two parameters

```
static void MyCommand(int parameterOne, string parameterTwo, string parameterThree)
```

Calling `myCommand 5 Some text`

Would translate to `MyCommand(5, "Some text")`.

You can disable this behavior by setting [trailingFinalParameter](#) to false.

Parameter Naming

By default, parameters are converted from camelCase whenever they need to be displayed in the console

That is, `myParameter` becomes `[My Parameter]`

Parameter names can be customized by specifying a [parameterNameOverride](#)

Supported Parameter Types

By default, the following parameter types are supported

- bool
- byte
- char
- decimal
- double
- float
- int
- long
- sbyte
- short
- string
- uint
- ulong
- ushort
- UnityEngine.Color

If you want to use a type not listed here, see [Defining Custom Parameter Converters](#)

Command Scoping

When a command returns an object, and has [allowUseInScoping](#) set to `true`, the command can be used in scoping (ie `object.member`)

Consider the following class -

```
public class Player
{
    static Player instance; // Singleton

    [ConsoleCommand(
        name:"player",
        allowUseInScoping: true
    )]
    static Player Console_GetPlayer
    {
        get
        {
            if (instance == null) ConsoleManager.Log("No player found");

            return instance;
        }
    }

    int _health;

    [ConsoleCommand(name:"myPropertyCommand")]
    int Health
    {
        get => _health;
        set => _health = value;
    }
}
```

Scoping with Parameters


```

using IzzysConsole;

public class GameTile
{
    static GameTile[,] allTiles;
    string tileName;

    [ConsoleCommand(
        name:"get_tile",
        allowUseInScoping:true)]
    static GameTile GetTileAtPosition(int x, int y)
    {
        if (x >= allTiles.GetLength(0) || y >= allTiles.GetLength(1))
        {
            ConsoleManager.Log($"No tile at position [{x},{y}]");
            return null;
        }

        else
        {
            return allTiles[x, y];
        }
    }

    [ConsoleCommand(name:"name")]
    string Name
    {
        get => tileName;
        set => tileName = value;
    }
}

```

We can use the

If we were to call `get_tile 5 2.name foo` in the console, it would translate to `GetTileAtPosition(5, 2).Name = foo`, setting the name of the tile at [5, 2] to "foo".

A Note About Scoping

A command with scoping enabled is necessarily called whenever it's used to get an object reference.

In the following method

```

[ConsoleCommand(
    name:"createtile",
    allowUseInScoping:true)]
static GameTile CreateTileAtPosition(int x, int y)
{
    GameTile tile = new GameTile();
    allTiles[x, y] = tile;
    return tile;
}

```

If you were to run `createtile 5 2.name`, a new tile would be created and its name returned. This may or may not be desirable behavior depending on your design

Property Commands

Properties can also be flagged with the `[ConsoleCommand]` attribute. When a property command is called in the console, context will determine whether the `get` or `set` method is called.

- If no parameters are provided, the `get` method will be called
- If parameters *are* provided, the `set` method will be called

Take for example the following class of a singleton player -

```
public class Player
{
    static Player instance; // Singleton

    [ConsoleCommand(
        name: "player",
        allowUseInScoping: true
    )]
    static Player Console_GetPlayer
    {
        get
        {
            if (instance == null) ConsoleManager.Log("No player found");

            return instance;
        }
    }

    int _health;

    [ConsoleCommand(name: "myPropertyCommand")]
    int Health
    {
        get => _health;
        set => _health = value;
    }
}
```

- If the user were to enter `player.health`, the `get` method would be called, as no parameters were entered
 - If the user were to enter `player.health 50`, the `set` method would be called, since a parameter was provided
-

Namespace IzzysConsole

Classes

[ConsoleCommandAttribute](#)

Flags a method as a console command. Static methods will be added to the global namespace, while instance methods can be accessed through scoping

[ConsoleCommandInsufficientParameterException](#)

Thrown if an attempt to execute a console command fails due to user error (such as an invalid parameter value)

[ConsoleCommandUserErrorException](#)

Thrown if an attempt to execute a console command fails due to user error (such as an invalid parameter value)

[ConsoleFactory_Legacy](#)

[ConsoleManager](#)

[ParameterConverterAttribute](#)

Flags a class as the dedicated parameter converter for a specified type. The associated class must also inherit from [IParameterConverter](#)

[UIConsoleController_Legacy](#)

The built-in implimentation of [UIConsoleControllerCore<TDisplayText, TInputField>](#) using the legacy text system

[UIConsoleControllerCore<TDisplayText, TInputField>](#)

This is a base class for creating custom console controller components. For an implimentation example, see [UIConsoleController_Legacy](#)

Interfaces

[IConsoleController](#)

This interface is used to connect to the [ConsoleManager](#) and receive notifications when the console log changes

[IParameterConverter](#)

Class ConsoleCommandAttribute

Flags a method as a console command. Static methods will be added to the global namespace, while instance methods can be accessed through scoping

Inheritance

System.Object

System.Attribute

ConsoleCommandAttribute

Inherited Members

System.Attribute.Equals(System.Object)

System.Attribute.GetCustomAttribute(System.Reflection.Assembly, System.Type)

System.Attribute.GetCustomAttribute(System.Reflection.Assembly, System.Type, System.Boolean)

System.Attribute.GetCustomAttribute(System.Reflection.MemberInfo, System.Type)

System.Attribute.GetCustomAttribute(System.Reflection.MemberInfo, System.Type, System.Boolean)

System.Attribute.GetCustomAttribute(System.Reflection.Module, System.Type)

System.Attribute.GetCustomAttribute(System.Reflection.Module, System.Type, System.Boolean)

System.Attribute.GetCustomAttribute(System.Reflection.ParameterInfo, System.Type)

System.Attribute.GetCustomAttribute(System.Reflection.ParameterInfo, System.Type, System.Boolean)

System.Attribute.GetCustomAttributes(System.Reflection.Assembly)

System.Attribute.GetCustomAttributes(System.Reflection.Assembly, System.Boolean)

System.Attribute.GetCustomAttributes(System.Reflection.Assembly, System.Type)

System.Attribute.GetCustomAttributes(System.Reflection.Assembly, System.Type, System.Boolean)

System.Attribute.GetCustomAttributes(System.Reflection.MemberInfo)

System.Attribute.GetCustomAttributes(System.Reflection.MemberInfo, System.Boolean)

System.Attribute.GetCustomAttributes(System.Reflection.MemberInfo, System.Type)

System.Attribute.GetCustomAttributes(System.Reflection.MemberInfo, System.Type, System.Boolean)

System.Attribute.GetCustomAttributes(System.Reflection.Module)

System.Attribute.GetCustomAttributes(System.Reflection.Module, System.Boolean)

System.Attribute.GetCustomAttributes(System.Reflection.Module, System.Type)

System.Attribute.GetCustomAttributes(System.Reflection.Module, System.Type, System.Boolean)

System.Attribute.GetCustomAttributes(System.Reflection.ParameterInfo)

System.Attribute.GetCustomAttributes(System.Reflection.ParameterInfo, System.Boolean)

System.Attribute.GetCustomAttributes(System.Reflection.ParameterInfo, System.Type)

System.Attribute.GetCustomAttributes(System.Reflection.ParameterInfo, System.Type, System.Boolean)

System.Attribute.GetHashCode()

System.Attribute.IsDefaultAttribute()

System.Attribute.IsDefined(System.Reflection.Assembly, System.Type)

System.Attribute.IsDefined(System.Reflection.Assembly, System.Type, System.Boolean)

System.Attribute.IsDefined(System.Reflection.MemberInfo, System.Type)

System.Attribute.IsDefined(System.Reflection.MemberInfo, System.Type, System.Boolean)

System.Attribute.IsDefined(System.Reflection.Module, System.Type)

System.Attribute.IsDefined(System.Reflection.Module, System.Type, System.Boolean)

System.Attribute.IsDefined(System.Reflection.ParameterInfo, System.Type)

System.Attribute.IsDefined(System.Reflection.ParameterInfo, System.Type, System.Boolean)

System.Attribute.Match(System.Object)

System.Attribute.TypeId

System.Object.Equals(System.Object, System.Object)

System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.ToString()

Syntax

```
[AttributeUsage(AttributeTargets.Method | AttributeTargets.Property, AllowMultiple = false)]  
public class ConsoleCommandAttribute : Attribute
```

Constructors

ConsoleCommandAttribute(String, String, String[], Boolean, Boolean)

Declaration

```
public ConsoleCommandAttribute(string name, string helpInfo = null, string[] parameterNameOverrides = null,  
bool allowUseInScoping = true, bool trailingFinalParameter = true)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	name	The name the command is called by. The name cannot contain spaces, and any spaces will be removed
System.String	helpInfo	The string that will be shown when the user runs the 'help' command on this command
System.String[]	parameterNameOverrides	Overwrite the names of parameters in order (the first element of the array will become the name of the first parameter etc...). Any unnamed parameters will be automatically named assuming camelCasing (etc myPamaterOne will become [My Parameter One]
System.Boolean	allowUseInScoping	By default, commands can be used in scoping. Set this value to false if for any reason this behavior is not desired. Refer to Command Scoping
System.Boolean	trailingFinalParameter	<p>If FALSE, any extra parameters entered after the final parameter will be ignored. For example, the parameters in the command 'myCommandWithTwoParameters somevalue somestring somestring extra_undefined_parameter' would be parsed as "somevalue" "somestring". Note how the third parameter, 'extra_undefined_parameter', is discarded.</p> <p>If TRUE, any extra parameters entered after the final parameter will be added to the final parameter string. For example, the parameters in the same command 'myCommandWithTwoParameters somevalue somestring extra_undefined_parameter' would be parsed as "somevalue" "somestring extra_undefined_parameter". Notice how the extra text is preserved and added to the final parameter</p>

Properties

commandName

Declaration

```
public string commandName { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

helpInfo

Declaration

```
public string helpInfo { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

parameterKeys

Declaration

```
public string[] parameterKeys { get; }
```

Property Value

TYPE	DESCRIPTION
System.String[]	

scopingAllowed

Declaration

```
public bool scopingAllowed { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

trailingFinalParameter

Declaration

```
public bool trailingFinalParameter { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Class ConsoleCommandInsufficientParameterException

Thrown if an attempt to execute a console command fails due to user error (such as an invalid parameter value)

Inheritance

System.Object
System.Exception
[ConsoleCommandUserErrorException](#)
ConsoleCommandInsufficientParameterException

Implements

System.Runtime.Serialization.ISerializable

Inherited Members

System.Exception.GetBaseException()
System.Exception.GetObjectData(System.Runtime.Serialization.SerializationInfo, System.Runtime.Serialization.StreamingContext)
System.Exception.GetType()
System.Exception.ToString()
System.Exception.Data
System.Exception.HelpLink
System.Exception.HResult
System.Exception.InnerException
System.Exception.Message
System.Exception.Source
System.Exception.StackTrace
System.Exception.TargetSite
System.Exception.SerializeObjectState
System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [IzzysConsole](#)
Assembly: IzzysConsole.dll

Syntax

```
public class ConsoleCommandInsufficientParameterException : ConsoleCommandUserErrorException, ISerializable
```

Constructors

ConsoleCommandInsufficientParameterException(String, Int32, String[])

Declaration

```
public ConsoleCommandInsufficientParameterException(string commandName, int requiredParametersCount, string[] allParameterNames)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	commandName	
System.Int32	requiredParametersCount	
System.String[]	allParameterNames	

Methods

ConvertParametersArrayToString(String[], Int32)

Declaration

```
static string ConvertParametersArrayToString(string[] parametersArray, int numberToUse)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String[]	parametersArray	
System.Int32	numberToUse	

Returns

TYPE	DESCRIPTION
System.String	

Implements

System.Runtime.Serialization.ISerializable

Class ConsoleCommandUserErrorException

Thrown if an attempt to execute a console command fails due to user error (such as an invalid parameter value)

Inheritance

System.Object

System.Exception

ConsoleCommandUserErrorException

[ConsoleCommandInsufficientParameterException](#)

[ConsoleCommandParameterParseException](#)

Implements

System.Runtime.Serialization.ISerializable

Inherited Members

System.Exception.GetBaseException()

System.Exception.GetObjectData(System.Runtime.Serialization.SerializationInfo, System.Runtime.Serialization.StreamingContext)

System.Exception.GetType()

System.Exception.ToString()

System.Exception.Data

System.Exception.HelpLink

System.Exception.HResult

System.Exception.InnerException

System.Exception.Message

System.Exception.Source

System.Exception.StackTrace

System.Exception.TargetSite

System.Exception.SerializeObjectState

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [IzzysConsole](#)

Assembly: IzzysConsole.dll

Syntax

```
public class ConsoleCommandUserErrorException : Exception, ISerializable
```

Constructors

ConsoleCommandUserErrorException()

Declaration

```
ConsoleCommandUserErrorException()
```

ConsoleCommandUserErrorException(String)

Declaration

```
public ConsoleCommandUserErrorException(string message)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	message	

Implements

System.Runtime.Serialization.ISerializable

Class ConsoleFactory_Legacy

Inheritance

System.Object
ConsoleFactory_Legacy

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [IzzysConsole](#)
Assembly: IzzysConsole.dll

Syntax

```
public static class ConsoleFactory_Legacy
```

Methods

Generate(RectTransform, Single)

Declaration

```
public static UIConsoleController_Legacy Generate(RectTransform parent, float sizeOfInputBox = 40F)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.RectTransform	parent	
System.Single	sizeOfInputBox	

Returns

TYPE	DESCRIPTION
UIConsoleController_Legacy	

Class ConsoleManager

Inheritance

System.Object
ConsoleManager

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [IzzysConsole](#)
Assembly: IzzysConsole.dll

Syntax

```
public class ConsoleManager
```

Fields

cachedText

Declaration

```
static string cachedText
```

Field Value

TYPE	DESCRIPTION
System.String	

errorColor

Declaration

```
public const string errorColor = "FF512F"
```

Field Value

TYPE	DESCRIPTION
System.String	

history

Declaration

```
static List<string> history
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List<System.String>	

inputHistory

Declaration

```
static List<string> inputHistory
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List<System.String>	

registeredConsoles

Declaration

```
static HashSet<IConsoleController> registeredConsoles
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.HashSet< IConsoleController >	

Properties

InputHistoryLength

Declaration

```
public static int InputHistoryLength { get; }
```

Property Value

TYPE	DESCRIPTION
System.Int32	

maxHistoryLength

Declaration

```
static int maxHistoryLength { }
```

Property Value

TYPE	DESCRIPTION
System.Int32	

maxInputHistoryLength

Declaration

```
static int maxInputHistoryLength { }
```

Property Value

TYPE	DESCRIPTION
System.Int32	

Methods

AppendHistory(String)

Declaration

```
static void AppendHistory(string line)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	line	

AppendInputHistory(String)

Declaration

```
static void AppendInputHistory(string input)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	input	

BeginLoadingDataFromAssemblies(Assembly[])

Begin scanning the specified assembly/s for console commands on a new thread (if they have not been scanned already).

Declaration

```
public static void BeginLoadingDataFromAssemblies(params Assembly[] assemblies)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Reflection.Assembly[]	assemblies	The assembly or assemblies to load

Remarks

Use this method if you load an assembly that is imported at runtime (ex from a dll)

GetInputHistoryAt(Int32)

Gets the nth user input, a value of 0 being the most recent input. If an input is repeated, only the most recent occurrence is stored in the history

Declaration

```
public static string GetInputHistoryAt(int n)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Int32	n	How many inputs ago to retrieve

Returns

TYPE	DESCRIPTION
System.String	The <code>n</code> oldest input

GetLog()

Get's the current console log

Declaration

```
public static string GetLog()
```

Returns

TYPE	DESCRIPTION
System.String	

IsAnyConsoleActive()

Returns true if any console is active

Declaration

```
public static bool IsAnyConsoleActive()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

IsAnyConsoleFocused()

Returns true if any console is under the mouse

Declaration

```
public static bool IsAnyConsoleFocused()
```

Returns

TYPE	DESCRIPTION
System.Boolean	

LoadDataFromAssemblies(Assembly[])

Synchronously the specified assembly/s for console commands (if they have not been scanned already). This process can take some time depending on the size of the assemblies and the number of commands they contain - if synchronicity is not important, consider using [BeginLoadingDataFromAssemblies\(Assembly\[\]\)](#) to load commands in the background instead

Declaration

```
public static void LoadDataFromAssemblies(params Assembly[] assemblies)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Reflection.Assembly[]	assemblies	The assembly or assemblies to load

Remarks

Use this method if you load an assembly that is imported at runtime (ex from a dll)

Log(String, String)

Logs a message to the console

Declaration

```
public static void Log(string text, string color = null)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	text	
System.String	color	

RegisterConsole(IConsoleController)

Registers a console controller to be notified when the console log is updated

Declaration

```
public static void RegisterConsole(IConsoleController console)
```

Parameters

TYPE	NAME	DESCRIPTION
IConsoleController	console	

See Also

[UnregisterConsole\(IConsoleController\)](#)

TryExecuteCommand(String)

Executes the command at the specified `commandPath`

Declaration

```
public static void TryExecuteCommand(string commandPath)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	commandPath	The full path of the command to execute

UnregisterConsole(IConsoleController)

Unregisters a console controller so that it is no longer notified when the console log is updated

Declaration

```
public static void UnregisterConsole(IConsoleController console)
```

Parameters

TYPE	NAME	DESCRIPTION
IConsoleController	console	

See Also

[RegisterConsole\(IConsoleController\)](#)

UpdateConsoleTexts()

Declaration

```
static void UpdateConsoleTexts()
```

Interface IConsoleController

This interface is used to connect to the [ConsoleManager](#) and receive notifications when the console log changes

Namespace: [IzzysConsole](#)

Assembly: IzzysConsole.dll

Syntax

```
public interface IConsoleController
```

Properties

IsActive

Declaration

```
bool IsActive { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

IsFocused

Declaration

```
bool IsFocused { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Methods

GetLog()

Returns the current full text of the console log

Declaration

```
string GetLog()
```

Returns

TYPE	DESCRIPTION
System.String	

OnConsoleLogChanged(String)

Called when the console log changes. Requires that the object be registered through [Register\(\)](#) or [RegisterConsole\(IConsoleController\)](#)

Declaration

```
void OnConsoleLogChanged(string text)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	text	The current FULL text of the console log

Register()

Registers this console controller to be notified (through [OnConsoleLogChanged\(String\)](#)) when the console log changes

Declaration

```
void Register()
```

See Also

[Unregister\(\)](#)

SendCommand(String)

Sends a command to the console for execution

Declaration

```
void SendCommand(string command)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	command	

Unregister()

Unregisters the console, unsubscribing it from being notified when the console log changes

Declaration

```
void Unregister()
```

See Also

[Register\(\)](#)

Interface IParameterConverter

Namespace: [IzzysConsole](#)

Assembly: IzzysConsole.dll

Syntax

```
public interface IParameterConverter
```

Methods

Convert(String)

Declaration

```
object Convert(string userValue)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	userValue	

Returns

TYPE	DESCRIPTION
System.Object	

Class ParameterConverterAttribute

Flags a class as the dedicated parameter converter for a specified type. The associated class must also inherit from

[IParameterConverter](#)

Inheritance

System.Object

System.Attribute

ParameterConverterAttribute

Inherited Members

System.Attribute.Equals(System.Object)

System.Attribute.GetCustomAttribute(System.Reflection.Assembly, System.Type)

System.Attribute.GetCustomAttribute(System.Reflection.Assembly, System.Type, System.Boolean)

System.Attribute.GetCustomAttribute(System.Reflection.MemberInfo, System.Type)

System.Attribute.GetCustomAttribute(System.Reflection.MemberInfo, System.Type, System.Boolean)

System.Attribute.GetCustomAttribute(System.Reflection.Module, System.Type)

System.Attribute.GetCustomAttribute(System.Reflection.Module, System.Type, System.Boolean)

System.Attribute.GetCustomAttribute(System.Reflection.ParameterInfo, System.Type)

System.Attribute.GetCustomAttribute(System.Reflection.ParameterInfo, System.Type, System.Boolean)

System.Attribute.GetCustomAttributes(System.Reflection.Assembly)

System.Attribute.GetCustomAttributes(System.Reflection.Assembly, System.Boolean)

System.Attribute.GetCustomAttributes(System.Reflection.Assembly, System.Type)

System.Attribute.GetCustomAttributes(System.Reflection.Assembly, System.Type, System.Boolean)

System.Attribute.GetCustomAttributes(System.Reflection.MemberInfo)

System.Attribute.GetCustomAttributes(System.Reflection.MemberInfo, System.Boolean)

System.Attribute.GetCustomAttributes(System.Reflection.MemberInfo, System.Type)

System.Attribute.GetCustomAttributes(System.Reflection.MemberInfo, System.Type, System.Boolean)

System.Attribute.GetCustomAttributes(System.Reflection.Module)

System.Attribute.GetCustomAttributes(System.Reflection.Module, System.Boolean)

System.Attribute.GetCustomAttributes(System.Reflection.Module, System.Type)

System.Attribute.GetCustomAttributes(System.Reflection.Module, System.Type, System.Boolean)

System.Attribute.GetCustomAttributes(System.Reflection.ParameterInfo)

System.Attribute.GetCustomAttributes(System.Reflection.ParameterInfo, System.Boolean)

System.Attribute.GetCustomAttributes(System.Reflection.ParameterInfo, System.Type)

System.Attribute.GetCustomAttributes(System.Reflection.ParameterInfo, System.Type, System.Boolean)

System.Attribute.GetHashCode()

System.Attribute.IsDefaultAttribute()

System.Attribute.IsDefined(System.Reflection.Assembly, System.Type)

System.Attribute.IsDefined(System.Reflection.Assembly, System.Type, System.Boolean)

System.Attribute.IsDefined(System.Reflection.MemberInfo, System.Type)

System.Attribute.IsDefined(System.Reflection.MemberInfo, System.Type, System.Boolean)

System.Attribute.IsDefined(System.Reflection.Module, System.Type)

System.Attribute.IsDefined(System.Reflection.Module, System.Type, System.Boolean)

System.Attribute.IsDefined(System.Reflection.ParameterInfo, System.Type)

System.Attribute.IsDefined(System.Reflection.ParameterInfo, System.Type, System.Boolean)

System.Attribute.Match(System.Object)

System.Attribute.TypeId

System.Object.Equals(System.Object, System.Object)

System.Object.GetType()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

System.Object.ToString()

Syntax

```
[AttributeUsage(AttributeTargets.Class, Inherited = false)]  
public class ParameterConverterAttribute : Attribute
```

Constructors

ParameterConverterAttribute(Type)

Declaration

```
public ParameterConverterAttribute(Type parameterType)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Type	parameterType	The parameter type that this IParameterConverter is for

Properties

associatedType

Declaration

```
public Type associatedType { get; }
```

Property Value

TYPE	DESCRIPTION
System.Type	

Class UIConsoleController_Legacy

The built-in implimentation of [UIConsoleControllerCore<TDisplayText, TInputField>](#) using the legacy text system

Inheritance

System.Object
UnityEngine.Object
UnityEngine.Component
UnityEngine.Behaviour
UnityEngine.MonoBehaviour
[UIConsoleControllerCore](#)<UnityEngine.UI.Text, UnityEngine.UI.InputField>
UIConsoleController_Legacy

Implements

[IConsoleController](#)

Inherited Members

[UIConsoleControllerCore](#)<Text, InputField>.active
[UIConsoleControllerCore](#)<Text, InputField>.keysToToggle
[UIConsoleControllerCore](#)<Text, InputField>.displayText
[UIConsoleControllerCore](#)<Text, InputField>.inputField
[UIConsoleControllerCore](#)<Text, InputField>.consoleTransform
[UIConsoleControllerCore](#)<Text, InputField>.allowScrolling
[UIConsoleControllerCore](#)<Text, InputField>.scrollSensitivity
[UIConsoleControllerCore](#)<Text, InputField>.scrollJumpAmount
[UIConsoleControllerCore](#)<Text, InputField>.lastInputField
[UIConsoleControllerCore](#)<Text, InputField>.historyPosition
[UIConsoleControllerCore](#)<Text, InputField>.scrollValue
[UIConsoleControllerCore](#)<Text, InputField>.DisplayText
[UIConsoleControllerCore](#)<Text, InputField>.InputField
[UIConsoleControllerCore](#)<Text, InputField>.ConsoleActive
[UIConsoleControllerCore](#)<Text, InputField>.Focused
[UIConsoleControllerCore](#)<Text, InputField>.ConsoleTransform
[UIConsoleControllerCore](#)<Text, InputField>.ScrollValue
[UIConsoleControllerCore](#)<Text, InputField>.InputFieldFocused
[UIConsoleControllerCore](#)<Text, InputField>.Start()
[UIConsoleControllerCore](#)<Text, InputField>.OnEnable()
[UIConsoleControllerCore](#)<Text, InputField>.OnDisable()
[UIConsoleControllerCore](#)<Text, InputField>.OnDestroy()
[UIConsoleControllerCore](#)<Text, InputField>.Update()
[UIConsoleControllerCore](#)<Text, InputField>.OnValidate()
[UIConsoleControllerCore](#)<Text, InputField>.UpdateDisplayTextScrollPosition()
[UIConsoleControllerCore](#)<Text, InputField>.IConsoleController.IsActive
[UIConsoleControllerCore](#)<Text, InputField>.IConsoleController.IsFocused
[UIConsoleControllerCore](#)<Text, InputField>.IConsoleController.OnConsoleLogChanged(String)
[UIConsoleControllerCore](#)<Text, InputField>.OnInputFieldChanged_Internal()
[UIConsoleControllerCore](#)<Text, InputField>.SendCommand(String)
[UIConsoleControllerCore](#)<Text, InputField>.OnInputFieldChanged(InputField, InputField)
[UIConsoleControllerCore](#)<Text, InputField>.OnConsoleLogChanged(String)
[UIConsoleControllerCore](#)<Text, InputField>.OnInputHistoryPositionChanged(String)
[UIConsoleControllerCore](#)<Text, InputField>.AfterCommandSent(String)
UnityEngine.MonoBehaviour.IsInvoking()
UnityEngine.MonoBehaviour.CancelInvoke()

UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)
UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)
UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.runInEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponent<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)

UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfType(System.Type, System.Boolean)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object.FindObjectsOfType<T>(System.Boolean)
UnityEngine.Object.FindObjectOfType<T>()
UnityEngine.Object.FindObjectOfType<T>(System.Boolean)
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type, System.Boolean)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [IzzysConsole](#)

Assembly: IzzysConsole.dll

Syntax

```
[AddComponentMenu("UI/UI Console Controller (Legacy)")]
[ExecuteAlways]
public class UIConsoleController_Legacy : UIConsoleControllerCore<Text, InputField>, IConsoleController
```

Properties

InputFieldFocused

Declaration

```
protected override bool InputFieldFocused { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Overrides

IzzysConsole.UIConsoleControllerCore<UnityEngine.UI.Text, UnityEngine.UI.InputField>.InputFieldFocused

Methods

AfterCommandSent(String)

Declaration

```
protected override void AfterCommandSent(string command)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	command	

Overrides

IzzysConsole.UIConsoleControllerCore<UnityEngine.UI.Text, UnityEngine.UI.InputField>.AfterCommandSent(System.String)

OnConsoleLogChanged(String)

Declaration

```
protected override void OnConsoleLogChanged(string text)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	text	

Overrides

IzzysConsole.UIConsoleControllerCore<UnityEngine.UI.Text, UnityEngine.UI.InputField>.OnConsoleLogChanged(System.String)

OnInputFieldChanged(InputField, InputField)

Declaration

```
protected override void OnInputFieldChanged(InputField from, InputField to)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.UI.InputField	from	
UnityEngine.UI.InputField	to	

Overrides

IzzysConsole.UIConsoleControllerCore<UnityEngine.UI.Text, UnityEngine.UI.InputField>.OnInputFieldChanged(UnityEngine.UI.InputField, UnityEngine.UI.InputField)

OnInputHistoryPositionChanged(String)

Declaration

```
protected override void OnInputHistoryPositionChanged(string inputText)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	inputText	

Overrides

IzzysConsole.UIConsoleControllerCore<UnityEngine.UI.Text, UnityEngine.UI.InputField>.OnInputHistoryPositionChanged(System.String)

Implements

[IConsoleController](#)

Class UIConsoleControllerCore<TDisplayText, TInputField>

This is a base class for creating custom console controller components. For an implimentation example, see

[UIConsoleController_Legacy](#)

Inheritance

System.Object

UnityEngine.Object

UnityEngine.Component

UnityEngine.Behaviour

UnityEngine.MonoBehaviour

UIConsoleControllerCore<TDisplayText, TInputField>

[UIConsoleController_TMPro](#)

[UIConsoleController_Legacy](#)

Implements

[IConsoleController](#)

Inherited Members

UnityEngine.MonoBehaviour.IsInvoking()

UnityEngine.MonoBehaviour.CancelInvoke()

UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)

UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)

UnityEngine.MonoBehaviour.CancelInvoke(System.String)

UnityEngine.MonoBehaviour.IsInvoking(System.String)

UnityEngine.MonoBehaviour.StartCoroutine(System.String)

UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)

UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)

UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)

UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)

UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)

UnityEngine.MonoBehaviour.StopCoroutine(System.String)

UnityEngine.MonoBehaviour.StopAllCoroutines()

UnityEngine.MonoBehaviour.print(System.Object)

UnityEngine.MonoBehaviour.useGUILayout

UnityEngine.MonoBehaviour.runInEditMode

UnityEngine.Behaviour.enabled

UnityEngine.Behaviour.isActiveAndEnabled

UnityEngine.Component.GetComponent(System.Type)

UnityEngine.Component.GetComponent<T>()

UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)

UnityEngine.Component.TryGetComponent<T>(T)

UnityEngine.Component.GetComponent(System.String)

UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)

UnityEngine.Component.GetComponentInChildren(System.Type)

UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)

UnityEngine.Component.GetComponentInChildren<T>()

UnityEngine.Component.GetComponentsInChildren(System.Type, System.Boolean)

UnityEngine.Component.GetComponentsInChildren(System.Type)

UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean)

UnityEngine.Component.GetComponentsInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)

UnityEngine.Component.GetComponentsInChildren<T>()

UnityEngine.Component.GetComponentsInChildren<T>(System.Collections.Generic.List<T>)

UnityEngine.Component.GetComponentInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentsInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentsInParent(System.Type)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentsInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentsInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.BroadcastMessage(System.String, System.Object)
UnityEngine.Component.BroadcastMessage(System.String)
UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.transform
UnityEngine.Component.gameObject
UnityEngine.Component.tag
UnityEngine.Object.GetInstanceID()
UnityEngine.Object.GetHashCode()
UnityEngine.Object.Equals(System.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Instantiate<T>(T)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
UnityEngine.Object.Destroy(UnityEngine.Object)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
UnityEngine.Object.FindObjectsOfType(System.Type)
UnityEngine.Object.FindObjectsOfType(System.Type, System.Boolean)
UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
UnityEngine.Object.DestroyObject(UnityEngine.Object)
UnityEngine.Object.FindSceneObjectsOfType(System.Type)

UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
UnityEngine.Object.FindObjectsOfType<T>()
UnityEngine.Object.FindObjectsOfType<T>(System.Boolean)
UnityEngine.Object.FindObjectOfType<T>()
UnityEngine.Object.FindObjectOfType<T>(System.Boolean)
UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type)
UnityEngine.Object.FindObjectOfType(System.Type, System.Boolean)
UnityEngine.Object.ToString()
UnityEngine.Object.name
UnityEngine.Object.hideFlags
System.Object.Equals(System.Object, System.Object)
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [IzzysConsole](#)
Assembly: IzzysConsole.dll

Syntax

```
[ExecuteAlways]  
public abstract class UIConsoleControllerCore<TDisplayText, TInputField> : MonoBehaviour, IConsoleController  
where TDisplayText : Component where TInputField : Component
```

Type Parameters

NAME	DESCRIPTION
TDisplayText	The component type used for the main text display
TInputField	The component type used for the console's input field

Fields

active

Declaration

```
[SerializeField]  
bool active
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

allowScrolling

Declaration

```
[SerializeField]  
bool allowScrolling
```

Field Value

TYPE	DESCRIPTION
System.Boolean	

consoleTransform

Declaration

[SerializeField] RectTransform consoleTransform
--

Field Value

TYPE	DESCRIPTION
UnityEngine.RectTransform	

displayText

Declaration

[SerializeField] TDisplayText displayText
--

Field Value

TYPE	DESCRIPTION
TDisplayText	

historyPosition

Declaration

int historyPosition

Field Value

TYPE	DESCRIPTION
System.Int32	

inputField

Declaration

[SerializeField] TInputField inputField
--

Field Value

TYPE	DESCRIPTION
TInputField	

keysToToggle

Declaration

[SerializeField] List<KeyCode> keysToToggle
--

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List<UnityEngine.KeyCode>	

lastInputField

Declaration

TInputField lastInputField

Field Value

TYPE	DESCRIPTION
TInputField	

scrollJumpAmount

Declaration

[SerializeField] float scrollJumpAmount
--

Field Value

TYPE	DESCRIPTION
System.Single	

scrollSensitivity

Declaration

[SerializeField] float scrollSensitivity

Field Value

TYPE	DESCRIPTION
System.Single	

scrollValue

Declaration

float scrollValue

Field Value

TYPE	DESCRIPTION
System.Single	

Properties

ConsoleActive

Whether the console is active and displayed

Declaration

```
public bool ConsoleActive { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

ConsoleTransform

Declaration

```
public RectTransform ConsoleTransform { get; set; }
```

Property Value

TYPE	DESCRIPTION
UnityEngine.RectTransform	

DisplayText

The unity component responsible for displaying the console log

Declaration

```
public TDisplayText DisplayText { get; set; }
```

Property Value

TYPE	DESCRIPTION
TDisplayText	

Focused

Declaration

```
bool Focused { }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

InputField

The unity component responsible for handling console input

Declaration

```
public TInputField InputField { get; set; }
```

Property Value

TYPE	DESCRIPTION
TInputField	

InputFieldFocused

Declaration

```
protected abstract bool InputFieldFocused { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

ScrollValue

Declaration

```
public float ScrollValue { get; set; }
```

Property Value

TYPE	DESCRIPTION
System.Single	

Methods

AfterCommandSent(String)

Triggered after calling [SendCommand\(String\)](#). Useful for clearing the input field's text.

Declaration

```
protected virtual void AfterCommandSent(string command)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	command	

OnConsoleLogChanged(String)

Triggered when the console log has changed. Update the displayed text in here.

Declaration

```
protected abstract void OnConsoleLogChanged(string text)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	text	

See Also

[DisplayText](#)

OnDestroy()

Declaration

```
void OnDestroy()
```

OnDisable()

Declaration

```
void OnDisable()
```

OnEnable()

Declaration

```
void OnEnable()
```

OnInputFieldChanged(TInputField, TInputField)

Triggered when the [InputField](#) is set to a new value. Subscribe and unsubscribe to input field events in here

Declaration

```
protected abstract void OnInputFieldChanged(TInputField previousInputField, TInputField newInputField)
```

Parameters

TYPE	NAME	DESCRIPTION
TInputField	previousInputField	The previous input field
TInputField	newInputField	The new input field

Remarks

`previousInputField` and/or `newInputField` may be null

OnInputFieldChanged_Internal()

Declaration

```
void OnInputFieldChanged_Internal()
```

OnInputHistoryPositionChanged(String)

Declaration

```
protected abstract void OnInputHistoryPositionChanged(string inputText)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	inputText	

OnValidate()

Declaration

```
void OnValidate()
```

SendCommand(String)

Attempts to execute the specified string as a console command

Declaration

```
protected void SendCommand(string formattedCommand)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	formattedCommand	

See Also

[ConsoleManager](#)

Start()

Declaration

```
void Start()
```

Update()

Declaration

```
protected virtual void Update()
```

UpdateDisplayTextScrollPosition()

Declaration

```
void UpdateDisplayTextScrollPosition()
```

Explicit Interface Implementations

IConsoleController.IsActive

Declaration

```
bool IConsoleController.IsActive { get; }
```

Returns

TYPE	DESCRIPTION
System.Boolean	

IConsoleController.IsFocused

Declaration

```
bool IConsoleController.IsFocused { get; }
```

Returns

TYPE	DESCRIPTION
System.Boolean	

IConsoleController.OnConsoleLogChanged(String)

Declaration

```
void IConsoleController.OnConsoleLogChanged(string text)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	text	

Implements

[IConsoleController](#)

Namespace IzzysConsole.Editor

Classes

[IzzysConsole_CreateObjectMenu_Legacy](#)

Class IzzysConsole_CreateObjectMenu_Legacy

Inheritance

System.Object
IzzysConsole_CreateObjectMenu_Legacy

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [IzzysConsole.Editor](#)

Assembly: IzzysConsole.Editor.dll

Syntax

```
public static class IzzysConsole_CreateObjectMenu_Legacy
```

Fields

legacyConsoleName

Declaration

```
const string legacyConsoleName = "Debugging Console (Legacy)"
```

Field Value

TYPE	DESCRIPTION
System.String	

Methods

CreateLegacyConsole(MenuCommand)

Declaration

```
[MenuItem("GameObject/UI/Debugging Consoles/Debugging Console (Legacy)")]  
static void CreateLegacyConsole(MenuCommand menuCommand)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEditor.MenuCommand	menuCommand	

Namespace IzzysConsole.Editor.TMPro

Classes

[IzzysConsole_CreateObjectMenu_TMPro](#)

Class IzzysConsole_CreateObjectMenu_TMPro

Inheritance

System.Object
IzzysConsole_CreateObjectMenu_TMPro

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [IzzysConsole.Editor.TMPro](#)
Assembly: IzzysConsole.TextMeshProSupport.Editor.dll

Syntax

```
public static class IzzysConsole_CreateObjectMenu_TMPro
```

Fields

TMProConsoleName

Declaration

```
const string TMProConsoleName = "Debugging Console (TMPro)"
```

Field Value

TYPE	DESCRIPTION
System.String	

Methods

CreateLegacyConsole(MenuCommand)

Declaration

```
[MenuItem("GameObject/UI/Debugging Consoles/Debugging Console (TMPro)")]  
static void CreateLegacyConsole(MenuCommand menuCommand)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEditor.MenuCommand	menuCommand	

Namespace IzzysConsole.Internal

Classes

[CommandRegistry](#)

[CommandRegistry.Root](#)

[Config](#)

The default config

[ConsoleCommandContainsGenericParametersException](#)

Thrown if a command's method contains any generic parameters (this is unsupported)

[ConsoleCommandDefinitionException](#)

Thrown if a console command is improperly defined

[ConsoleCommandFormatException](#)

Thrown if the 'format' parameter of the [ConsoleCommandAttribute](#) attribute is improperly formatted. The expected format is "commandname [parameter 1] [parameter 2]" (etc...)

[ConsoleCommandInvalidDefinitionTypeException](#)

Thrown if the [ConsoleCommandAttribute](#) is applied to a member that is not a method or property

[ConsoleCommandNoConverterForParameterException](#)

Thrown if there is no [IParameterConverter](#) defined for the type of one or more of a commands parameters. Built in support exists for all built in primitive types (int, string, etc...), and UnityEngine.Color. If you want to use other types as parameters, you can define conversions yourself by creating a class inheriting from [IParameterConverter](#) and adding the [ParameterConverterAttribute](#) attribute.

[ConsoleCommandParameterParseException](#)

Thrown if the user enters an invalid parameter value when entering a console command

[DuplicateConsoleCommandsInSameScopeException](#)

Thrown if two or more commands are defined with the same name in the same scope (name referring to the name the command is called by, as defined in the [ConsoleCommandAttribute](#) attribute).

[GlobalConsoleCommandInGenericClassException](#)

Thrown if a global console command is defined in a static class. This is unsupported, as the method cannot be called without the type's generic parameters also being specified.

[ParameterConverterCompetitionException](#)

Thrown if multiple [IParameterConverter](#)'s are defined for the same type

[ParameterConverterContainsGenericParametersException](#)

Thrown if a [IParameterConverter](#) is defined with generic parameters. This is unsupported

[ParameterConverterDefinitionException](#)

Base class for any issue in the definition of a [IParameterConverter](#)

[ParameterConverterDoesNotContainParameterlessConstructorException](#)

Thrown if a [IParameterConverter](#) does not contain a public parameterless constructor

[ParameterConverterDoesNotDeriveException](#)

Thrown if a class is flagged with the [ParameterConverterAttribute](#), but does not itself derive from [IParameterConverter](#)

[ParameterConverterReturnedWrongTypeException](#)

Thrown if a [IParameterConverter](#) returned a type other than the type specified in its [ParameterConverterAttribute](#) attribute

Structs

[CommandRegistry.InvalidCommand](#)

[CommandRegistry.MethodCommand](#)

[CommandRegistry.PropertyCommand](#)

[ConsoleCommandResult](#)

Interfaces

[ICommand](#)

Class CommandRegistry

Inheritance

System.Object
CommandRegistry

Inherited Members

- System.Object.Equals(System.Object)
- System.Object.Equals(System.Object, System.Object)
- System.Object.GetHashCode()
- System.Object.GetType()
- System.Object.MemberwiseClone()
- System.Object.ReferenceEquals(System.Object, System.Object)
- System.Object.ToString()

Namespace: [IzzysConsole.Internal](#)

Assembly: IzzysConsole.dll

Syntax

```
public static class CommandRegistry
```

Constructors

.cctor()

Declaration

```
static CommandRegistry()
```

Fields

_assemblyLoadingQueue

Declaration

```
static List<Assembly> _assemblyLoadingQueue
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List<System.Reflection.Assembly>	

_commandsByType

Declaration

```
static readonly HashSetDictionary<Type, ICommand> _commandsByType
```

Field Value

TYPE	DESCRIPTION
HashSetDictionary <System.Type, ICommand >	

_loadedAssemblies

Declaration

```
static readonly HashSet<Assembly> _loadedAssemblies
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.HashSet<System.Reflection.Assembly>	

_loadingTask

Declaration

```
static Task _loadingTask
```

Field Value

TYPE	DESCRIPTION
System.Threading.Tasks.Task	

_parameterConverterMap

Declaration

```
static readonly Dictionary<Type, IParameterConverter> _parameterConverterMap
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.Dictionary<System.Type, IParameterConverter >	

_rootScope

Declaration

```
static object _rootScope
```

Field Value

TYPE	DESCRIPTION
System.Object	

tList

Declaration

```
static readonly List<string> tList
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.List<System.String>	

Properties

activelyLoading

Declaration

```
public static bool activelyLoading { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Methods

ConvertParameterNameToDisplayName(String)

Declaration

```
static string ConvertParameterNameToDisplayName(string parameterName)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	parameterName	

Returns

TYPE	DESCRIPTION
System.String	

CreateCommandFromMember(MemberInfo, ConsoleCommandAttribute)

Declaration

```
static ICommand CreateCommandFromMember(MemberInfo memberInfo, ConsoleCommandAttribute commandMetadata)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Reflection.MemberInfo	memberInfo	
ConsoleCommandAttribute	commandMetadata	

Returns

TYPE	DESCRIPTION
ICommand	

GetAllCommandsInScope(Object)

Declaration

```
static IReadOnlyCollection<ICommand> GetAllCommandsInScope(object scope)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Object	scope	

Returns

TYPE	DESCRIPTION
System.Collections.Generic.IReadOnlyCollection< ICommand >	

GetCommand_Parameters_AndScopeOfCommandString(String)

Declaration

<pre>static (ICommand command, string[] parameters, object scope) GetCommand_Parameters_AndScopeOfCommandString(string commandPath)</pre>

Parameters

TYPE	NAME	DESCRIPTION
System.String	commandPath	

Returns

TYPE	DESCRIPTION
System.ValueTuple< ICommand , System.String[], System.Object>	

GetCommandInScope(String, Object)

Declaration

<pre>static ICommand GetCommandInScope(string commandName, object scope)</pre>
--

Parameters

TYPE	NAME	DESCRIPTION
System.String	commandName	
System.Object	scope	

Returns

TYPE	DESCRIPTION
ICommand	

GetCommandInScopeType(String, Type)

Declaration

<pre>static ICommand GetCommandInScopeType(string commandName, Type scopeType)</pre>
--

Parameters

TYPE	NAME	DESCRIPTION
System.String	commandName	
System.Type	scopeType	

Returns

TYPE	DESCRIPTION
ICommand	

GetParameterConverterForType(Type)

Declaration

```
public static IParameterConverter GetParameterConverterForType(Type type)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Type	type	

Returns

TYPE	DESCRIPTION
IParameterConverter	

GetScopeOfCommandString(String, Boolean)

Takes a path such as 'rootcommand.subobject.command' and returns the current scope ([subobject] in this example)

Declaration

```
static object GetScopeOfCommandString(string commandPath, bool includeFinal = false)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	commandPath	
System.Boolean	includeFinal	

Returns

TYPE	DESCRIPTION
System.Object	Returns null if the command doesn't lead to a valid scope. Otherwise returns the active scope

Help(String)

Declaration

```
[ConsoleCommand("help", "Displays all root commands, or information about a specific command", null, true, true)]
static void Help(string command = null)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	command	

Initialize()

Declaration

```
[RuntimeInitializeOnLoadMethod(RuntimeInitializeLoadType.AfterAssembliesLoaded)]
static void Initialize()
```

ListCommandsInScope(String)

Declaration

```
[ConsoleCommand("commands", "Displays all valid commands in a scope (defaults to root scope)", null, true, true)]
static void ListCommandsInScope(string scope = null)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	scope	

LoadConsoleCommandsFromAssemblies(IReadOnlyCollection<Assembly>)

Declaration

```
static void LoadConsoleCommandsFromAssemblies(IReadOnlyCollection<Assembly> assemblies)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Collections.Generic.IReadOnlyCollection<System.Reflection.Assembly>	assemblies	

LoadDataFromAssemblies(Boolean, Assembly[])

Declaration

```
public static void LoadDataFromAssemblies(bool multithread, params Assembly[] assemblies)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	multithread	
System.Reflection.Assembly[]	assemblies	

LoadDataFromUnloadedAssemblies()

Declaration

```
static void LoadDataFromUnloadedAssemblies()
```

LoadParameterConvertersFromAssemblies(IReadOnlyCollection<Assembly>)

Declaration

```
static void LoadParameterConvertersFromAssemblies(IReadOnlyCollection<Assembly> assemblies)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Collections.Generic.IReadOnlyCollection<System.Reflection.Assembly>	assemblies	

SeperateCommandFromParameters(String)

Declaration

```
static (string command, string[] parameters) SeperateCommandFromParameters(string combinedCommandString)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	combinedCommandString	

Returns

TYPE	DESCRIPTION
System.ValueTuple<System.String, System.String[]>	

SplitCommandPath(String)

Declaration

```
static string[] SplitCommandPath(string commandPath)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	commandPath	

Returns

TYPE	DESCRIPTION
System.String[]	

TryExecuteCommand(String)

Attempts to execute the specified command string, returning a [ConsoleCommandResult](#) object with it's status.

Declaration

```
public static object TryExecuteCommand(string commandPath)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	commandPath	The full path to the command

Returns

TYPE	DESCRIPTION
System.Object	

Remarks

In release builds, ALL exceptions will be caught. In debug builds, only [ConsoleCommandDefinitionException](#) and [ConsoleCommandUserErrorException](#) will be caught

Struct CommandRegistry.InvalidCommand

Implements

[ICommand](#)

Inherited Members

- System.ValueType.ToString()
- System.Object.Equals(System.Object, System.Object)
- System.Object.GetType()
- System.Object.MemberwiseClone()
- System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [IzzysConsole.Internal](#)

Assembly: IzzysConsole.dll

Syntax

```
struct InvalidCommand : ICommand
```

Constructors

InvalidCommand(ConsoleCommandAttribute, MemberInfo)

Declaration

```
public InvalidCommand(ConsoleCommandAttribute metadata, MemberInfo member)
```

Parameters

TYPE	NAME	DESCRIPTION
ConsoleCommandAttribute	metadata	
System.Reflection.MemberInfo	member	

Properties

commandName

Declaration

```
public string commandName { readonly get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

format

Declaration

```
public string format { readonly get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

helpInfo

Declaration

```
public string helpInfo { readonly get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

implimentingMember

Declaration

```
public MemberInfo implimentingMember { readonly get; }
```

Property Value

TYPE	DESCRIPTION
System.Reflection.MemberInfo	

isScopedCommand

Declaration

```
public bool isScopedCommand { readonly get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Methods

Equals(Object)

Declaration

```
public override bool Equals(object obj)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Object	obj	

Returns

TYPE	DESCRIPTION
System.Boolean	

Overrides

System.ValueType.Equals(System.Object)

Execute(String[], Object)

Declaration

```
public object Execute(string[] userParameters, object context)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String[]	userParameters	
System.Object	context	

Returns

TYPE	DESCRIPTION
System.Object	

GetHashCode()

Declaration

```
public override int GetHashCode()
```

Returns

TYPE	DESCRIPTION
System.Int32	

Overrides

System.ValueType.GetHashCode()

GetSubscope(String[], Object)

Declaration

```
public object GetSubscope(string[] userParameters, object context)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String[]	userParameters	
System.Object	context	

Returns

TYPE	DESCRIPTION
System.Object	

Implements

[ICommand](#)

Struct CommandRegistry.MethodCommand

Implements

[ICommand](#)

Inherited Members

- System.ValueType.ToString()
- System.Object.Equals(System.Object, System.Object)
- System.Object.GetType()
- System.Object.MemberwiseClone()
- System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [IzzysConsole.Internal](#)

Assembly: IzzysConsole.dll

Syntax

```
struct MethodCommand : ICommand
```

Constructors

MethodCommand(MethodInfo, ConsoleCommandAttribute)

Declaration

```
public MethodCommand(MethodInfo commandMethod, ConsoleCommandAttribute commandMetadata)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Reflection.MethodInfo	commandMethod	
ConsoleCommandAttribute	commandMetadata	

Fields

parameterCount

Declaration

```
int parameterCount
```

Field Value

TYPE	DESCRIPTION
System.Int32	

Properties

commandMetadata

Declaration

```
public ConsoleCommandAttribute commandMetadata { readonly get; }
```

Property Value

TYPE	DESCRIPTION

TYPE	DESCRIPTION
ConsoleCommandAttribute	

commandMethod

Declaration

```
public MethodInfo commandMethod { readonly get; }
```

Property Value

TYPE	DESCRIPTION
System.Reflection.MethodInfo	

commandName

Declaration

```
public readonly string commandName { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

format

Declaration

```
public readonly string format { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

helpInfo

Declaration

```
public readonly string helpInfo { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

isScopedCommand

Declaration

```
public bool isScopedCommand { readonly get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

parameterConverters

Declaration

```
public IParameterConverter[] parameterConverters { readonly get; }
```

Property Value

TYPE	DESCRIPTION
IParameterConverter[]	

parameterDefaults

Declaration

```
public object[] parameterDefaults { readonly get; }
```

Property Value

TYPE	DESCRIPTION
System.Object[]	

parameterKeys

Declaration

```
public string[] parameterKeys { readonly get; }
```

Property Value

TYPE	DESCRIPTION
System.String[]	

parameterTypes

Declaration

```
public Type[] parameterTypes { readonly get; }
```

Property Value

TYPE	DESCRIPTION
System.Type[]	

requiredParametersCount

Declaration

```
public int requiredParametersCount { readonly get; }
```

Property Value

TYPE	DESCRIPTION
System.Int32	

trailingFinalParameter

Declaration

```
readonly bool trailingFinalParameter { }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Methods

Equals(Object)

Declaration

```
public override bool Equals(object obj)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Object	obj	

Returns

TYPE	DESCRIPTION
System.Boolean	

Overrides

System.ValueType.Equals(System.Object)

Execute(String[], Object)

Declaration

```
public object Execute(string[] userParameters, object context)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String[]	userParameters	
System.Object	context	

Returns

TYPE	DESCRIPTION
System.Object	

GetHashCode()

Declaration

```
public override int GetHashCode()
```

Returns

TYPE	DESCRIPTION
System.Int32	

Overrides

System.ValueType.GetHashCode()

GetMethodConvertedToGenericIfApplicable(Object)

Declaration

```
MethodInfo GetMethodConvertedToGenericIfApplicable(object context)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Object	context	

Returns

TYPE	DESCRIPTION
System.Reflection.MethodInfo	

GetSubscope(String[], Object)

Declaration

```
public object GetSubscope(string[] userParameters, object context)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String[]	userParameters	
System.Object	context	

Returns

TYPE	DESCRIPTION
System.Object	

Explicit Interface Implementations

ICommand.implimentingMember

Declaration

```
readonly MemberInfo ICommand.implimentingMember { get; }
```

Returns

TYPE	DESCRIPTION
System.Reflection.MemberInfo	

Implements
[ICommand](#)

Struct CommandRegistry.PropertyCommand

Implements

[ICommand](#)

Inherited Members

- System.ValueType.ToString()
- System.Object.Equals(System.Object, System.Object)
- System.Object.GetType()
- System.Object.MemberwiseClone()
- System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [IzzysConsole.Internal](#)

Assembly: IzzysConsole.dll

Syntax

```
struct PropertyCommand : ICommand
```

Constructors

PropertyCommand(PropertyInfo, ConsoleCommandAttribute)

Declaration

```
public PropertyCommand(PropertyInfo commandProperty, ConsoleCommandAttribute commandMetadata)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Reflection.PropertyInfo	commandProperty	
ConsoleCommandAttribute	commandMetadata	

Properties

commandMetadata

Declaration

```
public ConsoleCommandAttribute commandMetadata { readonly get; }
```

Property Value

TYPE	DESCRIPTION
ConsoleCommandAttribute	

commandName

Declaration

```
public readonly string commandName { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

format

Declaration

```
public string format { readonly get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

getMethod

Declaration

```
public MethodInfo getMethod { readonly get; }
```

Property Value

TYPE	DESCRIPTION
System.Reflection.MethodInfo	

helpInfo

Declaration

```
public readonly string helpInfo { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

implimentingMember

Declaration

```
public readonly MemberInfo implimentingMember { get; }
```

Property Value

TYPE	DESCRIPTION
System.Reflection.MemberInfo	

isScopedCommand

Declaration

```
public bool isScopedCommand { readonly get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

parameterConverter

Declaration

```
public IParameterConverter parameterConverter { readonly get; }
```

Property Value

TYPE	DESCRIPTION
IParameterConverter	

property

Declaration

```
public PropertyInfo property { readonly get; }
```

Property Value

TYPE	DESCRIPTION
System.Reflection.PropertyInfo	

setMethod

Declaration

```
public MethodInfo setMethod { readonly get; }
```

Property Value

TYPE	DESCRIPTION
System.Reflection.MethodInfo	

trailingFinalParameter

Declaration

```
readonly bool trailingFinalParameter { }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Methods

Equals(Object)

Declaration

```
public override bool Equals(object obj)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Object	obj	

Returns

TYPE	DESCRIPTION
System.Boolean	

Overrides

System.ValueType.Equals(System.Object)

Execute(String[], Object)

Declaration

```
public object Execute(string[] userParameters, object context)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String[]	userParameters	
System.Object	context	

Returns

TYPE	DESCRIPTION
System.Object	

GetHashCode()

Declaration

```
public override int GetHashCode()
```

Returns

TYPE	DESCRIPTION
System.Int32	

Overrides

System.ValueType.GetHashCode()

GetSubscope(String[], Object)

Declaration

```
public object GetSubscope(string[] userParameters, object context)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String[]	userParameters	
System.Object	context	

Returns

TYPE	DESCRIPTION
System.Object	

Implements
[ICommand](#)

Class CommandRegistry.Root

Inheritance

System.Object
CommandRegistry.Root

Inherited Members

- System.Object.Equals(System.Object)
- System.Object.Equals(System.Object, System.Object)
- System.Object.GetHashCode()
- System.Object.GetType()
- System.Object.MemberwiseClone()
- System.Object.ReferenceEquals(System.Object, System.Object)
- System.Object.ToString()

Namespace: [IzzysConsole.Internal](#)

Assembly: IzzysConsole.dll

Syntax

```
class Root
```

Class Config

The default config

Inheritance

System.Object
Config

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: IzzysConsole.Internal

Assembly: IzzysConsole.dll

Syntax

```
public static class Config
```

Fields

assemblyBlacklist

Assemblies in this list will NOT be scanned for console commands

Declaration

```
static HashSet<string> assemblyBlacklist
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.HashSet<System.String>	

scopingNullifiers

If a period is followed by a character in this list, the period will be treated as part of the string rather than as a seperator. This is specifically used to allow the user to enter a number (ex 0.5) without the the period splitting the string

Declaration

```
static HashSet<char> scopingNullifiers
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.HashSet<System.Char>	

Properties

maxHistoryLength

Declaration

```
public static int maxHistoryLength { get; }
```

Property Value

TYPE	DESCRIPTION
System.Int32	

maxInputHistoryLength

Declaration

```
public static int maxInputHistoryLength { get; }
```

Property Value

TYPE	DESCRIPTION
System.Int32	

Methods

CleanupAssemblyBlacklist()

Declaration

```
public static void CleanupAssemblyBlacklist()
```

IsAssemblyExcluded(Assembly)

Returns whether the specified assembly is on the blacklist

Declaration

```
public static bool IsAssemblyExcluded(Assembly assembly)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Reflection.Assembly	assembly	

Returns

TYPE	DESCRIPTION
System.Boolean	

IsScopingNullifier(Char)

Declaration

```
public static bool IsScopingNullifier(char character)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Char	character	

Returns

TYPE	DESCRIPTION
System.Boolean	

Class ConsoleCommandContainsGenericParametersException

Thrown if a command's method contains any generic parameters (this is unsupported)

Inheritance

System.Object

System.Exception

[ConsoleCommandDefinitionException](#)

ConsoleCommandContainsGenericParametersException

Implements

System.Runtime.Serialization.ISerializable

Inherited Members

System.Exception.GetBaseException()

System.Exception.GetObjectData(System.Runtime.Serialization.SerializationInfo, System.Runtime.Serialization.StreamingContext)

System.Exception.GetType()

System.Exception.ToString()

System.Exception.Data

System.Exception.HelpLink

System.Exception.HResult

System.Exception.InnerException

System.Exception.Message

System.Exception.Source

System.Exception.StackTrace

System.Exception.TargetSite

System.Exception.SerializeObjectState

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [IzzysConsole.Internal](#)

Assembly: IzzysConsole.dll

Syntax

```
public class ConsoleCommandContainsGenericParametersException : ConsoleCommandDefinitionException,
    ISerializable
```

Constructors

ConsoleCommandContainsGenericParametersException()

Declaration

```
public ConsoleCommandContainsGenericParametersException()
```

Implements

System.Runtime.Serialization.ISerializable

Class ConsoleCommandDefinitionException

Thrown if a console command is improperly defined

Inheritance

- System.Object
- System.Exception
- ConsoleCommandDefinitionException
- [ConsoleCommandContainsGenericParametersException](#)
- [ConsoleCommandFormatException](#)
- [ConsoleCommandInvalidDefinitionTypeException](#)
- [ConsoleCommandNoConverterForParameterException](#)

Implements

- System.Runtime.Serialization.ISerializable

Inherited Members

- System.Exception.GetBaseException()
- System.Exception.GetObjectData(System.Runtime.Serialization.SerializationInfo, System.Runtime.Serialization.StreamingContext)
- System.Exception.GetType()
- System.Exception.ToString()
- System.Exception.Data
- System.Exception.HelpLink
- System.Exception.HResult
- System.Exception.InnerException
- System.Exception.Message
- System.Exception.Source
- System.Exception.StackTrace
- System.Exception.TargetSite
- System.Exception.SerializeObjectState
- System.Object.Equals(System.Object)
- System.Object.Equals(System.Object, System.Object)
- System.Object.GetHashCode()
- System.Object.MemberwiseClone()
- System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [IzzysConsole.Internal](#)

Assembly: IzzysConsole.dll

Syntax

```
public abstract class ConsoleCommandDefinitionException : Exception, ISerializable
```

Constructors

ConsoleCommandDefinitionException(String)

Declaration

```
protected ConsoleCommandDefinitionException(string message)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	message	

Implements

Class ConsoleCommandFormatException

Thrown if the 'format' parameter of the [ConsoleCommandAttribute](#) attribute is improperly formatted. The expected format is "commandname [parameter 1] [parameter 2]" (etc....)

Inheritance

System.Object
System.Exception
[ConsoleCommandDefinitionException](#)
ConsoleCommandFormatException

Implements

System.Runtime.Serialization.ISerializable

Inherited Members

System.Exception.GetBaseException()
System.Exception.GetObjectData(System.Runtime.Serialization.SerializationInfo, System.Runtime.Serialization.StreamingContext)
System.Exception.GetType()
System.Exception.ToString()
System.Exception.Data
System.Exception.HelpLink
System.Exception.HResult
System.Exception.InnerException
System.Exception.Message
System.Exception.Source
System.Exception.StackTrace
System.Exception.TargetSite
System.Exception.SerializeObjectState
System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [IzzysConsole.Internal](#)

Assembly: IzzysConsole.dll

Syntax

```
public class ConsoleCommandFormatException : ConsoleCommandDefinitionException, ISerializable
```

Constructors

ConsoleCommandFormatException(String)

Declaration

```
public ConsoleCommandFormatException(string message)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	message	

Implements

System.Runtime.Serialization.ISerializable

Class ConsoleCommandInvalidDefinitionTypeException

Thrown if the [ConsoleCommandAttribute](#) is applied to a member that is not a method or property

Inheritance

System.Object
System.Exception
[ConsoleCommandDefinitionException](#)
ConsoleCommandInvalidDefinitionTypeException

Implements

System.Runtime.Serialization.ISerializable

Inherited Members

System.Exception.GetBaseException()
System.Exception.GetObjectData(System.Runtime.Serialization.SerializationInfo, System.Runtime.Serialization.StreamingContext)
System.Exception.GetType()
System.Exception.ToString()
System.Exception.Data
System.Exception.HelpLink
System.Exception.HResult
System.Exception.InnerException
System.Exception.Message
System.Exception.Source
System.Exception.StackTrace
System.Exception.TargetSite
System.Exception.SerializeObjectState
System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [IzzysConsole.Internal](#)
Assembly: IzzysConsole.dll

Syntax

```
public class ConsoleCommandInvalidDefinitionTypeException : ConsoleCommandDefinitionException, ISerializable
```

Constructors

ConsoleCommandInvalidDefinitionTypeException(String)

Declaration

```
public ConsoleCommandInvalidDefinitionTypeException(string message)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	message	

Implements

System.Runtime.Serialization.ISerializable

Class ConsoleCommandNoConverterForParameterException

Thrown if there is no [IParameterConverter](#) defined for the type of one or more of a commands parameters. Built in support exists for all built in primitive types (int, string, etc...), and UnityEngine.Color. If you want to use other types as parameters, you can define conversions yourself by creating a class inheriting from [IParameterConverter](#) and adding the [ParameterConverterAttribute](#) attribute.

Inheritance

System.Object
System.Exception
[ConsoleCommandDefinitionException](#)
ConsoleCommandNoConverterForParameterException

Implements

System.Runtime.Serialization.ISerializable

Inherited Members

System.Exception.GetBaseException()
System.Exception.GetObjectData(System.Runtime.Serialization.SerializationInfo, System.Runtime.Serialization.StreamingContext)
System.Exception.GetType()
System.Exception.ToString()
System.Exception.Data
System.Exception.HelpLink
System.Exception.HResult
System.Exception.InnerException
System.Exception.Message
System.Exception.Source
System.Exception.StackTrace
System.Exception.TargetSite
System.Exception.SerializeObjectState
System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [IzzysConsole.Internal](#)

Assembly: IzzysConsole.dll

Syntax

```
public sealed class ConsoleCommandNoConverterForParameterException : ConsoleCommandDefinitionException,
ISerializable
```

Constructors

ConsoleCommandNoConverterForParameterException(Type)

Declaration

```
public ConsoleCommandNoConverterForParameterException(Type parameterType)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Type	parameterType	

Implements

System.Runtime.Serialization.ISerializable

Class ConsoleCommandParameterParseException

Thrown if the user enters an invalid parameter value when entering a console command

Inheritance

System.Object
System.Exception
[ConsoleCommandUserErrorException](#)
ConsoleCommandParameterParseException

Implements

System.Runtime.Serialization.ISerializable

Inherited Members

System.Exception.GetBaseException()
System.Exception.GetObjectData(System.Runtime.Serialization.SerializationInfo, System.Runtime.Serialization.StreamingContext)
System.Exception.GetType()
System.Exception.ToString()
System.Exception.Data
System.Exception.HelpLink
System.Exception.HResult
System.Exception.InnerException
System.Exception.Message
System.Exception.Source
System.Exception.StackTrace
System.Exception.TargetSite
System.Exception.SerializeObjectState
System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [IzzysConsole.Internal](#)
Assembly: IzzysConsole.dll

Syntax

```
public sealed class ConsoleCommandParameterParseException : ConsoleCommandUserErrorException, ISerializable
```

Remarks

If an implimentation of [Convert\(String\)](#) returns a null value, it's interpreted as an invalid user input, and this error will be thrown.

Constructors

ConsoleCommandParameterParseException(String, Type)

Declaration

```
public ConsoleCommandParameterParseException(string keyOfFailedParameter, Type expectedParameterType)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	keyOfFailedParameter	
System.Type	expectedParameterType	

Implements

System.Runtime.Serialization.ISerializable

Struct ConsoleCommandResult

Inherited Members

- System.ValueType.Equals(System.Object)
- System.ValueType.GetHashCode()
- System.ValueType.ToString()
- System.Object.Equals(System.Object, System.Object)
- System.Object.GetType()
- System.Object.MemberwiseClone()
- System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [IzzysConsole.Internal](#)

Assembly: IzzysConsole.dll

Syntax

```
public struct ConsoleCommandResult
```

Constructors

ConsoleCommandResult(Boolean, Object, String)

Declaration

```
public ConsoleCommandResult(bool success, object returnedObject = null, string failureInfo = null)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Boolean	success	
System.Object	returnedObject	
System.String	failureInfo	

Properties

failureInfo

Declaration

```
public string failureInfo { readonly get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

returnedObject

Declaration

```
public object returnedObject { readonly get; }
```

Property Value

TYPE	DESCRIPTION
System.Object	

success

Declaration

```
public bool success { readonly get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Class DuplicateConsoleCommandsInSameScopeException

Thrown if two or more commands are defined with the same name in the same scope (name referring to the name the command is called by, as defined in the [ConsoleCommandAttribute](#) attribute).

Inheritance

System.Object
System.Exception
DuplicateConsoleCommandsInSameScopeException

Implements

System.Runtime.Serialization.ISerializable

Inherited Members

System.Exception.GetBaseException()
System.Exception.GetObjectData(System.Runtime.Serialization.SerializationInfo, System.Runtime.Serialization.StreamingContext)
System.Exception.GetType()
System.Exception.ToString()
System.Exception.Data
System.Exception.HelpLink
System.Exception.HResult
System.Exception.InnerException
System.Exception.Message
System.Exception.Source
System.Exception.StackTrace
System.Exception.TargetSite
System.Exception.SerializeObjectState
System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [IzzysConsole.Internal](#)
Assembly: IzzysConsole.dll

Syntax

```
public class DuplicateConsoleCommandsInSameScopeException : Exception, ISerializable
```

Constructors

DuplicateConsoleCommandsInSameScopeException(ICommand, ICommand)

Declaration

```
public DuplicateConsoleCommandsInSameScopeException(ICommand a, ICommand b)
```

Parameters

TYPE	NAME	DESCRIPTION
ICommand	a	
ICommand	b	

Implements

System.Runtime.Serialization.ISerializable

Class GlobalConsoleCommandInGenericClassException

Thrown if a global console command is defined in a static class. This is unsupported, as the method cannot be called without the type's generic parameters also being specified.

Inheritance

System.Object
System.Exception
GlobalConsoleCommandInGenericClassException

Implements

System.Runtime.Serialization.ISerializable

Inherited Members

System.Exception.GetBaseException()
System.Exception.GetObjectData(System.Runtime.Serialization.SerializationInfo, System.Runtime.Serialization.StreamingContext)
System.Exception.GetType()
System.Exception.ToString()
System.Exception.Data
System.Exception.HelpLink
System.Exception.HResult
System.Exception.InnerException
System.Exception.Message
System.Exception.Source
System.Exception.StackTrace
System.Exception.TargetSite
System.Exception.SerializeObjectState
System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [IzzysConsole.Internal](#)

Assembly: IzzysConsole.dll

Syntax

```
public class GlobalConsoleCommandInGenericClassException : Exception, ISerializable
```

Constructors

GlobalConsoleCommandInGenericClassException()

Declaration

```
public GlobalConsoleCommandInGenericClassException()
```

Implements

System.Runtime.Serialization.ISerializable

Interface ICommand

Namespace: [IzzysConsole.Internal](#)

Assembly: IzzysConsole.dll

Syntax

```
public interface ICommand
```

Properties

commandName

Declaration

```
string commandName { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

format

Declaration

```
string format { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

helpInfo

Declaration

```
string helpInfo { get; }
```

Property Value

TYPE	DESCRIPTION
System.String	

implimentingMember

Declaration

```
MemberInfo implimentingMember { get; }
```

Property Value

TYPE	DESCRIPTION
System.Reflection.MemberInfo	

isScopedCommand

Declaration

```
bool isScopedCommand { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Methods

Execute(String[], Object)

Declaration

```
object Execute(string[] userParameters, object context)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String[]	userParameters	
System.Object	context	

Returns

TYPE	DESCRIPTION
System.Object	

GetSubscope(String[], Object)

Declaration

```
object GetSubscope(string[] userParameters, object context)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String[]	userParameters	
System.Object	context	

Returns

TYPE	DESCRIPTION
System.Object	

Class ParameterConverterCompetitionException

Thrown if multiple [IParameterConverter](#)'s are defined for the same type

Inheritance

System.Object
System.Exception
[ParameterConverterDefinitionException](#)
ParameterConverterCompetitionException

Implements

System.Runtime.Serialization.ISerializable

Inherited Members

System.Exception.GetBaseException()
System.Exception.GetObjectData(System.Runtime.Serialization.SerializationInfo, System.Runtime.Serialization.StreamingContext)
System.Exception.GetType()
System.Exception.ToString()
System.Exception.Data
System.Exception.HelpLink
System.Exception.HResult
System.Exception.InnerException
System.Exception.Message
System.Exception.Source
System.Exception.StackTrace
System.Exception.TargetSite
System.Exception.SerializeObjectState
System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [IzzysConsole.Internal](#)
Assembly: IzzysConsole.dll

Syntax

```
public sealed class ParameterConverterCompetitionException : ParameterConverterDefinitionException,
ISerializable
```

Constructors

ParameterConverterCompetitionException(Type, Type, Type)

Declaration

```
public ParameterConverterCompetitionException(Type competingParameterConverterTypeA, Type
competingParameterConverterTypeB, Type competingType)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Type	competingParameterConverterTypeA	
System.Type	competingParameterConverterTypeB	

TYPE	NAME	DESCRIPTION
System.Type	competingType	

Implements

System.Runtime.Serialization.ISerializable

Class

ParameterConverterContainsGenericParametersException

Thrown if a [IParameterConverter](#) is defined with generic parameters. This is unsupported

Inheritance

System.Object
System.Exception
[ParameterConverterDefinitionException](#)
ParameterConverterContainsGenericParametersException

Implements

System.Runtime.Serialization.ISerializable

Inherited Members

System.Exception.GetBaseException()
System.Exception.GetObjectData(System.Runtime.Serialization.SerializationInfo, System.Runtime.Serialization.StreamingContext)
System.Exception.GetType()
System.Exception.ToString()
System.Exception.Data
System.Exception.HelpLink
System.Exception.HResult
System.Exception.InnerException
System.Exception.Message
System.Exception.Source
System.Exception.StackTrace
System.Exception.TargetSite
System.Exception.SerializeObjectState
System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [IzzysConsole.Internal](#)

Assembly: IzzysConsole.dll

Syntax

```
public sealed class ParameterConverterContainsGenericParametersException :  
    ParameterConverterDefinitionException, ISerializable
```

Constructors

ParameterConverterContainsGenericParametersException(Type)

Declaration

```
public ParameterConverterContainsGenericParametersException(Type converter)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Type	converter	

Implements

Class ParameterConverterDefinitionException

Base class for any issue in the definition of a [IParameterConverter](#)

Inheritance

System.Object

System.Exception

ParameterConverterDefinitionException

[ParameterConverterCompetitionException](#)

[ParameterConverterContainsGenericParametersException](#)

[ParameterConverterDoesNotContainParameterlessConstructorException](#)

[ParameterConverterDoesNotDeriveException](#)

[ParameterConverterReturnedWrongTypeException](#)

Implements

System.Runtime.Serialization.ISerializable

Inherited Members

System.Exception.GetBaseException()

System.Exception.GetObjectData(System.Runtime.Serialization.SerializationInfo, System.Runtime.Serialization.StreamingContext)

System.Exception.GetType()

System.Exception.ToString()

System.Exception.Data

System.Exception.HelpLink

System.Exception.HResult

System.Exception.InnerException

System.Exception.Message

System.Exception.Source

System.Exception.StackTrace

System.Exception.TargetSite

System.Exception.SerializeObjectState

System.Object.Equals(System.Object)

System.Object.Equals(System.Object, System.Object)

System.Object.GetHashCode()

System.Object.MemberwiseClone()

System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [IzzysConsole.Internal](#)

Assembly: IzzysConsole.dll

Syntax

```
public abstract class ParameterConverterDefinitionException : Exception, ISerializable
```

Constructors

ParameterConverterDefinitionException()

Declaration

```
ParameterConverterDefinitionException()
```

ParameterConverterDefinitionException(String)

Declaration

```
protected ParameterConverterDefinitionException(string message)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	message	

Implements

System.Runtime.Serialization.ISerializable

Class

ParameterConverterDoesNotContainParameterlessConstructorException

Thrown if a [IParameterConverter](#) does not contain a public parameterless constructor

Inheritance

System.Object
System.Exception
[ParameterConverterDefinitionException](#)
ParameterConverterDoesNotContainParameterlessConstructorException

Implements

System.Runtime.Serialization.ISerializable

Inherited Members

System.Exception.GetBaseException()
System.Exception.GetObjectData(System.Runtime.Serialization.SerializationInfo, System.Runtime.Serialization.StreamingContext)
System.Exception.GetType()
System.Exception.ToString()
System.Exception.Data
System.Exception.HelpLink
System.Exception.HResult
System.Exception.InnerException
System.Exception.Message
System.Exception.Source
System.Exception.StackTrace
System.Exception.TargetSite
System.Exception.SerializeObjectState
System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [IzzysConsole.Internal](#)

Assembly: IzzysConsole.dll

Syntax

```
public sealed class ParameterConverterDoesNotContainParameterlessConstructorException :  
    ParameterConverterDefinitionException, ISerializable
```

Constructors

ParameterConverterDoesNotContainParameterlessConstructorException(Type)

Declaration

```
public ParameterConverterDoesNotContainParameterlessConstructorException(Type parameterConverterType)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Type	parameterConverterType	

Implements

System.Runtime.Serialization.ISerializable

Class ParameterConverterDoesNotDeriveException

Thrown if a class is flagged with the [ParameterConverterAttribute](#), but does not itself derive from [IParameterConverter](#)

Inheritance

System.Object
System.Exception
[ParameterConverterDefinitionException](#)
ParameterConverterDoesNotDeriveException

Implements

System.Runtime.Serialization.ISerializable

Inherited Members

System.Exception.GetBaseException()
System.Exception.GetObjectData(System.Runtime.Serialization.SerializationInfo, System.Runtime.Serialization.StreamingContext)
System.Exception.GetType()
System.Exception.ToString()
System.Exception.Data
System.Exception.HelpLink
System.Exception.HResult
System.Exception.InnerException
System.Exception.Message
System.Exception.Source
System.Exception.StackTrace
System.Exception.TargetSite
System.Exception.SerializeObjectState
System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [IzzysConsole.Internal](#)
Assembly: IzzysConsole.dll

Syntax

```
public sealed class ParameterConverterDoesNotDeriveException : ParameterConverterDefinitionException,
ISerializable
```

Constructors

ParameterConverterDoesNotDeriveException(Type)

Declaration

```
public ParameterConverterDoesNotDeriveException(Type classFlaggedWithParameterConverterAttribute)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Type	classFlaggedWithParameterConverterAttribute	

Implements

System.Runtime.Serialization.ISerializable

Class ParameterConverterReturnedWrongTypeException

Thrown if a [IParameterConverter](#) returned a type other than the type specified in its [ParameterConverterAttribute](#) attribute

Inheritance

System.Object
System.Exception
[ParameterConverterDefinitionException](#)
ParameterConverterReturnedWrongTypeException

Implements

System.Runtime.Serialization.ISerializable

Inherited Members

System.Exception.GetBaseException()
System.Exception.GetObjectData(System.Runtime.Serialization.SerializationInfo, System.Runtime.Serialization.StreamingContext)
System.Exception.GetType()
System.Exception.ToString()
System.Exception.Data
System.Exception.HelpLink
System.Exception.HResult
System.Exception.InnerException
System.Exception.Message
System.Exception.Source
System.Exception.StackTrace
System.Exception.TargetSite
System.Exception.SerializeObjectState
System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [IzzysConsole.Internal](#)
Assembly: IzzysConsole.dll

Syntax

```
public sealed class ParameterConverterReturnedWrongTypeException : ParameterConverterDefinitionException,
ISerializable
```

Constructors

ParameterConverterReturnedWrongTypeException(IParameterConverter, Type, Type)

Declaration

```
public ParameterConverterReturnedWrongTypeException(IParameterConverter converter, Type expectedType, Type
returnedType)
```

Parameters

TYPE	NAME	DESCRIPTION
IParameterConverter	converter	
System.Type	expectedType	

TYPE	NAME	DESCRIPTION
System.Type	returnedType	

Implements

System.Runtime.Serialization.ISerializable

Namespace IzzysConsole.Internal.ParameterConverters

Classes

[BoolConverter](#)

[ByteConverter](#)

[CharConverter](#)

[ColorConverter](#)

[DecimalConverter](#)

[DoubleConverter](#)

[FloatConverter](#)

[IntConverter](#)

[LongConverter](#)

[SByteConverter](#)

[ShortConverter](#)

[StringConverter](#)

[UIntConverter](#)

[ULongConverter](#)

[UShortConverter](#)

Class BoolConverter

Inheritance

System.Object
BoolConverter

Implements

[IParameterConverter](#)

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [IzzysConsole.Internal.ParameterConverters](#)

Assembly: IzzysConsole.dll

Syntax

```
[ParameterConverter(typeof(bool))]  
public class BoolConverter : IParameterConverter
```

Methods

Convert(String)

Declaration

```
public object Convert(string userValue)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	userValue	

Returns

TYPE	DESCRIPTION
System.Object	

Implements

[IParameterConverter](#)

Class ByteConverter

Inheritance

System.Object
ByteConverter

Implements

[IParameterConverter](#)

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [IzzysConsole.Internal.ParameterConverters](#)

Assembly: IzzysConsole.dll

Syntax

```
[ParameterConverter(typeof(byte))]  
public class ByteConverter : IParameterConverter
```

Methods

Convert(String)

Declaration

```
public object Convert(string userValue)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	userValue	

Returns

TYPE	DESCRIPTION
System.Object	

Implements

[IParameterConverter](#)

Class CharConverter

Inheritance

System.Object
CharConverter

Implements

[IParameterConverter](#)

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [IzzysConsole.Internal.ParameterConverters](#)

Assembly: IzzysConsole.dll

Syntax

```
[ParameterConverter(typeof(char))]  
public class CharConverter : IParameterConverter
```

Methods

Convert(String)

Declaration

```
public object Convert(string userValue)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	userValue	

Returns

TYPE	DESCRIPTION
System.Object	

Implements

[IParameterConverter](#)

Class ColorConverter

Inheritance

System.Object
ColorConverter

Implements

[IParameterConverter](#)

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [IzzysConsole.Internal.ParameterConverters](#)

Assembly: IzzysConsole.dll

Syntax

```
[ParameterConverter(typeof(Color))]  
public class ColorConverter : IParameterConverter
```

Methods

Convert(String)

Declaration

```
public object Convert(string userValue)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	userValue	

Returns

TYPE	DESCRIPTION
System.Object	

Implements

[IParameterConverter](#)

Class DecimalConverter

Inheritance

System.Object
DecimalConverter

Implements

[IParameterConverter](#)

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [IzzysConsole.Internal.ParameterConverters](#)

Assembly: IzzysConsole.dll

Syntax

```
[ParameterConverter(typeof(decimal))]  
public class DecimalConverter : IParameterConverter
```

Methods

Convert(String)

Declaration

```
public object Convert(string userValue)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	userValue	

Returns

TYPE	DESCRIPTION
System.Object	

Implements

[IParameterConverter](#)

Class DoubleConverter

Inheritance

System.Object
DoubleConverter

Implements

[IParameterConverter](#)

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [IzzysConsole.Internal.ParameterConverters](#)

Assembly: IzzysConsole.dll

Syntax

```
[ParameterConverter(typeof(double))]  
public class DoubleConverter : IParameterConverter
```

Methods

Convert(String)

Declaration

```
public object Convert(string userValue)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	userValue	

Returns

TYPE	DESCRIPTION
System.Object	

Implements

[IParameterConverter](#)

Class FloatConverter

Inheritance

System.Object
FloatConverter

Implements

[IParameterConverter](#)

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [IzzysConsole.Internal.ParameterConverters](#)

Assembly: IzzysConsole.dll

Syntax

```
[ParameterConverter(typeof(float))]  
public class FloatConverter : IParameterConverter
```

Methods

Convert(String)

Declaration

```
public object Convert(string userValue)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	userValue	

Returns

TYPE	DESCRIPTION
System.Object	

Implements

[IParameterConverter](#)

Class IntConverter

Inheritance

System.Object
IntConverter

Implements

[IParameterConverter](#)

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [IzzysConsole.Internal.ParameterConverters](#)

Assembly: IzzysConsole.dll

Syntax

```
[ParameterConverter(typeof(int))]  
public class IntConverter : IParameterConverter
```

Methods

Convert(String)

Declaration

```
public object Convert(string userValue)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	userValue	

Returns

TYPE	DESCRIPTION
System.Object	

Implements

[IParameterConverter](#)

Class LongConverter

Inheritance

System.Object
LongConverter

Implements

[IParameterConverter](#)

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [IzzysConsole.Internal.ParameterConverters](#)

Assembly: IzzysConsole.dll

Syntax

```
[ParameterConverter(typeof(long))]  
public class LongConverter : IParameterConverter
```

Methods

Convert(String)

Declaration

```
public object Convert(string userValue)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	userValue	

Returns

TYPE	DESCRIPTION
System.Object	

Implements

[IParameterConverter](#)

Class SByteConverter

Inheritance

System.Object
SByteConverter

Implements

[IParameterConverter](#)

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [IzzysConsole.Internal.ParameterConverters](#)

Assembly: IzzysConsole.dll

Syntax

```
[ParameterConverter(typeof(sbyte))]  
public class SByteConverter : IParameterConverter
```

Methods

Convert(String)

Declaration

```
public object Convert(string userValue)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	userValue	

Returns

TYPE	DESCRIPTION
System.Object	

Implements

[IParameterConverter](#)

Class ShortConverter

Inheritance

System.Object
ShortConverter

Implements

[IParameterConverter](#)

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [IzzysConsole.Internal.ParameterConverters](#)

Assembly: IzzysConsole.dll

Syntax

```
[ParameterConverter(typeof(short))]  
public class ShortConverter : IParameterConverter
```

Methods

Convert(String)

Declaration

```
public object Convert(string userValue)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	userValue	

Returns

TYPE	DESCRIPTION
System.Object	

Implements

[IParameterConverter](#)

Class StringConverter

Inheritance

System.Object
StringConverter

Implements

[IParameterConverter](#)

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [IzzysConsole.Internal.ParameterConverters](#)

Assembly: IzzysConsole.dll

Syntax

```
[ParameterConverter(typeof(string))]  
public class StringConverter : IParameterConverter
```

Methods

Convert(String)

Declaration

```
public object Convert(string userValue)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	userValue	

Returns

TYPE	DESCRIPTION
System.Object	

Implements

[IParameterConverter](#)

Class UIntConverter

Inheritance

System.Object
UIntConverter

Implements

[IParameterConverter](#)

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [IzzysConsole.Internal.ParameterConverters](#)

Assembly: IzzysConsole.dll

Syntax

```
[ParameterConverter(typeof(uint))]  
public class UIntConverter : IParameterConverter
```

Methods

Convert(String)

Declaration

```
public object Convert(string userValue)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	userValue	

Returns

TYPE	DESCRIPTION
System.Object	

Implements

[IParameterConverter](#)

Class ULongConverter

Inheritance

System.Object
ULongConverter

Implements

[IParameterConverter](#)

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [IzzysConsole.Internal.ParameterConverters](#)

Assembly: IzzysConsole.dll

Syntax

```
[ParameterConverter(typeof(ulong))]  
public class ULongConverter : IParameterConverter
```

Methods

Convert(String)

Declaration

```
public object Convert(string userValue)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	userValue	

Returns

TYPE	DESCRIPTION
System.Object	

Implements

[IParameterConverter](#)

Class UShortConverter

Inheritance

System.Object
UShortConverter

Implements

[IParameterConverter](#)

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [IzzysConsole.Internal.ParameterConverters](#)

Assembly: IzzysConsole.dll

Syntax

```
[ParameterConverter(typeof(ushort))]  
public class UShortConverter : IParameterConverter
```

Methods

Convert(String)

Declaration

```
public object Convert(string userValue)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	userValue	

Returns

TYPE	DESCRIPTION
System.Object	

Implements

[IParameterConverter](#)

Namespace IzzysConsole.TMPro

Classes

[ConsoleFactory_TMPro](#)

[UIConsoleController_TMPro](#)

Class ConsoleFactory_TMPro

Inheritance

System.Object
ConsoleFactory_TMPro

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [IzzysConsole.TMPro](#)
Assembly: IzzysConsole.TextMeshProSupport.dll

Syntax

```
public static class ConsoleFactory_TMPro
```

Methods

Generate(RectTransform, Single)

Declaration

```
public static UIConsoleController_TMPro Generate(RectTransform parent, float sizeOfInputBox = 40F)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.RectTransform	parent	
System.Single	sizeOfInputBox	

Returns

TYPE	DESCRIPTION
UIConsoleController_TMPro	

Class UIConsoleController_TMPro

Inheritance

System.Object

UnityEngine.Object

UnityEngine.Component

UnityEngine.Behaviour

UnityEngine.MonoBehaviour

[UIConsoleControllerCore](#)<TMPPro.TextMeshProUGUI, TMPPro.TMP_InputField>

UIConsoleController_TMPro

Implements

[IConsoleController](#)

Inherited Members

[UIConsoleControllerCore](#)<TextMeshProUGUI, TMP_InputField>.active

[UIConsoleControllerCore](#)<TextMeshProUGUI, TMP_InputField>.keysToToggle

[UIConsoleControllerCore](#)<TextMeshProUGUI, TMP_InputField>.displayText

[UIConsoleControllerCore](#)<TextMeshProUGUI, TMP_InputField>.inputField

[UIConsoleControllerCore](#)<TextMeshProUGUI, TMP_InputField>.consoleTransform

[UIConsoleControllerCore](#)<TextMeshProUGUI, TMP_InputField>.allowScrolling

[UIConsoleControllerCore](#)<TextMeshProUGUI, TMP_InputField>.scrollSensitivity

[UIConsoleControllerCore](#)<TextMeshProUGUI, TMP_InputField>.scrollJumpAmount

[UIConsoleControllerCore](#)<TextMeshProUGUI, TMP_InputField>.lastInputField

[UIConsoleControllerCore](#)<TextMeshProUGUI, TMP_InputField>.historyPosition

[UIConsoleControllerCore](#)<TextMeshProUGUI, TMP_InputField>.scrollValue

[UIConsoleControllerCore](#)<TextMeshProUGUI, TMP_InputField>.DisplayText

[UIConsoleControllerCore](#)<TextMeshProUGUI, TMP_InputField>.InputField

[UIConsoleControllerCore](#)<TextMeshProUGUI, TMP_InputField>.ConsoleActive

[UIConsoleControllerCore](#)<TextMeshProUGUI, TMP_InputField>.Focused

[UIConsoleControllerCore](#)<TextMeshProUGUI, TMP_InputField>.ConsoleTransform

[UIConsoleControllerCore](#)<TextMeshProUGUI, TMP_InputField>.ScrollValue

[UIConsoleControllerCore](#)<TextMeshProUGUI, TMP_InputField>.InputFieldFocused

[UIConsoleControllerCore](#)<TextMeshProUGUI, TMP_InputField>.Start()

[UIConsoleControllerCore](#)<TextMeshProUGUI, TMP_InputField>.OnEnable()

[UIConsoleControllerCore](#)<TextMeshProUGUI, TMP_InputField>.OnDisable()

[UIConsoleControllerCore](#)<TextMeshProUGUI, TMP_InputField>.OnDestroy()

[UIConsoleControllerCore](#)<TextMeshProUGUI, TMP_InputField>.Update()

[UIConsoleControllerCore](#)<TextMeshProUGUI, TMP_InputField>.OnValidate()

[UIConsoleControllerCore](#)<TextMeshProUGUI, TMP_InputField>.UpdateDisplayTextScrollPosition()

[UIConsoleControllerCore](#)<TextMeshProUGUI, TMP_InputField>.IConsoleController.IsActive

[UIConsoleControllerCore](#)<TextMeshProUGUI, TMP_InputField>.IConsoleController.IsFocused

[UIConsoleControllerCore](#)<TextMeshProUGUI, TMP_InputField>.IConsoleController.OnConsoleLogChanged(String)

[UIConsoleControllerCore](#)<TextMeshProUGUI, TMP_InputField>.OnInputFieldChanged_Internal()

[UIConsoleControllerCore](#)<TextMeshProUGUI, TMP_InputField>.SendCommand(String)

[UIConsoleControllerCore](#)<TextMeshProUGUI, TMP_InputField>.OnInputFieldChanged(TMP_InputField, TMP_InputField)

[UIConsoleControllerCore](#)<TextMeshProUGUI, TMP_InputField>.OnConsoleLogChanged(String)

[UIConsoleControllerCore](#)<TextMeshProUGUI, TMP_InputField>.OnInputHistoryPositionChanged(String)

[UIConsoleControllerCore](#)<TextMeshProUGUI, TMP_InputField>.AfterCommandSent(String)

UnityEngine.MonoBehaviour.IsInvoking()

UnityEngine.MonoBehaviour.CancelInvoke()

UnityEngine.MonoBehaviour.Invoke(System.String, System.Single)

UnityEngine.MonoBehaviour.InvokeRepeating(System.String, System.Single, System.Single)

UnityEngine.MonoBehaviour.CancelInvoke(System.String)
UnityEngine.MonoBehaviour.IsInvoking(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String)
UnityEngine.MonoBehaviour.StartCoroutine(System.String, System.Object)
UnityEngine.MonoBehaviour.StartCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StartCoroutine_Auto(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(System.Collections.IEnumerator)
UnityEngine.MonoBehaviour.StopCoroutine(UnityEngine.Coroutine)
UnityEngine.MonoBehaviour.StopCoroutine(System.String)
UnityEngine.MonoBehaviour.StopAllCoroutines()
UnityEngine.MonoBehaviour.print(System.Object)
UnityEngine.MonoBehaviour.useGUILayout
UnityEngine.MonoBehaviour.runInEditMode
UnityEngine.Behaviour.enabled
UnityEngine.Behaviour.isActiveAndEnabled
UnityEngine.Component.GetComponent(System.Type)
UnityEngine.Component.GetComponent<T>()
UnityEngine.Component.TryGetComponent(System.Type, UnityEngine.Component)
UnityEngine.Component.TryGetComponent<T>(T)
UnityEngine.Component.GetComponent(System.String)
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentInChildren(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInChildren(System.Type)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean)
UnityEngine.Component.GetComponentInChildren<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInChildren<T>()
UnityEngine.Component.GetComponentInChildren<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponentInParent(System.Type, System.Boolean)
UnityEngine.Component.GetComponentInParent(System.Type)
UnityEngine.Component.GetComponentInParent<T>(System.Boolean)
UnityEngine.Component.GetComponentInParent<T>(System.Boolean, System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponentInParent<T>()
UnityEngine.Component.GetComponents(System.Type)
UnityEngine.Component.GetComponents(System.Type, System.Collections.Generic.List<UnityEngine.Component>)
UnityEngine.Component.GetComponents<T>(System.Collections.Generic.List<T>)
UnityEngine.Component.GetComponents<T>()
UnityEngine.Component.CompareTag(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessageUpwards(System.String, System.Object)
UnityEngine.Component.SendMessageUpwards(System.String)
UnityEngine.Component.SendMessageUpwards(System.String, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, System.Object)
UnityEngine.Component.SendMessage(System.String)
UnityEngine.Component.SendMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
UnityEngine.Component.SendMessage(System.String, UnityEngine.SendMessageOptions)

UnityEngine.Component.BroadcastMessage(System.String, System.Object, UnityEngine.SendMessageOptions)
 UnityEngine.Component.BroadcastMessage(System.String, System.Object)
 UnityEngine.Component.BroadcastMessage(System.String)
 UnityEngine.Component.BroadcastMessage(System.String, UnityEngine.SendMessageOptions)
 UnityEngine.Component.transform
 UnityEngine.Component.gameObject
 UnityEngine.Component.tag
 UnityEngine.Object.GetInstanceID()
 UnityEngine.Object.GetHashCode()
 UnityEngine.Object.Equals(System.Object)
 UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion)
 UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
 UnityEngine.Object.Instantiate(UnityEngine.Object)
 UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform)
 UnityEngine.Object.Instantiate(UnityEngine.Object, UnityEngine.Transform, System.Boolean)
 UnityEngine.Object.Instantiate<T>(T)
 UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion)
 UnityEngine.Object.Instantiate<T>(T, UnityEngine.Vector3, UnityEngine.Quaternion, UnityEngine.Transform)
 UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform)
 UnityEngine.Object.Instantiate<T>(T, UnityEngine.Transform, System.Boolean)
 UnityEngine.Object.Destroy(UnityEngine.Object, System.Single)
 UnityEngine.Object.Destroy(UnityEngine.Object)
 UnityEngine.Object.DestroyImmediate(UnityEngine.Object, System.Boolean)
 UnityEngine.Object.DestroyImmediate(UnityEngine.Object)
 UnityEngine.Object.FindObjectsOfType(System.Type)
 UnityEngine.Object.FindObjectsOfType(System.Type, System.Boolean)
 UnityEngine.Object.DontDestroyOnLoad(UnityEngine.Object)
 UnityEngine.Object.DestroyObject(UnityEngine.Object, System.Single)
 UnityEngine.Object.DestroyObject(UnityEngine.Object)
 UnityEngine.Object.FindSceneObjectsOfType(System.Type)
 UnityEngine.Object.FindObjectsOfTypeIncludingAssets(System.Type)
 UnityEngine.Object.FindObjectsOfType<T>()
 UnityEngine.Object.FindObjectsOfType<T>(System.Boolean)
 UnityEngine.Object.FindObjectOfType<T>()
 UnityEngine.Object.FindObjectOfType<T>(System.Boolean)
 UnityEngine.Object.FindObjectsOfTypeAll(System.Type)
 UnityEngine.Object.FindObjectOfType(System.Type)
 UnityEngine.Object.FindObjectOfType(System.Type, System.Boolean)
 UnityEngine.Object.ToString()
 UnityEngine.Object.name
 UnityEngine.Object.hideFlags
 System.Object.Equals(System.Object, System.Object)
 System.Object.GetType()
 System.Object.MemberwiseClone()
 System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [IzzysConsole.TMPro](#)

Assembly: IzzysConsole.TextMeshProSupport.dll

Syntax

```

[AddComponentMenu("UI/UI Console Controller (TMPro)")]
[ExecuteAlways]
public class UIConsoleController_TMPro : UIConsoleControllerCore<TextMeshProUGUI, TMP_InputField>,
IConsoleController
  
```

Properties

InputFieldFocused

Declaration

```
protected override bool InputFieldFocused { get; }
```

Property Value

TYPE	DESCRIPTION
System.Boolean	

Overrides

IzzysConsole.UIConsoleControllerCore<TMPPro.TextMeshProUGUI, TMPPro.TMP_InputField>.InputFieldFocused

Methods

AfterCommandSent(String)

Declaration

```
protected override void AfterCommandSent(string command)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	command	

Overrides

IzzysConsole.UIConsoleControllerCore<TMPPro.TextMeshProUGUI, TMPPro.TMP_InputField>.AfterCommandSent(System.String)

OnConsoleLogChanged(String)

Declaration

```
protected override void OnConsoleLogChanged(string text)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	text	

Overrides

IzzysConsole.UIConsoleControllerCore<TMPPro.TextMeshProUGUI, TMPPro.TMP_InputField>.OnConsoleLogChanged(System.String)

OnInputFieldChanged(TMP_InputField, TMP_InputField)

Declaration

```
protected override void OnInputFieldChanged(TMP_InputField from, TMP_InputField to)
```

Parameters

TYPE	NAME	DESCRIPTION
TMPPro.TMP_InputField	from	

TYPE	NAME	DESCRIPTION
TMPro.TMP_InputField	to	

Overrides

IzzysConsole.UIConsoleControllerCore<TMPro.TextMeshProUGUI,
TMPro.TMP_InputField>.OnInputFieldChanged(TMPro.TMP_InputField, TMPro.TMP_InputField)

OnInputHistoryPositionChanged(String)

Declaration

```
protected override void OnInputHistoryPositionChanged(string inputText)
```

Parameters

TYPE	NAME	DESCRIPTION
System.String	inputText	

Overrides

IzzysConsole.UIConsoleControllerCore<TMPro.TextMeshProUGUI,
TMPro.TMP_InputField>.OnInputHistoryPositionChanged(System.String)

Implements

[IConsoleController](#)

Namespace IzzysConsole.Utils

Classes

[ArrayUtils](#)

[AssemblyUtils](#)

[HashSetDictionary<TKey, TValueType>](#)

A generic class for managing a dictionary that stores a collection of values in each key

[UIUtils](#)

Class ArrayUtils

Inheritance

System.Object
ArrayUtils

Inherited Members

- System.Object.Equals(System.Object)
- System.Object.Equals(System.Object, System.Object)
- System.Object.GetHashCode()
- System.Object.GetType()
- System.Object.MemberwiseClone()
- System.Object.ReferenceEquals(System.Object, System.Object)
- System.Object.ToString()

Namespace: [IzzysConsole.Utils](#)
Assembly: IzzysConsole.dll

Syntax

```
public static class ArrayUtils
```

Methods

Concat<T>(T[], T[])

Declaration

```
public static T[] Concat<T>(this T[] array, T[] with)
```

Parameters

TYPE	NAME	DESCRIPTION
T[]	array	
T[]	with	

Returns

TYPE	DESCRIPTION
T[]	

Type Parameters

NAME	DESCRIPTION
T	

ToArray<T>(ICollection<T>)

Declaration

```
public static T[] ToArray<T>(this ICollection<T> collection)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Collections.Generic.IReadOnlyCollection<T>	collection	

Returns

TYPE	DESCRIPTION
T[]	

Type Parameters

NAME	DESCRIPTION
T	

Class AssemblyUtils

Inheritance

System.Object
AssemblyUtils

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [IzzysConsole.Utils](#)

Assembly: IzzysConsole.dll

Syntax

```
public static class AssemblyUtils
```

Methods

GetAllMembersWithAttribute<Attribute>(ICollection<Assembly>, BindingFlags)

Declaration

```
public static MemberInfo[] GetAllMembersWithAttribute<Attribute>(ICollection<Assembly> assemblies,
    BindingFlags bindingFlags = BindingFlags.Default)
```

Parameters

TYPE	NAME	DESCRIPTION
System.Collections.Generic.ICollection<System.Reflection.Assembly>	assemblies	
System.Reflection.BindingFlags	bindingFlags	

Returns

TYPE	DESCRIPTION
System.Reflection.MemberInfo[]	

Type Parameters

NAME	DESCRIPTION
Attribute	

Class HashSetDictionary<TKey, TValueType>

A generic class for managing a dictionary that stores a collection of values in each key

Inheritance

System.Object
HashSetDictionary<TKey, TValueType>

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)

Namespace: [IzzysConsole.Utils](#)

Assembly: IzzysConsole.dll

Syntax

```
[Serializable]  
public class HashSetDictionary<TKey, TValueType>
```

Type Parameters

NAME	DESCRIPTION
TKey	
TValueType	

Constructors

HashSetDictionary()

Declaration

```
public HashSetDictionary()
```

Fields

dictionary

Declaration

```
Dictionary<TKey, HashSet<TValueType>> dictionary
```

Field Value

TYPE	DESCRIPTION
System.Collections.Generic.Dictionary<TKey, System.Collections.Generic.HashSet<TValueType>>	

Properties

Keys

Declaration

```
public IReadOnlyCollection<TKey> Keys { get; }
```

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.IReadOnlyCollection<TKey>	

Values

Declaration

<pre>public IReadOnlyCollection<TValueType> Values { get; }</pre>

Property Value

TYPE	DESCRIPTION
System.Collections.Generic.IReadOnlyCollection<TValueType>	

Methods

Add(TKey, TValueType)

Declaration

<pre>public void Add(TKey key, TValueType value)</pre>
--

Parameters

TYPE	NAME	DESCRIPTION
TKey	key	
TValueType	value	

Add_CertainOfKey(TKey, TValueType)

Adds `value` to `key` without checking to make sure the key exists

Declaration

<pre>public void Add_CertainOfKey(TKey key, TValueType value)</pre>

Parameters

TYPE	NAME	DESCRIPTION
TKey	key	
TValueType	value	

Clear()

Declaration

<pre>public void Clear()</pre>

Clear_KeepKeys()

Declaration

<pre>public void Clear_KeepKeys()</pre>

ClearKey(TKey)

Declaration

```
public void ClearKey(TKey key)
```

Parameters

TYPE	NAME	DESCRIPTION
TKey	key	

Contains(TKey, TValueType)

Declaration

```
public bool Contains(TKey key, TValueType value)
```

Parameters

TYPE	NAME	DESCRIPTION
TKey	key	
TValueType	value	

Returns

TYPE	DESCRIPTION
System.Boolean	

Contains_CertainOfKey(TKey, TValueType)

Declaration

```
public bool Contains_CertainOfKey(TKey key, TValueType value)
```

Parameters

TYPE	NAME	DESCRIPTION
TKey	key	
TValueType	value	

Returns

TYPE	DESCRIPTION
System.Boolean	

DestroyKey(TKey)

Declaration

```
public void DestroyKey(TKey key)
```

Parameters

TYPE	NAME	DESCRIPTION
TKey	key	

EnsureKey(TKey)

Declaration

```
public void EnsureKey(TKey key)
```

Parameters

TYPE	NAME	DESCRIPTION
TKey	key	

Get(TKey)

Declaration

```
public IReadOnlyCollection<TValueType> Get(TKey key)
```

Parameters

TYPE	NAME	DESCRIPTION
TKey	key	

Returns

TYPE	DESCRIPTION
System.Collections.Generic.IReadOnlyCollection<TValueType>	

Get_CertainOfKey(TKey)

Declaration

```
public IReadOnlyCollection<TValueType> Get_CertainOfKey(TKey key)
```

Parameters

TYPE	NAME	DESCRIPTION
TKey	key	

Returns

TYPE	DESCRIPTION
System.Collections.Generic.IReadOnlyCollection<TValueType>	

Remove(TKey, TValueType)

Declaration

```
public void Remove(TKey key, TValueType value)
```

Parameters

TYPE	NAME	DESCRIPTION
TKey	key	
TValueType	value	

Remove_CertainOfKey(TKey, TValueType)

Declaration

```
public void Remove_CertainOfKey(TKey key, TValueType value)
```

Parameters

TYPE	NAME	DESCRIPTION
TKey	key	
TValueType	value	

RemoveAllOfValueFromAllKeys(TValueType)

Removes all instances of the value 'value' in the dictionary

Declaration

```
public void RemoveAllOfValueFromAllKeys(TValueType value)
```

Parameters

TYPE	NAME	DESCRIPTION
TValueType	value	

ToString()

Declaration

```
public override string ToString()
```

Returns

TYPE	DESCRIPTION
System.String	

Overrides

System.Object.ToString()

Class UIUtils

Inheritance

System.Object
UIUtils

Inherited Members

System.Object.Equals(System.Object)
System.Object.Equals(System.Object, System.Object)
System.Object.GetHashCode()
System.Object.GetType()
System.Object.MemberwiseClone()
System.Object.ReferenceEquals(System.Object, System.Object)
System.Object.ToString()

Namespace: [IzzysConsole.Utils](#)
Assembly: IzzysConsole.dll

Syntax

```
public static class UIUtils
```

Methods

EnsureEventSystem()

Declaration

```
public static void EnsureEventSystem()
```

GetOrCreateCanvasInContext(GameObject)

Declaration

```
public static Canvas GetOrCreateCanvasInContext(GameObject context)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.GameObject	context	

Returns

TYPE	DESCRIPTION
UnityEngine.Canvas	

IsUnderCanvas(GameObject)

Declaration

```
public static bool IsUnderCanvas(GameObject gameObject)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.GameObject	gameObject	

Returns

TYPE	DESCRIPTION
System.Boolean	

SetAnchorsAndMargins(RectTransform, Vector4, Vector4)

Declaration

```
public static void SetAnchorsAndMargins(this RectTransform rectTransform, Vector4 anchors, Vector4 margins)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.RectTransform	rectTransform	
UnityEngine.Vector4	anchors	
UnityEngine.Vector4	margins	

SetupUI()

Declaration

```
public static Canvas SetupUI()
```

Returns

TYPE	DESCRIPTION
UnityEngine.Canvas	

StretchToCorners(RectTransform)

Declaration

```
public static void StretchToCorners(this RectTransform rectTransform)
```

Parameters

TYPE	NAME	DESCRIPTION
UnityEngine.RectTransform	rectTransform	