

Chess Game Reference

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Chess Game Reference

Namespaces

[35](#), [Assets.ChessGame.code.Eye_Tracking.EntityClasses](#)₃₈₉, [SimpleJSON](#)₄₀₃,
[Tobii.GameIntegration](#)₄₈₆, [Tobii.Gaming](#)₅₁₇, [Tobii.Gaming.Internal](#)₅₅₈, [Tobii.Gaming.Stubs](#)₇₉₃

Namespace

Classes

ChessBoardData₃₅, ChessData₃₈, EyeTracking₆₅, FixationCross₇₃, NetworkManager₇₉, PixelPositions₈₈, PointData₉₂, ProSDKActivation₉₆, Puzzle₁₀₂, PuzzleController₁₁₇, PuzzleEngine₁₃₁, UserInfoController₁₄₀, ValidateInput₁₅₃, cgBoard₁₆₉, cgCastlingMove₁₉₇, cgChessBoardScript₂₀₁, cgChessPieceScript₂₆₆, cgEnPassantMove₂₇₈, cgEngine₂₈₁, cgGameOverScript₃₀₁, cgGlobal₃₁₀, cgMenuScript₃₂₄, cgMoveGenerator₃₃₅, cgMoveSet₃₄₂, cgNotation₃₄₈, cgSimpleMove₃₅₅, cgSquareScript₃₆₂, cgValueModifiers₃₇₀

ChessBoardData Class

System.Object

ChessBoardData

VB

```
<Serializable()> _
Public Class ChessBoardData
```

C#

```
[Serializable()]
public class ChessBoardData
```

[C++]

```
[Serializable()]
public class ChessBoardData
```

[JScript]

```
public
    Serializable()
class ChessBoardData
```

Requirements

Namespace: 35

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Equals](#) (inherited from [Object](#)), [Finalize](#) (inherited from [Object](#)), [GetHashCode](#) (inherited from [Object](#)), [GetType](#) (inherited from [Object](#)), [MemberwiseClone](#) (inherited from [Object](#)), [ReferenceEquals](#) (inherited from [Object](#)), [ToString](#) (inherited from [Object](#))

Fields

[chessTable](#)³⁶, [moveCounter](#)³⁶, [timestamp](#)³⁷

chessTable Field

VB

```
Public chessTable As List(Of SByte)
```

C#

```
public List<SByte> chessTable
```

[C++]

```
public List<SByte> chessTable
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ChessBoardData](#)³⁵

moveCounter Field

VB

```
Public moveCounter As Integer
```

C#

```
public int moveCounter
```

```
[C++]
public int moveCounter
```

```
[JScript]
public moveCounter : int
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ChessBoardData](#)₃₅

timestamp Field

VB

```
Public timestamp As Double
```

C#

```
public double timestamp
```

```
[C++]
public double timestamp
```

```
[JScript]
public timestamp : double
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ChessBoardData](#)₃₅

ChessData Class

System.Object

Error! Hyperlink reference not valid.
ChessData

VB

```
Public Class ChessData  
    Inherits MonoBehaviour
```

C#

```
public class ChessData : MonoBehaviour
```

```
[C++]  
public class ChessData : MonoBehaviour
```

```
[JScrip]  
public class ChessData  
    extends MonoBehaviour
```

Requirements

Namespace:

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Properties

from Object), Error! Hyperlink reference not valid. (inherited from Component), Error! Hyperlink reference not valid. (inherited from MonoBehaviour), Error! Hyperlink reference not valid. (inherited from Component), Error! Hyperlink reference not valid. (inherited from Component), Error! Hyperlink reference not valid. (inherited from MonoBehaviour)

Methods

`Awake`⁴⁰, Error! Hyperlink reference not valid. (inherited from Component), Error! Hyperlink reference not valid. (inherited from MonoBehaviour), `CheckChessBoardQueuesFull`⁴⁰, `CheckEyeTrackingQueuesFull`⁴¹, Error! Hyperlink reference not valid. (inherited from Component), Error! Hyperlink reference not valid. (inherited from Object), `Finalize` (inherited from Object), Error! Hyperlink reference not valid. (inherited from Object), Error! Hyperlink reference not valid. (inherited from Object), Error! Hyperlink reference not valid. (inherited from Object), `FirstGame`⁴¹, Error! Hyperlink reference not valid. (inherited from Component), `GetType` (inherited from Object), Error! Hyperlink reference not valid. (inherited from Object), Error! Hyperlink reference not valid. (inherited from MonoBehaviour), Error! Hyperlink reference not valid. (inherited from MonoBehaviour), `LogChessBoardData`⁴², `MemberwiseClone` (inherited from Object), `NewUser`⁴³, `ReferenceEquals` (inherited from Object), `SecretButtonIsCool`⁴³, Error! Hyperlink reference not valid. (inherited from Component), Error! Hyperlink reference not valid. (inherited from Component), Error! Hyperlink reference not valid. (inherited from MonoBehaviour), Error! Hyperlink reference not valid. (inherited from MonoBehaviour), `Start`⁴⁴, Error! Hyperlink reference not valid. (inherited from MonoBehaviour), Error! Hyperlink reference not valid. (inherited from Object), `addToChessBoardQue`⁴⁴, `addToEyeTrackingQue`⁴⁵, `dequeueChessBoardDataQue`⁴⁷, `dequeueEyeTrackingDataQue`⁴⁸, `emptyAllQueues`⁴⁸, `getChessBoardDataQueueSize`⁴⁹, `getEyeTrackingDataQueueSize`⁵⁰, `getNewGameInfo`⁵⁰, `getNewUserInfo`⁵¹, `getSecondChessBoardDataQueueSize`⁵¹, `getSecondEyeTrackingDataQueueSize`⁵², `newGame`⁵³, Error! Hyperlink reference not valid. (inherited from MonoBehaviour), `printdebug`⁵⁴

Fields

`MAX_QUEUE_SIZE`⁶⁴, `MAX_QUEUE_SIZE_CHESS_DATA`⁶⁵, `chessBoardDataCounter`⁵⁴, `chessBoardDataQueue`⁵⁵, `chessBoardDataQueueAvailable`⁵⁵, `eyeTrackingDataCounter`⁵⁶, `eyeTrackingDataQueue`⁵⁷, `eyeTrackingDataQueueAvailable`⁵⁷, `instance`⁵⁸, `netMan`⁵⁸, `newGameInfo`⁵⁹, `secondChessBoardDataCounter`⁶⁰, `secondChessBoardDataQueue`⁶⁰, `secondChessBoardDataQueueAvailable`⁶¹, `secondEyeTrackingDataCounter`⁶², `secondEyeTrackingDataQueue`⁶², `secondEyeTrackingDataQueueAvailable`⁶³, `userInfo`⁶³

ChessData.Awake Method

VB

```
Public Sub Awake()
```

C#

```
public void Awake()
```

```
[C++]
public void Awake()
```

```
[JScript]
public function Awake();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ChessData](#)³⁸

ChessData.CheckChessBoardQueuesFull Method

VB

```
Private Sub CheckChessBoardQueuesFull()
```

C#

```
private void CheckChessBoardQueuesFull()
```

```
[C++]
private void CheckChessBoardQueuesFull()
```

```
[JScript]
private function CheckChessBoardQueuesFull();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ChessData](#)³⁸

ChessData.CheckEyeTrackingQueuesFull Method

VB

```
Private Sub CheckEyeTrackingQueuesFull()
```

C#

```
private void CheckEyeTrackingQueuesFull()
```

[C++]

```
private void CheckEyeTrackingQueuesFull()
```

[JScript]

```
private function CheckEyeTrackingQueuesFull();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ChessData](#)³⁸

ChessData.FirstGame Method

VB

```
Public Sub FirstGame()
```

C#

```
public void FirstGame()
```

[C++]
public void FirstGame()

[JScript]
public function FirstGame();

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ChessData](#)³⁸

ChessData.LogChessBoardData Method

VB

```
Public Sub LogChessBoardData()
```

C#

```
public void LogChessBoardData()
```

[C++]
public void LogChessBoardData()

[JScript]
public function LogChessBoardData();

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ChessData](#)³⁸

ChessData.NewUser Method

VB

```
Private Sub NewUser()
```

C#

```
private void NewUser()
```

[C++]

```
private void NewUser()
```

[JScript]

```
private function NewUser();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ChessData](#)³⁸

ChessData.SecretButtonIsCool Method

A developer tool, used to debug the chessboard. If you enable this button you will not need to go through the user login view to play game

VB

```
Public Sub SecretButtonIsCool()
```

C#

```
public void SecretButtonIsCool()
```

[C++]

```
public void SecretButtonIsCool()
```

```
[JScript]
public function SecretButtonIsCool();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ChessData](#)³⁸

ChessData.Start Method

VB

```
Public Sub Start()
```

C#

```
public void Start()
```

```
[C++]
public void Start()
```

```
[JScript]
public function Start();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ChessData](#)³⁸

ChessData.addToChessBoardQue Method

VB

```
Public Sub addToChessBoardQue( _  
    ByVal chessBoard As List(Of SByte), _  
    ByVal timestamp As Double, _  
    ByVal moveCounter As Integer _  
)
```

C#

```
public void addToChessBoardQue(  
    List<SByte> chessBoard,  
    double timestamp,  
    int moveCounter  
)
```

[C++]

```
public void addToChessBoardQue(  
    List<SByte> chessBoard,  
    double timestamp,  
    int moveCounter  
)
```

[JScript]

JScript does not support generic types and methods.

Parameters

chessBoard

timestamp

moveCounter

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ChessData](#)³⁸

ChessData.addToEyeTrackingQue Method

VB

```
Public Sub addToEyeTrackingQue( _
    ByVal x As Double, _
    ByVal y As Double, _
    ByVal timestamp As Double, _
    ByVal pointCounter As Integer _
)
```

C#

```
public void addToEyeTrackingQue(
    double x,
    double y,
    double timestamp,
    int pointCounter
)
```

[C++]

```
public void addToEyeTrackingQue(
    double x,
    double y,
    double timestamp,
    int pointCounter
)
```

[JScript]

```
public function addToEyeTrackingQue(
    x : double,
    y : double,
    timestamp : double,
    pointCounter : int
);
```

Parameters

x

y

timestamp

pointCounter

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role)

not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ChessData](#)³⁸

ChessData.dequeueChessBoardDataQue Method

VB

```
Public Function dequeueChessBoardDataQue( _
    ByVal queueNumber As String _
) As ChessBoardData
```

C#

```
public ChessBoardData dequeueChessBoardDataQue(
    string queueNumber
)
```

[C++]

```
public ChessBoardData dequeueChessBoardDataQue(
    string queueNumber
)
```

[JScript]

```
public function dequeueChessBoardDataQue(
    queueNumber : String
) : ChessBoardData;
```

Parameters

queueNumber

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ChessData](#)³⁸

ChessData.dequeueEyeTrackingDataQue Method

VB

```
Public Function dequeueEyeTrackingDataQue( _  
    ByVal queueNumber As String _  
) As PointData
```

C#

```
public PointData dequeueEyeTrackingDataQue(  
    string queueNumber  
)
```

[C++]

```
public PointData dequeueEyeTrackingDataQue(  
    string queueNumber  
)
```

[JScript]

```
public function dequeueEyeTrackingDataQue(  
    queueNumber : String  
) : PointData;
```

Parameters

queueNumber

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ChessData](#)³⁸

ChessData.emptyAllQueues Method

VB

```
Public Sub emptyAllQueues()
```

C#

```
public void emptyAllQueues()
```

[C++]
public void emptyAllQueues()

[JScript]
public function emptyAllQueues();

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ChessData](#)³⁸

ChessData.getChessBoardDataQueueSize Method

VB

```
Public Function getChessBoardDataQueueSize() As Integer
```

C#

```
public int getChessBoardDataQueueSize()
```

[C++]
public int getChessBoardDataQueueSize()

[JScript]
public function getChessBoardDataQueueSize() : int;

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ChessData](#)³⁸

ChessData.getEyeTrackingDataQueueSize Method

VB

```
Public Function getEyeTrackingDataQueueSize() As Integer
```

C#

```
public int getEyeTrackingDataQueueSize()
```

[C++]

```
public int getEyeTrackingDataQueueSize()
```

[JScript]

```
public function getEyeTrackingDataQueueSize() : int;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ChessData](#)³⁸

ChessData.getNewGameInfo Method

VB

```
Public Shared Function getNewGameInfo() As String
```

C#

```
public static string getNewGameInfo()
```

[C++]

```
public static string getNewGameInfo()
```

[JScript]
 public static function getNewGameInfo() : String;

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ChessData](#)³⁸

ChessData.getNewUserInfo Method

VB

```
Public Shared Function getNewUserInfo() As String
```

C#

```
public static string getNewUserInfo()
```

[C++]
 public static string getNewUserInfo()

[JScript]
 public static function getNewUserInfo() : String;

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ChessData](#)³⁸

ChessData.getSecondChessBoardDataQueueSize Method

VB

```
Public Function getSecondChessBoardDataQueueSize() As Integer
```

C#

```
public int getSecondChessBoardDataQueueSize()
```

[C++]

```
public int getSecondChessBoardDataQueueSize()
```

[JScript]

```
public function getSecondChessBoardDataQueueSize() : int;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ChessData](#)³⁸

ChessData.getSecondEyeTrackingDataQueueSize Method

VB

```
Public Function getSecondEyeTrackingDataQueueSize() As Integer
```

C#

```
public int getSecondEyeTrackingDataQueueSize()
```

[C++]

```
public int getSecondEyeTrackingDataQueueSize()
```

[JScript]

```
public function getSecondEyeTrackingDataQueueSize() : int;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role

not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ChessData](#)³⁸

ChessData.newGame Method

VB

```
Public Sub newGame( _  
    ByVal puzzleID As Integer _  
)
```

C#

```
public void newGame(  
    int puzzleID  
)
```

[C++]

```
public void newGame(  
    int puzzleID  
)
```

[JScript]

```
public function newGame(  
    puzzleID : int  
) ;
```

Parameters

puzzleID

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ChessData](#)³⁸

ChessData.printdebug Method

VB

```
Private Sub printdebug()
```

C#

```
private void printdebug()
```

[C++]

```
private void printdebug()
```

[JScript]

```
private function printdebug();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ChessData](#)₃₈

chessBoardDataCounter Field

VB

```
Private chessBoardDataCounter As Integer
```

C#

```
private int chessBoardDataCounter
```

[C++]

```
private int chessBoardDataCounter
```

[JScript]

```
private chessBoardDataCounter : int
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ChessData](#)³⁸

chessBoardDataQueue Field

VB

```
Private Shadows chessBoardDataQueue As Queue(Of ChessBoardData)
```

C#

```
new private Queue<ChessBoardData> chessBoardDataQueue
```

[C++]

```
new private Queue<ChessBoardData> chessBoardDataQueue
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ChessData](#)³⁸

chessBoardDataQueueAvailable Field

VB

```
Public chessBoardDataQueueAvailable As Boolean
```

C#

```
public bool chessBoardDataQueueAvailable
```

[C++]
public bool chessBoardDataQueueAvailable

[JScript]
public chessBoardDataQueueAvailable : boolean

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ChessData](#)³⁸

eyeTrackingDataCounter Field

VB

```
Private eyeTrackingDataCounter As Integer
```

C#

```
private int eyeTrackingDataCounter
```

[C++]
private int eyeTrackingDataCounter

[JScript]
private eyeTrackingDataCounter : int

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ChessData38](#)

eyeTrackingDataQueue Field

VB

```
Private Shadows eyeTrackingDataQueue As Queue(Of PointData)
```

C#

```
new private Queue<PointData> eyeTrackingDataQueue
```

[C++]

```
new private Queue<PointData> eyeTrackingDataQueue
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ChessData38](#)

eyeTrackingDataQueueAvailable Field

VB

```
Public eyeTrackingDataQueueAvailable As Boolean
```

C#

```
public bool eyeTrackingDataQueueAvailable
```

[C++]

```
public bool eyeTrackingDataQueueAvailable
```

[JScript]
 public eyeTrackingDataQueueAvailable : boolean

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ChessData](#)³⁸

instance Field

VB

```
Public Shared instance As ChessData
```

C#

```
public static ChessData instance
```

[C++]
 public static [ChessData](#) instance

[JScript]
 public static instance : [ChessData](#)

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ChessData](#)³⁸

netMan Field

VB

```
Private netMan As NetworkManager
```

C#

```
private NetworkManager netMan
```

[C++]

```
private NetworkManager netMan
```

[JScript]

```
private netMan : NetworkManager
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ChessData](#)³⁸

newGameInfo Field

VB

```
Private Shared newGameInfo As String
```

C#

```
private static string newGameInfo
```

[C++]

```
private static string newGameInfo
```

[JScript]

```
private static newGameInfo : String
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role

not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ChessData](#)₃₈

secondChessBoardDataCounter Field

VB

```
Private secondChessBoardDataCounter As Integer
```

C#

```
private int secondChessBoardDataCounter
```

[C++]

```
private int secondChessBoardDataCounter
```

[JScript]

```
private secondChessBoardDataCounter : int
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ChessData](#)₃₈

secondChessBoardDataQueue Field

VB

```
Private Shadows secondChessBoardDataQueue As Queue(Of ChessBoardData)
```

C#

```
new private Queue<ChessBoardData> secondChessBoardDataQueue
```

[C++]

```
new private Queue<ChessBoardData> secondChessBoardDataQueue
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ChessData38](#)

secondChessBoardDataQueueAvailable Field

VB

```
Public secondChessBoardDataQueueAvailable As Boolean
```

C#

```
public bool secondChessBoardDataQueueAvailable
```

[C++]

```
public bool secondChessBoardDataQueueAvailable
```

[JScript]

```
public secondChessBoardDataQueueAvailable : boolean
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ChessData38](#)

secondEyeTrackingDataCounter Field

VB

```
Private secondEyeTrackingDataCounter As Integer
```

C#

```
private int secondEyeTrackingDataCounter
```

[C++]

```
private int secondEyeTrackingDataCounter
```

[JScript]

```
private secondEyeTrackingDataCounter : int
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ChessData38](#)

secondEyeTrackingDataQueue Field

VB

```
Private Shadows secondEyeTrackingDataQueue As Queue(Of PointData)
```

C#

```
new private Queue<PointData> secondEyeTrackingDataQueue
```

[C++]

```
new private Queue<PointData> secondEyeTrackingDataQueue
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ChessData](#)³⁸

secondEyeTrackingDataQueueAvailable Field

VB

```
Public secondEyeTrackingDataQueueAvailable As Boolean
```

C#

```
public bool secondEyeTrackingDataQueueAvailable
```

[C++]

```
public bool secondEyeTrackingDataQueueAvailable
```

[JScript]

```
public secondEyeTrackingDataQueueAvailable : boolean
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ChessData](#)³⁸

userInfo Field

VB

```
Private Shared userInfo As UserData
```

C#

```
private static UserData userInfo
```

[C++]
private static UserData userInfo

[JScript]
private static userInfo : UserData

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ChessData](#)³⁸

MAX_QUEUE_SIZE Field

VB

```
Public Const MAX_QUEUE_SIZE As Integer = 300
```

C#

```
public const int MAX_QUEUE_SIZE = 300
```

[C++]
public const int MAX_QUEUE_SIZE = 300

[JScript]
public const MAX_QUEUE_SIZE : int = 300

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ChessData38](#)

MAX_QUEUE_SIZE_CHESS_DATA Field

VB

```
Public Const MAX_QUEUE_SIZE_CHESS_DATA As Integer = 300
```

C#

```
public const int MAX_QUEUE_SIZE_CHESS_DATA = 300
```

[C++]

```
public const int MAX_QUEUE_SIZE_CHESS_DATA = 300
```

[JScript]

```
public const MAX_QUEUE_SIZE_CHESS_DATA : int = 300
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ChessData38](#)

EyeTracking Class

[System.Object](#)

Error! Hyperlink reference not valid.

EyeTracking

VB

```
Public Class EyeTracking  
    Inherits MonoBehaviour
```

C#

```
public class EyeTracking : MonoBehaviour
```

```
[C++]  
public class EyeTracking : MonoBehaviour
```

```
[JScript]
public class EyeTracking
    extends MonoBehaviour
```

Requirements

Namespace:

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Properties

Methods

reference not valid. (inherited from [Object](#)), **Error! Hyperlink reference not valid.** (inherited from [Object](#)), **Error! Hyperlink reference not valid.** (inherited from [Component](#)), **Error! Hyperlink reference not valid.** (inherited from [Component](#)), **Error! Hyperlink reference not valid.** (inherited from [Component](#)), **Error!** **Hyperlink reference not valid.** (inherited from [Component](#)), **Error! Hyperlink reference not valid.** (inherited from [Component](#)), **Error! Hyperlink reference not valid.** (inherited from [Component](#)), **Error! Hyperlink reference not valid.** (inherited from [Object](#)), **Error! Hyperlink reference not valid.** (inherited from [Object](#)), **Error!** **GetType** (inherited from [Object](#)), **Error! Hyperlink reference not valid.** (inherited from [Object](#)), **Error!** **Hyperlink reference not valid.** (inherited from [MonoBehaviour](#)), **Error! Hyperlink reference not valid.** (inherited from [MonoBehaviour](#)), **Error! Hyperlink reference not valid.** (inherited from [Object](#)), **Error! Hyperlink reference not valid.** (inherited from [Object](#)), **Error!** **MemberwiseClone** (inherited from [Object](#)), **ReferenceEquals** (inherited from [Object](#)), **Error! Hyperlink reference not valid.** (inherited from [Component](#)), **Error! Hyperlink reference not valid.** (inherited from [Component](#)), **Error! Hyperlink reference not valid.** (inherited from [MonoBehaviour](#)), **Error! Hyperlink reference not valid.** (inherited from [MonoBehaviour](#)), **Error! Hyperlink reference not valid.** (inherited from [MonoBehaviour](#)), **Error! Hyperlink reference not valid.** (inherited from [Object](#)), **Update**⁶⁷, **convertToSquares**⁶⁸, **getBoardObservation**⁶⁸, **Error! Hyperlink reference not valid.** (inherited from [MonoBehaviour](#)), **toggleTracking**⁷⁰

Fields

[boardGaze](#)⁷⁰, [gazePoint](#)⁷¹, [pointCounter](#)⁷², [timeStamp](#)⁷², [trackingOn](#)⁷³

EyeTracking.Update Method

VB

```
Private Sub Update()
```

C#

```
private void Update()
```

[C++]

```
private void Update()
```

[JScript]

```
private function Update();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [EyeTracking](#)⁶⁵

EyeTracking.convertToSquares Method

VB

```
Public Function convertToSquares( _
    ByVal boardObservation As Single() _ 
) As String
```

C#

```
public string convertToSquares(
    float[] boardObservation
)
```

[C++]

```
public string convertToSquares(
    float[] boardObservation
)
```

[JScript]

```
public function convertToSquares(
    boardObservation : float[]
) : String;
```

Parameters

boardObservation

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [EyeTracking](#)⁶⁵

EyeTracking.getBoardObservation Method

VB

```
Public Function getBoardObservation( _
    ByVal gazePoint As GazePoint, _
    ByVal left As Single, _
```

```
    ByVal right As Single, _  
    ByVal bottom As Single, _  
    ByVal top As Single _  
) As Single()
```

C#

```
public float[] getBoardObservation(  
    GazePoint gazePoint,  
    float left,  
    float right,  
    float bottom,  
    float top  
)
```

[C++]

```
public float[] getBoardObservation(  
    GazePoint gazePoint,  
    float left,  
    float right,  
    float bottom,  
    float top  
)
```

[JScript]

```
public function getBoardObservation(  
    gazePoint : GazePoint,  
    Left : float,  
    right : float,  
    bottom : float,  
    top : float  
) : float[];
```

Parameters

gazePoint

left

right

bottom

top

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [EyeTracking](#)⁶⁵

EyeTracking.toggleTracking Method

VB

```
Public Sub toggleTracking()
```

C#

```
public void toggleTracking()
```

[C++]

```
public void toggleTracking()
```

[JScript]

```
public function toggleTracking();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [EyeTracking](#)⁶⁵

boardGaze Field

VB

```
Private Shadows boardGaze As Single()
```

C#

```
new private float[] boardGaze
```

```
[C++]
new private float[] boardGaze
```

```
[JScript]
private boardGaze : float[]
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [EyeTracking⁶⁵](#)

gazePoint Field

VB

```
Private gazePoint As GazePoint
```

C#

```
private GazePoint gazePoint
```

```
[C++]
private GazePoint gazePoint
```

```
[JScript]
private gazePoint : GazePoint
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [EyeTracking⁶⁵](#)

pointCounter Field

VB

```
Private pointCounter As Integer
```

C#

```
private int pointCounter
```

[C++]

```
private int pointCounter
```

[JScript]

```
private pointCounter : int
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [EyeTracking](#)⁶⁵

timeStamp Field

VB

```
Private timeStamp As Single
```

C#

```
private float timeStamp
```

[C++]

```
private float timeStamp
```

[JScript]

```
private timeStamp : float
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [EyeTracking⁶⁵](#)

trackingOn Field

VB

```
Private trackingOn As Boolean
```

C#

```
private bool trackingOn
```

[C++]

```
private bool trackingOn
```

[JScript]

```
private trackingOn : boolean
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [EyeTracking⁶⁵](#)

FixationCross Class

System.Object

Error! Hyperlink reference not valid.

FixationCross

VB

```
Public Class FixationCross  
    Inherits MonoBehaviour
```

C#

```
public class FixationCross : MonoBehaviour
```

```
[C++]
public class FixationCross : MonoBehaviour
```

```
[JScript]
public class FixationCross
    extends MonoBehaviour
```

Requirements

Namespace:

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Properties

Methods

Error! Hyperlink reference not valid. (inherited from Component), **Error! Hyperlink reference not valid.** (inherited from MonoBehaviour), **Error! Hyperlink reference not valid.** (inherited from Component), **Error! Hyperlink reference not valid.** (inherited from Object), **Finalize** (inherited from Object), **Error! Hyperlink reference not valid.** (inherited from Component), **GetType** (inherited from Object), **Error! Hyperlink reference not valid.** (inherited from Object), **Error! Hyperlink reference not valid.** (inherited from Object), **Error! Hyperlink reference not valid.** (inherited from MonoBehaviour), **Error! Hyperlink reference not valid.** (inherited from MonoBehaviour), **MemberwiseClone** (inherited from Object), **ReferenceEquals** (inherited from Object), **Error! Hyperlink reference not valid.** (inherited from Component), **Error! Hyperlink reference not valid.** (inherited from Component), **Error! Hyperlink reference not valid.** (inherited from Component), **Start**⁷⁵, **Error! Hyperlink reference not valid.** (inherited from MonoBehaviour), **Error! Hyperlink reference not valid.** (inherited from Object), **Update**⁷⁶, **Error! Hyperlink reference not valid.** (inherited from MonoBehaviour)

Fields

`bullseye`⁷⁶, `bullseyeGreen`⁷⁷, `chessScript`⁷⁸, `cross`⁷⁸, `timer`⁷⁹

FixationCross.Start Method

VB

```
Private Sub Start()
```

C#

```
private void Start()
```

[C++]
private void Start()

[JScript]
private function Start();

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [FixationCross](#)₇₃

FixationCross.Update Method

VB

```
Private Sub Update()
```

C#

```
private void Update()
```

[C++]

```
private void Update()
```

[JScript]

```
private function Update();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [FixationCross](#)₇₃

bullseye Field

VB

```
Public bullseye As Sprite
```

C#

```
public Sprite bullseye
```

[C++]
public Sprite bullseye

[JScript]
public bullseye : Sprite

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [FixationCross](#)⁷³

bullseyeGreen Field

VB

```
Public bullseyeGreen As Sprite
```

C#

```
public Sprite bullseyeGreen
```

[C++]
public Sprite bullseyeGreen

[JScript]
public bullseyeGreen : Sprite

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: FixationCross⁷³

chessScript Field

VB

```
Private chessScript As cgChessBoardScript
```

C#

```
private cgChessBoardScript chessScript
```

[C++]

```
private cgChessBoardScript chessScript
```

[JScript]

```
private chessScript : cgChessBoardScript
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: FixationCross⁷³

cross Field

VB

```
Private cross As GameObject
```

C#

```
private GameObject cross
```

[C++]

```
private GameObject cross
```

```
[JScript]
private cross : GameObject
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [FixationCross](#)₇₃

timer Field

VB

```
Private Shadows timer As Stopwatch
```

C#

```
new private Stopwatch timer
```

```
[C++]
new private Stopwatch timer
```

```
[JScript]
private timer : Stopwatch
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [FixationCross](#)₇₃

NetworkManager Class

[System.Object](#)

Error! Hyperlink reference not valid.

Error! Hyperlink reference not valid.

Error! Hyperlink reference not valid.
Error! Hyperlink reference not valid.
NetworkManager

VB

```
Public Class NetworkManager  
    Inherits MonoBehaviour
```

C#

```
public class NetworkManager : MonoBehaviour
```

[C++]

```
public class NetworkManager : MonoBehaviour
```

```
[JScript]
public class NetworkManager
    extends MonoBehaviour
```

Requirements

Namespace:

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Properties

Hyperlink reference not valid. (inherited from [MonoBehaviour](#)), **Error!** **Hyperlink reference not valid.** (inherited from [Component](#)), **Error!** **Hyperlink reference not valid.** (inherited from [Component](#)), **Error!** **Hyperlink reference not valid.** (inherited from [MonoBehaviour](#))

Methods

Error! **Hyperlink reference not valid.** (inherited from [Component](#)), **Error!** **Hyperlink reference not valid.** (inherited from [MonoBehaviour](#)), **Error!** **Hyperlink reference not valid.** (inherited from [Component](#)), **Error!** **Hyperlink reference not valid.** (inherited from [Object](#)), **Finalize** (inherited from [Object](#)), **Error!** **Hyperlink reference not valid.** (inherited from [Component](#)), **Error!** **Hyperlink reference not valid.** (inherited from [Component](#)), **Error!** **Hyperlink reference not valid.** (inherited from [Component](#)), **Error!** **Hyperlink reference not valid.** (inherited from [Object](#)), **Error!** **Hyperlink reference not valid.** (inherited from [Object](#)), **Error!** **Hyperlink reference not valid.** (inherited from [Object](#)), **GetType** (inherited from [Object](#)), **Error!** **Hyperlink reference not valid.** (inherited from [Object](#)), **Error!** **Hyperlink reference not valid.** (inherited from [Object](#)), **Error!** **Hyperlink reference not valid.** (inherited from [Object](#)), **MemberwiseClone** (inherited from [Object](#)), **NewUser**⁸¹, **ReferenceEquals** (inherited from [Object](#)), **Error!** **Hyperlink reference not valid.** (inherited from [Component](#)), **Error!** **Hyperlink reference not valid.** (inherited from [Component](#)), **Error!** **Hyperlink reference not valid.** (inherited from [Object](#)), **Update**⁸², **UploadChessboardInfo**⁸², **UploadEyeTrackingCoords**⁸³, **UploadNewGameID**⁸⁴, **UploadNewUser**⁸⁴, **buildJsonString**⁸⁵, **newGame**⁸⁶, **Error!** **Hyperlink reference not valid.** (inherited from [MonoBehaviour](#)), **startChessDataCoroutine**⁸⁶, **startEyeTrackingCoroutine**⁸⁷

NetworkManager.NewUser Method

VB

```
Public Sub NewUser()
```

C#

```
public void NewUser()
```

[C++]

```
public void NewUser()
```

```
[JScript]
public function NewUser();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [NetworkManager](#)⁷⁹

NetworkManager.Update Method

VB

```
Public Sub Update()
```

C#

```
public void Update()
```

```
[C++]
public void Update()
```

```
[JScript]
public function Update();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [NetworkManager](#)⁷⁹

NetworkManager.UploadChessboardInfo Method

VB

```
Private Function UploadChessboardInfo() As IEnumerator
```

C#

```
private IEnumator UploadChessboardInfo()
```

[C++]

```
private IEnumator UploadChessboardInfo()
```

[JScript]

```
private function UploadChessboardInfo() : IEnumator;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [NetworkManager](#)₇₉

NetworkManager.UploadEyeTrackingCoords Method

VB

```
Private Function UploadEyeTrackingCoords() As IEnumator
```

C#

```
private IEnumator UploadEyeTrackingCoords()
```

[C++]

```
private IEnumator UploadEyeTrackingCoords()
```

[JScript]

```
private function UploadEyeTrackingCoords() : IEnumator;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role

not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [NetworkManager](#)⁷⁹

NetworkManager.UploadNewGameID Method

VB

```
Private Function UploadNewGameID() As IEnumator
```

C#

```
private IEnumator UploadNewGameID()
```

[C++]

```
private IEnumator UploadNewGameID()
```

[JScript]

```
private function UploadNewGameID() : IEnumator;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [NetworkManager](#)⁷⁹

NetworkManager.UploadNewUser Method

VB

```
Private Function UploadNewUser() As IEnumator
```

C#

```
private IEnumator UploadNewUser()
```

```
[C++]
private IEnumator UploadNewUser()
```

```
[JScript]
private function UploadNewUser() : IEnumator;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [NetworkManager](#)⁷⁹

NetworkManager.buildJsonString Method

VB

```
Private Function buildJsonString( _
    ByVal arr As PointData() _
) As String
```

C#

```
private string buildJsonString(
    PointData[] arr
)
```

```
[C++]
private string buildJsonString(
    PointData[] arr
)
```

```
[JScript]
private function buildJsonString(
    arr : PointData[]
) : String;
```

Parameters

arr

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [NetworkManager](#)⁷⁹

NetworkManager.newGame Method

VB

```
Public Sub newGame()
```

C#

```
public void newGame()
```

[C++]

```
public void newGame()
```

[JScript]

```
public function newGame();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [NetworkManager](#)⁷⁹

NetworkManager.startChessDataCoroutine Method

VB

```
Public Sub startChessDataCoroutine()
```

C#

```
public void startChessDataCoroutine()
```

[C++]
public void startChessDataCoroutine()

[JScript]
public function startChessDataCoroutine();

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [NetworkManager](#)⁷⁹

NetworkManager.startEyeTrackingCoroutine Method

VB

```
Public Sub startEyeTrackingCoroutine()
```

C#

```
public void startEyeTrackingCoroutine()
```

[C++]
public void startEyeTrackingCoroutine()

[JScript]
public function startEyeTrackingCoroutine();

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: NetworkManager⁷⁹

PixelPositions Class

System.Object

Error! Hyperlink reference not valid.
PixelPositions

VB

```
Public Class PixelPositions  
    Inherits MonoBehaviour
```

C#

```
public class PixelPositions : MonoBehaviour
```

[C++]

```
public class PixelPositions : MonoBehaviour
```

[JScript]

```
public class PixelPositions  
    extends MonoBehaviour
```

Requirements

Namespace: 35

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Properties

Error! Hyperlink reference not valid. (inherited from Component), Error! Hyperlink reference not valid. (inherited from Behaviour), Error! Hyperlink reference not valid. (inherited from Component), Error! Hyperlink reference not valid. (inherited from Object), Error! Hyperlink reference not valid.

(inherited from Component), Error! Hyperlink reference not valid. (inherited from Behaviour), Error!
Hyperlink reference not valid. (inherited from Component), Error! Hyperlink reference not valid. (inherited
from Object), Error! Hyperlink reference not valid. (inherited from Component), Error! Hyperlink reference
not valid. (inherited from Component), Error! Hyperlink reference not valid. (inherited from Component),
Error! Hyperlink reference not valid. (inherited from Component), Error! Hyperlink reference not valid.
(inherited from Component), Error! Hyperlink reference not valid. (inherited from Component), Error!
Hyperlink reference not valid. (inherited from MonoBehaviour), Error! Hyperlink reference not valid.
(inherited from Component), Error! Hyperlink reference not valid. (inherited from Component), Error!
Hyperlink reference not valid. (inherited from MonoBehaviour)

Methods

Error! Hyperlink reference not valid. (inherited from Component), Error! Hyperlink reference not valid.
(inherited from MonoBehaviour), Error! Hyperlink reference not valid. (inherited from Component), Error!
Hyperlink reference not valid. (inherited from Object), Error! Hyperlink reference not valid. (inherited from
Object), Error! Hyperlink reference not valid. (inherited from Object), Error! Hyperlink reference not
valid. (inherited from Object), Error! Hyperlink reference not valid. (inherited from Object), Finalize (inherited
from Object), Error! Hyperlink reference not valid. (inherited from Object), Error! Hyperlink reference not
valid. (inherited from Object), Error! Hyperlink reference not valid. (inherited from Object), Error! Hyperlink
reference not valid. (inherited from Object), Error! Hyperlink reference not valid. (inherited from Object),
Error! Hyperlink reference not valid. (inherited from Component), Error! Hyperlink reference not valid.
(inherited from Component), Error! Hyperlink reference not valid. (inherited from Component), Error!
Hyperlink reference not valid. (inherited from Component), Error! Hyperlink reference not valid. (inherited
from Component), Error! Hyperlink reference not valid. (inherited from Component), Error! Hyperlink
reference not valid. (inherited from Object), Error! Hyperlink reference not valid. (inherited from Object),
GetType (inherited from Object), Error! Hyperlink reference not valid. (inherited from Object), Error!
Hyperlink reference not valid. (inherited from MonoBehaviour), Error! Hyperlink reference not valid.
(inherited from MonoBehaviour), Error! Hyperlink reference not valid. (inherited from MonoBehaviour),
MemberwiseClone (inherited from Object), ReferenceEquals (inherited from Object), Error! Hyperlink
reference not valid. (inherited from Component), Error! Hyperlink reference not valid. (inherited from
Component), Start⁸⁹, Error! Hyperlink reference not valid. (inherited from MonoBehaviour), Error! Hyperlink
reference not valid. (inherited from MonoBehaviour), Error! Hyperlink reference not valid. (inherited from
MonoBehaviour), Error! Hyperlink reference not valid. (inherited from MonoBehaviour), Error! Hyperlink
reference not valid. (inherited from Object), Update⁹⁰, getChessBoardEdges⁹¹, Error! Hyperlink reference
not valid. (inherited from MonoBehaviour)

Fields

camera⁹¹, chessBoardEdges⁹²

PixelPositions.Start Method

VB

```
Private Sub Start()
```

C#

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```
private void Start()
```

[C++]
private void Start()

[JScript]
private function Start();

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [PixelPositions](#)⁸⁸

PixelPositions.Update Method

VB

```
Private Sub Update()
```

C#

```
private void Update()
```

[C++]
private void Update()

[JScript]
private function Update();

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [PixelPositions](#)⁸⁸

PixelPositions.getChessBoardEdges Method

VB

```
Public Function getChessBoardEdges() As Vector2()
```

C#

```
public Vector2[] getChessBoardEdges()
```

[C++]

```
public Vector2[] getChessBoardEdges()
```

[JScript]

```
public function getChessBoardEdges() : Vector2[];
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [PixelPositions](#)⁸⁸

camera Field

VB

```
Private camera As Camera
```

C#

```
private Camera camera
```

[C++]

```
private Camera camera
```

```
[JScript]
private camera : Camera
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [PixelPositions](#)⁸⁸

chessBoardEdges Field

VB

```
Public Shadows chessBoardEdges As Vector2()
```

C#

```
new public Vector2[] chessBoardEdges
```

```
[C++]
new public Vector2[] chessBoardEdges
```

```
[JScript]
public chessBoardEdges : Vector2[]
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [PixelPositions](#)⁸⁸

PointData Class

[System.Object](#)

[PointData](#)

VB

```
<Serializable()>
Public Class PointData
```

C#

```
[Serializable()]
public class PointData
```

[C++]

```
[Serializable()]
public class PointData
```

[JScript]

```
public
    Serializable()
class PointData
```

Requirements

Namespace: 35

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Equals](#) (inherited from [Object](#)), [Finalize](#) (inherited from [Object](#)), [GetHashCode](#) (inherited from [Object](#)), [GetType](#) (inherited from [Object](#)), [MemberwiseClone](#) (inherited from [Object](#)), [ReferenceEquals](#) (inherited from [Object](#)), [ToString](#) (inherited from [Object](#))

Fields

[pointCounter](#)₉₃, [timestamp](#)₉₄, [turnCounter](#)₉₅, [x](#)₉₅, [y](#)₉₆

pointCounter Field

VB

```
Public pointCounter As Integer
```

C#

```
public int pointCounter
```

[C++]
public int pointCounter

[JScript]
public pointCounter : int

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [PointData](#)₉₂

timestamp Field

VB

```
Public timestamp As Double
```

C#

```
public double timestamp
```

[C++]
public double timestamp

[JScript]
public timestamp : double

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [PointData₉₂](#)

turnCounter Field

VB

```
Public turnCounter As Integer
```

C#

```
public int turnCounter
```

[C++]

```
public int turnCounter
```

[JScript]

```
public turnCounter : int
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [PointData₉₂](#)

x Field

VB

```
Public x As Double
```

C#

```
public double x
```

[C++]

```
public double x
```

```
[JScript]
public x : double
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [PointData₉₂](#)

y Field

VB

```
Public y As Double
```

C#

```
public double y
```

```
[C++]
public double y
```

```
[JScript]
public y : double
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [PointData₉₂](#)

ProSDKActivation Class

[System.Object](#)

Error! Hyperlink reference not valid.

Error! Hyperlink reference not valid.

Error! Hyperlink reference not valid.
Error! Hyperlink reference not valid.
ProSDKActivation

VB

```
Public Class ProSDKActivation  
    Inherits MonoBehaviour
```

C#

```
public class ProSDKActivation : MonoBehaviour
```

[C++]

```
public class ProSDKActivation : MonoBehaviour
```

```
[JScript]
public class ProSDKActivation
    extends MonoBehaviour
```

Requirements

Namespace:

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Properties

Hyperlink reference not valid. (inherited from `MonoBehaviour`), **Error!** **Hyperlink reference not valid.** (inherited from `Component`), **Error!** **Hyperlink reference not valid.** (inherited from `Component`), **Error!** **Hyperlink reference not valid.** (inherited from `MonoBehaviour`)

Methods

`ApplyLicense`₉₈, **Error!** **Hyperlink reference not valid.** (inherited from `Component`), **Error!** **Hyperlink reference not valid.** (inherited from `MonoBehaviour`), **Error!** **Hyperlink reference not valid.** (inherited from `Component`), **Error!** **Hyperlink reference not valid.** (inherited from `Object`), **Finalize** (inherited from `Object`), **Error!** **Hyperlink reference not valid.** (inherited from `Component`), **Error!** **Hyperlink reference not valid.** (inherited from `Object`), **Error!** **Hyperlink reference not valid.** (inherited from `Object`), **GetType** (inherited from `Object`), **Error!** **Hyperlink reference not valid.** (inherited from `Object`), **Error!** **Hyperlink reference not valid.** (inherited from `Object`), **Error!** **Hyperlink reference not valid.** (inherited from `MonoBehaviour`), **Error!** **Hyperlink reference not valid.** (inherited from `MonoBehaviour`), **Error!** **Hyperlink reference not valid.** (inherited from `MonoBehaviour`), **MemberwiseClone** (inherited from `Object`), **ReferenceEquals** (inherited from `Object`), **Error!** **Hyperlink reference not valid.** (inherited from `Component`), **Error!** **Hyperlink reference not valid.** (inherited from `Component`), **Start**₉₉, **Error!** **Hyperlink reference not valid.** (inherited from `MonoBehaviour`), **Update**₁₀₀, **Error!** **Hyperlink reference not valid.** (inherited from `MonoBehaviour`)

Fields

`eyeTracker`₁₀₀, `gazePoint`₁₀₁

ProSDKActivation.ApplyLicense Method

VB

```
Private Shared Sub ApplyLicense( _
    ByVal eyeTracker As IEyeTracker, _
    ByVal licensePath As String _
)
```

C#

```
private static void ApplyLicense(
    IEyeTracker eyeTracker,
    string licensePath
)
```

```
[C++]
private static void ApplyLicense(
    IEyeTracker eyeTracker,
    string licensePath
)
```

```
[JScript]
private static function ApplyLicense(
    eyeTracker : IEyeTracker,
    licensePath : String
);
```

Parameters

eyeTracker

licensePath

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ProSDKActivation](#)₉₆

ProSDKActivation.Start Method

VB

```
Private Sub Start()
```

C#

```
private void Start()
```

```
[C++]
private void Start()
```

```
[JScript]
```

```
private function Start();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ProSDKActivation](#)₉₆

ProSDKActivation.Update Method

VB

```
Private Sub Update()
```

C#

```
private void Update()
```

```
[C++]
private void Update()
```

```
[JScript]
private function Update();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ProSDKActivation](#)₉₆

eyeTracker Field

VB

```
Public eyeTracker As IEyeTracker
```

C#

```
public IEyeTracker eyeTracker
```

[C++]

```
public IEyeTracker eyeTracker
```

[JScript]

```
public eyeTracker : IEyeTracker
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ProSDKActivation](#)₉₆

gazePoint Field

VB

```
Private gazePoint As GazePoint
```

C#

```
private GazePoint gazePoint
```

[C++]

```
private GazePoint gazePoint
```

[JScript]

```
private gazePoint : GazePoint
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role

not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ProSDKActivation](#)⁹⁶

Puzzle Class

[System.Object](#)

[Puzzle](#)

VB

```
Public Class Puzzle
```

C#

```
public class Puzzle
```

[C++]

```
public class Puzzle
```

[JScript]

```
public class Puzzle
```

Requirements

Namespace: [35](#)

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Equals](#) (inherited from [Object](#)), [Finalize](#) (inherited from [Object](#)), [GetHashCode](#) (inherited from [Object](#)), [GetType](#) (inherited from [Object](#)), [JsonToPuzzle](#)¹⁰³, [MemberwiseClone](#) (inherited from [Object](#)), [ReferenceEquals](#) (inherited from [Object](#)), [ToString](#) (inherited from [Object](#)), [convertToMove](#)¹⁰⁴, [fenToBoard](#)¹⁰⁵, [initBoard](#)¹⁰⁶, [insertIntoGrid](#)¹⁰⁷

Fields

[attempts](#)¹⁰⁷, [board](#)¹⁰⁸, [color](#)¹⁰⁹, [deviation](#)¹⁰⁹, [fen](#)¹¹⁰, [gameId](#)¹¹¹, [history](#)¹¹¹, [id](#)¹¹², [initialMove](#)¹¹³, [initialPly](#)¹¹³, [pieceToIndex](#)¹¹⁴, [rating](#)¹¹⁵, [solution](#)¹¹⁵, [url](#)¹¹⁶, [vote](#)¹¹⁶

Puzzle Constructor

Constructor that receives a Json object with the puzzle data

VB

```
Public Sub New(  
    ByVal Json As String  
)
```

C#

```
public Puzzle(  
    string Json  
)
```

```
[C++]  
public Puzzle(  
    string Json  
)
```

```
[JScript]  
public function Puzzle(  
    Json : String  
) ;
```

Parameters

Json

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Puzzle](#)₁₀₂

Puzzle.JsonToPuzzle Method

VB

```
Private Sub JsonToPuzzle(  
    ByVal data As JsonData  
)
```

C#

```
private void JsonToPuzzle(  
    jsonData data  
)
```

[C++]

```
private void JsonToPuzzle(  
    jsonData data  
)
```

[JScript]

```
private function JsonToPuzzle(  
    data : jsonData  
) ;
```

Parameters

data

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Puzzle](#)₁₀₂

Puzzle.convertToMove Method

Converts the Json notation of the database to the "cgSimpleMove" type used in the chess game

VB

```
Public Shared Function convertToMove( _  
    ByVal data As String _  
) As cgSimpleMove
```

C#

```
public static cgSimpleMove convertToMove(  
    string data  
)
```

```
[C++]
public static cgSimpleMove convertToMove(
    string data
)
```

```
[JScript]
public static function convertToMove(
    data : String
) : cgSimpleMove;
```

Parameters

data

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Puzzle](#)₁₀₂

Puzzle.fenToBoard Method

Reads from fen and inserts into board

VB

```
Private Function fenToBoard( _
    ByVal fen As String _
) As List(Of SByte)
```

C#

```
private List<SByte> fenToBoard(
    string fen
)
```

```
[C++]
private List<SByte> fenToBoard(
    string fen
)
```

[JScript]

JScript does not support generic types and methods.

Parameters

fen

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Puzzle₁₀₂](#)

Puzzle.initBoard Method

Initializes the puzzle board and prepares it for insertion into the game

VB

```
Private Sub initBoard()
```

C#

```
private void initBoard()
```

[C++]

```
private void initBoard()
```

[JScript]

```
private function initBoard();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Puzzle₁₀₂](#)

Puzzle.insertIntoGrid Method

VB

```
Private Sub insertIntoGrid( _
    ByVal c As Char, _
    ByVal grid As List(Of SByte) _
)
```

C#

```
private void insertIntoGrid(
    char c,
    List<SByte> grid
)
```

[C++]
private void insertIntoGrid(
char c,
List<SByte> grid
)

[JScript]
JScript does not support generic types and methods.

Parameters

c

grid

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Puzzle](#)₁₀₂

attempts Field

The number of attempts made to solve the puzzle

VB

```
Public attempts As Integer
```

C#

```
public int attempts
```

[C++]

```
public int attempts
```

[JScript]

```
public attempts : int
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Puzzle₁₀₂](#)

board Field

The board that the puzzle represents

VB

```
Public board As cgBoard
```

C#

```
public cgBoard board
```

[C++]

```
public cgBoard board
```

[JScript]

```
public board : cgBoard
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Puzzle₁₀₂](#)

color Field

The color of the player in the puzzle

VB

```
Public color As String
```

C#

```
public string color
```

[C++]

```
public string color
```

[JScript]

```
public color : String
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Puzzle₁₀₂](#)

deviation Field

TODO: write some stuff

VB

```
Public deviation As Integer
```

C#

```
public int deviation
```

[C++]
public int deviation

[JScript]
public deviation : int

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Puzzle](#)₁₀₂

fen Field

The starting state of the chessboard in fen notation

VB

```
Public fen As String
```

C#

```
public string fen
```

[C++]
public string fen

[JScript]
public fen : String

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Puzzle₁₀₂](#)

gameId Field

The id of the game the puzzle was generated from

VB

```
Public gameId As String
```

C#

```
public string gameId
```

[C++]

```
public string gameId
```

[JScript]

```
public gameId : String
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Puzzle₁₀₂](#)

history Field

The history of moves that lead up to the puzzle. Not always valid because some entries in the database are missing their history

VB

```
Public Shadows history As List(Of String)
```

C#

```
new public List<string> history
```

```
[C++]
new public List<string> history
```

```
[JScript]
JScript does not support generic types and methods.
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Puzzle₁₀₂](#)

id Field

The id of the puzzle

```
VB
```

```
Public id As Integer
```

```
C#
```

```
public int id
```

```
[C++]
public int id
```

```
[JScript]
public id : int
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Puzzle₁₀₂](#)

initialMove Field

TODO: Write something here

VB

```
Public initialMove As String
```

C#

```
public string initialMove
```

[C++]

```
public string initialMove
```

[JScript]

```
public initialMove : String
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Puzzle₁₀₂](#)

initialPly Field

TODO: Write something here

VB

```
Public initialPly As String
```

C#

```
public string initialPly
```

[C++]

```
public string initialPly
```

```
[JScript]
public initialPly : String
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Puzzle₁₀₂](#)

pieceToIndex Field

Dictionary that translates the symbol for each piece from fen notation to the index used in this chess game

```
VB
```

```
Public Shared Shadows pieceToIndex As Dictionary(Of Char, Integer)
```

```
C#
```

```
new public static Dictionary<char, int> pieceToIndex
```

```
[C++]
```

```
new public static Dictionary<char, int> pieceToIndex
```

```
[JScript]
```

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Puzzle₁₀₂](#)

rating Field

The glicko rating of the puzzle

VB

```
Public rating As Integer
```

C#

```
public int rating
```

[C++]

```
public int rating
```

[JScript]

```
public rating : int
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Puzzle₁₀₂](#)

solution Field

A dictionary containing the solution to the puzzle. Each move is a key and the values can be: the next move to be made, retry, win. If the key doesn't exist the player has failed the puzzle.

VB

```
Public solution As JsonData
```

C#

```
public JsonData solution
```

[C++]

```
public JsonData solution
```

```
[JScript]
public solution : JsonData
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Puzzle₁₀₂](#)

url Field

The URL of the puzzle

```
VB
```

```
Public url As String
```

```
C#
```

```
public string url
```

```
[C++]
public string url
```

```
[JScript]
public url : String
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Puzzle₁₀₂](#)

vote Field

How many votes the puzzle has

VB

```
Public vote As Integer
```

C#

```
public int vote
```

[C++]

```
public int vote
```

[JScript]

```
public vote : int
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Puzzle₁₀₂](#)

PuzzleController Class

[System.Object](#)

Error! Hyperlink reference not valid.

PuzzleController

VB

```
Public Class PuzzleController  
    Inherits MonoBehaviour
```

C#

```
public class PuzzleController : MonoBehaviour
```

[C++]

```
public class PuzzleController : MonoBehaviour
```

```
[JScript]
public class PuzzleController
    extends MonoBehaviour
```

Requirements

Namespace:

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Properties

Methods

Error! Hyperlink reference not valid. (inherited from Component), **Error! Hyperlink reference not valid.** (inherited from MonoBehaviour), **Error! Hyperlink reference not valid.** (inherited from Component), **Error! Hyperlink reference not valid.** (inherited from Object), **EmptyPuzzleInfo**₁₁₉, **Error! Hyperlink reference not valid.** (inherited from Object), **Finalize** (inherited from Object), **Error! Hyperlink reference not valid.** (inherited from Component), **Error! Hyperlink reference not valid.**

reference not valid. (inherited from [Component](#)), **Error! Hyperlink reference not valid.** (inherited from [Component](#)), **Error! Hyperlink reference not valid.** (inherited from [Object](#)), **Error! Hyperlink reference not valid.** (inherited from [Object](#)), **Error! Hyperlink reference not valid.** (inherited from [Object](#)), **Error! Hyperlink reference not valid.** (inherited from [MonoBehaviour](#)), **Error! Hyperlink reference not valid.** (inherited from [MonoBehaviour](#)), **Error! Hyperlink reference not valid.** (inherited from [MonoBehaviour](#)), **MemberwiseClone** (inherited from [Object](#)), [PostAttemptCoroutine](#)₁₂₀, [ReferenceEquals](#) (inherited from [Object](#)), [RenderPuzzleInfo](#)₁₂₀, **Error! Hyperlink reference not valid.** (inherited from [Component](#)), [Start](#)₁₂₁, **Error! Hyperlink reference not valid.** (inherited from [MonoBehaviour](#)), **Error! Hyperlink reference not valid.** (inherited from [MonoBehaviour](#)), **Error! Hyperlink reference not valid.** (inherited from [MonoBehaviour](#)), **Error! Hyperlink reference not valid.** (inherited from [Object](#)), [ToggleDeveloperMode](#)₁₂₁, [Update](#)₁₂₂, [generateUrl](#)₁₂₃, [getNextPuzzle](#)₁₂₃, [getPuzzleWithId](#)₁₂₄, [getPuzzleWithIdCoroutine](#)₁₂₅, [getRandomPuzzle](#)₁₂₆, **Error! Hyperlink reference not valid.** (inherited from [MonoBehaviour](#))

Fields

[_callback](#)₁₂₇, [boardScript](#)₁₂₈, [currentPuzzle](#)₁₂₈, [developerMode](#)₁₂₉, [headers](#)₁₂₉, [puzzles](#)₁₃₀, [serverLocationUrl](#)₁₃₁

PuzzleController.EmptyPuzzleInfo Method

VB

```
Public Sub EmptyPuzzleInfo()
```

C#

```
public void EmptyPuzzleInfo()
```

[C++]

```
public void EmptyPuzzleInfo()
```

[JScript]

```
public function EmptyPuzzleInfo();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [PuzzleController](#)₁₁₇

PuzzleController.PostAttemptCoroutine Method

VB

```
Public Function PostAttemptCoroutine() As IEnum
```

C#

```
public IEnum
```

[C++]

```
public IEnum
```

[JScript]

```
public function PostAttemptCoroutine() : IEnum;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [PuzzleController](#)¹¹⁷

PuzzleController.RenderPuzzleInfo Method

VB

```
Public Sub RenderPuzzleInfo()
```

C#

```
public void RenderPuzzleInfo()
```

[C++]

```
public void RenderPuzzleInfo()
```

[JScript]

```
public function RenderPuzzleInfo();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [PuzzleController](#)₁₁₇

PuzzleController.Start Method

VB

```
Private Sub Start()
```

C#

```
private void Start()
```

[C++]

```
private void Start()
```

[JScript]

```
private function Start();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [PuzzleController](#)₁₁₇

PuzzleController.ToggleDeveloperMode Method

VB

```
Public Sub ToggleDeveloperMode()
```

C#

```
public void ToggleDeveloperMode()
```

[C++]
public void ToggleDeveloperMode()

[JScript]
public function ToggleDeveloperMode();

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [PuzzleController](#)₁₁₇

PuzzleController.Update Method

VB

```
Private Sub Update()
```

C#

```
private void Update()
```

[C++]
private void Update()

[JScript]
private function Update();

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [PuzzleController](#)₁₁₇

PuzzleController.generateUrl Method

Generates the appropriate URL for the given id

VB

```
Private Function generateUrl( _
    ByVal id As String _
) As String
```

C#

```
private string generateUrl(
    string id
)
```

[C++]

```
private string generateUrl(
    string id
)
```

[JScript]

```
private function generateUrl(
    id : String
) : String;
```

Parameters

id

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [PuzzleController](#)₁₁₇

PuzzleController.getNextPuzzle Method

Gets the next puzzle in the predetermined array of puzzles

VB

```
Public Sub getNextPuzzle( _
    ByVal callback As Action(Of Puzzle) _
)
```

C#

```
public void getNextPuzzle(
    Action<Puzzle> callback
)
```

[C++]

```
public void getNextPuzzle(
    Action<Puzzle> callback
)
```

[JScript]

JScript does not support generic types and methods.

Parameters

callback

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [PuzzleController](#)¹¹⁷

PuzzleController.getPuzzleWithId Method

Gets the puzzle with the corresponding ID

VB

```
Public Sub getPuzzleWithId( _
    ByVal id As String, _
    ByVal callback As Action(Of Puzzle) _
)
```

C#

```
public void getPuzzleWithId(
```

```
        string id,
        Action<Puzzle> callback
    )
```

```
[C++]
public void getPuzzleWithId(
    string id,
    Action<Puzzle> callback
)
```

```
[JScript]
JScript does not support generic types and methods.
```

Parameters

id

callback

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [PuzzleController](#)₁₁₇

PuzzleController.getPuzzleWithIdCoroutine Method

Retrieves the puzzle from the server. On success calls the function that loads the puzzle into the game

VB

```
Public Function getPuzzleWithIdCoroutine( _
    ByVal id As String _
) As Ienumerator
```

C#

```
public Ienumerator getPuzzleWithIdCoroutine(
    string id
)
```

```
[C++]
public IEnumator getPuzzleWithIdCoroutine(
    string id
)
```

```
[JScript]
public function getPuzzleWithIdCoroutine(
    id : String
) : IEnumator;
```

Parameters

id

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [PuzzleController](#)¹¹⁷

PuzzleController.getRandomPuzzle Method

Gets a random puzzle with ID between 1 and 120000

VB

```
Public Sub getRandomPuzzle( _
    ByVal callback As Action(Of Puzzle) _
)
```

C#

```
public void getRandomPuzzle(
    Action<Puzzle> callback
)
```

```
[C++]
public void getRandomPuzzle(
    Action<Puzzle> callback
)
```

[JScript]

JScript does not support generic types and methods.

Parameters

callback

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [PuzzleController](#)₁₁₇

_callback Field

VB

```
Private _callback As Action(Of Puzzle)
```

C#

```
private Action<Puzzle> _callback
```

[C++]

```
private Action<Puzzle> _callback
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [PuzzleController](#)₁₁₇

boardScript Field

A reference to the boardscript being used in the game

VB

```
Private boardScript As cgChessBoardScript
```

C#

```
private cgChessBoardScript boardScript
```

[C++]

```
private cgChessBoardScript boardScript
```

[JScript]

```
private boardScript : cgChessBoardScript
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [PuzzleController](#)₁₁₇

currentPuzzle Field

The current puzzle being used

VB

```
Public currentPuzzle As Puzzle
```

C#

```
public Puzzle currentPuzzle
```

[C++]

```
public Puzzle currentPuzzle
```

```
[JScript]
public currentPuzzle : Puzzle
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [PuzzleController](#)¹¹⁷

developerMode Field

Is developer mode enabled or not?

VB

```
Public developerMode As Boolean
```

C#

```
public bool developerMode
```

```
[C++]
public bool developerMode
```

```
[JScript]
public developerMode : boolean
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [PuzzleController](#)¹¹⁷

headers Field

A dictionary of headers sent with the GET requests

VB

```
Private headers As Dictionary(Of String, String)
```

C#

```
private Dictionary<string, string> headers
```

[C++]

```
private Dictionary<string, string> headers
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [PuzzleController](#)₁₁₇

puzzles Field

A dictionary of previously loaded puzzles

VB

```
Private puzzles As Dictionary(Of String, Puzzle)
```

C#

```
private Dictionary<string, Puzzle> puzzles
```

[C++]

```
private Dictionary<string, Puzzle> puzzles
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [PuzzleController](#)₁₁₇

serverLocationUrl Field

The url of the server being used

VB

```
Public serverLocationUrl As String
```

C#

```
public string serverLocationUrl
```

[C++]

```
public string serverLocationUrl
```

[JScript]

```
public serverLocationUrl : String
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [PuzzleController](#)₁₁₇

PuzzleEngine Class

[System.Object](#)

Error! Hyperlink reference not valid.

[cgEngine](#)₂₈₁

PuzzleEngine

VB

```
Public Class PuzzleEngine  
    Inherits cgEngine
```

C#

```
public class PuzzleEngine : cgEngine
```

[C++]

```
public class PuzzleEngine : cgEngine
```

[JScript]

```
public class PuzzleEngine  
    extends cgEngine
```

Requirements

Namespace: 35

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Properties

(inherited from Component), Error! Hyperlink reference not valid. (inherited from Component), Error! Hyperlink reference not valid. (inherited from MonoBehaviour)

Methods

Error! Hyperlink reference not valid. (inherited from Component), **Error! Hyperlink reference not valid.** (inherited from MonoBehaviour), **Error! Hyperlink reference not valid.** (inherited from Component), **Error! Hyperlink reference not valid.** (inherited from Object), **Finalize** (inherited from Object), **Error! Hyperlink reference not valid.** (inherited from Component), **Error! Hyperlink reference not valid.** (inherited from Object), **Error! Hyperlink reference not valid.** (inherited from Object), **Error! Hyperlink reference not valid.** (inherited from Object), **GetLastMoveStatus**¹³⁴, **GetType** (inherited from Object), **GetValidMoves**¹³⁵, **Error! Hyperlink reference not valid.** (inherited from Object), **Error! Hyperlink reference not valid.** (inherited from MonoBehaviour), **Error! Hyperlink reference not valid.** (inherited from MonoBehaviour), **Error! Hyperlink reference not valid.** (inherited from MonoBehaviour), **MakeMove**¹³⁶, **MemberwiseClone** (inherited from Object), **MoveMade**¹³⁷, **PlayerMove**¹³⁷, **ReferenceEquals** (inherited from Object), **Error! Hyperlink reference not valid.** (inherited from Component), **Error! Hyperlink reference not valid.** (inherited from Component), **Error! Hyperlink reference not valid.** (inherited from MonoBehaviour), **TellLegals**²⁸⁵ (inherited from cgEngine), **Error! Hyperlink reference not valid.** (inherited from Object), **Error! Hyperlink reference not valid.** (inherited from Object), **Error! Hyperlink reference not valid.** (inherited from MonoBehaviour)

Fields

BoardStatesExamined₂₉₂ (inherited from `cgEngine`), **CurrentBoardValue**₂₉₃ (inherited from `cgEngine`), **Finished**₂₉₃ (inherited from `cgEngine`), **LoadBar**₂₉₄ (inherited from `cgEngine`), **MoveAsWhite**₂₉₅ (inherited from `cgEngine`), **Moves**₂₉₅ (inherited from `cgEngine`), **MovesLeftToAnalyze**₂₉₆ (inherited from `cgEngine`), **SearchDepthEndGame**₂₉₇ (inherited from `cgEngine`), **SearchDepthStrong**₂₉₇ (inherited from `cgEngine`), **SearchDepthWeak**₂₉₈ (inherited from `cgEngine`), **TotalMovesToAnalyze**₂₉₉ (inherited from `cgEngine`), **puzzle**₁₃₈, **solution**₁₃₉, **status**₁₄₀

PuzzleEngine Constructor

The constructor, takes puzzle as parameter

VB

```
Public Sub New( _  
    ByVal p As Puzzle _  
)
```

C#

```
public PuzzleEngine(  
    Puzzle p  
)
```

[C++]

```
public PuzzleEngine(  
    Puzzle p  
)
```

[JScript]

```
public function PuzzleEngine(  
    p : Puzzle  
) ;
```

Parameters

p

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [PuzzleEngine](#)₁₃₁

PuzzleEngine.GetLastMoveStatus Method

Called after making a move and retrieves the status of the solution. Used when checking whether the player has reached the end or if he should retry the move.

VB

```
Public Overrides Function GetLastMoveStatus() As String
```

C#

```
public override string GetLastMoveStatus()
```

[C++]

```
public override string GetLastMoveStatus()
```

```
[JScript]
public function GetLastMoveStatus() : String;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [PuzzleEngine](#)₁₃₁

PuzzleEngine.GetValidMoves Method

Retrieves the next valid moves in the puzzle

VB

```
Public Function GetValidMoves() As List(Of String)
```

C#

```
public List<string> GetValidMoves()
```

```
[C++]
public List<string> GetValidMoves()
```

```
[JScript]
JScript does not support generic types and methods.
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [PuzzleEngine](#)₁₃₁

PuzzleEngine.MakeMove Method

Called when the engine should generate a move. Calls the callback function of the chessboard script

VB

```
Public Overrides Sub MakeMove( _
    ByVal board As cgBoard, _
    ByVal MoveAsWhiteP As Boolean, _
    ByVal callback As Action(Of cgSimpleMove) _
)
```

C#

```
public override void MakeMove(
    cgBoard board,
    bool MoveAsWhiteP,
    Action<cgSimpleMove> callback
)
```

[C++]

```
public override void MakeMove(
    cgBoard board,
    bool MoveAsWhiteP,
    Action<cgSimpleMove> callback
)
```

[JScript]

JScript does not support generic types and methods.

Parameters

board

MoveAsWhiteP

callback

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [PuzzleEngine](#)₁₃₁

PuzzleEngine.MoveMade Method

A move has been made and the position in the solution is updated

VB

```
Public Sub MoveMade( _  
    ByVal move As String _  
)
```

C#

```
public void MoveMade(  
    string move  
)
```

[C++]

```
public void MoveMade(  
    string move  
)
```

[JScript]

```
public function MoveMade(  
    move : String  
) ;
```

Parameters

move

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [PuzzleEngine](#)₁₃₁

PuzzleEngine.PlayerMove Method

Called when the player makes a move. Returns true if the move is valid and calls the MoveMade function. Otherwise returns false;

VB

```
Public Overrides Function PlayerMove( _
```

```
    ByVal move As cgSimpleMove _  
) As Boolean
```

C#

```
public override bool PlayerMove(  
    cgSimpleMove move  
)
```

[C++]

```
public override bool PlayerMove(  
    cgSimpleMove move  
)
```

[JScript]

```
public function PlayerMove(  
    move : cgSimpleMove  
) : boolean;
```

Parameters

move

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [PuzzleEngine](#)₁₃₁

puzzle Field

The current puzzle being worked on

VB

```
Private puzzle As Puzzle
```

C#

```
private Puzzle puzzle
```

```
[C++]
private Puzzle puzzle
```

```
[JScript]
private puzzle : Puzzle
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [PuzzleEngine](#)₁₃₁

solution Field

The solution to the puzzle in Json form

VB

```
Public solution As JsonData
```

C#

```
public JsonData solution
```

```
[C++]
public JsonData solution
```

```
[JScript]
public solution : JsonData
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [PuzzleEngine](#)₁₃₁

status Field

The status of the puzzle. Updated after each move. Can be "retry", "win" or some ongoing moveset

VB

```
Public status As String
```

C#

```
public string status
```

[C++]

```
public string status
```

[JScript]

```
public status : String
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [PuzzleEngine](#)₁₃₁

UserInfoController Class

A singleton class

[System.Object](#)

Error! Hyperlink reference not valid.

[UserInfoController](#)

VB

```
Public Class UserInfoController  
    Inherits MonoBehaviour
```

C#

```
public class UserInfoController : MonoBehaviour
```

[C++]

```
public class UserInfoController : MonoBehaviour
```

[JScript]

```
public class UserInfoController  
    extends MonoBehaviour
```

Requirements

Namespace: 35

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Properties

EloObject¹⁴², **UserDataTable**¹⁴³, **Error! Hyperlink reference not valid.** (inherited from **Component**), **Error!** **Hyperlink reference not valid.** (inherited from **Component**), **Error! Hyperlink reference not valid.** (inherited from **Component**), **Error! Hyperlink reference not valid.** (inherited from **Behaviour**), **Error! Hyperlink reference not valid.** (inherited from **Component**), **Error! Hyperlink reference not valid.** (inherited from **Object**), **Error!** **Hyperlink reference not valid.** (inherited from **Component**), **Error! Hyperlink reference not valid.** (inherited from **Component**), **Error! Hyperlink reference not valid.** (inherited from **Behaviour**), **Error! Hyperlink reference not valid.** (inherited from **Component**), **mouseDisabled**¹⁴³, **Error! Hyperlink reference not valid.** (inherited from **Object**), **Error! Hyperlink reference not valid.** (inherited from **Component**), **Error!** **Hyperlink reference not valid.** (inherited from **Component**), **Error! Hyperlink reference not valid.** (inherited from **Component**), **Error! Hyperlink reference not valid.** (inherited from **Component**), **Error! Hyperlink reference not valid.** (inherited from **MonoBehaviour**), **submissionReady**¹⁴⁴, **Error! Hyperlink reference not valid.** (inherited from **Component**), **Error! Hyperlink reference not valid.** (inherited from **Component**), **Error! Hyperlink reference not valid.** (inherited from **MonoBehaviour**)

Methods

Awake¹⁴⁴, **Error! Hyperlink reference not valid.** (inherited from **Component**), **Error! Hyperlink reference not valid.** (inherited from **MonoBehaviour**), **CheckValidFields**¹⁴⁵, **Error! Hyperlink reference not valid.** (inherited from **Component**), **CreateTextObj**¹⁴⁶, **Error! Hyperlink reference not valid.** (inherited from **Object**), **FillUserInfo**¹⁴⁷, **Finalize** (inherited from **Object**), **Error! Hyperlink reference not valid.** (inherited from **Object**)

reference not valid. (inherited from `Object`), **Error! Hyperlink reference not valid.** (inherited from `Component`), **Error! Hyperlink reference not valid.** (inherited from `Object`), `GetType` (inherited from `Object`), **Error! Hyperlink reference not valid.** (inherited from `Object`), **Error! Hyperlink reference not valid.** (inherited from `MonoBehaviour`), `MemberwiseClone` (inherited from `Object`), `ReferenceEquals` (inherited from `Object`), **Error! Hyperlink reference not valid.** (inherited from `Component`), `Start`¹⁴⁷, **Error! Hyperlink reference not valid.** (inherited from `MonoBehaviour`), **Error! Hyperlink reference not valid.** (inherited from `MonoBehaviour`), **Error! Hyperlink reference not valid.** (inherited from `MonoBehaviour`), `Submit`¹⁴⁸, **Error! Hyperlink reference not valid.** (inherited from `Object`), `ValidID`¹⁴⁹, **Error! Hyperlink reference not valid.** (inherited from `MonoBehaviour`), `toggleMouse`¹⁵⁰

Fields

`ELO`¹⁵⁰, `currUser`¹⁵¹, `disableMouse`¹⁵¹, `instance`¹⁵², `submit`¹⁵³

UserInfoController.EloObject Property

VB

```
Public ReadOnly Shared Property EloObject() As GameObject
```

C#

```
public static GameObject EloObject {get;}
```

[C++]

```
public static GameObject EloObject {get;}
```

[JScript]

```
public static function get EloObject():GameObject;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [UserInfoController](#)¹⁴⁰

UserInfoController(userDataInstance Property)

VB

```
Public ReadOnly Shared Property userDataInstance() As UserData
```

C#

```
public static UserData userDataInstance {get;}
```

[C++]

```
public static UserData userDataInstance {get;}
```

[JScript]

```
public static function get userDataInstance() : UserData;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [UserInfoController](#)¹⁴⁰

UserInfoController.mouseDisabled Property

VB

```
Public ReadOnly Shared Property mouseDisabled() As Boolean
```

C#

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

[C++]

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

[JScript]

```
public static function get mouseDisabled() : boolean;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [UserInfoController](#)¹⁴⁰

UserInfoController.submissionReady Property

VB

```
Public Shared Property submissionReady() As Boolean
```

C#

```
public static bool submissionReady {get; set;}
```

[C++]

```
public static bool submissionReady {get; set;}
```

[JScript]

```
public static function get submissionReady() : boolean;
public static function set submissionReady(value : boolean);
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [UserInfoController](#)¹⁴⁰

UserInfoController.Awake Method

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```
Public Sub Awake()
```

C#

```
public void Awake()
```

[C++]

```
public void Awake()
```

[JScript]

```
public function Awake();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [UserInfoController](#)¹⁴⁰

UserInfoController.CheckValidFields Method

Checks which fields are valid and which aren't

VB

```
Private Function CheckValidFields( _
    ByVal currUser As UserData _ 
) As Boolean
```

C#

```
private bool CheckValidFields(
    UserData currUser
)
```

[C++]

```
private bool CheckValidFields(
    UserData currUser
)
```

```
[JScript]
private function CheckValidFields(
    currUser : UserData
) : boolean;
```

Parameters

currUser

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [UserInfoController](#)¹⁴⁰

UserInfoController.CreateTextObj Method

VB

```
Public Shared Function CreateTextObj( _
    ByVal textObj As GameObject _
) As Text
```

C#

```
public static Text CreateTextObj(
    GameObject textObj
)
```

```
[C++]
public static Text CreateTextObj(
    GameObject textObj
)
```

```
[JScript]
public static function CreateTextObj(
    textObj : GameObject
) : Text;
```

Parameters

textObj

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [UserInfoController](#)¹⁴⁰

UserInfoController.FillUserInfo Method

VB

```
Public Sub FillUserInfo()
```

C#

```
public void FillUserInfo()
```

[C++]

```
public void FillUserInfo()
```

[JScript]

```
public function FillUserInfo();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [UserInfoController](#)¹⁴⁰

UserInfoController.Start Method

VB

```
Private Sub Start()
```

C#

```
private void Start()
```

[C++]
private void Start()

[JScript]
private function Start();

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [UserInfoController](#)¹⁴⁰

UserInfoController.Submit Method

VB

```
Public Sub Submit()
```

C#

```
public void Submit()
```

[C++]
public void Submit()

[JScript]
public function Submit();

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [UserInfoController](#)¹⁴⁰

UserInfoController.ValidID Method

VB

```
Public Shared Function ValidID( _  
    ByVal ID As String, _  
    ByVal text As Text _  
) As Boolean
```

C#

```
public static bool ValidID(  
    string ID,  
    Text text  
)
```

[C++]

```
public static bool ValidID(  
    string ID,  
    Text text  
)
```

[JScript]

```
public static function ValidID(  
    ID : String,  
    text : Text  
) : boolean;
```

Parameters

ID

text

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [UserInfoController](#)¹⁴⁰

UserInfoController.toggleMouse Method

VB

```
Public Sub toggleMouse()
```

C#

```
public void toggleMouse()
```

[C++]

```
public void toggleMouse()
```

[JScript]

```
public function toggleMouse();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [UserInfoController](#)¹⁴⁰

ELO Field

This is the ELO questions panel

VB

```
Private ELO As GameObject
```

C#

```
private GameObject ELO
```

[C++]

```
private GameObject ELO
```

[JScript]

```
private ELO : GameObject
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [UserInfoController](#)¹⁴⁰

currUser Field

The Information about from the questionnaire

VB

```
Private currUser As UserData
```

C#

```
private UserData currUser
```

[C++]

```
private UserData currUser
```

[JScript]

```
private currUser : UserData
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [UserInfoController](#)¹⁴⁰

disableMouse Field

Determines if the mouse is enabled

VB

```
Public Shared disableMouse As Boolean
```

C#

```
public static bool disableMouse
```

[C++]

```
public static bool disableMouse
```

[JScript]

```
public static disableMouse : boolean
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [UserInfoController](#)¹⁴⁰

instance Field

The instance of the User Info Controller

VB

```
Private Shared instance As UserInfoController
```

C#

```
private static UserInfoController instance
```

[C++]

```
private static UserInfoController instance
```

[JScript]

```
private static instance : UserInfoController
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [UserInfoController](#)¹⁴⁰

submit Field

Is form valid or invalid for submit

VB

```
Private submit As Boolean
```

C#

```
private bool submit
```

[C++]

```
private bool submit
```

[JScript]

```
private submit : boolean
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [UserInfoController](#)¹⁴⁰

ValidateInput Class

[System.Object](#)

Error! Hyperlink reference not valid.

ValidateInput

VB

```
Public Class ValidateInput  
    Inherits MonoBehaviour
```

C#

```
public class ValidateInput : MonoBehaviour
```

```
[C++]
public class ValidateInput : MonoBehaviour
```

```
[JScript]
public class ValidateInput
    extends MonoBehaviour
```

Requirements

Namespace:

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Properties

Methods

Fields

`font`₁₆₇, `instance`₁₆₈, `text`₁₆₉

ValidateInput.Awake Method

VB

```
Private Sub Awake()
```

C#

```
private void Awake()
```

[C++]

```
private void Awake()
```

[JScript]

```
private function Awake();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ValidateInput](#)₁₅₃

ValidateInput.Checkboxes Method

When the user checks a checkbox this function will be called, this calls the LogBools function which processes and logs the user input

VB

```
Public Sub Checkboxes()
```

C#

```
public void Checkboxes()
```

[C++]

```
public void Checkboxes()
```

[JScript]

```
public function Checkboxes();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ValidateInput](#)₁₅₃

ValidateInput.CreateTextObj Method

Attaches text object to game object

VB

```
Public Sub CreateTextObj(  
    ByVal textObj As GameObject _  
)
```

C#

```
public void CreateTextObj(  
    GameObject textObj  
)
```

[C++]

```
public void CreateTextObj(  
    GameObject textObj  
)
```

[JScript]

```
public function CreateTextObj(  
    textObj : GameObject  
) ;
```

Parameters

textObj

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ValidateInput](#)₁₅₃

ValidateInput.DomEye Method

VB

```
Public Sub DomEye()
```

C#

```
public void DomEye()
```

[C++]

```
public void DomEye()
```

[JScript]

```
public function DomEye();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ValidateInput](#)₁₅₃

ValidateInput.Dropdowns Method

VB

```
Public Sub Dropdowns()
```

C#

```
public void Dropdowns()
```

[C++]

```
public void Dropdowns()
```

[JScript]

```
public function Dropdowns();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ValidateInput](#)₁₅₃

ValidateInput.EloCheck Method

VB

```
Public Sub EloCheck()
```

C#

```
public void EloCheck()
```

[C++]

```
public void EloCheck()
```

[JScript]

```
public function EloCheck();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ValidateInput](#)¹⁵³

ValidateInput.IntToGender Method

Parses a number to a corresponding gender char

VB

```
Private Function IntToGender( _
    ByVal gender As Integer _
) As Char
```

C#

```
private char IntToGender(
    int gender
)
```

[C++]

```
private char IntToGender(
    int gender
```

```
)
```

```
[JScript]
private function IntToGender(
    gender : int
) : char;
```

Parameters

gender

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ValidateInput](#)₁₅₃

ValidateInput.IntToWeekly Method

Parses Integer to a another Integer. This is used to be compatible with the database being used.

VB

```
Private Function IntToWeekly( _
    ByVal week As Integer _
) As Integer
```

C#

```
private int IntToWeekly(
    int week
)
```

```
[C++]
private int IntToWeekly(
    int week
)
```

```
[JScript]
private function IntToWeekly(
    week : int
)
```

```
) : int;
```

Parameters

week

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ValidateInput](#)₁₅₃

ValidateInput.LogBools Method

This function will set a bool parameter of the UserDataInstance of the UserInfoController as true or false

VB

```
Private Sub LogBools( _
    ByVal type As String, _
    ByVal check As Boolean _
)
```

C#

```
private void LogBools(
    string type,
    bool check
)
```

[C++]

```
private void LogBools(
    string type,
    bool check
)
```

[JScript]

```
private function LogBools(
    type : String,
    check : boolean
);
```

Parameters

type

check

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ValidateInput](#)₁₅₃

ValidateInput.LogElo Method

Logs Elo ratings. Takes the input field, finds out which input field it is and puts the number in the right slot

VB

```
Private Sub LogElo( _
    ByVal type As String, _
    ByVal number As Integer _
)
```

C#

```
private void LogElo(
    string type,
    int number
)
```

[C++]

```
private void LogElo(
    string type,
    int number
)
```

[JScript]

```
private function LogElo(
    type : String,
    number : int
);
```

Parameters

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type

number

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ValidateInput](#)₁₅₃

ValidateInput.ParseStringToInt Method

Parses a string from an input field to a number. It accepts an Array of InputFields and an Integer, the Integer is the index to the array.

VB

```
Private Function ParseStringToInt( _
    ByVal num As Integer, _
    ByVal fields As InputField() _
) As Nullable(Of Integer)
```

C#

```
private Nullable<int> ParseStringToInt(
    int num,
    InputField[] fields
)
```

[C++]

```
private Nullable<int> ParseStringToInt(
    int num,
    InputField[] fields
)
```

[JScript]

JScript does not support generic types and methods.

Parameters

num

fields

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ValidateInput](#)₁₅₃

ValidateInput.Start Method

VB

```
Private Sub Start()
```

C#

```
private void Start()
```

[C++]

```
private void Start()
```

[JScript]

```
private function Start();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ValidateInput](#)₁₅₃

ValidateInput.ValidateNumbersOnly Method

Validates that the ELO fields only contain numbers

VB

```
Public Sub ValidateNumbersOnly()
```

C#

```
public void ValidateNumbersOnly()
```

[C++]

```
public void ValidateNumbersOnly()
```

[JScript]

```
public function ValidateNumbersOnly();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ValidateInput](#)₁₅₃

ValidateInput.ValidateNumeric Method

Validate that only numbers are entered and that no more than 4 numbers are entered at a time

VB

```
Private Function ValidateNumeric( _
    ByVal charToValidate As Char, _
    ByVal charIndex As Integer _
) As Char
```

C#

```
private char ValidateNumeric(
    char charToValidate,
    int charIndex
)
```

[C++]

```
private char ValidateNumeric(
    char charToValidate,
    int charIndex
)
```

```
[JScript]
private function ValidateNumeric(
    charToValidate : char,
    charIndex : int
) : char;
```

Parameters

charToValidate

charIndex

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ValidateInput](#)₁₅₃

ValidateInput.ValidateResearchID Method

Validate the format of the ResearchID

VB

```
Public Sub ValidateResearchID()
```

C#

```
public void ValidateResearchID()
```

[C++]

```
public void ValidateResearchID()
```

[JScript]

```
public function ValidateResearchID();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role

not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ValidateInput](#)₁₅₃

ValidateInput.ValidateYear Method

Validate that the entered year is a valid human persons birth year

VB

```
Public Sub ValidateYear()
```

C#

```
public void ValidateYear()
```

[C++]

```
public void ValidateYear()
```

[JScript]

```
public function ValidateYear();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ValidateInput](#)₁₅₃

font Field

The font used while displaying error messages

VB

```
Private font As Font
```

C#

```
private Font font
```

[C++]

```
private Font font
```

[JScript]

```
private font : Font
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ValidateInput](#)₁₅₃

instance Field

The instance of the class

VB

```
Private Shared instance As ValidateInput
```

C#

```
private static ValidateInput instance
```

[C++]

```
private static ValidateInput instance
```

[JScript]

```
private static instance : ValidateInput
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ValidateInput](#)₁₅₃

text Field

The invalid text that is displayed

VB

```
Private text As Text
```

C#

```
private Text text
```

[C++]

```
private Text text
```

[JScript]

```
private text : Text
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ValidateInput](#)₁₅₃

cgBoard Class

The chess board, here moves are generated, checked for legality, performed and reverted.

[System.Object](#)

cgBoard

VB

```
Public Class cgBoard
```

C#

```
public class cgBoard
```

```
[C++]
public class cgBoard
```

```
[JScript]
public class cgBoard
```

Requirements

Namespace: 35

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[whiteTurnToMove](#)¹⁷¹

Methods

[Equals](#) (inherited from [Object](#)), [Evaluate](#)¹⁷², [Finalize](#) (inherited from [Object](#)), [GetHashCode](#) (inherited from [Object](#)), [GetType](#) (inherited from [Object](#)), [LoadGame](#)¹⁷², [MemberwiseClone](#) (inherited from [Object](#)), [ReferenceEquals](#) (inherited from [Object](#)), [ToString](#) (inherited from [Object](#)), [_findMoveSetFor](#)¹⁷³, [_generateAllPossibleMoves](#)¹⁷⁴, [_getBlockAttackSquares](#)¹⁷⁵, [_getFullRayFor](#)¹⁷⁶, [_getRayIn](#)¹⁷⁷, [debugReadBoard](#)¹⁷⁸, [findLegalMoves](#)¹⁷⁸, [findStrictLegalMoves](#)¹⁷⁹, [isChecked](#)¹⁸⁰, [longCastlingRights](#)¹⁸¹, [move](#)¹⁸², [removeIllegalMoves](#)¹⁸³, [revert](#)¹⁸⁴, [shortCastlingRights](#)¹⁸⁴, [verifyLegality](#)¹⁸⁵

Fields

[_blackARookMoves](#)¹⁸⁶, [_blackHROokMoves](#)¹⁸⁷, [_blackKingMoves](#)¹⁸⁸, [_enPassantCapturesOn](#)¹⁸⁸, [_enPassantSquare](#)¹⁸⁹, [_whiteARookMoves](#)¹⁹⁰, [_whiteHROokMoves](#)¹⁹⁰, [_whiteKingMoves](#)¹⁹¹, [_whiteTurnToMove](#)¹⁹², [allHypotheticalMoves](#)¹⁹², [blackHasCastled](#)¹⁹³, [defaultStartPosition](#)¹⁹³, [moveCount](#)¹⁹⁴, [moves](#)¹⁹⁵, [revertCount](#)¹⁹⁵, [squares](#)¹⁹⁶, [whiteHasCastled](#)¹⁹⁷

cgBoard Constructor

Create a new instance of the board.

VB

```
Public Sub New(
    Optional ByVal positions As List(Of SByte) = null _
)
```

C#

```
public cgBoard(
```

```
    List<SByte> positions = null  
)
```

```
[C++]  
public cgBoard(  
    List<SByte> positions = null  
)
```

```
[JScript]  
JScript does not support generic types and methods.
```

Parameters

positions

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgBoard](#)₁₆₉

cgBoard.whiteTurnToMove Property

Is it whites turn to move?

VB

```
Public Property whiteTurnToMove() As Boolean
```

C#

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

```
[C++]  
public bool whiteTurnToMove {get; set;}
```

```
[JScript]  
public function get whiteTurnToMove() : boolean;  
public function set whiteTurnToMove(value : boolean);
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgBoard](#)¹⁶⁹

cgBoard.Evaluate Method

Evaluate the current board, adding together material values of both sides, positional values, castling values etc.

VB

```
Public Function Evaluate() As Integer
```

C#

```
public int Evaluate()
```

[C++]

```
public int Evaluate()
```

[JScript]

```
public function Evaluate() : int;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgBoard](#)¹⁶⁹

cgBoard.LoadGame Method

Generates a board matching the provided notation.

VB

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```
Public Sub LoadGame( _
    ByVal notation As cgNotation _
)
```

C#

```
public void LoadGame(
    cgNotation notation
)
```

```
[C++]
public void LoadGame(
    cgNotation notation
)
```

```
[JScript]
public function LoadGame(
    notation : cgNotation
);
```

Parameters

notation

The notation of the game to be recreated

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgBoard](#)₁₆₉

[cgBoard._findMoveSetFor](#) Method

VB

```
Private Function _findMoveSetFor( _
    ByVal piece As Integer, _
    ByVal indexPosition As Integer _
) As cgMoveSet
```

C#

```
private cgMoveSet _findMoveSetFor(
    int piece,
    int indexPosition
)
```

[C++]

```
private cgMoveSet _findMoveSetFor(
    int piece,
    int indexPosition
)
```

[JScript]

```
private function _findMoveSetFor(
    piece : int,
    indexPosition : int
) : cgMoveSet;
```

Parameters

piece

indexPosition

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgBoard](#)¹⁶⁹

cgBoard._generateAllPossibleMoves Method

There are 3896 unique moves for any piece on any given square on an otherwise unoccupied board, we will generate all these moves once here and then look these up later when needed. This saves a huge amount of computation when we are generating millions of moves for deep analysis later on.

VB

```
Private Sub _generateAllPossibleMoves()
```

C#

```
private void _generateAllPossibleMoves()
```

[C++]

```
private void _generateAllPossibleMoves()
```

[JScript]

```
private function _generateAllPossibleMoves();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgBoard](#)¹⁶⁹

cgBoard._getBlockAttackSquares Method

Returns all squares the block the provided move.

VB

```
Private Function _getBlockAttackSquares( _
    ByVal forMove As cgSimpleMove _
) As List(Of Byte)
```

C#

```
private List<byte> _getBlockAttackSquares(
    cgSimpleMove forMove
)
```

[C++]

```
private List<byte> _getBlockAttackSquares(
    cgSimpleMove forMove
)
```

[JScript]

JScript does not support generic types and methods.

Parameters

forMove

The move that should be blocked

Returns

The squares that block the move.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgBoard](#)¹⁶⁹

cgBoard._getFullRayFor Method

Gets full ray(not cut at destination) in moveset that includes index position.

VB

```
Private Function _getFullRayFor( _
    ByVal set As cgMoveSet, _
    ByVal includesIndex As Byte _
) As List(Of Byte)
```

C#

```
private List<byte> _getFullRayFor(
    cgMoveSet set,
    byte includesIndex
)
```

[C++]

```
private List<byte> _getFullRayFor(
    cgMoveSet set,
    byte includesIndex
)
```

[JScript]

JScript does not support generic types and methods.

Parameters

set

The moveset to search

includesIndex

The index to find

Returns

the full ray that includes the index position

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgBoard](#)¹⁶⁹

cgBoard._getRayIn Method

Finds the ray in provided moveset that leads to provided destination.

VB

```
Private Function _getRayIn( _
    ByVal mset As cgMoveSet, _
    ByVal to As Byte _
) As List(Of Byte)
```

C#

```
private List<byte> _getRayIn(
    cgMoveSet mset,
    byte to
)
```

[C++]

```
private List<byte> _getRayIn(
    cgMoveSet mset,
    byte to
)
```

[JScript]

JScript does not support generic types and methods.

Parameters

mset

The moveset to search.

to

The destination to find.

Returns

The ray that leads to the destination.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgBoard](#)¹⁶⁹

cgBoard.debugReadBoard Method

Write to the debug a human readable version of the current squares.

VB

```
Public Sub debugReadBoard()
```

C#

```
public void debugReadBoard()
```

[C++]

```
public void debugReadBoard()
```

[JScript]

```
public function debugReadBoard();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgBoard](#)¹⁶⁹

cgBoard.findLegalMoves Method

Returns all legal moves for the provided color for the current board. Note: it may return a move in which the king captures an enemy piece to which the enemy can then next capture the king, use findStrictLegalMoves to avoid - however for the engine the computation to verify such a move are too costly.

VB

```
Public Function findLegalMoves( _
    ByVal asWhite As Boolean _ 
) As List(Of cgSimpleMove)
```

C#

```
public List<cgSimpleMove> findLegalMoves(
    bool asWhite
)
```

[C++]

```
public List<cgSimpleMove> findLegalMoves(
    bool asWhite
)
```

[JScript]

JScript does not support generic types and methods.

Parameters

asWhite

Move as white?

Returns

All legal moves for provided color

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgBoard](#)₁₆₉

cgBoard.findStrictLegalMoves Method

Returns all legal moves for the provided color for the current board.

VB

```
Public Function findStrictLegalMoves( _
    ByVal asWhite As Boolean _ 
) As List(Of cgSimpleMove)
```

C#

```
public List<cgSimpleMove> findStrictLegalMoves(
    bool asWhite
)
```

[C++]

```
public List<cgSimpleMove> findStrictLegalMoves(
    bool asWhite
)
```

[JScript]

JScript does not support generic types and methods.

Parameters

asWhite

Move as white?

Returns

All legal moves for provided color

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgBoard](#)₁₆₉

cgBoard.isChecked Method

Is the color checked?

VB

```
Public Function isChecked( _
    ByVal asWhite As Boolean _ 
) As Boolean
```

C#

```
public bool isChecked(
    bool asWhite
)
```

```
[C++]
public bool isChecked(
    bool asWhite
)
```

```
[JScript]
public function isChecked(
    asWhite : boolean
) : boolean;
```

Parameters

asWhite

Should we check if white is checked(true) or if black is checked(false)

Returns

Is the color checked?

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgBoard](#)¹⁶⁹

cgBoard.longCastlingRights Method

Does the provided color still have its long castling rights?

VB

```
Public Function longCastlingRights( _
    ByVal white As Boolean _ 
) As Boolean
```

C#

```
public bool longCastlingRights(
    bool white
)
```

```
[C++]
public bool longCastlingRights(
    bool white
)
```

```
[JScript]
public function longCastlingRights(
    white : boolean
) : boolean;
```

Parameters

white

The color whoms castling right should be checked, false=black

Returns

Does still have its long castling rights?

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgBoard](#)₁₆₉

cgBoard.move Method

Perform the provided move, capturing if necessary.

VB

```
Public Sub move( _
    ByVal move As cgSimpleMove _
)
```

C#

```
public void move(
    cgSimpleMove move
)
```

```
[C++]
public void move(
    cgSimpleMove move
)
```

```
[JScript]
public function move(
```

```
    move : cgSimpleMove  
);
```

Parameters

move

The move to perform.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgBoard](#)¹⁶⁹

cgBoard.removeIllegalMoves Method

Examines a moveset(all moves for a piece on a given square), and removes all illegal moves in this moveset based on the current board.

VB

```
Private Function removeIllegalMoves( _  
    ByVal moveSet As cgMoveSet _  
) As List(Of cgSimpleMove)
```

C#

```
private List<cgSimpleMove> removeIllegalMoves(  
    cgMoveSet moveSet  
)
```

[C++]

```
private List<cgSimpleMove> removeIllegalMoves(  
    cgMoveSet moveSet  
)
```

[JScript]

JScript does not support generic types and methods.

Parameters

moveSet

The moveset to examine

Returns

All unblocked moves

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgBoard](#)¹⁶⁹

cgBoard.revert Method

Revert the last performed move.

VB

```
Public Sub revert()
```

C#

```
public void revert()
```

[C++]
public void revert()

[JScript]
public function revert();

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgBoard](#)¹⁶⁹

cgBoard.shortCastlingRights Method

Does the provided color still have its short castling rights?

VB

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```
Public Function shortCastlingRights( _
    ByVal white As Boolean _
) As Boolean
```

C#

```
public bool shortCastlingRights(
    bool white
)
```

```
[C++]
public bool shortCastlingRights(
    bool white
)
```

```
[JScript]
public function shortCastlingRights(
    white : boolean
) : boolean;
```

Parameters

white

The color whoms castling right should be checked, false=black

Returns

Does still have its short castling rights?

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgBoard](#)₁₆₉

cgBoard.verifyLegality Method

Final verification, checks if the king is attempting to perform a capture that leads to the king being taken next, which is the only illegal move findLegalMoves does not check.

VB

```
Public Function verifyLegality( _
    ByVal testMove As cgSimpleMove _
```

```
) As Boolean
```

C#

```
public bool verifyLegality(  
    cgSimpleMove testMove  
)
```

[C++]

```
public bool verifyLegality(  
    cgSimpleMove testMove  
)
```

[JScript]

```
public function verifyLegality(  
    testMove : cgSimpleMove  
) : boolean;
```

Parameters

testMove

The move to be verified

Returns

Is this an illegal king capture?

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgBoard](#)¹⁶⁹

_blackARookMoves Field

number of times the black rook starting on the A file has moved - used to store long castling rights.

VB

```
Private _blackARookMoves As Byte
```

C#

```
private byte _blackARookMoves
```

[C++]
private byte _blackARookMoves

[JScript]
private _blackARookMoves : byte

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgBoard](#)¹⁶⁹

_blackHRookMoves Field

number of times the black rook starting on the H file has moved - used to store short castling rights.

VB

```
Private _blackHRookMoves As Byte
```

C#

```
private byte _blackHRookMoves
```

[C++]
private byte _blackHRookMoves

[JScript]
private _blackHRookMoves : byte

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgBoard](#)₁₆₉

_blackKingMoves Field

number of times the black king has moved used to store short and long castling rights.

VB

```
Private _blackKingMoves As Byte
```

C#

```
private byte _blackKingMoves
```

[C++]

```
private byte _blackKingMoves
```

[JScript]

```
private _blackKingMoves : byte
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgBoard](#)₁₆₉

_enPassantCapturesOn Field

The capturing square for a pawn performing en passant.

VB

```
Private _enPassantCapturesOn As Byte
```

C#

```
private byte _enPassantCapturesOn
```

```
[C++]
private byte _enPassantCapturesOn
```

```
[JScript]
private _enPassantCapturesOn : byte
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgBoard](#)₁₆₉

_enPassantSquare Field

The index of a square on which there a pawn can perform an en passant move to. If you've never heard of en passant - google it, its a rare type of pawn move that occurs in highly circumstantial situations.

VB

```
Private _enPassantSquare As Byte
```

C#

```
private byte _enPassantSquare
```

```
[C++]
private byte _enPassantSquare
```

```
[JScript]
private _enPassantSquare : byte
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgBoard](#)₁₆₉

_whiteARookMoves Field

number of times the white rook starting on the A file has moved - used to store long castling rights.

VB

```
Private _whiteARookMoves As Byte
```

C#

```
private byte _whiteARookMoves
```

[C++]

```
private byte _whiteARookMoves
```

[JScript]

```
private _whiteARookMoves : byte
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgBoard](#)₁₆₉

_whiteHRookMoves Field

number of times the white rook starting on the H file has moved - used to store short castling rights.

VB

```
Private _whiteHRookMoves As Byte
```

C#

```
private byte _whiteHRookMoves
```

[C++]

```
private byte _whiteHRookMoves
```

[JScript]

```
private _whiteHRookMoves : byte
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgBoard](#)¹⁶⁹

_whiteKingMoves Field

number of times the white king has moved used to store short and long castling rights.

VB

```
Private _whiteKingMoves As Byte
```

C#

```
private byte _whiteKingMoves
```

[C++]

```
private byte _whiteKingMoves
```

[JScript]

```
private _whiteKingMoves : byte
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgBoard](#)¹⁶⁹

_whiteTurnToMove Field

Is it whites turn to move?

VB

```
Private _whiteTurnToMove As Boolean
```

C#

```
private bool _whiteTurnToMove
```

[C++]

```
private bool _whiteTurnToMove
```

[JScript]

```
private _whiteTurnToMove : boolean
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgBoard](#)₁₆₉

allHypotheticalMoves Field

All possible moves generated by MoveGenerator, stored by an identifying string using the format (piecetype)+(indexpostion)

VB

```
Private Shared allHypotheticalMoves As Dictionary(Of String, cgMoveSet)
```

C#

```
private static Dictionary<string, cgMoveSet> allHypotheticalMoves
```

[C++]

```
private static Dictionary<string, cgMoveSet> allHypotheticalMoves
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgBoard](#)¹⁶⁹

blackHasCastled Field

Has black castled? used to subtract value on board evaluation.

VB

```
Public blackHasCastled As Boolean
```

C#

```
public bool blackHasCastled
```

[C++]

```
public bool blackHasCastled
```

[JScript]

```
public blackHasCastled : boolean
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgBoard](#)¹⁶⁹

defaultStartPosition Field

The default starting position.

VB

```
Public Shared Shadows defaultStartPosition As List(Of SByte)
```

C#

```
new public static List<SByte> defaultStartPosition
```

[C++]

```
new public static List<SByte> defaultStartPosition
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgBoard](#)₁₆₉

moveCount Field

Total number of moves that have been performed(regardless of reverting).

VB

```
Public moveCount As Integer
```

C#

```
public int moveCount
```

[C++]

```
public int moveCount
```

[JScript]

```
public moveCount : int
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgBoard](#)₁₆₉

moves Field

A list of all unreverted moves in chronological order since the start of the game.

VB

```
Public Shadows moves As List(Of cgSimpleMove)
```

C#

```
new public List<cgSimpleMove> moves
```

[C++]

```
new public List<cgSimpleMove> moves
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgBoard](#)₁₆₉

revertCount Field

Total number of reverts that have been performed.

VB

```
Public revertCount As Integer
```

C#

```
public int revertCount
```

[C++]

```
public int revertCount
```

[JScript]

```
public revertCount : int
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgBoard](#)₁₆₉

squares Field

The 0-64 index presentation of the board. This is where the magic happens. Below is a detailed list of what values can be expected, and what each index position corresponds to on the board.

VB

```
Public Shadows squares As List(Of SByte)
```

C#

```
new public List<SByte> squares
```

[C++]

```
new public List<SByte> squares
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role

not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgBoard](#)¹⁶⁹

whiteHasCastled Field

Has white castled? used to add value on board evaluation.

VB

```
Public whiteHasCastled As Boolean
```

C#

```
public bool whiteHasCastled
```

[C++]

```
public bool whiteHasCastled
```

[JScript]

```
public whiteHasCastled : boolean
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgBoard](#)¹⁶⁹

cgCastlingMove Class

Castling moves the king and a rook, this class has additional properties to handle this additional information.

[System.Object](#)

[cgSimpleMove](#)³⁵⁵

cgCastlingMove

VB

```
Public Class cgCastlingMove
    Inherits cgSimpleMove
```

C#

```
public class cgCastlingMove : cgSimpleMove
```

[C++]

```
public class cgCastlingMove : cgSimpleMove
```

[JScript]

```
public class cgCastlingMove
extends cgSimpleMove
```

Requirements

Namespace: 35

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Equals](#) (inherited from [Object](#)), [Finalize](#) (inherited from [Object](#)), [GetHashCode](#) (inherited from [Object](#)), [GetType](#) (inherited from [Object](#)), [MemberwiseClone](#) (inherited from [Object](#)), [ReferenceEquals](#) (inherited from [Object](#)), [ToString](#) (inherited from [Object](#))

Fields

[bestResponse](#)₃₅₇ (inherited from [cgSimpleMove](#)), [capturedType](#)₃₅₈ (inherited from [cgSimpleMove](#)), [from](#)₃₅₉ (inherited from [cgSimpleMove](#)), [positionalVal](#)₃₅₉ (inherited from [cgSimpleMove](#)), [queened](#)₃₆₀ (inherited from [cgSimpleMove](#)), [secondFrom](#)₂₀₀, [secondTo](#)₂₀₀, [to](#)₃₆₀ (inherited from [cgSimpleMove](#)), [val](#)₃₆₁ (inherited from [cgSimpleMove](#))

cgCastlingMove Constructor

VB

```
Public Sub New( _
    ByVal fromp As Byte, _
    ByVal top As Byte, _
    ByVal posVal As SByte, _
    ByVal s_from As Byte, _
    ByVal s_to As Byte _
)
```

C#**198**

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```
public cgCastlingMove(  
    byte fromp,  
    byte top,  
    SByte posVal,  
    byte s_from,  
    byte s_to  
)
```

[C++]

```
public cgCastlingMove(  
    byte fromp,  
    byte top,  
    SByte posVal,  
    byte s_from,  
    byte s_to  
)
```

[JScript]

```
public function cgCastlingMove(  
    fromp : byte,  
    top : byte,  
    posVal : SByte,  
    s_from : byte,  
    s_to : byte  
);
```

Parameters

fromp

top

posVal

s_from

s_to

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgCastlingMove](#)₁₉₇

secondFrom Field

The square the rook being castled is departing from.

VB

```
Public secondFrom As Byte
```

C#

```
public byte secondFrom
```

[C++]

```
public byte secondFrom
```

[JScript]

```
public secondFrom : byte
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgCastlingMove₁₉₇](#)

secondTo Field

The square the rook being castled will arrive at.

VB

```
Public secondTo As Byte
```

C#

```
public byte secondTo
```

[C++]

```
public byte secondTo
```

```
[JScript]
public secondTo : byte
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgCastlingMove](#)₁₉₇

cgChessBoardScript Class

The script attached to the chessboard prefab, should have gameobjects with squarescripts, this class: verifies if the player can drag and drop pieces, handles whether or not the engine should make move, checks whether or not the game is over(and if so shows the game over prefab), flips the board, resets the board etc.

System.Object

Error! Hyperlink reference not valid.
cgChessBoardScript

VB

```
Public Class cgChessBoardScript
    Inherits MonoBehaviour
```

C#

```
public class cgChessBoardScript : MonoBehaviour
```

```
[C++]
public class cgChessBoardScript : MonoBehaviour
```

```
[JScript]
public class cgChessBoardScript
    extends MonoBehaviour
```

Requirements

Namespace: 35

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[_humanPlayerIsBlack](#)²⁰³, [_humanPlayerIsWhite](#)²⁰⁴, Error! Hyperlink reference not valid. (inherited from Component), Error! Hyperlink reference not valid. (inherited from Behaviour), Error! Hyperlink reference not valid. (inherited from Component), Error! Hyperlink reference not valid. (inherited from Object), Error! Hyperlink reference not valid. (inherited from Component), Error! Hyperlink reference not valid. (inherited from Component), Error! Hyperlink reference not valid. (inherited from Behaviour), Error! Hyperlink reference not valid. (inherited from Component), Error! Hyperlink reference not valid. (inherited from Object), Error! Hyperlink reference not valid. (inherited from Component), Error! Hyperlink reference not valid. (inherited from MonoBehaviour), Error! Hyperlink reference not valid. (inherited from Component), Error! Hyperlink reference not valid. (inherited from Component), Error! Hyperlink reference not valid. (inherited from MonoBehaviour), Error! Hyperlink reference not valid. (inherited from Component), Error! Hyperlink reference not valid. (inherited from MonoBehaviour)

Methods

Object, **ResetBoard**₂₁₁, **RevertLastMove**₂₁₂, **Error! Hyperlink reference not valid.** (inherited from **Component**), **Error! Hyperlink reference not valid.** (inherited from **Component**), **ShowCanvas**₂₁₃, **Start**₂₁₃, **Error! Hyperlink reference not valid.** (inherited from **MonoBehaviour**), **Error! Hyperlink reference not valid.** (inherited from **MonoBehaviour**), **Error! Hyperlink reference not valid.** (inherited from **MonoBehaviour**), **StartEngineVsPlayer**₂₁₄, **StartGame**₂₁₅, **StartPlayerVsEngine**₂₁₅, **StartPlayerVsPlayer**₂₁₆, **StartPuzzle**₂₁₇, **Error! Hyperlink reference not valid.** (inherited from **MonoBehaviour**), **Error! Hyperlink reference not valid.** (inherited from **MonoBehaviour**), **SuggestMove**₂₁₇, **Error! Hyperlink reference not valid.** (inherited from **Object**), **Update**₂₁₈, **_checkGameOver**₂₁₉, **_copyGameToClipboard**₂₁₉, **_disableMouse**₂₂₀, **_enableMouse**₂₂₁, **_engineCallback**₂₂₁, **_engineSuggestion**₂₂₂, **_findSquareAt**₂₂₃, **_gameOver**₂₂₄, **_getPieceOn**₂₂₅, **_getSquare**₂₂₆, **_getSquares**₂₂₆, **_hideButtons**₂₂₇, **_makeMove**₂₂₈, **_makePuzzleMove**₂₂₉, **_pasteGameFromClipboard**₂₂₉, **_pieceDown**₂₃₀, **_pieceUp**₂₃₁, **_placePieces**₂₃₂, **_puzzleCallback**₂₃₂, **_puzzleOver**₂₃₃, **_setBoardTo**₂₃₄, **_setDeadPiece**₂₃₅, **_showButtons**₂₃₆, **_showPlayers**₂₃₇, **_start**₂₃₇, **_suggestMove**₂₃₈, **_writeLog**₂₃₉, **playSound**₂₃₉, **Error! Hyperlink reference not valid.** (inherited from **MonoBehaviour**)

Enumerations

BoardMode₂₄₀

Fields

GameOverPrefab₂₄₁, **MainMenuPrefab**₂₄₁, **Mode**₂₄₂, **NotationType**₂₄₃, **_abstractBoard**₂₄₃, **_banner**₂₄₄, **_canvas**₂₄₅, **_deadBlackPieces**₂₄₅, **_deadPieces**₂₄₆, **_deadWhitePieces**₂₄₇, **_downPiece**₂₄₇, **_engine**₂₄₈, **_gameOverScreen**₂₄₈, **_lastPieceMoved**₂₄₉, **_livePieces**₂₅₀, **_loadBar**₂₅₀, **_loggedMoves**₂₅₁, **_squares**₂₅₂, **border**₂₅₂, **borderFlipped**₂₅₃, **borderUnflipped**₂₅₄, **calibrationBackground**₂₅₄, **checkSound**₂₅₅, **controller**₂₅₅, **currentPuzzle**₂₅₆, **fixationCross**₂₅₇, **flipTarget**₂₅₇, **flipped**₂₅₈, **highlightLastMove**₂₅₉, **highlightLegalMoves**₂₅₉, **isPuzzle**₂₆₀, **loseSound**₂₆₁, **moveCounter**₂₆₁, **moveLog**₂₆₂, **moveSound**₂₆₂, **movesMade**₂₆₃, **timeStamp**₂₆₄, **whiteTurnToMove**₂₆₄, **winSound**₂₆₅

cgChessBoardScript._humanPlayerIsBlack Property

Is it a human playing black? Determined by the current boardmode.

VB

```
Private ReadOnly Property _humanPlayerIsBlack() As Boolean
```

C#

```
private bool _humanPlayerIsBlack {get;}
```

[C++]

```
private bool _humanPlayerIsBlack {get;}
```

[JScript]

```
private function get _humanPlayerIsBlack() : boolean;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript](#)₂₀₁

cgChessBoardScript._humanPlayerIsWhite Property

Is it a human playing white? Determined by the current boardmode.

VB

```
Private ReadOnly Property _humanPlayerIsWhite() As Boolean
```

C#

```
private bool _humanPlayerIsWhite {get;}
```

[C++]

```
private bool _humanPlayerIsWhite {get;}
```

[JScript]

```
private function get _humanPlayerIsWhite() : boolean;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript](#)₂₀₁

cgChessBoardScript.playerCanMove Property

Can the player drag and move pieces? Yes if a human controls the current color whoms turn it is to move.

VB

```
Public ReadOnly Property playerCanMove() As Boolean
```

C#

```
public bool playerCanMove {get;}
```

```
[C++]
public bool playerCanMove {get;}
```

```
[JScript]
public function get playerCanMove() : boolean;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript](#)

cgChessBoardScript.AddToChessboardQueue Method

VB

```
Public Sub AddToChessboardQueue()
```

C#

```
public void AddToChessboardQueue()
```

```
[C++]
public void AddToChessboardQueue()
```

```
[JScript]
public function AddToChessboardQueue();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript201](#)

cgChessBoardScript.Awake Method

VB

```
Private Sub Awake()
```

C#

```
private void Awake()
```

[C++]

```
private void Awake()
```

[JScript]

```
private function Awake();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript201](#)

cgChessBoardScript.FlipBoard Method

VB

```
Public Sub FlipBoard()
```

C#

```
public void FlipBoard()
```

```
[C++]
public void FlipBoard()
```

```
[JScript]
public function FlipBoard();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript₂₀₁](#)

cgChessBoardScript.HideCanvas Method

Hide canvas

VB

```
Public Sub HideCanvas()
```

C#

```
public void HideCanvas()
```

```
[C++]
public void HideCanvas()
```

```
[JScript]
public function HideCanvas();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript₂₀₁](#)

cgChessBoardScript.MainMenu Method

VB

```
Public Sub MainMenu()
```

C#

```
public void MainMenu()
```

[C++]

```
public void MainMenu()
```

[JScript]

```
public function MainMenu();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript](#)

cgChessBoardScript.NextButton Method

VB

```
Public Sub NextButton()
```

C#

```
public void NextButton()
```

[C++]

```
public void NextButton()
```

[JScript]

```
public function NextButton();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript](#)₂₀₁

cgChessBoardScript.NextPuzzle Method

VB

```
Public Sub NextPuzzle()
```

C#

```
public void NextPuzzle()
```

[C++]

```
public void NextPuzzle()
```

[JScript]

```
public function NextPuzzle();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript](#)₂₀₁

cgChessBoardScript.PuzzleById (String) Method

VB

```
Public Sub PuzzleById( _
    ByVal id As String _
)
```

C#

```
public void PuzzleById(  
    string id  
)
```

[C++]

```
public void PuzzleById(  
    string id  
)
```

[JScript]

```
public function PuzzleById(  
    id : String  
) ;
```

Parameters

id

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript](#)

[cgChessBoardScript.PuzzleById](#) Method

VB

```
Public Sub PuzzleById()
```

C#

```
public void PuzzleById()
```

[C++]

```
public void PuzzleById()
```

```
[JScript]
public function PuzzleById();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript₂₀₁](#)

cgChessBoardScript.RandomPuzzle Method

VB

```
Public Sub RandomPuzzle()
```

C#

```
public void RandomPuzzle()
```

```
[C++]
public void RandomPuzzle()
```

```
[JScript]
public function RandomPuzzle();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript₂₀₁](#)

cgChessBoardScript.ResetBoard Method

VB

```
Public Sub ResetBoard()
```

C#

```
public void ResetBoard()
```

[C++]

```
public void ResetBoard()
```

[JScript]

```
public function ResetBoard();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript](#)₂₀₁

cgChessBoardScript.RevertLastMove Method

VB

```
Public Sub RevertLastMove()
```

C#

```
public void RevertLastMove()
```

[C++]

```
public void RevertLastMove()
```

[JScript]

```
public function RevertLastMove();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role

not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript](#)₂₀₁

cgChessBoardScript.ShowCanvas Method

Show canvas

VB

```
Public Sub ShowCanvas()
```

C#

```
public void ShowCanvas()
```

[C++]

```
public void ShowCanvas()
```

[JScript]

```
public function ShowCanvas();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript](#)₂₀₁

cgChessBoardScript.Start Method

VB

```
Private Sub Start()
```

C#

```
private void Start()
```

[C++]

```
private void Start()
```

[JScript]

```
private function Start();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript₂₀₁](#)

cgChessBoardScript.StartEngineVsPlayer Method

VB

```
Public Sub StartEngineVsPlayer()
```

C#

```
public void StartEngineVsPlayer()
```

[C++]

```
public void StartEngineVsPlayer()
```

[JScript]

```
public function StartEngineVsPlayer();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript₂₀₁](#)

cgChessBoardScript.StartGame Method

VB

```
Public Sub StartGame( _  
    ByVal mode As BoardMode _  
)
```

C#

```
public void StartGame(  
    BoardMode mode  
)
```

[C++]

```
public void StartGame(  
    BoardMode mode  
)
```

[JScript]

```
public function StartGame(  
    mode : BoardMode  
);
```

Parameters

mode

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript](#)

cgChessBoardScript.StartPlayerVsEngine Method

VB

```
Public Sub StartPlayerVsEngine()
```

C#

```
public void StartPlayerVsEngine()
```

[C++]
public void StartPlayerVsEngine()

[JScript]
public function StartPlayerVsEngine();

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript](#)

cgChessBoardScript.StartPlayerVsPlayer Method

VB

```
Public Sub StartPlayerVsPlayer()
```

C#

```
public void StartPlayerVsPlayer()
```

[C++]
public void StartPlayerVsPlayer()

[JScript]
public function StartPlayerVsPlayer();

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript](#)₂₀₁

cgChessBoardScript.StartPuzzle Method

Starts puzzle

VB

```
Public Sub StartPuzzle( _
    ByVal p As Puzzle _
)
```

C#

```
public void StartPuzzle(
    Puzzle p
)
```

[C++]

```
public void StartPuzzle(
    Puzzle p
)
```

[JScript]

```
public function StartPuzzle(
    p : Puzzle
);
```

Parameters

p

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript](#)₂₀₁

cgChessBoardScript.SuggestMove Method

VB

```
Public Sub SuggestMove()
```

C#

```
public void SuggestMove()
```

[C++]

```
public void SuggestMove()
```

[JScript]

```
public function SuggestMove();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript](#)

cgChessBoardScript.Update Method

VB

```
Private Sub Update()
```

C#

```
private void Update()
```

[C++]

```
private void Update()
```

[JScript]

```
private function Update();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role

not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript201](#)

cgChessBoardScript._checkGameOver Method

Check if the game is over, should be performed after every move.

VB

```
Private Sub _checkGameOver()
```

C#

```
private void _checkGameOver()
```

[C++]

```
private void _checkGameOver()
```

[JScript]

```
private function _checkGameOver();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript201](#)

cgChessBoardScript._copyGameToClipboard Method

Copy game notation to clipboard, if for instance the user wants to save his current game.

VB

```
Private Sub _copyGameToClipboard()
```

C#

```
private void _copyGameToClipboard()
```

```
[C++]
private void _copyGameToClipboard()
```

```
[JScript]
private function _copyGameToClipboard();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript](#)

cgChessBoardScript._disableMouse Method

Disables the mouse

VB

```
Private Sub _disableMouse()
```

C#

```
private void _disableMouse()
```

```
[C++]
private void _disableMouse()
```

```
[JScript]
private function _disableMouse();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript201](#)

cgChessBoardScript._enableMouse Method

Enable the mouse

VB

```
Private Sub _enableMouse()
```

C#

```
private void _enableMouse()
```

[C++]

```
private void _enableMouse()
```

[JScript]

```
private function _enableMouse();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript201](#)

cgChessBoardScript._engineCallback Method

The engine returns with its preferred move.

VB

```
Private Sub _engineCallback( _
    ByVal move As cgSimpleMove _
)
```

C#

```
private void _engineCallback(
    cgSimpleMove move
)
```

```
[C++]
private void _engineCallback(
    cgSimpleMove move
)
```

```
[JScript]
private function _engineCallback(
    move : cgSimpleMove
);
```

Parameters

move

The preferred move.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript](#)

cgChessBoardScript._engineSuggestion Method

VB

```
Private Sub _engineSuggestion( _
    ByVal move As cgSimpleMove _
)
```

C#

```
private void _engineSuggestion(
    cgSimpleMove move
)
```

```
[C++]
private void _engineSuggestion(
    cgSimpleMove move
)
```

```
[JScript]
private function _engineSuggestion(
```

```
    move : cgSimpleMove
);
```

Parameters

move

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript](#)₂₀₁

cgChessBoardScript._findSquareAt Method

Find the square location at the provided position, used to find the square where the user is dragging and dropping a piece.

VB

```
Private Function _findSquareAt( _
    ByVal position As Vector3 _
) As cgSquareScript
```

C#

```
private cgSquareScript _findSquareAt(
    Vector3 position
)
```

[C++]

```
private cgSquareScript _findSquareAt(
    Vector3 position
)
```

[JScript]

```
private function _findSquareAt(
    position : Vector3
) : cgSquareScript;
```

Parameters

position

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript201](#)

cgChessBoardScript._gameOver Method

Game over, instantiate the game over screen and let it display the provided message.

VB

```
Private Sub _gameOver( _
    ByVal whiteWins As Boolean, _
    ByVal blackWins As Boolean _
)
```

C#

```
private void _gameOver(
    bool whiteWins,
    bool blackWins
)
```

[C++]

```
private void _gameOver(
    bool whiteWins,
    bool blackWins
)
```

[JScript]

```
private function _gameOver(
    whiteWins : boolean,
    blackWins : boolean
);
```

Parameters

whiteWins

blackWins

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript](#)₂₀₁

cgChessBoardScript._getPieceOn Method

VB

```
Private Function _getPieceOn( _
    ByVal p As String _
) As cgChessPieceScript
```

C#

```
private cgChessPieceScript _getPieceOn(
    string p
)
```

[C++]

```
private cgChessPieceScript _getPieceOn(
    string p
)
```

[JScript]

```
private function _getPieceOn(
    p : String
) : cgChessPieceScript;
```

Parameters

p

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript](#)₂₀₁

cgChessBoardScript._getSquare Method

VB

```
Private Function _getSquare( _
    ByVal p As String _
) As cgSquareScript
```

C#

```
private cgSquareScript _getSquare(
    string p
)
```

[C++]
private cgSquareScript _getSquare(
 string p
)

[JScript]
private function _getSquare(
 p : String
) : cgSquareScript;

Parameters

p

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript](#)

cgChessBoardScript._getSquares Method

VB

```
Private Sub _getSquares()
```

C#

```
private void _getSquares()
```

[C++]

```
private void _getSquares()
```

[JScript]

```
private function _getSquares();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript](#)

cgChessBoardScript._hideButtons Method

Hide buttons

VB

```
Private Sub _hideButtons()
```

C#

```
private void _hideButtons()
```

[C++]

```
private void _hideButtons()
```

[JScript]

```
private function _hideButtons();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript₂₀₁](#)

cgChessBoardScript._makeMove Method

Perform the provided move on the visual board and the abstract board, with no legality checks - thus should be performed prior to calling this.

VB

```
Private Sub _makeMove(  
    ByVal move As cgSimpleMove  
)
```

C#

```
private void _makeMove(  
    cgSimpleMove move  
)
```

[C++]

```
private void _makeMove(  
    cgSimpleMove move  
)
```

[JScript]

```
private function _makeMove(  
    move : cgSimpleMove  
) ;
```

Parameters

move

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript₂₀₁](#)

cgChessBoardScript._makePuzzleMove Method

Is called after a move is made during a puzzle. Verifies if the move made was a valid one for the puzzle and if not, takes action by retrying or declaring a win/failure.

VB

```
Private Sub _makePuzzleMove( _
    ByVal move As cgSimpleMove _
)
```

C#

```
private void _makePuzzleMove(
    cgSimpleMove move
)
```

[C++]

```
private void _makePuzzleMove(
    cgSimpleMove move
)
```

[JScript]

```
private function _makePuzzleMove(
    move : cgSimpleMove
);
```

Parameters

move

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript](#)₂₀₁

cgChessBoardScript._pasteGameFromClipboard Method

Paste the game notation from clipboard onto the board.

VB

```
Private Sub _pasteGameFromClipboard()
```

C#

```
private void _pasteGameFromClipboard()
```

[C++]

```
private void _pasteGameFromClipboard()
```

[JScript]

```
private function _pasteGameFromClipboard();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript](#)₂₀₁

cgChessBoardScript._pieceDown Method

A piece has callbacked that the user has pressed it.

VB

```
Private Sub _pieceDown( _
    ByVal piece As cgChessPieceScript _
)
```

C#

```
private void _pieceDown(
    cgChessPieceScript piece
)
```

[C++]

```
private void _pieceDown(
    cgChessPieceScript piece
)
```

[JScript]

```
private function _pieceDown(  
    piece : cgChessPieceScript  
) ;
```

Parameters

piece

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript](#)₂₀₁

cgChessBoardScript._pieceUp Method

The user has released a dragged piece. Verify that its a legal move, if so perform the move and perform the next move if appropriate mode.

VB

```
Private Sub _pieceUp(  
    ByVal piece As cgChessPieceScript  
)
```

C#

```
private void _pieceUp(  
    cgChessPieceScript piece  
)
```

[C++]
private void _pieceUp(
 cgChessPieceScript piece
)

[JScript]
private function _pieceUp(
 piece : cgChessPieceScript
) ;

Parameters

piece

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript201](#)

cgChessBoardScript._placePieces Method

VB

```
Private Sub _placePieces()
```

C#

```
private void _placePieces()
```

[C++]

```
private void _placePieces()
```

[JScript]

```
private function _placePieces();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript201](#)

cgChessBoardScript._puzzleCallback Method

Called when a puzzle has been loaded. Starts the puzzle

VB

```
Public Sub _puzzleCallback( _
```

```
    ByVal p As Puzzle _  
)
```

C#

```
public void _puzzleCallback(  
    Puzzle p  
)
```

[C++]

```
public void _puzzleCallback(  
    Puzzle p  
)
```

[JScript]

```
public function _puzzleCallback(  
    p : Puzzle  
)
```

Parameters

p

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript](#)

cgChessBoardScript._puzzleOver Method

Called when the puzzle is finished. Returns the engine to it's normal state and resets the board (could possibly generate another puzzle instead) Also calls the puzzlecontroller which sends info about the attempt at the puzzle to the server

VB

```
Private Sub _puzzleOver( _  
    ByVal win As Boolean _  
)
```

C#

```
private void _puzzleOver(
    bool win
)
```

```
[C++]
private void _puzzleOver(
    bool win
)
```

```
[JScript]
private function _puzzleOver(
    win : boolean
);
```

Parameters

win

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript](#)₂₀₁

cgChessBoardScript._setBoardTo Method

Set the board to the provided abstract board, write any moves provided in said abstract board to the log, etc.

VB

```
Private Sub _setBoardTo( _
    ByVal board As cgBoard _
)
```

C#

```
private void _setBoardTo(
    cgBoard board
)
```

```
[C++]
private void _setBoardTo(
    cgBoard board
)
```

```
[JScript]
private function _setBoardTo(
    board : cgBoard
);
```

Parameters

board

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript](#)

cgChessBoardScript._setDeadPiece Method

VB

```
Private Sub _setDeadPiece(
    ByVal cp As cgChessPieceScript
)
```

C#

```
private void _setDeadPiece(
    cgChessPieceScript cp
)
```

```
[C++]
private void _setDeadPiece(
    cgChessPieceScript cp
)
```

```
[JScript]
private function _setDeadPiece(
```

```
    cp : cgChessPieceScript  
);
```

Parameters

cp

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript₂₀₁](#)

cgChessBoardScript._showButtons Method

Show the buttons

VB

```
Private Sub _showButtons()
```

C#

```
private void _showButtons()
```

[C++]
`private void _showButtons()`

[JScript]
`private function _showButtons();`

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript₂₀₁](#)

cgChessBoardScript._showPlayers Method

Make dead players visible for the next round

VB

```
Private Sub _showPlayers()
```

C#

```
private void _showPlayers()
```

[C++]

```
private void _showPlayers()
```

[JScript]

```
private function _showPlayers();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript](#)₂₀₁

cgChessBoardScript._start Method

VB

```
Private Sub _start()
```

C#

```
private void _start()
```

[C++]

```
private void _start()
```

[JScript]

```
private function _start();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript](#)²⁰¹

cgChessBoardScript._suggestMove Method

VB

```
Private Sub _suggestMove( _
    ByVal move As cgSimpleMove _
)
```

C#

```
private void _suggestMove(
    cgSimpleMove move
)
```

[C++]

```
private void _suggestMove(
    cgSimpleMove move
)
```

[JScript]

```
private function _suggestMove(
    move : cgSimpleMove
);
```

Parameters

move

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript](#)

cgChessBoardScript._writeLog Method

Write move to log.

VB

```
Private Sub _writeLog( _
    ByVal move As cgSimpleMove _
)
```

C#

```
private void _writeLog(
    cgSimpleMove move
)
```

[C++]

```
private void _writeLog(
    cgSimpleMove move
)
```

[JScript]

```
private function _writeLog(
    move : cgSimpleMove
);
```

Parameters

move

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript](#)

cgChessBoardScript.playSound Method

Play provided sound, adds an audiosource if one does not exist on this gameobject.

VB

```
Public Sub playSound( _  
    ByVal clip As AudioClip _  
)
```

C#

```
public void playSound(  
    AudioClip clip  
)
```

[C++]

```
public void playSound(  
    AudioClip clip  
)
```

[JScript]

```
public function playSound(  
    clip : AudioClip  
);
```

Parameters

clip

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript](#)

BoardMode Enumeration

All possible board modes.

Constant	Value	Description
EngineVsEngine	3	All possible board modes.
EngineVsPlayer	2	All possible board modes.
PlayerVsEngine	1	All possible board modes.
PlayerVsPlayer	0	All possible board modes.

Requirements

Namespace: 35

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

See Also

Applies to: [cgChessBoardScript₂₀₁](#)

GameOverPrefab Field

Game over prefab, instantiated when the game is won/drawn/lost

VB

```
Public GameOverPrefab As GameObject
```

C#

```
public GameObject GameOverPrefab
```

[C++]

```
public GameObject GameOverPrefab
```

[JScript]

```
public GameOverPrefab : GameObject
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript₂₀₁](#)

MainMenuPrefab Field

Main menu prefab, instantiated when the user clicks Main menu button.

VB

```
Public MainMenuPrefab As GameObject
```

C#

```
public GameObject MainMenuPrefab
```

[C++]

```
public GameObject MainMenuPrefab
```

[JScript]

```
public MainMenuPrefab : GameObject
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript201](#)

Mode Field

The current board mode.

VB

```
Public Mode As BoardMode
```

C#

```
public BoardMode Mode
```

[C++]

```
public BoardMode Mode
```

[JScript]

```
public Mode : BoardMode
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript₂₀₁](#)

NotationType Field

Which notationtype should be used to notate the game?

VB

```
Public NotationType As NotationType
```

C#

```
public NotationType NotationType
```

[C++]

```
public NotationType NotationType
```

[JScript]

```
public NotationType : NotationType
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript₂₀₁](#)

_abstractBoard Field

This is the underlying board representation, we test and find legality of moves on this.

VB

```
Private Shadows _abstractBoard As cgBoard
```

C#

```
new private cgBoard _abstractBoard
```

[C++]
new private cgBoard _abstractBoard

[JScript]
private _abstractBoard : cgBoard

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript201](#)

_banner Field

A banner above the board used to display messages

VB

```
Public _banner As Text
```

C#

```
public Text _banner
```

[C++]
public Text _banner

[JScript]
public _banner : Text

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript₂₀₁](#)

_canvas Field

A reference canvas that displays the UI

VB

```
Public _canvas As Canvas
```

C#

```
public Canvas _canvas
```

[C++]

```
public Canvas _canvas
```

[JScript]

```
public _canvas : Canvas
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript₂₀₁](#)

_deadBlackPieces Field

Number of dead black pieces.

VB

```
Private _deadBlackPieces As Integer
```

C#

```
private int _deadBlackPieces
```

```
[C++]
private int _deadBlackPieces
```

```
[JScript]
private _deadBlackPieces : int
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript₂₀₁](#)

_deadPieces Field

All currently captured pieces.

VB

```
Private Shadows _deadPieces As List(Of cgChessPieceScript)
```

C#

```
new private List<cgChessPieceScript> _deadPieces
```

```
[C++]
new private List<cgChessPieceScript> _deadPieces
```

```
[JScript]
JScript does not support generic types and methods.
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript₂₀₁](#)

_deadWhitePieces Field

Number of dead white pieces.

VB

```
Private _deadWhitePieces As Integer
```

C#

```
private int _deadWhitePieces
```

[C++]

```
private int _deadWhitePieces
```

[JScript]

```
private _deadWhitePieces : int
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript](#)₂₀₁

_downPiece Field

The current piece being dragged by the mouse.

VB

```
Private _downPiece As cgChessPieceScript
```

C#

```
private cgChessPieceScript _downPiece
```

[C++]

```
private cgChessPieceScript _downPiece
```

```
[JScript]
private _downPiece : cgChessPieceScript
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript₂₀₁](#)

_engine Field

The AI opponent

VB

```
Private _engine As cgEngine
```

C#

```
private cgEngine _engine
```

```
[C++]
private cgEngine _engine
```

```
[JScript]
private _engine : cgEngine
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript₂₀₁](#)

gameOverScreen Field

The instance of the game over screen.

VB

```
Public _gameOverScreen As GameObject
```

C#

```
public GameObject _gameOverScreen
```

[C++]

```
public GameObject _gameOverScreen
```

[JScript]

```
public _gameOverScreen : GameObject
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript](#)₂₀₁

_lastPieceMoved Field

The last piece moved

VB

```
Private _lastPieceMoved As cgChessPieceScript
```

C#

```
private cgChessPieceScript _lastPieceMoved
```

[C++]

```
private cgChessPieceScript _lastPieceMoved
```

[JScript]

```
private _lastPieceMoved : cgChessPieceScript
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript201](#)

livePieces Field

All currently uncaptured pieces on the board.

VB

```
Private Shadows _livePieces As List(Of cgChessPieceScript)
```

C#

```
new private List<cgChessPieceScript> _livePieces
```

[C++]

```
new private List<cgChessPieceScript> _livePieces
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript201](#)

loadBar Field

A reference to the loadbar

VB

```
Private _loadBar As GameObject
```

C#

```
private GameObject _loadBar
```

[C++]

```
private GameObject _loadBar
```

[JScript]

```
private _loadBar : GameObject
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript](#)₂₀₁

_loggedMoves Field

Logged moves, used by coordinate notation.

VB

```
Private _loggedMoves As Integer
```

C#

```
private int _loggedMoves
```

[C++]

```
private int _loggedMoves
```

[JScript]

```
private _loggedMoves : int
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role

not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript₂₀₁](#)

_squares Field

VB

```
Private _squares As cgSquareScript()
```

C#

```
private cgSquareScript[] _squares
```

[C++]

```
private cgSquareScript[] _squares
```

[JScript]

```
private _squares : cgSquareScript[]
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript₂₀₁](#)

border Field

The coordinate borders of the board, the sprite must be changed when the board is flipped.

VB

```
Public border As SpriteRenderer
```

C#

```
public SpriteRenderer border
```

```
[C++]
public SpriteRenderer border
```

```
[JScript]
public border : SpriteRenderer
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript₂₀₁](#)

borderFlipped Field

The sprite to display on the border when the board is flipped

VB

```
Public borderFlipped As Sprite
```

C#

```
public Sprite borderFlipped
```

```
[C++]
public Sprite borderFlipped
```

```
[JScript]
public borderFlipped : Sprite
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript₂₀₁](#)

borderUnflipped Field

The sprite to display when the board is not flipped

VB

```
Public borderUnflipped As Sprite
```

C#

```
public Sprite borderUnflipped
```

[C++]

```
public Sprite borderUnflipped
```

[JScript]

```
public borderUnflipped : Sprite
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript₂₀₁](#)

calibrationBackground Field

A reference to the calibration background that is displayed before each puzzle

VB

```
Public calibrationBackground As GameObject
```

C#

```
public GameObject calibrationBackground
```

[C++]

```
public GameObject calibrationBackground
```

```
[JScript]
public calibrationBackground : GameObject
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript₂₀₁](#)

checkSound Field

A sound to play when any player makes a move that checks the king.

VB

```
Public checkSound As AudioClip
```

C#

```
public AudioClip checkSound
```

```
[C++]
public AudioClip checkSound
```

```
[JScript]
public checkSound : AudioClip
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript₂₀₁](#)

controller Field

VB

```
Private controller As PuzzleController
```

C#

```
private PuzzleController controller
```

```
[C++]
private PuzzleController controller
```

```
[JScript]
private controller : PuzzleController
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript201](#)

currentPuzzle Field

The current puzzle being played if there is one

VB

```
Public currentPuzzle As Puzzle
```

C#

```
public Puzzle currentPuzzle
```

```
[C++]
public Puzzle currentPuzzle
```

```
[JScript]
public currentPuzzle : Puzzle
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript₂₀₁](#)

fixationCross Field

The fixation cross at the middle of the calibration background

VB

```
Public fixationCross As GameObject
```

C#

```
public GameObject fixationCross
```

[C++]

```
public GameObject fixationCross
```

[JScript]

```
public fixationCross : GameObject
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript₂₀₁](#)

flipTarget Field

The target to flip when the user click the Flip board button.

VB

```
Public flipTarget As GameObject
```

C#

```
public GameObject flipTarget
```

[C++]
public GameObject flipTarget

[JScript]
public flipTarget : GameObject

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript](#)

flipped Field

VB

```
Private flipped As Boolean
```

C#

```
private bool flipped
```

[C++]
private bool flipped

[JScript]
private flipped : boolean

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript201](#)

highlightLastMove Field

Should the last move be highlighted on the board?

VB

```
Public highlightLastMove As Boolean
```

C#

```
public bool highlightLastMove
```

[C++]

```
public bool highlightLastMove
```

[JScript]

```
public highlightLastMove : boolean
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript201](#)

highlightLegalMoves Field

Should the all legal moves be highlighted when the player drags a piece?

VB

```
Public highlightLegalMoves As Boolean
```

C#

```
public bool highlightLegalMoves
```

[C++]

```
public bool highlightLegalMoves
```

```
[JScript]
public highlightLegalMoves : boolean
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript201](#)

isPuzzle Field

Is a puzzle currently being played?

VB

```
Public isPuzzle As Boolean
```

C#

```
public bool isPuzzle
```

```
[C++]
public bool isPuzzle
```

```
[JScript]
public isPuzzle : boolean
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript201](#)

loseSound Field

A sound to play when the game is lost or drawn.

VB

```
Public loseSound As AudioClip
```

C#

```
public AudioClip loseSound
```

[C++]

```
public AudioClip loseSound
```

[JScript]

```
public loseSound : AudioClip
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript](#)₂₀₁

moveCounter Field

VB

```
Public Shared moveCounter As Integer
```

C#

```
public static int moveCounter
```

[C++]

```
public static int moveCounter
```

[JScript]

```
public static moveCounter : int
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript₂₀₁](#)

moveLog Field

The textfield to log all moves made.

VB

```
Public moveLog As GUIText
```

C#

```
public GUIText moveLog
```

[C++]

```
public GUIText moveLog
```

[JScript]

```
public moveLog : GUIText
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript₂₀₁](#)

moveSound Field

A sound to play whenever a move is made.

VB

```
Public moveSound As AudioClip
```

C#

```
public AudioClip moveSound
```

[C++]

```
public AudioClip moveSound
```

[JScript]

```
public moveSound : AudioClip
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript₂₀₁](#)

movesMade Field

The number of moves made.

VB

```
Public movesMade As Integer
```

C#

```
public int movesMade
```

[C++]

```
public int movesMade
```

[JScript]

```
public movesMade : int
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript201](#)

timeStamp Field

VB

```
Private timeStamp As Single
```

C#

```
private float timeStamp
```

[C++]

```
private float timeStamp
```

[JScript]

```
private timeStamp : float
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript201](#)

whiteTurnToMove Field

Is it whites turn to move? if false then its blacks turn.

VB

```
Public whiteTurnToMove As Boolean
```

C#

```
public bool whiteTurnToMove
```

[C++]
public bool whiteTurnToMove

[JScript]
public whiteTurnToMove : boolean

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript](#)

winSound Field

A sound to play when the game is won.

VB

```
Public winSound As AudioClip
```

C#

```
public AudioClip winSound
```

[C++]
public AudioClip winSound

[JScript]
public winSound : AudioClip

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessBoardScript](#)

cgChessPieceScript Class

This script controls the piece on the board, it alters graphics according to promotions/reverts and registers mouse down and mouse up events for dragging purposes

[System.Object](#)

Error! Hyperlink reference not valid.
cgChessPieceScript

VB

```
Public Class cgChessPieceScript  
    Inherits MonoBehaviour
```

C#

```
public class cgChessPieceScript : MonoBehaviour
```

[C++]
public class cgChessPieceScript : MonoBehaviour

[JScript]
public class cgChessPieceScript
 extends MonoBehaviour

Requirements

Namespace: 35

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Properties

Error! Hyperlink reference not valid. (inherited from Component), Error! Hyperlink

reference not valid. (inherited from Behaviour), **Error!** **Hyperlink reference not valid.** (inherited from Component), **Error!** **Hyperlink reference not valid.** (inherited from Object), **Error!** **Hyperlink reference not valid.** (inherited from Component), **Error!** **Hyperlink reference not valid.** (inherited from Behaviour), **Error!** **Hyperlink reference not valid.** (inherited from Component), **Error!** **Hyperlink reference not valid.** (inherited from MonoBehaviour), **Error!** **Hyperlink reference not valid.** (inherited from Component), **Error!** **Hyperlink reference not valid.** (inherited from Component), **Error!** **Hyperlink reference not valid.** (inherited from MonoBehaviour)

Methods

Error! **Hyperlink reference not valid.** (inherited from Component), **Error!** **Hyperlink reference not valid.** (inherited from MonoBehaviour), **Error!** **Hyperlink reference not valid.** (inherited from Component), **Error!** **Hyperlink reference not valid.** (inherited from Object), **Error!** **Hyperlink reference not valid.** (inherited from Component), **Error!** **Hyperlink reference not valid.** (inherited from Object), **Finalize** (inherited from Object), **Error!** **Hyperlink reference not valid.** (inherited from Component), **Error!** **Hyperlink reference not valid.** (inherited from Object), **Error!** **Hyperlink reference not valid.** (inherited from Object), **GetType** (inherited from Object), **Error!** **Hyperlink reference not valid.** (inherited from Object), **Error!** **Hyperlink reference not valid.** (inherited from MonoBehaviour), **Error!** **Hyperlink reference not valid.** (inherited from MonoBehaviour), **MemberwiseClone** (inherited from Object), **OnMouseDown**²⁶⁸, **OnMouseUp**²⁶⁸, **ReferenceEquals** (inherited from Object), **Error!** **Hyperlink reference not valid.** (inherited from Component), **Error!** **Hyperlink reference not valid.** (inherited from Component), **SetCallbacks**²⁶⁹, **SetType**²⁷⁰, **StartAtSquare**²⁷¹, **Error!** **Hyperlink reference not valid.** (inherited from MonoBehaviour), **Error!** **Hyperlink reference not valid.** (inherited from Object), **moveToSquare**²⁷², **Error!** **Hyperlink reference not valid.** (inherited from MonoBehaviour)

Enumerations

Type²⁷³

Fields

_onDown²⁷⁴, **_onUp**²⁷⁴, **dead**²⁷⁵, **sprites**²⁷⁶, **square**²⁷⁶, **type**²⁷⁷, **white**²⁷⁸

cgChessPieceScript.OnMouseDown Method

VB

```
Private Sub OnMouseDown()
```

C#

```
private void OnMouseDown()
```

[C++]

```
private void OnMouseDown()
```

[JScript]

```
private function OnMouseDown();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessPieceScript](#)₂₆₆

cgChessPieceScript.OnMouseUp Method

VB

```
Private Sub OnMouseUp()
```

C#

```
private void OnMouseUp()
```

[C++]

```
private void OnMouseUp()
```

[JScript]

```
private function OnMouseUp();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessPieceScript](#)₂₆₆

cgChessPieceScript.SetCallbacks Method

Set mouse callbacks to allow this instance to be dragged and dropped.

VB

```
Public Sub SetCallbacks( _  
    ByVal onDown As Action(Of cgChessPieceScript), _  
    ByVal onUp As Action(Of cgChessPieceScript) _  
)
```

C#

```
public void SetCallbacks(  
    Action<cgChessPieceScript> onDown,  
    Action<cgChessPieceScript> onUp  
)
```

[C++]

```
public void SetCallbacks(  
    Action<cgChessPieceScript> onDown,  
    Action<cgChessPieceScript> onUp  
)
```

[JScript]

JScript does not support generic types and methods.

Parameters

onDown

Callback for mouse down

onUp

Callback for mouse up

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessPieceScript](#)₂₆₆

cgChessPieceScript.SetType (Type) Method

Set the type of this piece, changes its sprite accordingly. Useful when reverting moves, or when pawns are promoted.

VB

```
Public Sub SetType( _
    ByVal toType As Type _
)
```

C#

```
public void SetType(
    Type toType
)
```

[C++]

```
public void SetType(
    Type toType
)
```

[JScript]

```
public function SetType(
    toType : Type
);
```

Parameters

toType

The type to change to.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessPieceScript](#)₂₆₆

cgChessPieceScript.SetType (Int32) Method

Set the type of this piece, changes its sprite accordingly. Useful when reverting moves, or when pawns are promoted.

VB

```
Public Sub SetType( _
    ByVal toType As Integer _
)
```

C#

```
public void SetType(
    int toType
)
```

[C++]

```
public void SetType(
    int toType
)
```

[JScript]

```
public function SetType(
    toType : int
);
```

Parameters

toType

The type to change to.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessPieceScript](#)₂₆₆

cgChessPieceScript.StartAtSquare Method

Start at provided square.

VB

```
Public Sub StartAtSquare( _
```

```
    ByVal startSquare As cgSquareScript _
)
```

C#

```
public void StartAtSquare(
    cgSquareScript startSquare
)
```

[C++]

```
public void StartAtSquare(
    cgSquareScript startSquare
)
```

[JScript]

```
public function StartAtSquare(
    startSquare : cgSquareScript
);
```

Parameters*startSquare*

the starting square.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessPieceScript](#)₂₆₆

cgChessPieceScript.moveToSquare Method

Move to a new square.

VB

```
Public Sub moveToSquare( _
    ByVal newSquare As cgSquareScript _
)
```

C#

```
public void moveToSquare(
```

```
    cgSquareScript newSquare
)
```

```
[C++]
public void moveToSquare(
    cgSquareScript newSquare
)
```

```
[JScript]
public function moveToSquare(
    newSquare : cgSquareScript
);
```

Parameters

newSquare
the new square to move to.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessPieceScript](#)₂₆₆

Type Enumeration

All possible chess types.

Constant	Value	Description
BlackBishop	-4	
BlackKing	-6	
BlackKnight	-3	
BlackPawn	-1	
BlackQueen	-5	
BlackRook	-2	
WhiteBishop	4	
WhiteKing	6	
WhiteKnight	3	
WhitePawn	1	
WhiteQueen	5	
WhiteRook	2	

Requirements

Namespace: 35

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

See Also

Applies to: [cgChessPieceScript](#)²⁶⁶

_onDown Field

VB

```
Private _onDown As Action(Of cgChessPieceScript)
```

C#

```
private Action<cgChessPieceScript> _onDown
```

[C++]

```
private Action<cgChessPieceScript> _onDown
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessPieceScript](#)²⁶⁶

_onUp Field

VB

```
Private _onUp As Action(Of cgChessPieceScript)
```

C#

```
private Action<cgChessPieceScript> _onUp
```

[C++]

```
private Action<cgChessPieceScript> _onUp
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessPieceScript](#)₂₆₆

dead Field

VB

```
Public dead As Boolean
```

C#

```
public bool dead
```

[C++]

```
public bool dead
```

[JScript]

```
public dead : boolean
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role

not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessPieceScript₂₆₆](#)

sprites Field

Sprites with index position corresponding to the type.

VB

```
Public sprites As Sprite()
```

C#

```
public Sprite[] sprites
```

[C++]

```
public Sprite[] sprites
```

[JScript]

```
public sprites : Sprite[]
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessPieceScript₂₆₆](#)

square Field

The current square being occupied by this instance.

VB

```
Public square As cgSquareScript
```

C#

```
public cgSquareScript square
```

```
[C++]
public cgSquareScript square
```

```
[JScript]
public square : cgSquareScript
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessPieceScript](#)₂₆₆

type Field

The type of this piece.

VB

```
Public type As Type
```

C#

```
public Type type
```

```
[C++]
public Type type
```

```
[JScript]
public type : Type
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessPieceScript](#)₂₆₆

white Field

Is this piece white?

VB

```
Public white As Boolean
```

C#

```
public bool white
```

[C++]

```
public bool white
```

[JScript]

```
public white : boolean
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgChessPieceScript](#)₂₆₆

cgEnPassantMove Class

Most people probably have no clue what this 'En Passant' move is - if you don't then google it, its a legal pawn move in chess, in which a pawn captures a pawn next to it that has just performed its double move, while move diagonally forward.

[System.Object](#)

[cgSimpleMove](#)³⁵⁵

cgEnPassantMove

VB

```
Public Class cgEnPassantMove  
    Inherits cgSimpleMove
```

C#

```
public class cgEnPassantMove : cgSimpleMove
```

[C++]
public class cgEnPassantMove : cgSimpleMove

[JScript]
public class cgEnPassantMove
extends cgSimpleMove

Requirements

Namespace: 35

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Equals](#) (inherited from [Object](#)), [Finalize](#) (inherited from [Object](#)), [GetHashCode](#) (inherited from [Object](#)), [GetType](#) (inherited from [Object](#)), [MemberwiseClone](#) (inherited from [Object](#)), [ReferenceEquals](#) (inherited from [Object](#)), [ToString](#) (inherited from [Object](#))

Fields

[attackingSquare](#)₂₈₀, [bestResponse](#)₃₅₇ (inherited from [cgSimpleMove](#)), [capturedType](#)₃₅₈ (inherited from [cgSimpleMove](#)), [from](#)₃₅₉ (inherited from [cgSimpleMove](#)), [positionalVal](#)₃₅₉ (inherited from [cgSimpleMove](#)), [queened](#)₃₆₀ (inherited from [cgSimpleMove](#)), [to](#)₃₆₀ (inherited from [cgSimpleMove](#)), [val](#)₃₆₁ (inherited from [cgSimpleMove](#))

cgEnPassantMove Constructor

VB

```
Public Sub New(  
    ByVal fromp As Byte, _  
    ByVal tomp As Byte, _  
    ByVal posval As SByte, _  
    ByVal attackSquare As Byte _  
)
```

C#

```
public cgEnPassantMove(  
    byte fromp,
```

```
    byte tomp,  
    SByte posval,  
    byte attackSquare  
)
```

```
[C++]  
public cgEnPassantMove(  
    byte fromp,  
    byte tomp,  
    SByte posval,  
    byte attackSquare  
)
```

```
[JScript]  
public function cgEnPassantMove(  
    fromp : byte,  
    tomp : byte,  
    posval : SByte,  
    attackSquare : byte  
) ;
```

Parameters

fromp

tomp

posval

attackSquare

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgEnPassantMove](#)²⁷⁸

attackingSquare Field

VB

```
Public attackingSquare As Byte
```

C#

```
public byte attackingSquare
```

[C++]

```
public byte attackingSquare
```

[JScript]

```
public attackingSquare : byte
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgEnPassantMove](#)₂₇₈

cgEngine Class

The AI Opponent

[System.Object](#)

Error! Hyperlink reference not valid.

cgEngine

[PuzzleEngine](#)₁₃₁

VB

```
Public Class cgEngine  
    Inherits MonoBehaviour
```

C#

```
public class cgEngine : MonoBehaviour
```

[C++]

```
public class cgEngine : MonoBehaviour
```

```
[JScript]
public class cgEngine
    extends MonoBehaviour
```

Requirements

Namespace:

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Properties

Methods

reference not valid. (inherited from [Object](#)), **Error! Hyperlink reference not valid.** (inherited from [Object](#)), [GetLastMoveStatus₂₈₃](#), [GetType](#) (inherited from [Object](#)), **Error! Hyperlink reference not valid.** (inherited from [Object](#)), **Error! Hyperlink reference not valid.** (inherited from [MonoBehaviour](#)), **Error! Hyperlink reference not valid.** (inherited from [MonoBehaviour](#)), **Error! Hyperlink reference not valid.** (inherited from [MonoBehaviour](#)), [MakeMove₂₈₄](#), [MemberwiseClone](#) (inherited from [Object](#)), [PlayerMove₂₈₅](#), [ReferenceEquals](#) (inherited from [Object](#)), **Error! Hyperlink reference not valid.** (inherited from [Component](#)), **Error! Hyperlink reference not valid.** (inherited from [Component](#)), **Error! Hyperlink reference not valid.** (inherited from [MonoBehaviour](#)), [TellLegals₂₈₅](#), **Error! Hyperlink reference not valid.** (inherited from [Object](#)), [Update₂₈₆](#), [_alfaBeta₂₈₇](#), [_analysisComplete₂₈₈](#), [_debug₂₈₉](#), [_debugReadBoard₂₈₉](#), [_sortMovesOnBoardValue₂₉₀](#), [_startAnalysis₂₉₁](#), [_testBoard₂₉₂](#), **Error! Hyperlink reference not valid.** (inherited from [MonoBehaviour](#))

Fields

[BoardStatesExamined₂₉₂](#), [CurrentBoardValue₂₉₃](#), [Finished₂₉₃](#), [LoadBar₂₉₄](#), [MoveAsWhite₂₉₅](#), [Moves₂₉₅](#), [MovesLeftToAnalyze₂₉₆](#), [SearchDepthEndGame₂₉₇](#), [SearchDepthStrong₂₉₇](#), [SearchDepthWeak₂₉₈](#), [TotalMovesToAnalyze₂₉₉](#), [_board₂₉₉](#), [_callback₃₀₀](#), [stopwatch₃₀₀](#)

cgEngine.GetLastMoveStatus Method

VB

```
Public Overridable Function GetLastMoveStatus() As String
```

C#

```
public virtual string GetLastMoveStatus()
```

[C++]

```
public virtual string GetLastMoveStatus()
```

[JScript]

```
public function GetLastMoveStatus() : String;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgEngine₂₈₁](#)

cgEngine.MakeMove Method

Called when the engine should generate a new move.

VB

```
Public Overridable Sub MakeMove( _
    ByVal board As cgBoard, _
    ByVal MoveAsWhiteP As Boolean, _
    ByVal callback As Action(Of cgSimpleMove) _
)
```

C#

```
public virtual void MakeMove(
    cgBoard board,
    bool MoveAsWhiteP,
    Action<cgSimpleMove> callback
)
```

[C++]

```
public virtual void MakeMove(
    cgBoard board,
    bool MoveAsWhiteP,
    Action<cgSimpleMove> callback
)
```

[JScript]

JScript does not support generic types and methods.

Parameters

board

The current board state.

MoveAsWhiteP

Move as white(true) or black(false).

callback

Where the preferred move will be returned.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgEngine](#)₂₈₁

cgEngine.PlayerMove Method

VB

```
Public Overridable Function PlayerMove( _
    ByVal move As cgSimpleMove _ 
) As Boolean
```

C#

```
public virtual bool PlayerMove(
    cgSimpleMove move
)
```

[C++]

```
public virtual bool PlayerMove(
    cgSimpleMove move
)
```

[JScript]

```
public function PlayerMove(
    move : cgSimpleMove
) : boolean;
```

Parameters

move

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgEngine](#)₂₈₁

cgEngine.TellLegals Method

VB

```
Public Sub TellLegals( _
    ByVal p As Boolean _ 
)
```

C#

```
public void TellLegals(
    bool p
)
```

[C++]

```
public void TellLegals(
    bool p
)
```

[JScript]

```
public function TellLegals(
    p : boolean
);
```

Parameters

p

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgEngine](#)₂₈₁

cgEngine.Update Method

VB

```
Private Sub Update()
```

C#

```
private void Update()
```

[C++]

```
private void Update()
```

[JScript]

```
private function Update();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgEngine](#)₂₈₁

cgEngine._alfaBeta Method

Utilizing an AlphaBeta searching algorithm, we generate moves evaluate them, prune and decide which is best. https://en.wikipedia.org/wiki/Alpha%20beta_pruning

VB

```
Private Function _alfaBeta( _
    ByVal node As cgSimpleMove, _
    ByVal depth As Integer, _
    Optional ByVal alpha As Integer = int.MinValue, _
    Optional ByVal beta As Integer = int.MaxValue, _
    Optional ByVal maximizing As Boolean = true _
) As Integer
```

C#

```
private int _alfaBeta(
    cgSimpleMove node,
    int depth,
    int alpha = int.MinValue,
    int beta = int.MaxValue,
    bool maximizing = true
)
```

[C++]

```
private int _alfaBeta(
    cgSimpleMove node,
    int depth,
    int alpha = int.MinValue,
    int beta = int.MaxValue,
    bool maximizing = true
)
```

[JScript]

```
private function _alfaBeta(
    node : cgSimpleMove,
    depth : int,
```

```
    alpha : int,  
    beta : int,  
    maximizing : boolean  
) : int;
```

Parameters

node

the move to analyze

depth

The max depth to search to, execution time increases exponentially the higher the depth

alpha

beta

maximizing

Returns

The value of the provided node

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgEngine](#)₂₈₁

cgEngine._analysisComplete Method

Called when the analysis is completed.

VB

```
Private Sub _analysisComplete()
```

C#

```
private void _analysisComplete()
```

[C++]

```
private void _analysisComplete()
```

[**JScript**]
 private function _analysisComplete();

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgEngine](#)₂₈₁

cgEngine._debug Method

VB

```
Private Sub _debug()
```

C#

```
private void _debug()
```

[**C++**]
 private void _debug()

[**JScript**]
 private function _debug();

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgEngine](#)₂₈₁

cgEngine._debugReadBoard Method

VB

```
Private Sub _debugReadBoard()
```

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C#

```
private void _debugReadBoard()
```

[C++]

```
private void _debugReadBoard()
```

[JScript]

```
private function _debugReadBoard();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgEngine](#)₂₈₁

cgEngine._sortMovesOnBoardValue Method

VB

```
Private Sub _sortMovesOnBoardValue( _
    ByVal moves As List(Of cgSimpleMove), _
    ByVal white As Boolean _
)
```

C#

```
private void _sortMovesOnBoardValue(
    List<cgSimpleMove> moves,
    bool white
)
```

[C++]

```
private void _sortMovesOnBoardValue(
    List<cgSimpleMove> moves,
    bool white
)
```

[JScript]

JScript does not support generic types and methods.

Parameters

moves

white

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgEngine](#)₂₈₁

cgEngine._startAnalysis Method

Called when the analysis starts.

VB

```
Private Function _startAnalysis() As IEnumator
```

C#

```
private IEnumator _startAnalysis()
```

[C++]

```
private IEnumator _startAnalysis()
```

[JScript]

```
private function _startAnalysis() : IEnumator;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgEngine](#)₂₈₁

cgEngine._testBoard Method

VB

```
Private Sub _testBoard()
```

C#

```
private void _testBoard()
```

[C++]

```
private void _testBoard()
```

[JScript]

```
private function _testBoard();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgEngine](#)₂₈₁

BoardStatesExamined Field

How many board states have been examined

VB

```
Public BoardStatesExamined As Integer
```

C#

```
public int BoardStatesExamined
```

[C++]

```
public int BoardStatesExamined
```

```
[JScript]
public BoardStatesExamined : int
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgEngine](#)₂₈₁

CurrentBoardValue Field

The current value of the board.

VB

```
Public CurrentBoardValue As Integer
```

C#

```
public int CurrentBoardValue
```

```
[C++]
public int CurrentBoardValue
```

```
[JScript]
public CurrentBoardValue : int
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgEngine](#)₂₈₁

Finished Field

Has the engine finished analyzing moves?

VB

```
Public Finished As Boolean
```

C#

```
public bool Finished
```

[C++]

```
public bool Finished
```

[JScript]

```
public Finished : boolean
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgEngine](#)₂₈₁

LoadBar Field

The provided loadbar to display how far the analysis is.

VB

```
Public LoadBar As GameObject
```

C#

```
public GameObject LoadBar
```

[C++]

```
public GameObject LoadBar
```

[JScript]

```
public LoadBar : GameObject
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgEngine₂₈₁](#)

MoveAsWhite Field

Should a move for white(true) or black(false) be generated?

VB

```
Public MoveAsWhite As Boolean
```

C#

```
public bool MoveAsWhite
```

[C++]

```
public bool MoveAsWhite
```

[JScript]

```
public MoveAsWhite : boolean
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgEngine₂₈₁](#)

Moves Field

All legal moves being analyzed.

VB

```
Public Moves As List(Of cgSimpleMove)
```

C#

```
public List<cgSimpleMove> Moves
```

[C++]

```
public List<cgSimpleMove> Moves
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgEngine](#)₂₈₁

MovesLeftToAnalyze Field

How many moves are left to analyze.

VB

```
Public MovesLeftToAnalyze As Integer
```

C#

```
public int MovesLeftToAnalyze
```

[C++]

```
public int MovesLeftToAnalyze
```

[JScript]

```
public MovesLeftToAnalyze : int
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role

not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgEngine₂₈₁](#)

SearchDepthEndGame Field

How deep should the engine search when the number of possible moves are low(i.e. lategame or king checked situations).

VB

```
Public SearchDepthEndGame As Byte
```

C#

```
public byte SearchDepthEndGame
```

[C++]

```
public byte SearchDepthEndGame
```

[JScript]

```
public SearchDepthEndGame : byte
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgEngine₂₈₁](#)

SearchDepthStrong Field

How deep should the engine search a seemingly strong move?

VB

```
Public SearchDepthStrong As Byte
```

C#

```
public byte SearchDepthStrong
```

[C++]
public byte SearchDepthStrong

[JScript]
public SearchDepthStrong : byte

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgEngine](#)₂₈₁

SearchDepthWeak Field

How deep should the engine search seemingly weak move?

VB

```
Public SearchDepthWeak As Byte
```

C#

```
public byte SearchDepthWeak
```

[C++]
public byte SearchDepthWeak

[JScript]
public SearchDepthWeak : byte

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgEngine](#)₂₈₁

TotalMovesToAnalyze Field

How many moves in total have to be analyzed.

VB

```
Public TotalMovesToAnalyze As Integer
```

C#

```
public int TotalMovesToAnalyze
```

[C++]

```
public int TotalMovesToAnalyze
```

[JScript]

```
public TotalMovesToAnalyze : int
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgEngine](#)₂₈₁

_board Field

VB

```
Private _board As cgBoard
```

C#

```
private cgBoard _board
```

[C++]

```
private cgBoard _board
```

```
[JScript]
private _board : cgBoard
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgEngine](#)₂₈₁

_callback Field

VB

```
Private _callback As Action(Of cgSimpleMove)
```

C#

```
private Action<cgSimpleMove> _callback
```

```
[C++]
private Action<cgSimpleMove> _callback
```

```
[JScript]
JScript does not support generic types and methods.
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgEngine](#)₂₈₁

stopwatch Field

VB

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Private stopwatch As [Stopwatch](#)

C#

```
private Stopwatch stopwatch
```

[C++]

```
private Stopwatch stopwatch
```

[JScript]

```
private stopwatch : Stopwatch
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgEngine](#)₂₈₁

cgGameOverScript Class

This is the game over script attached to the game over prefab, it shows a simple text and a few buttons to take the player back to a new game or the menu.

[System.Object](#)

Error! Hyperlink reference not valid.

cgGameOverScript

VB

```
Public Class cgGameOverScript  
    Inherits MonoBehaviour
```

C#

```
public class cgGameOverScript : MonoBehaviour
```

```
[C++]
public class cgGameOverScript : MonoBehaviour
```

```
[JScript]
public class cgGameOverScript
    extends MonoBehaviour
```

Requirements

Namespace:

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Properties

Error! Hyperlink reference not valid. (inherited from Component), **Error! Hyperlink reference not valid.** (inherited from Component), **Error! Hyperlink reference not valid.** (inherited from Component), **Error!**

Hyperlink reference not valid. (inherited from Component), **Error! Hyperlink reference not valid.** (inherited from Component), **Error! Hyperlink reference not valid.** (inherited from Component), **Error! Hyperlink**

reference not valid. (inherited from Behaviour), **Error! Hyperlink reference not valid.** (inherited from

Component), Error! Hyperlink reference not valid. (inherited from Component), **Error! Hyperlink reference not valid.** (inherited from Component), **Error! Hyperlink reference not valid.** (inherited from Component),

Error! Hyperlink reference not valid. (inherited from Object), **Error! Hyperlink reference not valid.**

(inherited from **Component**), **Error! Hyperlink reference not valid.** (inherited from **Behaviour**), **Error!**

Hyperlink reference not valid. (inherited from **Component**), **Error! Hyperlink reference not valid.** (inherited from **Object**), **Error! Hyperlink reference not valid.** (inherited from **Component**), **Error! Hyperlink reference not valid.** (inherited from **Object**)

not Valid. (inherited from Component), **Error! Hyperlink reference not Valid.** (inherited from Component),

Error! Hyperlink reference not valid. (Inherited from Component). Error! Hyperlink reference not valid.

[Hyperlink reference not valid.](#) (Inherited from Component), Error! Hyperlink reference not valid. (Inherited from Component), Error!

Hyperlink reference not valid. (Inherited from MonoBehaviour).
(Object reference not set to an instance of an object) External Hyperlink reference not valid.

Hyperlink m

Methods
Error! Hyperlink reference not valid. (inherited from Component). **Error! Hyperlink reference not valid.**

(inherited from **MonoBehaviour**), **Error!** **Hyperlink** reference not valid. (inherited from **Component**), **Error!** **Hyperlink** reference not valid. (inherited from **Object**). **Error!** **Hyperlink** reference not valid. (inherited from

Object), **Error! Hyperlink reference not valid.** (inherited from **Object**), **Error! Hyperlink reference not valid.** (inherited from **Object**), **Error! Hyperlink reference not valid.** (inherited from **Object**), **Finalize** (inherited

from [Object](#)), **Error! Hyperlink reference not valid.** (inherited from [Object](#)), **Error! Hyperlink reference not valid.** (inherited from [Object](#)), **Error! Hyperlink reference not valid.** (inherited from [Object](#)), **Error! Hyperlink reference not valid.** (inherited from [Object](#)), **Error! Hyperlink reference not valid.** (inherited from [Object](#))

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Error! Hyperlink reference not valid. (inherited from Component), **Error! Hyperlink reference not valid.** (inherited from Component), **Error! Hyperlink reference not valid.** (inherited from Component), **Error!** **Hyperlink reference not valid.** (inherited from Component), **Error! Hyperlink reference not valid.** (inherited from Component), **Error!** **Hyperlink reference not valid.** (inherited from Object), **Error! Hyperlink reference not valid.** (inherited from Object), **GetType** (inherited from Object), **Error! Hyperlink reference not valid.** (inherited from Object), **Error!** **Hyperlink reference not valid.** (inherited from MonoBehaviour), **Error! Hyperlink reference not valid.** (inherited from MonoBehaviour), **Error! Hyperlink reference not valid.** (inherited from MonoBehaviour), **MainMenu**³⁰³, **MemberwiseClone** (inherited from Object), **NextPuzzle**³⁰⁴, **ReferenceEquals** (inherited from Object), **ResetBoard**³⁰⁴, **Error! Hyperlink reference not valid.** (inherited from Component), **Error! Hyperlink reference not valid.** (inherited from MonoBehaviour), **Error! Hyperlink reference not valid.** (inherited from Object), **Update**³⁰⁵, **initialize**³⁰⁵, **Error! Hyperlink reference not valid.** (inherited from MonoBehaviour)

Fields

MainMenuItem³⁰⁷, **ResetButton**³⁰⁷, **_mainMenu**³⁰⁸, **_nextPuzzle**³⁰⁹, **_resetBoard**³⁰⁹, **displayText**³¹⁰

cgGameOverScript.MainMenu Method

Go to main menu, if a callback has been provided then call it.

VB

```
Public Sub MainMenu()
```

C#

```
public void MainMenu()
```

[C++]

```
public void MainMenu()
```

[JScript]

```
public function MainMenu();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

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Applies to: [cgGameOverScript](#)₃₀₁

cgGameOverScript.NextPuzzle Method

VB

```
Public Sub NextPuzzle()
```

C#

```
public void NextPuzzle()
```

[C++]

```
public void NextPuzzle()
```

[JScript]

```
public function NextPuzzle();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgGameOverScript](#)₃₀₁

cgGameOverScript.ResetBoard Method

Reset board, if a callback has been provided then call it.

VB

```
Public Sub ResetBoard()
```

C#

```
public void ResetBoard()
```

[C++]

```
public void ResetBoard()
```

```
[JScript]
public function ResetBoard();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgGameOverScript](#)₃₀₁

cgGameOverScript.Update Method

VB

```
Private Sub Update()
```

C#

```
private void Update()
```

```
[C++]
private void Update()
```

```
[JScript]
private function Update();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgGameOverScript](#)₃₀₁

cgGameOverScript.initialize Method

initialize the prefab, provide callback functions and display a win/lose/draw message.

VB

```
Public Sub initialize( _
    ByVal text As String, _
    ByVal resetBoard As Action, _
    ByVal mainMenu As Action, _
    ByVal nextPuzzle As Action _
)
```

C#

```
public void initialize(
    string text,
    Action resetBoard,
    Action mainMenu,
    Action nextPuzzle
)
```

[C++]

```
public void initialize(
    string text,
    Action resetBoard,
    Action mainMenu,
    Action nextPuzzle
)
```

[JScript]

```
public function initialize(
    text : String,
    resetBoard : Action,
    mainMenu : Action,
    nextPuzzle : Action
);
```

Parameters

text

win/lose/draw message

resetBoard

Reset board callback

mainMenu

Go to main menu callback

nextPuzzle

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role)

not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgGameOverScript₃₀₁](#)

MainMenuItem Field

Main menu item

VB

```
Public MainMenuItem As Button
```

C#

```
public Button MainMenuItem
```

[C++]

```
public Button MainMenuItem
```

[JScript]

```
public MainMenuItem : Button
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgGameOverScript₃₀₁](#)

ResetButton Field

Reset button.

VB

```
Public ResetButton As Button
```

C#

```
public Button ResetButton
```

```
[C++]
public Button ResetButton
```

```
[JScript]
public ResetButton : Button
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgGameOverScript₃₀₁](#)

_mainMenu Field

VB

```
Private _mainMenu As Action
```

C#

```
private Action _mainMenu
```

```
[C++]
private Action _mainMenu
```

```
[JScript]
private _mainMenu : Action
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgGameOverScript₃₀₁](#)

nextPuzzle Field

VB

```
Private _nextPuzzle As Action
```

C#

```
private Action _nextPuzzle
```

[C++]

```
private Action _nextPuzzle
```

[JScript]

```
private _nextPuzzle : Action
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgGameOverScript](#)³⁰¹

resetBoard Field

VB

```
Private _resetBoard As Action
```

C#

```
private Action _resetBoard
```

[C++]

```
private Action _resetBoard
```

[JScript]

```
private _resetBoard : Action
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgGameOverScript](#)₃₀₁

displayText Field

The text to display win/lose/draw message.

VB

```
Public displayText As Text
```

C#

```
public Text displayText
```

[C++]

```
public Text displayText
```

[JScript]

```
public displayText : Text
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgGameOverScript](#)₃₀₁

cgGlobal Class

This class holds some simple general purpose properties and methods.

[System.Object](#)

cgGlobal

VB

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```
Public Class cgGlobal
```

C#

```
public class cgGlobal
```

[C++]

```
public class cgGlobal
```

[JScript]

```
public class cgGlobal
```

Requirements

Namespace: [35](#)

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Equals](#) (inherited from [Object](#)), [Finalize](#) (inherited from [Object](#)), [GetHashCode](#) (inherited from [Object](#)), [GetType](#) (inherited from [Object](#)), [IndexFromCellName](#)³¹¹, [ListToString](#)³¹³, [MemberwiseClone](#) (inherited from [Object](#)), [MoveToString](#)³¹⁵, [PostToString](#)³¹⁵, [ReferenceEquals](#) (inherited from [Object](#)), [ToString](#) (inherited from [Object](#))

Fields

[BlackPawnRow](#)³¹⁶, [BotBorder](#)³¹⁷, [BotDir](#)³¹⁸, [LeftBorder](#)³¹⁸, [LeftDir](#)³¹⁹, [RightBorder](#)³¹⁹, [RightDir](#)³²⁰, [SquareNames](#)³²¹, [TopBorder](#)³²¹, [TopDir](#)³²², [WhitePawnRow](#)³²³, [puzzleArr](#)³²³, [puzzleIndex](#)³²⁴

cgGlobal.IndexFromCellName Method

Translates a coordinate string(e3, d1 etc.) to an index(0-64).

VB

```
Public Shared Function IndexFromCellName( _
    ByVal p As String _
) As Byte
```

C#

```
public static byte IndexFromCellName(
```

```
        string p  
)
```

```
[C++]  
public static byte IndexFromCellName(  
    string p  
)
```

```
[JScript]  
public static function IndexFromCellName(  
    p : String  
) : byte;
```

Parameters

p

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgGlobal](#)₃₁₀

cgGlobal.ToString (List<cgSimpleMove>) Method

Translates a list of Simple Moves to human readable string (used for debugging purposes).

VB

```
Public Shared Function ListToString( _  
    ByVal List As List(Of cgSimpleMove) _  
) As String
```

C#

```
public static string ListToString(  
    List<cgSimpleMove> List  
)
```

```
[C++]  
public static string ListToString(
```

```
    List<cgSimpleMove> list  
)
```

[JScript]
JScript does not support generic types and methods.

Parameters

list

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgGlobal](#)₃₁₀

cgGlobal.ToString (List<Int32>) Method

Translates a list of ints to a easily readable string (used for debugging purposes).

VB

```
Public Shared Function ListToString( _  
    ByVal list As List(Of Integer) _  
) As String
```

C#

```
public static string ListToString(  
    List<int> list  
)
```

[C++]
public static string ListToString(
 List<int> list
)

[JScript]
JScript does not support generic types and methods.

Parameters

list

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgGlobal](#)₃₁₀

cgGlobal.ToString (List<SByte>) Method

Translates a list of sbytes to a string, used for Board.squares to read the abstract board representation.

VB

```
Public Shared Function ListToString( _
    ByVal list As List(Of SByte) _ 
) As String
```

C#

```
public static string ListToString(
    List<SByte> list
)
```

[C++]
public static string ListToString(
 List<SByte> list
)

[JScript]
JScript does not support generic types and methods.

Parameters

list

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role

not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgGlobal₃₁₀](#)

cgGlobal.MoveToString Method

VB

```
Public Shared Function MoveToString( _
    ByVal move As cgSimpleMove _ 
) As String
```

C#

```
public static string MoveToString(
    cgSimpleMove move
)
```

[C++]

```
public static string MoveToString(
    cgSimpleMove move
)
```

[JScript]

```
public static function MoveToString(
    move : cgSimpleMove
) : String;
```

Parameters

move

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgGlobal₃₁₀](#)

cgGlobal.PosToString Method

Translates an index position to a coordinate name(i.e. e4, d1 etc.)

VB

```
Public Shared Function PosToString( _
    ByVal indexPos As Integer _
) As String
```

C#

```
public static string PosToString(
    int indexPos
)
```

[C++]

```
public static string PosToString(
    int indexPos
)
```

[JScript]

```
public static function PosToString(
    indexPos : int
) : String;
```

Parameters

indexPos

the index between 0-64 on the board to translate

Returns

the cell name at the given index position

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgGlobal](#)₃₁₀

BlackPawnRow Field

VB

```
Public Shared Shadows BlackPawnRow As List(Of Integer)
```

C#

```
new public static List<int> BlackPawnRow
```

[C++]

```
new public static List<int> BlackPawnRow
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgGlobal](#)₃₁₀

BotBorder Field

VB

```
Public Shared Shadows BotBorder As List(Of Integer)
```

C#

```
new public static List<int> BotBorder
```

[C++]

```
new public static List<int> BotBorder
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgGlobal](#)₃₁₀

BotDir Field

VB

```
Public Shared Shadows BotDir As List(Of Integer)
```

C#

```
new public static List<int> BotDir
```

[C++]

```
new public static List<int> BotDir
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgGlobal](#)₃₁₀

LeftBorder Field

VB

```
Public Shared Shadows LeftBorder As List(Of Integer)
```

C#

```
new public static List<int> LeftBorder
```

[C++]

```
new public static List<int> LeftBorder
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgGlobal](#)₃₁₀

LeftDir Field

VB

```
Public Shared Shadows LeftDir As List(Of Integer)
```

C#

```
new public static List<int> LeftDir
```

[C++]

```
new public static List<int> LeftDir
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgGlobal](#)₃₁₀

RightBorder Field

VB

```
Public Shared Shadows RightBorder As List(Of Integer)
```

C#

```
new public static List<int> RightBorder
```

[C++]

```
new public static List<int> RightBorder
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgGlobal](#)₃₁₀

RightDir Field

VB

```
Public Shared Shadows RightDir As List(Of Integer)
```

C#

```
new public static List<int> RightDir
```

[C++]

```
new public static List<int> RightDir
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role

not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgGlobal₃₁₀](#)

SquareNames Field

Cell names according to index position.

VB

```
Public Shared SquareNames As String()
```

C#

```
public static string[] SquareNames
```

[C++]

```
public static string[] SquareNames
```

[JScript]

```
public static SquareNames : String[]
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgGlobal₃₁₀](#)

TopBorder Field

VB

```
Public Shared Shadows TopBorder As List(Of Integer)
```

C#

```
new public static List<int> TopBorder
```

[C++]

```
new public static List<int> TopBorder
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgGlobal₃₁₀](#)

TopDir Field

VB

```
Public Shared Shadows TopDir As List(Of Integer)
```

C#

```
new public static List<int> TopDir
```

[C++]

```
new public static List<int> TopDir
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgGlobal₃₁₀](#)

WhitePawnRow Field

VB

```
Public Shared Shadows WhitePawnRow As List(Of Integer)
```

C#

```
new public static List<int> WhitePawnRow
```

[C++]

```
new public static List<int> WhitePawnRow
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgGlobal](#)₃₁₀

puzzleArr Field

VB

```
Public Shared puzzleArr As Integer()
```

C#

```
public static int[] puzzleArr
```

[C++]

```
public static int[] puzzleArr
```

[JScript]

```
public static puzzleArr : int[]
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgGlobal₃₁₀](#)

puzzleIndex Field

VB

```
Public Shared puzzleIndex As Integer
```

C#

```
public static int puzzleIndex
```

[C++]

```
public static int puzzleIndex
```

[JScript]

```
public static puzzleIndex : int
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgGlobal₃₁₀](#)

cgMenuScript Class

This is the main menu script attached to the main menu prefab, it has a few buttons, check boxes and a slider to control game mode and difficulty.

[System.Object](#)

Error! Hyperlink reference not valid.

cgMenuScript

VB

```
Public Class cgMenuScript  
    Inherits MonoBehaviour
```

C#

```
public class cgMenuScript : MonoBehaviour
```

[C++]

```
[JScript]
public class cgMenuScript
    extends MonoBehaviour
```

Requirements

Namespace: 35

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Properties

(inherited from Component), Error! Hyperlink reference not valid. (inherited from Component), Error!
Hyperlink reference not valid. (inherited from MonoBehaviour)

Methods

Error! Hyperlink reference not valid. (inherited from Component), Error! Hyperlink reference not valid.
(inherited from MonoBehaviour), Error! Hyperlink reference not valid. (inherited from Component), Error!
Hyperlink reference not valid. (inherited from Object), Error! Hyperlink reference not valid. (inherited from
Object), Error! Hyperlink reference not valid. (inherited from Object), DifficultyChanged³²⁶, Error!
Hyperlink reference not valid. (inherited from Object), Error! Hyperlink reference not valid. (inherited from
Object), Finalize (inherited from Object), Error! Hyperlink reference not valid. (inherited from Object), Error!
Hyperlink reference not valid. (inherited from Object), Error! Hyperlink reference not valid. (inherited from
Object), Error! Hyperlink reference not valid. (inherited from Object), Error! Hyperlink reference not
valid. (inherited from Object), Error! Hyperlink reference not valid. (inherited from Component), Error!
Hyperlink reference not valid. (inherited from Component), Error! Hyperlink reference not valid. (inherited from
Component), Error! Hyperlink reference not valid. (inherited from Component), Error! Hyperlink
reference not valid. (inherited from Component), Error! Hyperlink reference not valid. (inherited from
Component), Error! Hyperlink reference not valid. (inherited from Object), Error! Hyperlink reference not
valid. (inherited from Object), GetType (inherited from Object), Error! Hyperlink reference not valid. (inherited
from Object), Error! Hyperlink reference not valid. (inherited from MonoBehaviour), Error! Hyperlink
reference not valid. (inherited from MonoBehaviour), Error! Hyperlink reference not valid. (inherited from
MonoBehaviour), MemberwiseClone (inherited from Object), Play³²⁷, Quit³²⁸, ReferenceEquals (inherited from
Object), Error! Hyperlink reference not valid. (inherited from Component), Error! Hyperlink reference not
valid. (inherited from Component), Start³²⁸, Error! Hyperlink reference not valid. (inherited from
MonoBehaviour), Error! Hyperlink reference not valid. (inherited from MonoBehaviour), Error! Hyperlink
reference not valid. (inherited from MonoBehaviour), Error! Hyperlink reference not valid. (inherited from
MonoBehaviour), Error! Hyperlink reference not valid. (inherited from Object), ToggleMode³²⁹, Update³²⁹,
Error! Hyperlink reference not valid. (inherited from MonoBehaviour)

Fields

ChessBoard³³⁰, DifficultySlider³³¹, HumanAsBlack³³¹, HumanAsWhite³³², ModeDisplayText³³³,
_strongDepthDifficulties³³³, _weakDepthDifficulties³³⁴, currentBoardMode³³⁴

cgMenuScript.DifficultyChanged Method

Difficulty slider changed.

VB

```
Public Sub DifficultyChanged()
```

C#

```
public void DifficultyChanged()
```

[C++]

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```
public void DifficultyChanged()
```

```
[JScript]  
public function DifficultyChanged();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgMenuScript](#)³²⁴

cgMenuScript.Play Method

Start the game, initialize the chessboard prefab.

VB

```
Public Sub Play()
```

C#

```
public void Play()
```

```
[C++]  
public void Play()
```

```
[JScript]  
public function Play();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgMenuScript](#)³²⁴

cgMenuScript.Quit Method

Quit the game.

VB

```
Public Sub Quit()
```

C#

```
public void Quit()
```

[C++]

```
public void Quit()
```

[JScript]

```
public function Quit();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgMenuScript](#)³²⁴

cgMenuScript.Start Method

VB

```
Private Sub Start()
```

C#

```
private void Start()
```

[C++]

```
private void Start()
```

[JScript]

```
private function Start();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgMenuScript](#)³²⁴

cgMenuScript.ToggleMode Method

Toggle which colors human controls.

VB

```
Public Sub ToggleMode()
```

C#

```
public void ToggleMode()
```

[C++]

```
public void ToggleMode()
```

[JScript]

```
public function ToggleMode();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgMenuScript](#)³²⁴

cgMenuScript.Update Method

VB

```
Private Sub Update()
```

C#

```
private void Update()
```

[C++]

```
private void Update()
```

[JScript]

```
private function Update();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgMenuScript](#)³²⁴

ChessBoard Field

The chessboard prefab

VB

```
Public ChessBoard As GameObject
```

C#

```
public GameObject ChessBoard
```

[C++]

```
public GameObject ChessBoard
```

[JScript]

```
public ChessBoard : GameObject
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role

not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgMenuScript](#)³²⁴

DifficultySlider Field

The Difficulty Slider(min =1, max = 3)

VB

```
Public DifficultySlider As Slider
```

C#

```
public Slider DifficultySlider
```

[C++]

```
public Slider DifficultySlider
```

[JScript]

```
public DifficultySlider : Slider
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgMenuScript](#)³²⁴

HumanAsBlack Field

Is a human controlling the black pieces?

VB

```
Public HumanAsBlack As Toggle
```

C#

```
public Toggle HumanAsBlack
```

```
[C++]
public Toggle HumanAsBlack
```

```
[JScript]
public HumanAsBlack : Toggle
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgMenuScript](#)³²⁴

HumanAsWhite Field

Is a human controlling the white pieces?

VB

```
Public HumanAsWhite As Toggle
```

C#

```
public Toggle HumanAsWhite
```

```
[C++]
public Toggle HumanAsWhite
```

```
[JScript]
public HumanAsWhite : Toggle
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgMenuScript](#)³²⁴

ModeDisplayText Field

The textfield to display the current mode, based on what colors are controlled by human.

VB

```
Public ModeDisplayText As Text
```

C#

```
public Text ModeDisplayText
```

[C++]

```
public Text ModeDisplayText
```

[JScript]

```
public ModeDisplayText : Text
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgMenuScript](#)³²⁴

_strongDepthDifficulties Field

VB

```
Private _strongDepthDifficulties As Byte()
```

C#

```
private byte[] _strongDepthDifficulties
```

[C++]

```
private byte[] _strongDepthDifficulties
```

[JScript]
`private _strongDepthDifficulties : byte[]`

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgMenuScript](#)³²⁴

_weakDepthDifficulties Field

VB

```
Private _weakDepthDifficulties As Byte()
```

C#

```
private byte[] _weakDepthDifficulties
```

[C++]
`private byte[] _weakDepthDifficulties`

[JScript]
`private _weakDepthDifficulties : byte[]`

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgMenuScript](#)³²⁴

currentBoardMode Field

The current mode.

VB

```
Public currentBoardMode As BoardMode
```

C#

```
public BoardMode currentBoardMode
```

[C++]

```
public BoardMode currentBoardMode
```

[JScript]

```
public currentBoardMode : BoardMode
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgMenuScript](#)³²⁴

cgMoveGenerator Class

We generate all possible moves(regardless of blocking) for all pieces once here. So this class is used once at the very beginning of the very first game. This technique saves a huge amount of computation for the Engine, as it only has to look up these moves and test their legality on a given board - instead of actually generating them.

[System.Object](#)

cgMoveGenerator

VB

```
Public Class cgMoveGenerator
```

C#

```
public class cgMoveGenerator
```

[C++]

```
public class cgMoveGenerator
```

```
[JScript]
public class cgMoveGenerator
```

Requirements

Namespace: 35

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[EmulateBishopAt](#)₃₃₆, [EmulateKingAt](#)₃₃₇, [EmulateKnightAt](#)₃₃₈, [EmulatePawnAt](#)₃₃₉, [EmulateQueenAt](#)₃₄₀, [EmulateRookAt](#)₃₄₀, [Equals](#) (inherited from [Object](#)), [Finalize](#) (inherited from [Object](#)), [FindMoves](#)₃₄₁, [GetHashCode](#) (inherited from [Object](#)), [GetType](#) (inherited from [Object](#)), [MemberwiseClone](#) (inherited from [Object](#)), [ReferenceEquals](#) (inherited from [Object](#)), [ToString](#) (inherited from [Object](#))

cgMoveGenerator.EmulateBishopAt Method

Emulates all possible bishop movements from target index position.

VB

```
Public Shared Function EmulateBishopAt( _
    ByVal pos As Integer _
) As List(Of Integer)
```

C#

```
public static List<int> EmulateBishopAt(
    int pos
)
```

```
[C++]
public static List<int> EmulateBishopAt(
    int pos
)
```

```
[JScript]
JScript does not support generic types and methods.
```

Parameters

pos

The 0-64 index position

Returns

All possible moves.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgMoveGenerator](#)₃₃₅

cgMoveGenerator.EmulateKingAt Method

Emulates all possible king movement from target index position

VB

```
Public Shared Function EmulateKingAt( _
    ByVal indexPosition As Integer _ 
) As List(Of Integer)
```

C#

```
public static List<int> EmulateKingAt(
    int indexPosition
)
```

[C++]

```
public static List<int> EmulateKingAt(
    int indexPosition
)
```

[JScript]

JScript does not support generic types and methods.

Parameters

indexPosition

The 0-64 index position

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role

not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgMoveGenerator](#)₃₃₅

cgMoveGenerator.EmulateKnightAt Method

Emulates all possible knight movements from target index position. And the knight is a tricky motherF!cker to generate moves for.

VB

```
Public Shared Function EmulateKnightAt( _
    ByVal indexPosition As Integer _
) As List(Of Integer)
```

C#

```
public static List<int> EmulateKnightAt(
    int indexPosition
)
```

[C++]

```
public static List<int> EmulateKnightAt(
    int indexPosition
)
```

[JScript]

JScript does not support generic types and methods.

Parameters

indexPosition

Returns

All possible moves.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgMoveGenerator](#)₃₃₅

cgMoveGenerator.EmulatePawnAt Method

Emulates all possible pawn movements from target index position.

VB

```
Public Shared Function EmulatePawnAt( _  
    ByVal indexPosition As Integer, _  
    ByVal white As Boolean _  
) As List(Of Integer)
```

C#

```
public static List<int> EmulatePawnAt(  
    int indexPosition,  
    bool white  
)
```

[C++]

```
public static List<int> EmulatePawnAt(  
    int indexPosition,  
    bool white  
)
```

[JScript]

JScript does not support generic types and methods.

Parameters

indexPosition

white

Returns

All possible moves.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgMoveGenerator](#)₃₃₅

cgMoveGenerator.EmulateQueenAt Method

Emulates all possible queen movements from target index position.

VB

```
Public Shared Function EmulateQueenAt( _
    ByVal pos As Integer _ 
) As List(Of Integer)
```

C#

```
public static List<int> EmulateQueenAt(
    int pos
)
```

[C++]

```
public static List<int> EmulateQueenAt(
    int pos
)
```

[JScript]

JScript does not support generic types and methods.

Parameters

pos

The 0-64 index position

Returns

All possible moves.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgMoveGenerator](#)₃₃₅

cgMoveGenerator.EmulateRookAt Method

Emulates all possible rook movements from target index position.

VB

```
Public Shared Function EmulateRookAt( _
```

```
    ByVal pos As Integer _  
) As List(Of Integer)
```

C#

```
public static List<int> EmulateRookAt(  
    int pos  
)
```

[C++]

```
public static List<int> EmulateRookAt(  
    int pos  
)
```

[JScript]

JScript does not support generic types and methods.

Parameters

pos

The 0-64 index position

Returns

All possible moves.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgMoveGenerator](#)³³⁵

cgMoveGenerator.FindMoves Method

Moves as far in each direction as possible without going outside the 1x64 chess board.

VB

```
Public Shared Function FindMoves( _  
    ByVal directions As List(Of Integer), _  
    ByVal indexPosition As Integer _  
) As List(Of Integer)
```

C#

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```
public static List<int> FindMoves(
    List<int> directions,
    int indexPosition
)
```

[C++]

```
public static List<int> FindMoves(
    List<int> directions,
    int indexPosition
)
```

[JScript]
JScript does not support generic types and methods.

Parameters

directions

Directions, as specified by how much it should add to the current position, i.e -9 = top left, -8 = top, -7 = top right, -1=left, 1 = right etc.

indexPosition

Starting position

Returns

A List of all possible moves inside the 1x64 chess board

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgMoveGenerator](#)³³⁵

cgMoveSet Class

Stores information about all possible moves a piece can make on a given index position on the board.

[System.Object](#)

[cgMoveSet](#)

VB

```
Public Class cgMoveSet
```

C#

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```
public class cgMoveSet
```

[C++]
public class cgMoveSet

[JScript]
public class cgMoveSet

Requirements

Namespace: 35

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Equals](#) (inherited from [Object](#)), [Finalize](#) (inherited from [Object](#)), [GetHashCode](#) (inherited from [Object](#)), [GetType](#) (inherited from [Object](#)), [MemberwiseClone](#) (inherited from [Object](#)), [ReferenceEquals](#) (inherited from [Object](#)), [ToString](#) (inherited from [Object](#)), [_findPositionalValueAt](#)³⁴⁴

Fields

[from](#)³⁴⁵, [moves](#)³⁴⁶, [positionalValues](#)³⁴⁶, [type](#)³⁴⁷

cgMoveSet Constructor

Create a move set for a piece type on a specific index location.

VB

```
Public Sub New( _  
    ByVal movesp As List(Of Integer), _  
    ByVal fromp As Integer, _  
    ByVal typesp As Integer _  
)
```

C#

```
public cgMoveSet(  
    List<int> movesp,  
    int fromp,  
    int typesp  
)
```

```
[C++]
public cgMoveSet(
    List<int> movesp,
    int fromp,
    int typesp
)
```

```
[JScript]
JScript does not support generic types and methods.
```

Parameters

movesp

All possible moves

fromp

From this location

typesp

The piece type

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgMoveSet](#)₃₄₂

cgMoveSet._findPositionalValueAt Method

VB

```
Private Function _findPositionalValueAt( _
    ByVal at As SByte _
) As SByte
```

C#

```
private SByte _findPositionalValueAt(
    SByte at
)
```

```
[C++]
private SByte _findPositionalValueAt(
    SByte at
```

```
)
```

```
[JScript]
private function _findPositionalValueAt(
    at : SByte
) : SByte;
```

Parameters

at

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgMoveSet](#)³⁴²

from Field

The index location on the board.

VB

```
Public from As Byte
```

C#

```
public byte from
```

```
[C++]
public byte from
```

```
[JScript]
public from : byte
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role

not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgMoveSet₃₄₂](#)

moves Field

All possible moves this piece can perform from this location.

VB

```
Public moves As List(Of SByte)
```

C#

```
public List<SByte> moves
```

[C++]

```
public List<SByte> moves
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgMoveSet₃₄₂](#)

positionalValues Field

These values are based on the positional values stored in ValueModifiers, and these are used by the AlphaBeta Search Algorithm to optimize search time. these values are relative, meaning if I'm at a good spot, and move to mediocre spot, it will be counted as negative positional value.

VB

```
Public Shadows positionalValues As List(Of SByte)
```

C#

```
new public List<SByte> positionalValues
```

[C++]

```
new public List<SByte> positionalValues
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgMoveSet](#)³⁴²

type Field

The piece type being whoms moves are being generated.

VB

```
Public type As SByte
```

C#

```
public SByte type
```

[C++]

```
public SByte type
```

[JScript]

```
public type : SByte
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgMoveSet³⁴²](#)

cgNotation Class

Reads / writes game notation. Supports algebraic and coordinate notations.

[System.Object](#)

cgNotation

VB

```
Public Class cgNotation
```

C#

```
public class cgNotation
```

[C++]

```
public class cgNotation
```

[JScript]

```
public class cgNotation
```

Requirements

Namespace: [35](#)

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[AddMove³⁴⁹](#), [Equals](#) (inherited from [Object](#)), [Finalize](#) (inherited from [Object](#)), [GetHashCode](#) (inherited from [Object](#)), [GetType](#) (inherited from [Object](#)), [MemberwiseClone](#) (inherited from [Object](#)), [Read³⁵¹](#), [ReferenceEquals](#) (inherited from [Object](#)), [ToString](#) (inherited from [Object](#)), [getLogFriendlyNotation³⁵²](#), [writeFullNotation³⁵³](#)

Enumerations

[FormatType³⁵⁴](#), [NotationType³⁵⁴](#)

Fields

[moves³⁵⁵](#)

cgNotation Constructor

Notates the a game from the provided board.

VB

```
Public Sub New(
    ByVal fromBoard As cgBoard
)
```

C#

```
public cgNotation(
    cgBoard fromBoard
)
```

[C++]

```
public cgNotation(
    cgBoard fromBoard
)
```

[JScript]

```
public function cgNotation(
    fromBoard : cgBoard
);
```

Parameters

fromBoard

The board containing all moves to be notated

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgNotation](#)³⁴⁸

cgNotation.AddMove (cgSimpleMove) Method

Add a move to the list of moves.

VB

```
Public Sub AddMove(
    ByVal move As cgSimpleMove
)
```

C#

```
public void AddMove(  
    cgSimpleMove move  
)
```

[C++]

```
public void AddMove(  
    cgSimpleMove move  
)
```

[JScript]

```
public function AddMove(  
    move : cgSimpleMove  
) ;
```

Parameters

move

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgNotation](#)₃₄₈

[cgNotation.AddMove \(String, NotationType\) Method](#)

Add a move based on a notation type.

VB

```
Public Sub AddMove(  
    ByVal move As String, _  
    ByVal notationType As NotationType _  
)
```

C#

```
public void AddMove(  
    string move,  
    NotationType notationType
```

```
)
```

```
[C++]
public void AddMove(
    string move,
    NotationType notationType
)
```

```
[JScript]
public function AddMove(
    move : String,
    notationType : NotationType
);
```

Parameters

move

the string representation of the move(e4, bxd3 or e2-e4 etc.)

notationType

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgNotation](#)³⁴⁸

cgNotation.Read Method

Read the notations in the provided string.

VB

```
Public Sub Read(
    ByVal curgame As String
)
```

C#

```
public void Read(
    string curgame
)
```

```
[C++]
public void Read(
    string curgame
)
```

```
[JScript]
public function Read(
    curgame : String
);
```

Parameters

curgame

the string to decipher.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgNotation](#)₃₄₈

cgNotation.getLogFriendlyNotation Method

A slight adjustment to GetFullNotation, in which new lines are added to indent the text in an orderly fashion to be displayed to the player.

VB

```
Public Function getLogFriendlyNotation() As String
```

C#

```
public string getLogFriendlyNotation()
```

```
[C++]
public string getLogFriendlyNotation()
```

```
[JScript]
public function getLogFriendlyNotation() : String;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgNotation](#)³⁴⁸

cgNotation.writeFullNotation Method

Writes the full game notation from the current moves stored in Moves list.

VB

```
Public Function writeFullNotation( _
    ByVal type As NotationType, _
    Optional ByVal formatType As FormatType = FormatType.None _
) As String
```

C#

```
public string writeFullNotation(
    NotationType type,
    FormatType formatType = FormatType.None
)
```

[C++]

```
public string writeFullNotation(
    NotationType type,
    FormatType formatType = FormatType.None
)
```

[JScript]

```
public function writeFullNotation(
    type : NotationType,
    formatType : FormatType
) : String;
```

Parameters

type

What notationtype should it be?

formatType

Should it be PGN format or not?

Returns

A string with full game notation.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgNotation](#)³⁴⁸

FormatType Enumeration

PGN format is the standard of chess.

Constant	Value	Description
None	0	PGN format is the standard of chess.
PGN	1	PGN format is the standard of chess.

Requirements

Namespace: ³⁵

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

See Also

Applies to: [cgNotation](#)³⁴⁸

NotationType Enumeration

Notationtypes, algrebraic = e4, bxd3, O-O etc. Coordinate: e2-e4 d1-c2 c3-h8 etc.

Constant	Value	Description
Algebraic	0	Notationtypes, algrebraic = e4, bxd3, O-O etc. Coordinate: e2-e4 d1-c2 c3-h8 etc.
Coordinate	1	Notationtypes, algrebraic = e4, bxd3, O-O etc. Coordinate: e2-e4 d1-c2 c3-h8 etc.

Requirements

Namespace: ³⁵

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

See Also

Applies to: [cgNotation](#)³⁴⁸

moves Field

All moves being notated

VB

```
Public Shadows moves As List(Of cgSimpleMove)
```

C#

```
new public List<cgSimpleMove> moves
```

[C++]

```
new public List<cgSimpleMove> moves
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgNotation](#)³⁴⁸

cgSimpleMove Class

A simple non-passant and non-castling move, stores information such as the index of the departing square and the index of the arriving square.

[System.Object](#)

cgSimpleMove

[cgCastlingMove](#)¹⁹⁷

[cgEnPassantMove](#)²⁷⁸

VB

```
Public Class cgSimpleMove
```

C#

```
public class cgSimpleMove
```

[C++]

```
public class cgSimpleMove
```

[JScript]

```
public class cgSimpleMove
```

Requirements

Namespace: 35

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Equals](#) (inherited from [Object](#)), [Finalize](#) (inherited from [Object](#)), [GetHashCode](#) (inherited from [Object](#)), [GetType](#) (inherited from [Object](#)), [MemberwiseClone](#) (inherited from [Object](#)), [ReferenceEquals](#) (inherited from [Object](#)), [ToString](#) (inherited from [Object](#))

Fields

[bestResponse](#)₃₅₇, [capturedType](#)₃₅₈, [from](#)₃₅₉, [positionalVal](#)₃₅₉, [queened](#)₃₆₀, [to](#)₃₆₀, [val](#)₃₆₁

cgSimpleMove Constructor

A simple move, moving a single piece to another square.

VB

```
Public Sub New( _  
    ByVal fromp As Byte, _  
    ByVal top As Byte, _  
    Optional ByVal posVal As SByte = (sbyte)0 _  
)
```

C#

```
public cgSimpleMove(  
    byte fromp,  
    byte top,  
    SByte posVal = (sbyte)0  
)
```

```
[C++]
public cgSimpleMove(
    byte fromp,
    byte top,
    SByte posVal = (sbyte)0
)
```

```
[JScript]
public function cgSimpleMove(
    fromp : byte,
    top : byte,
    posVal : SByte
);
```

Parameters

fromp

The 0-64 index of the square being departed from.

top

The 0-64 index of the square beeing arrived at.

posVal

The positional value, used by engine to sort moves in a best-first manner.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgSimpleMove](#)³⁵⁵

bestResponse Field

Used by the engine for debugging purposes.

VB

```
Public bestResponse As cgSimpleMove
```

C#

```
public cgSimpleMove bestResponse
```

```
[C++]
public cgSimpleMove bestResponse
```

```
[JScript]
public bestResponse : cgSimpleMove
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgSimpleMove](#)₃₅₅

capturedType Field

The type of the piece being captured.

VB

```
Public capturedType As SByte
```

C#

```
public SByte capturedType
```

```
[C++]
public SByte capturedType
```

```
[JScript]
public capturedType : SByte
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgSimpleMove](#)₃₅₅

from Field

The square being departed from.

VB

```
Public from As Byte
```

C#

```
public byte from
```

[C++]

```
public byte from
```

[JScript]

```
public from : byte
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgSimpleMove](#)₃₅₅

positionalVal Field

The positional value, used by the AlphaBeta Search algorithm, the higher this value the earlier the algorithm examines it - this does not mean the AI is more likely to pick it.

VB

```
Public positionalVal As SByte
```

C#

```
public SByte positionalVal
```

[C++]

```
public SByte positionalVal
```

```
[JScript]
public positionalVal : SByte
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgSimpleMove](#)₃₅₅

queened Field

Did this move lead to a pawn promoting to a queen(queening)?

VB

```
Public queened As Boolean
```

C#

```
public bool queened
```

```
[C++]
public bool queened
```

```
[JScript]
public queened : boolean
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgSimpleMove](#)₃₅₅

to Field

The square being arrived at.

VB

```
Public to As Byte
```

C#

```
public byte to
```

[C++]

```
public byte to
```

[JScript]

```
public to : byte
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgSimpleMove](#)₃₅₅

val Field

The actual value of the total board after this move has been performed based on material, pattern and positional values. Calculated by cgBoard.Evaluate

VB

```
Public val As Integer
```

C#

```
public int val
```

[C++]

```
public int val
```

[JScript]

```
public val : int
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgSimpleMove](#)³⁵⁵

cgSquareScript Class

The square script should be attached to a gameobject, there should be 64, they should be placed and named according to where on the board theyre located

[System.Object](#)

Error! Hyperlink reference not valid.
cgSquareScript

VB

```
Public Class cgSquareScript
    Inherits MonoBehaviour
```

C#

```
public class cgSquareScript : MonoBehaviour
```

[C++]
public class cgSquareScript : MonoBehaviour

[JScript]
public class cgSquareScript
extends MonoBehaviour

Requirements

Namespace: ³⁵

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Properties

Methods

`Awake`³⁶⁴, **Error!** **Hyperlink reference not valid.** (inherited from **Component**), **Error!** **Hyperlink reference not valid.** (inherited from **MonoBehaviour**), **Error!** **Hyperlink reference not valid.** (inherited from **Component**), **Error!** **Hyperlink reference not valid.** (inherited from **Object**), **Finalize** (inherited from **Object**), **Error!** **Hyperlink reference not valid.** (inherited from **Component**), **GetType** (inherited from **Object**), **Error!** **Hyperlink reference not valid.** (inherited from **Object**), **Error!** **Hyperlink reference not valid.** (inherited from **MonoBehaviour**), **Error!** **Hyperlink reference not valid.** (inherited from **MonoBehaviour**), **Error!** **Hyperlink reference not valid.** (inherited from **Object**), **MemberwiseClone** (inherited from **Object**), **ReferenceEquals** (inherited from **Object**), **Error!** **Hyperlink reference not valid.** (inherited from **Component**), **Error!** **Hyperlink reference not valid.** (inherited from **Component**), **Error!** **Hyperlink reference not valid.** (inherited from **MonoBehaviour**), **addDebugText**³⁶⁴, **changeColor**³⁶⁵, **highlightTemporarily**³⁶⁶, **highlighterTimer**³⁶⁷, **Error!** **Hyperlink reference not valid.** (inherited from **MonoBehaviour**)

Fields

[legalMoveToColor](#)₃₆₇, [recentMoveColor](#)₃₆₈, [startColor](#)₃₆₉, [uniqueName](#)₃₆₉

cgSquareScript.Awake Method

VB

```
Private Sub Awake()
```

C#

```
private void Awake()
```

[C++]

```
private void Awake()
```

[JScript]

```
private function Awake();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgSquareScript](#)₃₆₂

cgSquareScript.addDebugText Method

This adds a small text on the location specifying the name in both index and coordinate form.

VB

```
Public Sub addDebugText()
```

C#

```
public void addDebugText()
```

[C++]

```
public void addDebugText()
```

```
[JScript]
public function addDebugText();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgSquareScript](#)₃₆₂

cgSquareScript.changeColor Method

VB

```
Public Sub changeColor( _
    ByVal color As Color _
)
```

C#

```
public void changeColor(
    Color color
)
```

```
[C++]
public void changeColor(
    Color color
)
```

```
[JScript]
public function changeColor(
    color : Color
);
```

Parameters

color

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgSquareScript](#)³⁶²

cgSquareScript.highlightTemporarily Method

VB

```
Public Sub highlightTemporarily( _
    ByVal highlightColor As Color _
)
```

C#

```
public void highlightTemporarily(
    Color highlightColor
)
```

[C++]

```
public void highlightTemporarily(
    Color highlightColor
)
```

[JScript]

```
public function highlightTemporarily(
    highlightColor : Color
);
```

Parameters

highlightColor

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgSquareScript](#)³⁶²

cgSquareScript.highlighterTimer Method

VB

```
Private Function highlighterTimer( _
    ByVal hightlightColor As Color _ 
) As IEnumerator
```

C#

```
private IEnumerator highlighterTimer(
    Color hightlightColor
)
```

[C++]

```
private IEnumerator highlighterTimer(
    Color hightlightColor
)
```

[JScript]

```
private function highlighterTimer(
    hightlightColor : Color
) : IEnumerator;
```

Parameters

hightlightColor

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgSquareScript](#)³⁶²

legalMoveToColor Field

VB

```
Public legalMoveToColor As Color
```

C#

```
public Color legalMoveToColor
```

[C++]
public Color legalMoveToColor

[JScript]
public legalMoveToColor : Color

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgSquareScript](#)³⁶²

recentMoveColor Field

VB

```
Public recentMoveColor As Color
```

C#

```
public Color recentMoveColor
```

[C++]
public Color recentMoveColor

[JScript]
public recentMoveColor : Color

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgSquareScript](#)₃₆₂

startColor Field

VB

```
Public startColor As Color
```

C#

```
public Color startColor
```

[C++]

```
public Color startColor
```

[JScript]

```
public startColor : Color
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgSquareScript](#)₃₆₂

uniqueName Field

The unique name is used to extensively place pieces on their correct square, the name should always be marked correctly.

VB

```
Public uniqueName As String
```

C#

```
public string uniqueName
```

[C++]

```
public string uniqueName
```

```
[JScript]
public uniqueName : String
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgSquareScript](#)₃₆₂

cgValueModifiers Class

The following values dictate the playing and searching style of the engine greatly.

[System.Object](#)

cgValueModifiers

VB

```
Public Class cgValueModifiers
```

C#

```
public class cgValueModifiers
```

```
[C++]
public class cgValueModifiers
```

```
[JScript]
public class cgValueModifiers
```

Requirements

Namespace: ₃₅

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Methods

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[Equals](#) (inherited from [Object](#)), [Finalize](#) (inherited from [Object](#)), [GetHashCode](#) (inherited from [Object](#)), [GetType](#) (inherited from [Object](#)), [MemberwiseClone](#) (inherited from [Object](#)), [ReferenceEquals](#) (inherited from [Object](#)), [ToString](#) (inherited from [Object](#))

Fields

[AlphaBeta_Strong_Delineation](#)³⁷⁴, [AlphaBeta_Weight_Capture](#)³⁷⁵, [AlphaBeta_Weight_Check](#)³⁷⁵, [AlphaBeta_Weight_LongCastle](#)³⁷⁶, [AlphaBeta_Weight_ShortCastle](#)³⁷⁶, [Positions_Bishop](#)³⁷¹, [Positions_Knight](#)³⁷¹, [Positions_Pawn](#)³⁷², [Positions_Queen](#)³⁷³, [Positions_Rook](#)³⁷³, [Value_Bishop](#)³⁷⁷, [Value_Castle](#)³⁷⁸, [Value_CastlingLongRights](#)³⁷⁸, [Value_CastlingShortRights](#)³⁷⁹, [Value_King](#)³⁸⁰, [Value_Knight](#)³⁸⁰, [Value_Pawn](#)³⁸¹, [Value_Queen](#)³⁸², [Value_Rook](#)³⁸², [_BishopPawn](#)³⁸³, [_ConnectedRooks](#)³⁸³, [_KnightOutpost](#)³⁸⁴, [_MultiplePawnFile](#)³⁸⁵, [_PawnChain](#)³⁸⁵, [_RookOnOpenFile](#)³⁸⁶, [_RookOnSemiOpenFile](#)³⁸⁷, [_RookOppositeQueen](#)³⁸⁷

Positions_Bishop Field

The positional value of the bishop on each square. Notice the high value for a7 a2 g7 and g2, this means fianchettos are valued high.

VB

```
Public Shared Positions_Bishop As SByte()
```

C#

```
public static SByte[] Positions_Bishop
```

[C++]

```
public static SByte[] Positions_Bishop
```

[JScript]

```
public static Positions_Bishop : SByte[]
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgValueModifiers](#)³⁷⁰

Positions_Knight Field

The positional value of the knight on each square. Note: the knight is great in the center.

VB

```
Public Shared Positions_Knight As SByte()
```

C#

```
public static SByte[] Positions_Knight
```

[C++]

```
public static SByte[] Positions_Knight
```

[JScript]

```
public static Positions_Knight : SByte[]
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgValueModifiers](#)³⁷⁰

Positions_Pawn Field

The positional value of the pawn on each square. Note: a strong pawn center is valued high.

VB

```
Public Shared Positions_Pawn As SByte()
```

C#

```
public static SByte[] Positions_Pawn
```

[C++]

```
public static SByte[] Positions_Pawn
```

[JScript]

```
public static Positions_Pawn : SByte[]
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgValueModifiers](#)³⁷⁰

Positions_Queen Field

The positional value of the queen on each square.

VB

```
Public Shared Positions_Queen As SByte()
```

C#

```
public static SByte[] Positions_Queen
```

[C++]

```
public static SByte[] Positions_Queen
```

[JScript]

```
public static Positions_Queen : SByte[]
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgValueModifiers](#)³⁷⁰

Positions_Rook Field

The positional value of the rook on each square.

VB

```
Public Shared Positions_Rook As SByte()
```

C#

```
public static SByte[] Positions_Rook
```

[C++]

```
public static SByte[] Positions_Rook
```

[JScript]

```
public static Positions_Rook : SByte[]
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgValueModifiers](#)³⁷⁰

AlphaBeta_Strong_Delineation Field

VB

```
Public Const AlphaBeta_Strong_Delineation As SByte = 20
```

C#

```
public const SByte AlphaBeta_Strong_Delineation = 20
```

[C++]

```
public const SByte AlphaBeta_Strong_Delineation = 20
```

[JScript]

```
public const AlphaBeta_Strong_Delineation : SByte = 20
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgValueModifiers](#)³⁷⁰

AlphaBeta_Weight_Capture Field

VB

```
Public Const AlphaBeta_Weight_Capture As SByte = 127
```

C#

```
public const SByte AlphaBeta_Weight_Capture = 127
```

[C++]

```
public const SByte AlphaBeta_Weight_Capture = 127
```

[JScript]

```
public const AlphaBeta_Weight_Capture : SByte = 127
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgValueModifiers](#)³⁷⁰

AlphaBeta_Weight_Check Field

VB

```
Public Const AlphaBeta_Weight_Check As SByte = 50
```

C#

```
public const SByte AlphaBeta_Weight_Check = 50
```

[C++]

```
public const SByte AlphaBeta_Weight_Check = 50
```

[JScript]
 public const AlphaBeta_Weight_Check : SByte = 50

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgValueModifiers](#)³⁷⁰

AlphaBeta_Weight_LongCastle Field

VB

```
Public Const AlphaBeta_Weight_LongCastle As SByte = 30
```

C#

```
public const SByte AlphaBeta_Weight_LongCastle = 30
```

[C++]
 public const SByte AlphaBeta_Weight_LongCastle = 30

[JScript]
 public const AlphaBeta_Weight_LongCastle : SByte = 30

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgValueModifiers](#)³⁷⁰

AlphaBeta_Weight_ShortCastle Field

VB

```
Public Const AlphaBeta_Weight_ShortCastle As SByte = 30
```

C#

```
public const SByte AlphaBeta_Weight_ShortCastle = 30
```

[C++]

```
public const SByte AlphaBeta_Weight_ShortCastle = 30
```

[JScript]

```
public const AlphaBeta_Weight_ShortCastle : SByte = 30
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgValueModifiers](#)³⁷⁰

Value_Bishop Field

The value of a bishop, used by the engine to evaluate board states.

VB

```
Public Const Value_Bishop As Integer = 3050
```

C#

```
public const int Value_Bishop = 3050
```

[C++]

```
public const int Value_Bishop = 3050
```

[JScript]

```
public const Value_Bishop : int = 3050
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgValueModifiers](#)³⁷⁰

Value_Castle Field

How much having castled is valued at.

VB

```
Public Const Value_Castle As SByte = 85
```

C#

```
public const SByte Value_Castle = 85
```

[C++]

```
public const SByte Value_Castle = 85
```

[JScript]

```
public const Value_Castle : SByte = 85
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgValueModifiers](#)³⁷⁰

Value_CastlingLongRights Field

How much the right to castle long is valued at

VB

```
Public Const Value_CastlingLongRights As Short = 15
```

C#

```
public const short Value_CastlingLongRights = 15
```

[C++]

```
public const short Value_CastlingLongRights = 15
```

[JScript]

```
public const Value_CastlingLongRights : short = 15
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgValueModifiers](#)³⁷⁰

Value_CastlingShortRights Field

How much the right to castle short is valued at.

VB

```
Public Const Value_CastlingShortRights As Short = 22
```

C#

```
public const short Value_CastlingShortRights = 22
```

[C++]

```
public const short Value_CastlingShortRights = 22
```

[JScript]

```
public const Value_CastlingShortRights : short = 22
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgValueModifiers](#)³⁷⁰

Value_King Field

The value of a king, used by the engine to evaluate board states. This value should always be arbitrarily high.

VB

```
Public Const Value_King As Integer = 50000
```

C#

```
public const int Value_King = 50000
```

[C++]

```
public const int Value_King = 50000
```

[JScript]

```
public const Value_King : int = 50000
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgValueModifiers](#)³⁷⁰

Value_Knight Field

The value of a knight, used by the engine to evaluate board states.

VB

```
Public Const Value_Knight As Integer = 3000
```

C#

```
public const int Value_Knight = 3000
```

[C++]

```
public const int Value_Knight = 3000
```

[JScript]

```
public const Value_Knight : int = 3000
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgValueModifiers](#)³⁷⁰

Value_Pawn Field

The value of a pawn, used by the engine to evaluate board states.

VB

```
Public Const Value_Pawn As Integer = 1000
```

C#

```
public const int Value_Pawn = 1000
```

[C++]

```
public const int Value_Pawn = 1000
```

[JScript]

```
public const Value_Pawn : int = 1000
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgValueModifiers](#)³⁷⁰

Value_Queen Field

The value of a queen, used by the engine to evaluate board states.

VB

```
Public Const Value_Queen As Integer = 9000
```

C#

```
public const int Value_Queen = 9000
```

[C++]

```
public const int Value_Queen = 9000
```

[JScript]

```
public const Value_Queen : int = 9000
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgValueModifiers](#)³⁷⁰

Value_Rook Field

The value of a rook, used by the engine to evaluate board states.

VB

```
Public Const Value_Rook As Integer = 5000
```

C#

```
public const int Value_Rook = 5000
```

[C++]

```
public const int Value_Rook = 5000
```

[JScript]
 public const Value_Rook : int = 5000

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgValueModifiers](#)³⁷⁰

BishopPawn Field

VB

```
Private Const _BishopPawn As Integer = 20
```

C#

```
private const int _BishopPawn = 20
```

[C++]
 private const int _BishopPawn = 20

[JScript]
 private const _BishopPawn : int = 20

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgValueModifiers](#)³⁷⁰

ConnectedRooks Field

VB

```
Private Const _ConnectedRooks As Integer = 30
```

C#

```
private const int _ConnectedRooks = 30
```

[C++]

```
private const int _ConnectedRooks = 30
```

[JScript]

```
private const _ConnectedRooks : int = 30
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgValueModifiers](#)³⁷⁰

_KnightOutpost Field

VB

```
Private Const _KnightOutpost As Integer = 50
```

C#

```
private const int _KnightOutpost = 50
```

[C++]

```
private const int _KnightOutpost = 50
```

[JScript]

```
private const _KnightOutpost : int = 50
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role

not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgValueModifiers](#)³⁷⁰

_MultiplePawnFile Field

VB

```
Private Const _MultiplePawnFile As Integer = -25
```

C#

```
private const int _MultiplePawnFile = -25
```

[C++]

```
private const int _MultiplePawnFile = -25
```

[JScript]

```
private const _MultiplePawnFile : int = -25
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgValueModifiers](#)³⁷⁰

_PawnChain Field

VB

```
Private Const _PawnChain As Integer = 30
```

C#

```
private const int _PawnChain = 30
```

```
[C++]
private const int _PawnChain = 30
```

```
[JScript]
private const _PawnChain : int = 30
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgValueModifiers](#)³⁷⁰

_RookOnOpenFile Field

VB

```
Private Const _RookOnOpenFile As Integer = 60
```

C#

```
private const int _RookOnOpenFile = 60
```

```
[C++]
private const int _RookOnOpenFile = 60
```

```
[JScript]
private const _RookOnOpenFile : int = 60
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgValueModifiers](#)³⁷⁰

RookOnSemiOpenFile Field

VB

```
Private Const _RookOnSemiOpenFile As Integer = 30
```

C#

```
private const int _RookOnSemiOpenFile = 30
```

[C++]

```
private const int _RookOnSemiOpenFile = 30
```

[JScript]

```
private const _RookOnSemiOpenFile : int = 30
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgValueModifiers](#)³⁷⁰

RookOppositeQueen Field

VB

```
Private Const _RookOppositeQueen As Integer = 50
```

C#

```
private const int _RookOppositeQueen = 50
```

[C++]

```
private const int _RookOppositeQueen = 50
```

[JScript]

```
private const _RookOppositeQueen : int = 50
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [cgValueModifiers](#)³⁷⁰

Assets.ChessGame.code.Eye_Tracking.EntityClasses Namespace

Classes

[NewGameData](#)₃₈₉, [UserData](#)₃₉₁

NewGameData Class

[System.Object](#)

[Assets.ChessGame.code.Eye_Tracking.EntityClasses.NewGameData](#)

VB

```
<Serializable()> _
Friend Class NewGameData
```

C#

```
[Serializable()]
internal class NewGameData
```

```
[C++]
[Serializable()]
internal class NewGameData
```

```
[JScript]
internal
    Serializable()
class NewGameData
```

Requirements

[Namespace:Assets.ChessGame.code.Eye_Tracking.EntityClasses](#)₃₈₉

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Equals](#) (inherited from [Object](#)), [Finalize](#) (inherited from [Object](#)), [GetHashCode](#) (inherited from [Object](#)), [GetType](#) (inherited from [Object](#)), [MemberwiseClone](#) (inherited from [Object](#)), [ReferenceEquals](#) (inherited from [Object](#)), [ToString](#) (inherited from [Object](#))

Fields

date₃₉₀, puzzleID₃₉₀, userID₃₉₁

date Field

VB

```
Public date As Date
```

C#

```
public DateTime date
```

[C++]

```
public DateTime date
```

[JScript]

```
public date : DateTime
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [NewGameData](#)₃₈₉

puzzleID Field

VB

```
Public puzzleID As Integer
```

C#

```
public int puzzleID
```

[C++]

```
public int puzzleID
```

```
[JScript]
public puzzleID : int
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [NewGameData](#)³⁸⁹

userID Field

VB

```
Public userID As String
```

C#

```
public string userID
```

```
[C++]
public string userID
```

```
[JScript]
public userID : String
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [NewGameData](#)³⁸⁹

UserData Class

[System.Object](#)

[Assets.ChessGame.code.Eye_Tracking.EntityClasses.UserData](#)

VB

```
<Serializable()>
Public Class UserData
```

C#

```
[Serializable()]
public class UserData
```

[C++]

```
[Serializable()]
public class UserData
```

[JScript]

```
public
    Serializable()
class UserData
```

Requirements

Namespace: [Assets.ChessGame.code.Eye_Tracking.EntityClasses](#)³⁸⁹

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[activeElo](#)³⁹², [blitzElo](#)³⁹³, [classicElo](#)³⁹⁴, [hasADHD](#)³⁹⁴, [hasDyslexia](#)³⁹⁵, [hasGlasses](#)³⁹⁶, [hasVI](#)³⁹⁶, [highestActiveElo](#)³⁹⁷, [highestBlitzElo](#)³⁹⁷, [highestClassicElo](#)³⁹⁸, [playTime](#)³⁹⁹, [userID](#)³⁹⁹, [yearBorn](#)⁴⁰⁰

Methods

[Equals](#) (inherited from [Object](#)), [Finalize](#) (inherited from [Object](#)), [GetHashCode](#) (inherited from [Object](#)), [GetType](#) (inherited from [Object](#)), [MemberwiseClone](#) (inherited from [Object](#)), [ReferenceEquals](#) (inherited from [Object](#)), [ToString](#) (inherited from [Object](#))

Fields

[domEye](#)⁴⁰⁰, [gender](#)⁴⁰¹

UserData.activeElo Property

VB

```
Public Property activeElo() As Nullable(Of Integer)
```

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C#

```
public Nullable<int> activeElo {get; set;}
```

[C++]

```
public Nullable<int> activeElo {get; set;}
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [UserData](#)₃₉₁

UserData.blitzElo Property

VB

```
Public Property blitzElo() As Nullable(Of Integer)
```

C#

```
public Nullable<int> blitzElo {get; set;}
```

[C++]

```
public Nullable<int> blitzElo {get; set;}
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role

not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [UserData](#)₃₉₁

UserData.classicElo Property

VB

```
Public Property classicElo() As Nullable(Of Integer)
```

C#

```
public Nullable<int> classicElo {get; set;}
```

[C++]

```
public Nullable<int> classicElo {get; set;}
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [UserData](#)₃₉₁

UserData.hasADHD Property

VB

```
Public Property hasADHD() As Nullable(Of Boolean)
```

C#

```
public Nullable<bool> hasADHD {get; set;}
```

```
[C++]
public Nullable<bool> hasADHD {get; set;}
```

```
[JScript]
JScript does not support generic types and methods.
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [UserData](#)₃₉₁

UserData.hasDyslexia Property

VB

```
Public Property hasDyslexia() As Nullable(Of Boolean)
```

C#

```
public Nullable<bool> hasDyslexia {get; set;}
```

```
[C++]
public Nullable<bool> hasDyslexia {get; set;}
```

```
[JScript]
JScript does not support generic types and methods.
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [UserData](#)₃₉₁

UserData.hasGlasses Property

VB

```
Public Property hasGlasses() As Nullable(Of Boolean)
```

C#

```
public Nullable<bool> hasGlasses {get; set;}
```

[C++]

```
public Nullable<bool> hasGlasses {get; set;}
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [UserData](#)₃₉₁

UserData.hasVI Property

VB

```
Public Property hasVI() As Nullable(Of Boolean)
```

C#

```
public Nullable<bool> hasVI {get; set;}
```

[C++]

```
public Nullable<bool> hasVI {get; set;}
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [UserData](#)₃₉₁

UserData.highestActiveElo Property

VB

```
Public Property highestActiveElo() As Nullable(Of Integer)
```

C#

```
public Nullable<int> highestActiveElo {get; set;}
```

[C++]

```
public Nullable<int> highestActiveElo {get; set;}
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [UserData](#)₃₉₁

UserData.highestBlitzElo Property

VB

```
Public Property highestBlitzElo() As Nullable(Of Integer)
```

C#

```
public Nullable<int> highestBlitzElo {get; set;}
```

[C++]

```
public Nullable<int> highestBlitzElo {get; set;}
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [UserData](#)₃₉₁

UserData.highestClassicElo Property

VB

```
Public Property highestClassicElo() As Nullable(Of Integer)
```

C#

```
public Nullable<int> highestClassicElo {get; set;}
```

[C++]

```
public Nullable<int> highestClassicElo {get; set;}
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

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Applies to: [UserData](#)₃₉₁

UserData.playTime Property

VB

```
Public Property playTime() As Integer
```

C#

```
public int playTime {get; set;}
```

[C++]

```
public int playTime {get; set;}
```

[JScript]

```
public function get playTime() : int;  
public function set playTime(value : int);
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [UserData](#)₃₉₁

UserData.userID Property

VB

```
Public Property userID() As String
```

C#

```
public string userID {get; set;}
```

[C++]

```
public string userID {get; set;}
```

[JScript]

```
public function get userID() : String;
public function set userID(value : String);
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [UserData](#)₃₉₁

UserData.yearBorn Property

VB

```
Public Property yearBorn() As Integer
```

C#

```
public int yearBorn {get; set;}
```

[C++]

```
public int yearBorn {get; set;}
```

[JScript]

```
public function get yearBorn() : int;
public function set yearBorn(value : int);
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [UserData](#)₃₉₁

domEye Field

VB

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```
Public domEye As Char
```

C#

```
public char domEye
```

[C++]
public char domEye

[JScript]
public domEye : char

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [UserData](#)₃₉₁

gender Field

VB

```
Public gender As Char
```

C#

```
public char gender
```

[C++]
public char gender

[JScript]
public gender : char

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [UserData₃₉₁](#)

SimpleJSON Namespace

Classes

[JSON](#)⁴⁰³, [JSONArray](#)⁴⁰⁴, [JSONClass](#)⁴¹⁵, [JSONData](#)⁴²⁶, [JSONLazyCreator](#)⁴³⁵, [JSONNode](#)⁴⁵²

Enumerations

[JSONBinaryTag](#)⁴⁸⁴

JSON Class

[System.Object](#)

[SimpleJSON.JSON](#)

VB

```
Public Class JSON
```

C#

```
public static class JSON
```

[C++]

```
public static class JSON
```

[JScript]

```
public class JSON
```

Requirements

Namespace: [SimpleJSON](#)⁴⁰³

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Equals](#) (inherited from [Object](#)), [Finalize](#) (inherited from [Object](#)), [GetHashCode](#) (inherited from [Object](#)), [GetType](#) (inherited from [Object](#)), [MemberwiseClone](#) (inherited from [Object](#)), [Parse](#)⁴⁰⁴, [ReferenceEquals](#) (inherited from [Object](#)), [ToString](#) (inherited from [Object](#))

JSON.Parse Method

VB

```
Public Shared Function Parse( _  
    ByVal aJSON As String _  
) As JSONNode
```

C#

```
public static JSONNode Parse(  
    string aJSON  
)
```

[C++]

```
public static JSONNode Parse(  
    string aJSON  
)
```

[JScript]

```
public static function Parse(  
    aJSON : String  
) : JSONNode;
```

Parameters

aJSON

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSON](#)⁴⁰³

JSONArray Class

[System.Object](#)

[SimpleJSON.JSONNode](#)⁴⁵²

[SimpleJSON.JSONArray](#)

VB

```
Public Class JSONArray  
    Inherits JSONNode
```

Implements [IEnumerable](#)

C#

```
public class JSONArray : JSONNode,  
    IEnumerable
```

[C++]

```
public class JSONArray : JSONNode,  
    IEnumerable
```

[JScript]

```
public class JSONArray  
    extends JSONNode  
    implements IEnumerable
```

Requirements

Namespace:SimpleJSON⁴⁰³

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[AsArray](#)⁴⁵³ (inherited from [JSONNode](#)), [AsBool](#)⁴⁵³ (inherited from [JSONNode](#)), [AsDouble](#)⁴⁵⁴ (inherited from [JSONNode](#)), [AsFloat](#)⁴⁵⁵ (inherited from [JSONNode](#)), [AsInt](#)⁴⁵⁵ (inherited from [JSONNode](#)), [AsObject](#)⁴⁵⁶ (inherited from [JSONNode](#)), [Childs](#)⁴⁰⁶, [Count](#)⁴⁰⁶, [DeepChilds](#)⁴⁵⁸ (inherited from [JSONNode](#)), [Item](#)⁴⁰⁸, [Value](#)⁴⁶⁰ (inherited from [JSONNode](#))

Methods

[Add](#)⁴⁰⁹, [Deserialize](#)⁴⁶² (inherited from [JSONNode](#)), [Equality](#)⁴⁶³ (inherited from [JSONNode](#)), [Equals](#)⁴⁶⁴ (inherited from [JSONNode](#)), [Escape](#)⁴⁶⁵ (inherited from [JSONNode](#)), [Finalize](#) (inherited from [Object](#)), [GetEnumerator](#)⁴⁰⁹, [GetHashCode](#)⁴⁶⁶ (inherited from [JSONNode](#)), [GetType](#) (inherited from [Object](#)), [Implicit Conversion \(JSONNode to String\)](#)⁴⁶⁷ (inherited from [JSONNode](#)), [Implicit Conversion \(String to JSONNode\)](#)⁴⁶⁷ (inherited from [JSONNode](#)), [Inequality](#)⁴⁶⁸ (inherited from [JSONNode](#)), [LoadFromBase64](#)⁴⁶⁹ (inherited from [JSONNode](#)), [LoadFromCompressedBase64](#)⁴⁷⁰ (inherited from [JSONNode](#)), [LoadFromCompressedFile](#)⁴⁷¹ (inherited from [JSONNode](#)), [LoadFromCompressedStream](#)⁴⁷² (inherited from [JSONNode](#)), [LoadFromFile](#)⁴⁷² (inherited from [JSONNode](#)), [LoadFromStream](#)⁴⁷³ (inherited from [JSONNode](#)), [MemberwiseClone](#) (inherited from [Object](#)), [Parse](#)⁴⁷⁴ (inherited from [JSONNode](#)), [ReferenceEquals](#) (inherited from [Object](#)), [Remove](#)⁴¹¹, [SaveToBase64](#)⁴⁷⁷ (inherited from [JSONNode](#)), [SaveToCompressedBase64](#)⁴⁷⁸ (inherited from [JSONNode](#)), [SaveToCompressedFile](#)⁴⁷⁹

(inherited from [JSONNode](#)), [SaveToCompressedStream](#)⁴⁷⁹ (inherited from [JSONNode](#)), [SaveToFile](#)⁴⁸⁰ (inherited from [JSONNode](#)), [SaveToStream](#)⁴⁸¹ (inherited from [JSONNode](#)), [Serialize](#)⁴¹², [ToString](#)⁴¹⁴

Fields

[m_List](#)⁴¹⁴

JSONArray.Childs Property

VB

```
Public ReadOnly Overrides Property Childs() As IEnumerable(Of JSONNode)
```

C#

```
public override IEnumerable<JSONNode> Childs {get;}
```

[C++]

```
public override IEnumerable<JSONNode> Childs {get;}
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONArray](#)⁴⁰⁴

JSONArray.Count Property

VB

```
Public ReadOnly Overrides Property Count() As Integer
```

C#

```
public override int Count {get;}
```

```
[C++]
public override int Count {get;}
```

```
[JScript]
public function get Count() : int;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONArray](#)₄₀₄

JSONArray.Item (System.String) Property

VB

```
Public Overrides Property Item( _
    ByVal aKey As String _
) As JSONNode
```

C#

```
public override JSONNode this[
    string aKey
] {get; set;}
```

```
[C++]
public override JSONNode this[
    string aKey
] {get; set;}
```

```
[JScript]
JScript supports the use of indexed properties, but not the declaration of new ones.
```

Parameters

aKey

Requirements

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Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONArray₄₀₄](#)

JSONArray.Item (System.Int32) Property

VB

```
Public Overrides Property Item( _
    ByVal aIndex As Integer _
) As JSONNode
```

C#

```
public override JSONNode this[_
    int aIndex
] {get; set;}
```

[C++]

```
public override JSONNode this[_
    int aIndex
] {get; set;}
```

[JScript]

JScript supports the use of indexed properties, but not the declaration of new ones.

Parameters

aIndex

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONArray₄₀₄](#)

JSONArray.Add Method

VB

```
Public Overrides Sub Add( _
    ByVal aKey As String, _
    ByVal aItem As JSONNode _
)
```

C#

```
public override void Add(
    string aKey,
    JSONNode aItem
)
```

[C++]

```
public override void Add(
    string aKey,
    JSONNode aItem
)
```

[JScript]

```
public function Add(
    aKey : String,
    aItem : JSONNode
);
```

Parameters

aKey

aItem

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONArray](#)⁴⁰⁴

JSONArray.GetEnumerator Method

VB**409**

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```
Public Function GetEnumerator() As IEnumarator Implements _  
    IEnumarable.GetEnumerator
```

C#

```
public IEnumarator GetEnumerator()
```

```
[C++]  
public IEnumarator GetEnumerator()
```

```
[JScript]  
public function GetEnumerator() : IEnumarator;
```

Implements

IEnumarable.GetEnumerator

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONArray](#)₄₀₄

JSONArray.Remove (JSONNode) Method

VB

```
Public Overrides Function Remove( _  
    ByVal aNode As JSONNode _  
) As JSONNode
```

C#

```
public override JSONNode Remove(  
    JSONNode aNode  
)
```

```
[C++]  
public override JSONNode Remove(  
    JSONNode aNode
```

```
)
```

```
[JScript]
public function Remove(
    aNode : JSONNode
) : JSONNode;
```

Parameters

aNode

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONArray](#)₄₀₄

JSONArray.Remove (Int32) Method

VB

```
Public Overrides Function Remove( _
    ByVal aIndex As Integer _
) As JSONNode
```

C#

```
public override JSONNode Remove(
    int aIndex
)
```

```
[C++]
public override JSONNode Remove(
    int aIndex
)
```

```
[JScript]
public function Remove(
    aIndex : int
) : JSONNode;
```

Parameters

aIndex

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONArray](#)₄₀₄

JSONArray.Serialize Method

VB

```
Public Overrides Sub Serialize( _
    ByVal aWriter As BinaryWriter _
)
```

C#

```
public override void Serialize(
    BinaryWriter aWriter
)
```

[C++]

```
public override void Serialize(
    BinaryWriter aWriter
)
```

[JScript]

```
public function Serialize(
    aWriter : BinaryWriter
);
```

Parameters

aWriter

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role

not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONArray₄₀₄](#)

JSONArray.ToString (String) Method

VB

```
Public Overrides Function ToString( _
    ByVal aPrefix As String _
) As String
```

C#

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

[C++]

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

[JScript]

```
public function ToString(
    aPrefix : String
) : String;
```

Parameters

aPrefix

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONArray₄₀₄](#)

JSONArray.ToString Method

VB

```
Public Overrides Function ToString() As String
```

C#

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

[C++]

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

[JScript]

```
public function ToString() : String;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONArray](#)₄₀₄

m_List Field

VB

```
Private Shadows m_List As List(Of JSONNode)
```

C#

```
new private List<JSONNode> m_List
```

[C++]

```
new private List<JSONNode> m_List
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONArray](#)⁴⁰⁴

JSONClass Class

[System.Object](#)

[SimpleJSON.JSONNode](#)⁴⁵²

[SimpleJSON.JSONClass](#)

VB

```
Public Class JSONClass
    Inherits JSONNode
    Implements IEnumerable
```

C#

```
public class JSONClass : JSONNode,
    IEnumerable
```

[C++]

```
public class JSONClass : JSONNode,
    IEnumerable
```

[JScript]

```
public class JSONClass
    extends JSONNode
    implements IEnumerable
```

Requirements

Namespace: [SimpleJSON](#)⁴⁰³

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[AsArray](#)₄₅₃ (inherited from [JSONNode](#)), [AsBool](#)₄₅₃ (inherited from [JSONNode](#)), [AsDouble](#)₄₅₄ (inherited from [JSONNode](#)), [AsFloat](#)₄₅₅ (inherited from [JSONNode](#)), [AsInt](#)₄₅₅ (inherited from [JSONNode](#)), [AsObject](#)₄₅₆ (inherited from [JSONNode](#)), [Childs](#)₄₁₆, [Count](#)₄₁₇, [DeepChilds](#)₄₅₈ (inherited from [JSONNode](#)), [Item](#)₄₁₇, [Value](#)₄₆₀ (inherited from [JSONNode](#))

Methods

[Add](#)₄₁₉, [Deserialize](#)₄₆₂ (inherited from [JSONNode](#)), [Equality](#)₄₆₃ (inherited from [JSONNode](#)), [Equals](#)₄₆₄ (inherited from [JSONNode](#)), [Escape](#)₄₆₅ (inherited from [JSONNode](#)), [Finalize](#) (inherited from [Object](#)), [GetEnumerator](#)₄₂₀, [GetHashCode](#)₄₆₆ (inherited from [JSONNode](#)), [GetType](#) (inherited from [Object](#)), [Implicit Conversion \(JSONNode to String\)](#)₄₆₇ (inherited from [JSONNode](#)), [Implicit Conversion \(String to JSONNode\)](#)₄₆₇ (inherited from [JSONNode](#)), [Inequality](#)₄₆₈ (inherited from [JSONNode](#)), [LoadFromBase64](#)₄₆₉ (inherited from [JSONNode](#)), [LoadFromCompressedBase64](#)₄₇₀ (inherited from [JSONNode](#)), [LoadFromCompressedFile](#)₄₇₁ (inherited from [JSONNode](#)), [LoadFromCompressedStream](#)₄₇₂ (inherited from [JSONNode](#)), [LoadFromFile](#)₄₇₂ (inherited from [JSONNode](#)), [LoadFromStream](#)₄₇₃ (inherited from [JSONNode](#)), [MemberwiseClone](#) (inherited from [Object](#)), [Parse](#)₄₇₄ (inherited from [JSONNode](#)), [ReferenceEquals](#) (inherited from [Object](#)), [Remove](#)₄₂₂, [SaveToBase64](#)₄₇₇ (inherited from [JSONNode](#)), [SaveToCompressedBase64](#)₄₇₈ (inherited from [JSONNode](#)), [SaveToCompressedFile](#)₄₇₉ (inherited from [JSONNode](#)), [SaveToCompressedStream](#)₄₇₉ (inherited from [JSONNode](#)), [SaveToFile](#)₄₈₀ (inherited from [JSONNode](#)), [SaveToStream](#)₄₈₁ (inherited from [JSONNode](#)), [Serialize](#)₄₂₃, [ToString](#)₄₂₅

Fields

[m_Dict](#)₄₂₅

JSONClass.Childs Property

VB

```
Public ReadOnly Overrides Property Childs() As IEnumerable(Of JSONNode)
```

C#

```
public override IEnumerable<JSONNode> Childs {get;}
```

[C++]

```
public override IEnumerable<JSONNode> Childs {get;}
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONClass₄₁₅](#)

JSONClass.Count Property

VB

```
Public ReadOnly Overrides Property Count() As Integer
```

C#

```
public override int Count {get;}
```

[C++]

```
public override int Count {get;}
```

[JScript]

```
public function get Count() : int;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONClass₄₁₅](#)

JSONClass.Item (System.String) Property

VB

```
Public Overrides Property Item( _  
    ByVal aKey As String _  
) As JSONNode
```

C#

```
public override JSONNode this[  
    string aKey  
] {get; set;}
```

[C++]

```
public override JSONNode this[
    string aKey
] {get; set;}
```

[JScript]
JScript supports the use of indexed properties, but not the declaration of new ones.

Parameters

aKey

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONClass](#)₄₁₅

JSONClass.Item (System.Int32) Property

VB

```
Public Overrides Property Item( _
    ByVal aIndex As Integer _
) As JSONNode
```

C#

```
public override JSONNode this[
    int aIndex
] {get; set;}
```

[C++]

```
public override JSONNode this[
    int aIndex
] {get; set;}
```

[JScript]
JScript supports the use of indexed properties, but not the declaration of new ones.

Parameters

aIndex

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONClass](#)₄₁₅

JSONClass.Add Method

VB

```
Public Overrides Sub Add( _
    ByVal aKey As String, _
    ByVal aItem As JSONNode _
)
```

C#

```
public override void Add(
    string aKey,
    JSONNode aItem
)
```

[C++]

```
public override void Add(
    string aKey,
    JSONNode aItem
)
```

[JScript]

```
public function Add(
    aKey : String,
    aItem : JSONNode
);
```

Parameters

aKey

altem

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONClass](#)₄₁₅

JSONClass.GetEnumerator Method

VB

```
Public Function GetEnumerator() As IEnumarator Implements _  
    IEnumerable.GetEnumerator
```

C#

```
public IEnumarator GetEnumerator()
```

[C++]

```
public IEnumarator GetEnumerator()
```

[JScript]

```
public function GetEnumerator() : IEnumarator;
```

Implements

[IEnumerable](#).GetEnumerator

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONClass](#)₄₁₅

JSONClass.Remove (JSONNode) Method

VB

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```
Public Overrides Function Remove( _
    ByVal aNode As JSONNode _
) As JSONNode
```

C#

```
public override JSONNode Remove(
    JSONNode aNode
)
```

[C++]

```
public override JSONNode Remove(
    JSONNode aNode
)
```

[JScript]

```
public function Remove(
    aNode : JSONNode
) : JSONNode;
```

Parameters

aNode

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONClass](#)⁴¹⁵

JSONClass.Remove (Int32) Method

VB

```
Public Overrides Function Remove( _
    ByVal aIndex As Integer _
) As JSONNode
```

C#

```
public override JSONNode Remove(
```

```
    int aIndex  
)
```

```
[C++]  
public override JSONNode Remove(  
    int aIndex  
)
```

```
[JScript]  
public function Remove(  
    aIndex : int  
) : JSONNode;
```

Parameters

aIndex

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONClass](#)₄₁₅

JSONClass.Remove (String) Method

VB

```
Public Overrides Function Remove( _  
    ByVal aKey As String _  
) As JSONNode
```

C#

```
public override JSONNode Remove(  
    string aKey  
)
```

```
[C++]  
public override JSONNode Remove(  
    string aKey  
)
```

```
[JScript]
public function Remove(
    aKey : String
) : JSONNode;
```

Parameters

aKey

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONClass](#)₄₁₅

JSONClass.Serialize Method

VB

```
Public Overrides Sub Serialize( _
    ByVal aWriter As BinaryWriter _
)
```

C#

```
public override void Serialize(
    BinaryWriter aWriter
)
```

```
[C++]
public override void Serialize(
    BinaryWriter aWriter
)
```

```
[JScript]
public function Serialize(
    aWriter : BinaryWriter
);
```

Parameters

aWriter

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONClass415](#)

JSONClass.ToString (String) Method

VB

```
Public Overrides Function ToString( _
    ByVal aPrefix As String _
) As String
```

C#

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

[C++]

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

[JScript]

```
public function ToString(
    aPrefix : String
) : String;
```

Parameters

aPrefix

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONClass₄₁₅](#)

JSONClass.ToString Method

VB

```
Public Overrides Function ToString() As String
```

C#

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

[C++]

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

[JScript]

```
public function ToString() : String;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONClass₄₁₅](#)

m_Dict Field

VB

```
Private Shadows m_Dict As Dictionary(Of String, JSONNode)
```

C#

```
new private Dictionary<string, JSONNode> m_Dict
```

[C++]

```
new private Dictionary<string, JSONNode> m_Dict
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONClass](#)⁴¹⁵

JSONData Class

[System.Object](#)

[SimpleJSON.JSONNode](#)⁴⁵²

[SimpleJSON.JSONData](#)

VB

```
Public Class JSONData
    Inherits JSONNode
```

C#

```
public class JSONData : JSONNode
```

[C++]

```
public class JSONData : JSONNode
```

[JScript]

```
public class JSONData
    extends JSONNode
```

Requirements

Namespace: [SimpleJSON](#)⁴⁰³

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Constructors

JSONData⁴³⁰

Properties

[AsArray](#)₄₅₃ (inherited from [JSONNode](#)), [AsBool](#)₄₅₃ (inherited from [JSONNode](#)), [AsDouble](#)₄₅₄ (inherited from [JSONNode](#)), [AsFloat](#)₄₅₅ (inherited from [JSONNode](#)), [AsInt](#)₄₅₅ (inherited from [JSONNode](#)), [AsObject](#)₄₅₆ (inherited from [JSONNode](#)), [Childs](#)₄₅₇ (inherited from [JSONNode](#)), [Count](#)₄₅₇ (inherited from [JSONNode](#)), [DeepChilds](#)₄₅₈ (inherited from [JSONNode](#)), [Item](#)₄₅₉ (inherited from [JSONNode](#)), [Value](#)₄₃₁

Methods

[Add](#)₄₆₂ (inherited from [JSONNode](#)), [Deserialize](#)₄₆₂ (inherited from [JSONNode](#)), [Equality](#)₄₆₃ (inherited from [JSONNode](#)), [Equals](#)₄₆₄ (inherited from [JSONNode](#)), [Escape](#)₄₆₅ (inherited from [JSONNode](#)), [Finalize](#) (inherited from [Object](#)), [GetHashCode](#)₄₆₆ (inherited from [JSONNode](#)), [GetType](#) (inherited from [Object](#)), [Implicit Conversion \(JSONNode to String\)](#)₄₆₇ (inherited from [JSONNode](#)), [Implicit Conversion \(String to JSONNode\)](#)₄₆₇ (inherited from [JSONNode](#)), [Inequality](#)₄₆₈ (inherited from [JSONNode](#)), [LoadFromBase64](#)₄₆₉ (inherited from [JSONNode](#)), [LoadFromCompressedBase64](#)₄₇₀ (inherited from [JSONNode](#)), [LoadFromCompressedFile](#)₄₇₁ (inherited from [JSONNode](#)), [LoadFromCompressedStream](#)₄₇₂ (inherited from [JSONNode](#)), [LoadFromFile](#)₄₇₂ (inherited from [JSONNode](#)), [LoadFromStream](#)₄₇₃ (inherited from [JSONNode](#)), [MemberwiseClone](#) (inherited from [Object](#)), [Parse](#)₄₇₄ (inherited from [JSONNode](#)), [ReferenceEquals](#) (inherited from [Object](#)), [Remove](#)₄₇₅ (inherited from [JSONNode](#)), [SaveToBase64](#)₄₇₇ (inherited from [JSONNode](#)), [SaveToCompressedBase64](#)₄₇₈ (inherited from [JSONNode](#)), [SaveToCompressedFile](#)₄₇₉ (inherited from [JSONNode](#)), [SaveToCompressedStream](#)₄₇₉ (inherited from [JSONNode](#)), [SaveToFile](#)₄₈₀ (inherited from [JSONNode](#)), [SaveToStream](#)₄₈₁ (inherited from [JSONNode](#)), [Serialize](#)₄₃₂, [ToString](#)₄₃₄

Fields

[m_Data](#)₄₃₄

JSONData(Double) Constructor

VB

```
Public Sub New(  
    ByVal aData As Double  
)
```

C#

```
public JSONData(  
    double aData  
)
```

[C++]

```
public JSONData(  
    double aData  
)
```

```
[JScript]
public function JSONData(
    aData : double
);
```

Parameters

aData

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONData](#)₄₂₆

JSONData(Boolean) Constructor

VB

```
Public Sub New( _
    ByVal aData As Boolean _
)
```

C#

```
public JSONData(
    bool aData
)
```

```
[C++]
public JSONData(
    bool aData
)
```

```
[JScript]
public function JSONData(
    aData : boolean
);
```

Parameters

aData

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONData](#)⁴²⁶

JSONData(Int32) Constructor

VB

```
Public Sub New( _  
    ByVal aData As Integer _  
)
```

C#

```
public JSONData(  
    int aData  
)
```

[C++]

```
public JSONData(  
    int aData  
)
```

[JScript]

```
public function JSONData(  
    aData : int  
) ;
```

Parameters

aData

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONData](#)₄₂₆

JSONData(String) Constructor

VB

```
Public Sub New( _
    ByVal aData As String _
)
```

C#

```
public JSONData(
    string aData
)
```

[C++]

```
public JSONData(
    string aData
)
```

[JScript]

```
public function JSONData(
    aData : String
);
```

Parameters

aData

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONData](#)₄₂₆

JSONData(Single) Constructor

VB

```
Public Sub New( _
    ByVal aData As Single _
)
```

C#

```
public JSONData(  
    float aData  
)
```

[C++]
public JSONData(
 float aData
)

[JScript]
public function JSONData(
 aData : float
) ;

Parameters

aData

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONData](#)⁴²⁶

JSONData.Value Property

VB

```
Public Overrides Property Value() As String
```

C#

```
public override string Value {get; set;}
```

[C++]
public override string Value {get; set;}

```
[JScript]
public function get Value() : String;
public function set Value(value : String);
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONData](#)₄₂₆

JSONData.Serialize Method

VB

```
Public Overrides Sub Serialize( _
    ByVal aWriter As BinaryWriter _
)
```

C#

```
public override void Serialize(
    BinaryWriter aWriter
)
```

```
[C++]
public override void Serialize(
    BinaryWriter aWriter
)
```

```
[JScript]
public function Serialize(
    aWriter : BinaryWriter
);
```

Parameters

aWriter

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported)

not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONData](#)₄₂₆

JSONData.ToString (String) Method

VB

```
Public Overrides Function ToString( _
    ByVal aPrefix As String _
) As String
```

C#

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

[C++]

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

[JScript]

```
public function ToString(
    aPrefix : String
) : String;
```

Parameters

aPrefix

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONData](#)₄₂₆

JSONData.ToString Method

VB

```
Public Overrides Function ToString() As String
```

C#

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

[C++]

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

[JScript]

```
public function ToString() : String;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONData](#)⁴²⁶

m_Data Field

VB

```
Private m_Data As String
```

C#

```
private string m_Data
```

[C++]

```
private string m_Data
```

[JScript]

```
private m_Data : String
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONData](#)⁴²⁶

JSONLazyCreator Class

[System.Object](#)

[SimpleJSON.JSONNode](#)⁴⁵²

[SimpleJSON.JSONLazyCreator](#)

VB

```
Friend Class JSONLazyCreator  
    Inherits JSONNode
```

C#

```
internal class JSONLazyCreator : JSONNode
```

[C++]

```
internal class JSONLazyCreator : JSONNode
```

[JScript]

```
internal class JSONLazyCreator  
    extends JSONNode
```

Requirements

Namespace: [SimpleJSON](#)⁴⁰³

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Constructors

[JSONLazyCreator](#)⁴³⁷

Properties

[AsArray](#)₄₃₈, [AsBool](#)₄₃₈, [AsDouble](#)₄₃₉, [AsFloat](#)₄₄₀, [AsInt](#)₄₄₀, [AsObject](#)₄₄₁, [Childs](#)₄₅₇ (inherited from [JSONNode](#)), [Count](#)₄₅₇ (inherited from [JSONNode](#)), [DeepChilds](#)₄₅₈ (inherited from [JSONNode](#)), [Item](#)₄₄₂, [Value](#)₄₆₀ (inherited from [JSONNode](#))

Methods

[Add](#)₄₄₃, [Deserialize](#)₄₆₂ (inherited from [JSONNode](#)), [Equality](#)₄₄₅, [Equals](#)₄₄₆, [Escape](#)₄₆₅ (inherited from [JSONNode](#)), [Finalize](#) (inherited from [Object](#)), [GetHashCode](#)₄₄₇, [GetType](#) (inherited from [Object](#)), [Implicit Conversion \(JSONNode to String\)](#)₄₆₇ (inherited from [JSONNode](#)), [Implicit Conversion \(String to JSONNode\)](#)₄₆₇ (inherited from [JSONNode](#)), [Inequality](#)₄₄₇, [LoadFromBase64](#)₄₆₉ (inherited from [JSONNode](#)), [LoadFromCompressedBase64](#)₄₇₀ (inherited from [JSONNode](#)), [LoadFromCompressedFile](#)₄₇₁ (inherited from [JSONNode](#)), [LoadFromCompressedStream](#)₄₇₂ (inherited from [JSONNode](#)), [LoadFromFile](#)₄₇₂ (inherited from [JSONNode](#)), [LoadFromStream](#)₄₇₃ (inherited from [JSONNode](#)), [MemberwiseClone](#) (inherited from [Object](#)), [Parse](#)₄₇₄ (inherited from [JSONNode](#)), [ReferenceEquals](#) (inherited from [Object](#)), [Remove](#)₄₇₅ (inherited from [JSONNode](#)), [SaveToBase64](#)₄₇₇ (inherited from [JSONNode](#)), [SaveToCompressedBase64](#)₄₇₈ (inherited from [JSONNode](#)), [SaveToCompressedFile](#)₄₇₉ (inherited from [JSONNode](#)), [SaveToCompressedStream](#)₄₇₉ (inherited from [JSONNode](#)), [SaveToFile](#)₄₈₀ (inherited from [JSONNode](#)), [SaveToStream](#)₄₈₁ (inherited from [JSONNode](#)), [Serialize](#)₄₈₂ (inherited from [JSONNode](#)), [Set](#)₄₄₈, [ToString](#)₄₅₀

Fields

[m_Key](#)₄₅₁, [m_Node](#)₄₅₁

JSONLazyCreator([JSONNode](#), [String](#)) Constructor

VB

```
Public Sub New(
    ByVal aNode As JSONNode, _
    ByVal aKey As String _
)
```

C#

```
public JSONLazyCreator(
    JSONNode aNode,
    string aKey
)
```

[C++]

```
public JSONLazyCreator(
    JSONNode aNode,
    string aKey
)
```

[JScript]

```
public function JSONLazyCreator(
    aNode : JSONNode,
```

```
aKey : String  
);
```

Parameters

aNode

aKey

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONLazyCreator](#)₄₃₅

JSONLazyCreator(JSONNode) Constructor

VB

```
Public Sub New(  
    ByVal aNode As JSONNode  
)
```

C#

```
public JSONLazyCreator(  
    JSONNode aNode  
)
```

[C++]

```
public JSONLazyCreator(  
    JSONNode aNode  
)
```

[JScript]

```
public function JSONLazyCreator(  
    aNode : JSONNode  
) ;
```

Parameters

aNode

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONLazyCreator](#)₄₃₅

JSONLazyCreator.AsArray Property

VB

```
Public ReadOnly Overrides Property AsArray() As JSONArray
```

C#

```
public override JSONArray AsArray {get;}
```

[C++]

```
public override JSONArray AsArray {get;}
```

[JScript]

```
public function get AsArray() : JSONArray;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONLazyCreator](#)₄₃₅

JSONLazyCreator.AsBool Property

VB

```
Public Overrides Property AsBool() As Boolean
```

C#

```
public override bool AsBool {get; set;}
```

[C++]
public override bool AsBool {get; set;}

[JScript]
public function get AsBool() : boolean;
public function set AsBool(value : boolean);

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONLazyCreator](#)₄₃₅

JSONLazyCreator.AsDouble Property

VB

```
Public Overrides Property AsDouble() As Double
```

C#

```
public override double AsDouble {get; set;}
```

[C++]
public override double AsDouble {get; set;}

[JScript]
public function get AsDouble() : double;
public function set AsDouble(value : double);

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONLazyCreator](#)₄₃₅

JSONLazyCreator.AsFloat Property

VB

```
Public Overrides Property AsFloat() As Single
```

C#

```
public override float AsFloat {get; set;}
```

[C++]

```
public override float AsFloat {get; set;}
```

[JScript]

```
public function get AsFloat() : float;  
public function set AsFloat(value : float);
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONLazyCreator](#)₄₃₅

JSONLazyCreator.AsInt Property

VB

```
Public Overrides Property AsInt() As Integer
```

C#

```
public override int AsInt {get; set;}
```

[C++]

```
public override int AsInt {get; set;}
```

```
[JScript]
public function get AsInt() : int;
public function set AsInt(value : int);
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONLazyCreator](#)₄₃₅

JSONLazyCreator.AsObject Property

VB

```
Public ReadOnly Overrides Property AsObject() As JSONClass
```

C#

```
public override JSONClass AsObject {get;}
```

```
[C++]
public override JSONClass AsObject {get;}
```

```
[JScript]
public function get AsObject() : JSONClass;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONLazyCreator](#)₄₃₅

JSONLazyCreator.Item (System.Int32) Property

VB

```
Public Overrides Property Item( _
    ByVal aIndex As Integer _
) As JSONNode
```

C#

```
public override JSONNode this[  
    int aIndex  
] {get; set;}
```

[C++]

```
public override JSONNode this[  
    int aIndex  
] {get; set;}
```

[JScript]

JScript supports the use of indexed properties, but not the declaration of new ones.

Parameters

aIndex

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONLazyCreator](#)⁴³⁵

JSONLazyCreator.Item (System.String) Property

VB

```
Public Overrides Property Item( _
    ByVal aKey As String _
) As JSONNode
```

C#

```
public override JSONNode this[
    string aKey
] {get; set;}
```

[C++]

```
public override JSONNode this[
    string aKey
] {get; set;}
```

[JScript]
JScript supports the use of indexed properties, but not the declaration of new ones.

Parameters

aKey

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONLazyCreator](#)₄₃₅

JSONLazyCreator.Add (JSONNode) Method

VB

```
Public Overrides Sub Add(
    ByVal aItem As JSONNode
)
```

C#

```
public override void Add(
    JSONNode aItem
)
```

[C++]

```
public override void Add(
    JSONNode aItem
)
```

```
[JScript]
public function Add(
    aItem : JSONNode
);
```

Parameters

aItem

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONLazyCreator](#)₄₃₅

JSONLazyCreator.Add (String, JSONNode) Method

VB

```
Public Overrides Sub Add( _
    ByVal aKey As String, _
    ByVal aItem As JSONNode _
)
```

C#

```
public override void Add(
    string aKey,
    JSONNode aItem
)
```

```
[C++]
public override void Add(
    string aKey,
    JSONNode aItem
)
```

```
[JScript]
public function Add(
    aKey : String,
    aItem : JSONNode
```

```
 );
```

Parameters

aKey

altem

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONLazyCreator](#)⁴³⁵

JSONLazyCreator.Equality Method

VB

```
Public Shared Operator =( _  
    ByVal a As JSONLazyCreator, _  
    ByVal b As Object _  
) As Boolean
```

C#

```
public static bool operator ==(  
    JSONLazyCreator a,  
    object b  
)
```

[C++]

```
public static bool operator ==(  
    JSONLazyCreator a,  
    object b  
)
```

[JScript]

JScript supports the use of overloaded operators, but not the declaration of new ones.

Parameters

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a

b

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONLazyCreator](#)₄₃₅

JSONLazyCreator.Equals Method

VB

```
Public Overrides Function Equals( _
    ByVal obj As Object _ 
) As Boolean
```

C#

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

[C++]

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

[JScript]

```
public function Equals(
    obj : object
) : boolean;
```

Parameters

obj

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported)

not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONLazyCreator](#)₄₃₅

JSONLazyCreator.GetHashCode Method

VB

```
Public Overrides Function GetHashCode() As Integer
```

C#

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

[C++]

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

[JScript]

```
public function GetHashCode() : int;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONLazyCreator](#)₄₃₅

JSONLazyCreator.Inequality Method

VB

```
Public Shared Operator <>( _
    ByVal a As JSONLazyCreator, _
    ByVal b As Object _
) As Boolean
```

C#

```
public static bool operator !=(
    JSONLazyCreator a,
```

```
    object b  
)
```

```
[C++]  
public static bool operator !=(  
    JSONLazyCreator a,  
    object b  
)
```

```
[JScript]  
JScript supports the use of overloaded operators, but not the declaration of  
new ones.
```

Parameters

a

b

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONLazyCreator](#)₄₃₅

JSONLazyCreator.Set Method

VB

```
Private Sub Set( _  
    ByVal aVal As JSONNode _  
)
```

C#

```
private void Set(  
    JSONNode aVal  
)
```

[C++]

```
private void Set(
    JSONNode aVal
)
```

[JScript]

```
private function Set(
    aVal : JSONNode
);
```

Parameters

aVal

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONLazyCreator](#)₄₃₅

JSONLazyCreator.ToString (String) Method

VB

```
Public Overrides Function ToString( _
    ByVal aPrefix As String _
) As String
```

C#

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

[C++]

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

[JScript]

```
public function ToString(
    aPrefix : String
)
```

```
) : String;
```

Parameters

aPrefix

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONLazyCreator](#)₄₃₅

JSONLazyCreator.ToString Method

VB

```
Public Overrides Function ToString() As String
```

C#

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

[C++]

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

[JScript]

```
public function ToString() : String;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONLazyCreator](#)₄₃₅

m_Key Field

VB

```
Private m_Key As String
```

C#

```
private string m_Key
```

[C++]

```
private string m_Key
```

[JScript]

```
private m_Key : String
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONLazyCreator](#)⁴³⁵

m_Node Field

VB

```
Private m_Node As JSONNode
```

C#

```
private JSONNode m_Node
```

[C++]

```
private JSONNode m_Node
```

[JScript]

```
private m_Node : JSONNode
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONLazyCreator](#)⁴³⁵

JSONNode Class

[System.Object](#)

SimpleJSON.JSONNode

[SimpleJSON.JSONArray](#)⁴⁰⁴

[SimpleJSON.JSONClass](#)⁴¹⁵

[SimpleJSON.JSONData](#)⁴²⁶

[SimpleJSON.JSONLazyCreator](#)⁴³⁵

VB

```
Public Class JSONNode
```

C#

```
public class JSONNode
```

[C++]

```
public class JSONNode
```

[JScript]

```
public class JSONNode
```

Requirements

Namespace: [SimpleJSON](#)⁴⁰³

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[AsArray](#)⁴⁵³, [AsBool](#)⁴⁵³, [AsDouble](#)⁴⁵⁴, [AsFloat](#)⁴⁵⁵, [AsInt](#)⁴⁵⁵, [AsObject](#)⁴⁵⁶, [Childs](#)⁴⁵⁷, [Count](#)⁴⁵⁷, [DeepChilds](#)⁴⁵⁸, [Item](#)⁴⁵⁹, [Value](#)⁴⁶⁰

Methods

Add⁴⁶², Deserialize⁴⁶², Equality⁴⁶³, Equals⁴⁶⁴, Escape⁴⁶⁵, Finalize (inherited from Object), GetHashCode⁴⁶⁶, GetType (inherited from Object), Implicit Conversion (JSONNode to String)⁴⁶⁷, Implicit Conversion (String to JSONNode)⁴⁶⁷, Inequality⁴⁶⁸, LoadFromBase64⁴⁶⁹, LoadFromCompressedBase64⁴⁷⁰, LoadFromCompressedFile⁴⁷¹, LoadFromCompressedStream⁴⁷², LoadFromFile⁴⁷², LoadFromStream⁴⁷³, MemberwiseClone (inherited from Object), Parse⁴⁷⁴, ReferenceEquals (inherited from Object), Remove⁴⁷⁵, SaveToBase64⁴⁷⁷, SaveToCompressedBase64⁴⁷⁸, SaveToCompressedFile⁴⁷⁹, SaveToCompressedStream⁴⁷⁹, SaveToFile⁴⁸⁰, SaveToStream⁴⁸¹, Serialize⁴⁸², ToString⁴⁸³

JSONNode.AsArray Property

VB

```
Public ReadOnly Overridable Property AsArray() As JSONArray
```

C#

```
public virtual JSONArray AsArray {get;}
```

[C++]

```
public virtual JSONArray AsArray {get;}
```

[JScript]

```
public function get AsArray() : JSONArray;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: JSONNode⁴⁵²

JSONNode.AsBool Property

VB

```
Public Overridable Property AsBool() As Boolean
```

C#

```
public virtual bool AsBool {get; set;}
```

[C++]

```
public virtual bool AsBool {get; set;}
```

[JScript]

```
public function get AsBool() : boolean;  
public function set AsBool(value : boolean);
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONNode](#)₄₅₂

JSONNode.AsDouble Property

VB

```
Public Overridable Property AsDouble() As Double
```

C#

```
public virtual double AsDouble {get; set;}
```

[C++]

```
public virtual double AsDouble {get; set;}
```

[JScript]

```
public function get AsDouble() : double;  
public function set AsDouble(value : double);
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONNode](#)₄₅₂

JSONNode.AsFloat Property

VB

```
Public Overridable Property AsFloat() As Single
```

C#

```
public virtual float AsFloat {get; set;}
```

[C++]

```
public virtual float AsFloat {get; set;}
```

[JScript]

```
public function get AsFloat() : float;  
public function set AsFloat(value : float);
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONNode](#)₄₅₂

JSONNode.AsInt Property

VB

```
Public Overridable Property AsInt() As Integer
```

C#

```
public virtual int AsInt {get; set;}
```

[C++]

```
public virtual int AsInt {get; set;}
```

```
[JScript]
public function get AsInt() : int;
public function set AsInt(value : int);
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONNode₄₅₂](#)

JSONNode.AsObject Property

VB

```
Public ReadOnly Overridable Property AsObject() As JSONClass
```

C#

```
public virtual JSONClass AsObject {get;}
```

```
[C++]
public virtual JSONClass AsObject {get;}
```

```
[JScript]
public function get AsObject() : JSONClass;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONNode₄₅₂](#)

JSONNode.Childs Property

VB

```
Public ReadOnly Overridable Property Childs() As IEnumerable(Of JSONNode)
```

C#

```
public virtual IEnumerable<JSONNode> Childs {get;}
```

[C++]

```
public virtual IEnumerable<JSONNode> Childs {get;}
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONNode](#)₄₅₂

JSONNode.Count Property

VB

```
Public ReadOnly Overridable Property Count() As Integer
```

C#

```
public virtual int Count {get;}
```

[C++]

```
public virtual int Count {get;}
```

[JScript]

```
public function get Count() : int;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONNode₄₅₂](#)

JSONNode.DeepChilds Property

VB

```
Public ReadOnly Property DeepChilds() As IEnumerable(Of JSONNode)
```

C#

```
public IEnumerable<JSONNode> DeepChilds {get;}
```

[C++]

```
public IEnumerable<JSONNode> DeepChilds {get;}
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONNode₄₅₂](#)

JSONNode.Item (System.String) Property

VB

```
Public Overridable Property Item( _  
    ByVal aKey As String _  
) As JSONNode
```

C#

```
public virtual JSONNode this[  
    string aKey  
] {get; set;}
```

[C++]
public virtual JSONNode this[
 string aKey
] {get; set;}

[JScript]

JScript supports the use of indexed properties, but not the declaration of new ones.

Parameters

aKey

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONNode](#)₄₅₂

JSONNode.Item (System.Int32) Property

VB

```
Public Overridable Property Item( _  
    ByVal aIndex As Integer _  
) As JSONNode
```

C#

```
public virtual JSONNode this[  
    int aIndex  
] {get; set;}
```

[C++]

```
public virtual JSONNode this[
```

```
int aIndex  
] {get; set;}
```

[JScript]

JScript supports the use of indexed properties, but not the declaration of new ones.

Parameters

aIndex

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONNode](#)₄₅₂

JSONNode.Value Property**VB**

```
Public Overridable Property Value() As String
```

C#

```
public virtual string Value {get; set;}
```

[C++]

```
public virtual string Value {get; set;}
```

[JScript]

```
public function get Value() : String;  
public function set Value(value : String);
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role

not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONNode₄₅₂](#)

JSONNode.Add (JSONNode) Method

VB

```
Public Overridable Sub Add( _
    ByVal aItem As JSONNode _
)
```

C#

```
public virtual void Add(
    JSONNode aItem
)
```

[C++]

```
public virtual void Add(
    JSONNode aItem
)
```

[JScript]

```
public function Add(
    aItem : JSONNode
);
```

Parameters

aItem

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONNode₄₅₂](#)

JSONNode.Add (String, JSONNode) Method

VB

```
Public Overridable Sub Add( _  
    ByVal aKey As String, _  
    ByVal aItem As JSONNode _  
)
```

C#

```
public virtual void Add(  
    string aKey,  
    JSONNode aItem  
)
```

[C++]

```
public virtual void Add(  
    string aKey,  
    JSONNode aItem  
)
```

[JScript]

```
public function Add(  
    aKey : String,  
    aItem : JSONNode  
) ;
```

Parameters

aKey

aItem

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONNode](#)₄₅₂

JSONNode.Deserialize Method

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```
Public Shared Function Deserialize( _
    ByVal aReader As BinaryReader _
) As JSONNode
```

C#

```
public static JSONNode Deserialize(
    BinaryReader aReader
)
```

[C++]

```
public static JSONNode Deserialize(
    BinaryReader aReader
)
```

[JScript]

```
public static function Deserialize(
    aReader : BinaryReader
) : JSONNode;
```

Parameters

aReader

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONNode](#)₄₅₂

JSONNode.Equality Method

VB

```
Public Shared Operator =( _
    ByVal a As JSONNode, _
    ByVal b As Object _
) As Boolean
```

C#

```
public static bool operator ==(  
    JSONNode a,  
    object b  
)
```

[C++]

```
public static bool operator ==(  
    JSONNode a,  
    object b  
)
```

[JScript]

JScript supports the use of overloaded operators, but not the declaration of new ones.

Parameters

a

b

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONNode](#)₄₅₂

JSONNode.Equals Method

VB

```
Public Overrides Function Equals( _  
    ByVal obj As Object _  
) As Boolean
```

C#

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

```
[C++]
public override bool Equals(
    object obj
)
```

```
[JScript]
public function Equals(
    obj : object
) : boolean;
```

Parameters

obj

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONNode](#)₄₅₂

JSONNode.Escape Method

VB

```
Friend Shared Function Escape( _
    ByVal aText As String _
) As String
```

C#

```
internal static string Escape(
    string aText
)
```

```
[C++]
internal static string Escape(
    string aText
)
```

```
[JScript]
internal static function Escape(
```

```
aText : String  
) : String;
```

Parameters

aText

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONNode₄₅₂](#)

JSONNode.GetHashCode Method

VB

```
Public Overrides Function GetHashCode() As Integer
```

C#

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

[C++]

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

[JScript]

```
public function GetHashCode() : int;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONNode₄₅₂](#)

JSONNode.Implicit Conversion (JSONNode to String) Method

VB

```
Public Shared Widening Operator CType( _
    ByVal d As JSONNode _ 
) As String
```

C#

```
public static implicit operator string (
    JSONNode d
)
```

[C++]

```
public static implicit operator string (
    JSONNode d
)
```

[JScript]

JScript supports the use of overloaded operators, but not the declaration of new ones.

Parameters

d

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONNode](#)₄₅₂

JSONNode.Implicit Conversion (String to JSONNode) Method

VB

```
Public Shared Widening Operator CType( _
    ByVal s As String _ 
) As JSONNode
```

C#

```
public static implicit operator JSONNode (
    string s
)
```

[C++]

```
public static implicit operator JSONNode (
    string s
)
```

[JScript]
JScript supports the use of overloaded operators, but not the declaration of new ones.

Parameters

s

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONNode](#)₄₅₂

JSONNode.Inequality Method

VB

```
Public Shared Operator <>( _
    ByVal a As JSONNode, _
    ByVal b As Object _
) As Boolean
```

C#

```
public static bool operator !=(
    JSONNode a,
    object b
)
```

[C++]

```
public static bool operator !=(
```

```
    JSONNode a,  
    object b  
)
```

[JScript]

JScript supports the use of overloaded operators, but not the declaration of new ones.

Parameters

a

b

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONNode](#)⁴⁵²

JSONNode.LoadFromBase64 Method**VB**

```
Public Shared Function LoadFromBase64( _  
    ByVal aBase64 As String _  
) As JSONNode
```

C#

```
public static JSONNode LoadFromBase64(  
    string aBase64  
)
```

[C++]

```
public static JSONNode LoadFromBase64(  
    string aBase64  
)
```

[JScript]

```
public static function LoadFromBase64(  
    aBase64 : String  
) : JSONNode;
```

Parameters

aBase64

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONNode](#)₄₅₂

JSONNode.LoadFromCompressedBase64 Method

VB

```
Public Shared Function LoadFromCompressedBase64( _  
    ByVal aBase64 As String _  
) As JSONNode
```

C#

```
public static JSONNode LoadFromCompressedBase64(  
    string aBase64  
)
```

[C++]

```
public static JSONNode LoadFromCompressedBase64(  
    string aBase64  
)
```

[JScript]

```
public static function LoadFromCompressedBase64(  
    aBase64 : String  
) : JSONNode;
```

Parameters

aBase64

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONNode](#)₄₅₂

JSONNode.LoadFromFile Method

VB

```
Public Shared Function LoadFromFile( _
    ByVal aFileName As String _
) As JSONNode
```

C#

```
public static JSONNode LoadFromFile(
    string aFileName
)
```

[C++]

```
public static JSONNode LoadFromFile(
    string aFileName
)
```

[JScript]

```
public static function LoadFromFile(
    aFileName : String
) : JSONNode;
```

Parameters

aFileName

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONNode](#)₄₅₂

JSONNode.LoadFromCompressedStream Method

VB

```
Public Shared Function LoadFromCompressedStream( _
    ByVal aData As Stream _ 
) As JSONNode
```

C#

```
public static JSONNode LoadFromCompressedStream(
    Stream aData
)
```

[C++]

```
public static JSONNode LoadFromCompressedStream(
    Stream aData
)
```

[JScript]

```
public static function LoadFromCompressedStream(
    aData : Stream
) : JSONNode;
```

Parameters

aData

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONNode](#)₄₅₂

JSONNode.LoadFromFile Method

VB

```
Public Shared Function LoadFromFile( _
    ByVal aFileName As String _ 
) As JSONNode
```

C#

```
public static JSONNode LoadFromFile(  
    string aFileName  
)
```

[C++]

```
public static JSONNode LoadFromFile(  
    string aFileName  
)
```

[JScript]

```
public static function LoadFromFile(  
    aFileName : String  
) : JSONNode;
```

Parameters

aFileName

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONNode](#)₄₅₂

JSONNode.LoadFromStream Method

VB

```
Public Shared Function LoadFromStream( _  
    ByVal aData As Stream _  
) As JSONNode
```

C#

```
public static JSONNode LoadFromStream(  
    Stream aData  
)
```

[C++]

```
public static JSONNode LoadFromStream(  
    Stream aData
```

```
)
```

```
[JScript]
public static function LoadFromStream(
    aData : Stream
) : JSONNode;
```

Parameters

aData

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONNode](#)₄₅₂

JSONNode.Parse Method

VB

```
Public Shared Function Parse( _
    ByVal aJSON As String _
) As JSONNode
```

C#

```
public static JSONNode Parse(
    string aJSON
)
```

```
[C++]
public static JSONNode Parse(
    string aJSON
)
```

```
[JScript]
public static function Parse(
    aJSON : String
) : JSONNode;
```

Parameters

aJSON

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONNode](#)₄₅₂

JSONNode.Remove (String) Method

VB

```
Public Overridable Function Remove( _
    ByVal aKey As String _
) As JSONNode
```

C#

```
public virtual JSONNode Remove(
    string aKey
)
```

[C++]

```
public virtual JSONNode Remove(
    string aKey
)
```

[JScript]

```
public function Remove(
    aKey : String
) : JSONNode;
```

Parameters

aKey

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role

not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONNode₄₅₂](#)

JSONNode.Remove (Int32) Method

VB

```
Public Overridable Function Remove( _
    ByVal aIndex As Integer _
) As JSONNode
```

C#

```
public virtual JSONNode Remove(
    int aIndex
)
```

[C++]

```
public virtual JSONNode Remove(
    int aIndex
)
```

[JScript]

```
public function Remove(
    aIndex : int
) : JSONNode;
```

Parameters

aIndex

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONNode₄₅₂](#)

JSONNode.Remove (JSONNode) Method

VB

```
Public Overridable Function Remove( _
    ByVal aNode As JSONNode _ 
) As JSONNode
```

C#

```
public virtual JSONNode Remove(
    JSONNode aNode
)
```

[C++]

```
public virtual JSONNode Remove(
    JSONNode aNode
)
```

[JScript]

```
public function Remove(
    aNode : JSONNode
) : JSONNode;
```

Parameters

aNode

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONNode](#)₄₅₂

JSONNode.SaveToBase64 Method

VB

```
Public Function SaveToBase64() As String
```

C#

```
public string SaveToBase64()
```

[C++]
public string SaveToBase64()

[JScript]
public function SaveToBase64() : String;

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONNode](#)₄₅₂

JSONNode.SaveToCompressedBase64 Method

VB

```
Public Function SaveToCompressedBase64() As String
```

C#

```
public string SaveToCompressedBase64()
```

[C++]
public string SaveToCompressedBase64()

[JScript]
public function SaveToCompressedBase64() : String;

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONNode₄₅₂](#)

JSONNode.SaveToCompressedFile Method

VB

```
Public Sub SaveToCompressedFile( _
    ByVal aFileName As String _
)
```

C#

```
public void SaveToCompressedFile(
    string aFileName
)
```

[C++]

```
public void SaveToCompressedFile(
    string aFileName
)
```

[JScript]

```
public function SaveToCompressedFile(
    aFileName : String
);
```

Parameters

aFileName

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONNode₄₅₂](#)

JSONNode.SaveToCompressedStream Method

VB

```
Public Sub SaveToCompressedStream( _
    ByVal aData As Stream _
)
```

C#

```
public void SaveToCompressedStream(  
    Stream aData  
)
```

[C++]

```
public void SaveToCompressedStream(  
    Stream aData  
)
```

[JScript]

```
public function SaveToCompressedStream(  
    aData : Stream  
) ;
```

Parameters

aData

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONNode₄₅₂](#)

JSONNode.SaveToFile Method

VB

```
Public Sub SaveToFile(  
    ByVal aFileName As String  
)
```

C#

```
public void SaveToFile(  
    string aFileName  
)
```

```
[C++]
public void SaveToFile(
    string aFileName
)
```

```
[JScript]
public function SaveToFile(
    aFileName : String
);
```

Parameters

aFileName

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONNode](#)₄₅₂

JSONNode.SaveToStream Method

VB

```
Public Sub SaveToStream( _
    ByVal aData As Stream _
)
```

C#

```
public void SaveToStream(
    Stream aData
)
```

```
[C++]
public void SaveToStream(
    Stream aData
)
```

```
[JScript]
public function SaveToStream(
```

```
aData : Stream  
);
```

Parameters

aData

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONNode](#)₄₅₂

JSONNode.Serialize Method

VB

```
Public Overridable Sub Serialize( _  
    ByVal aWriter As BinaryWriter _  
)
```

C#

```
public virtual void Serialize(  
    BinaryWriter aWriter  
)
```

[C++]

```
public virtual void Serialize(  
    BinaryWriter aWriter  
)
```

[JScript]

```
public function Serialize(  
    aWriter : BinaryWriter  
) ;
```

Parameters

aWriter

Requirements

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Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONNode₄₅₂](#)

JSONNode.ToString Method

VB

```
Public Overrides Function ToString() As String
```

C#

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

[C++]

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

[JScript]

```
public function ToString() : String;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONNode₄₅₂](#)

JSONNode.ToString(String) Method

VB

```
Public Overridable Function ToString( _
    ByVal aPrefix As String _
) As String
```

C#

```
public virtual string ToString(
    string aPrefix
)
```

[C++]

```
public virtual string ToString(
    string aPrefix
)
```

[JScript]

```
public function ToString(
    aPrefix : String
) : String;
```

Parameters

aPrefix

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [JSONNode](#)⁴⁵²

JSONBinaryTag Enumeration

Constant	Value	Description
Array	1	
BoolValue	6	
Class	2	
DoubleValue	5	
FloatValue	7	
IntValue	4	
Value	3	

Requirements

Namespace: [SimpleJSON](#)⁴⁰³

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role

not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Tobii.GameIntegration Namespace

Classes

[Interop](#)⁴⁸⁶

Structures

[GazePoint](#)⁵⁰⁴, [HeadPose](#)⁵⁰⁷, [HeadPosition](#)⁵⁰⁹, [HeadRotation](#)⁵¹²

Enumerations

[TobiiSubscription](#)⁵¹⁴, [TrackingCapabilities](#)⁵¹⁵, [UnitType](#)⁵¹⁵, [UserPresence](#)⁵¹⁶

Interop Class

[System.Object](#)

[Tobii.GameIntegration.Interop](#)

VB

```
Public Class Interop
```

C#

```
public static class Interop
```

[C++]

```
public static class Interop
```

[JScript]

```
public class Interop
```

Requirements

Namespace: [Tobii.GameIntegration](#)⁴⁸⁶

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Equals](#) (inherited from [Object](#)), [Finalize](#) (inherited from [Object](#)), [GetHashCode](#) (inherited from [Object](#)), [GetNewGazePoints](#)⁴⁸⁷, [GetNewGazePointsInternal](#)⁴⁸⁷, [GetNewHeadPoses](#)⁴⁸⁹, [GetNewHeadPosesInternal](#)⁴⁸⁹, [GetScreenSizeMm](#)⁴⁹⁰, [GetType](#) (inherited from [Object](#)), [GetUserPresence](#)⁴⁹¹, [IsConnected](#)⁴⁹², [IsInitialised](#)⁴⁹³, [IsReady](#)⁴⁹³, [MemberwiseClone](#) (inherited from

[Object](#), [ReferenceEquals](#) (inherited from [Object](#)), [SetWindow](#)₄₉₄, [Start](#)₄₉₅, [Stop](#)₄₉₆, [SubscribeToStream](#)₄₉₇, [TimeSinceLastGazePacket](#)₄₉₈, [TimeSinceLastHeadPacket](#)₄₉₈, [ToString](#) (inherited from [Object](#)), [UnsubscribeFromStream](#)₄₉₉, [Update](#)₅₀₀, [WasUpdated](#)₅₀₁

Fields

[BufferSize](#)₅₀₃, [GazePointsBuffer](#)₅₀₁, [HeadPosesBuffer](#)₅₀₂, [TobiiGameIntegrationCoreExtensionDll](#)₅₀₃

Interop.GetNewGazePoints Method

VB

```
Public Shared Function GetNewGazePoints( _
    ByVal unitType As UnitType _ 
) As List(Of GazePoint)
```

C#

```
public static List<GazePoint> GetNewGazePoints(
    UnitType unitType
)
```

[C++]

```
public static List<GazePoint> GetNewGazePoints(
    UnitType unitType
)
```

[JScript]

JScript does not support generic types and methods.

Parameters

unitType

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Interop](#)₄₈₆

Interop.GetNewGazePointsInternal Method

VB

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```
<DllImport(TobiiGameIntegrationCoreExtensionDll, CallingConvention =
 CallingConvention.Cdecl, EntryPoint = "GetNewGazePoints")> _
Private Shared Sub GetNewGazePointsInternal( _
    ByRef gazePoints As IntPtr, _
    ByRef numberOfAvailableGazePoints As Integer, _
    ByVal unitType As UnitType _
)
```

C#

```
[DllImport(TobiiGameIntegrationCoreExtensionDll, CallingConvention =
 CallingConvention.Cdecl, EntryPoint = "GetNewGazePoints")]
private static extern void GetNewGazePointsInternal(
    out IntPtr gazePoints,
    out int numberOfAvailableGazePoints,
    UnitType unitType
)
```

[C++]

```
[DllImport(TobiiGameIntegrationCoreExtensionDll, CallingConvention =
 CallingConvention.Cdecl, EntryPoint = "GetNewGazePoints")]
private static extern void GetNewGazePointsInternal(
    out IntPtr gazePoints,
    out int numberOfAvailableGazePoints,
    UnitType unitType
)
```

[JScript]

In JScript, you cannot define your own external method with DllImport.

Parameters

gazePoints

numberOfAvailableGazePoints

unitType

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Interop](#)₄₈₆

Interop.GetNewHeadPoses Method

VB

```
Public Shared Function GetNewHeadPoses() As List(Of HeadPose)
```

C#

```
public static List<HeadPose> GetNewHeadPoses()
```

[C++]

```
public static List<HeadPose> GetNewHeadPoses()
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Interop](#)⁴⁸⁶

Interop.GetNewHeadPosesInternal Method

VB

```
<DllImport(TobiiGameIntegrationCoreExtensionDll, CallingConvention =  
 CallingConvention.Cdecl, EntryPoint = "GetNewHeadPoses")>  
 Private Shared Sub GetNewHeadPosesInternal( _  
     ByRef headPoses As IntPtr, _  
     ByRef numberOfAvailableHeadPoses As Integer _  
 )
```

C#

```
[DllImport(TobiiGameIntegrationCoreExtensionDll, CallingConvention =  
 CallingConvention.Cdecl, EntryPoint = "GetNewHeadPoses")]  
 private static extern void GetNewHeadPosesInternal(  
     out IntPtr headPoses,  
     out int numberOfAvailableHeadPoses  
 )
```

```
[C++]
[DllImport(TobiiGameIntegrationCoreExtensionDll, CallingConvention =
 CallingConvention.Cdecl, EntryPoint = "GetNewHeadPoses")]
private static extern void GetNewHeadPosesInternal(
    out IntPtr headPoses,
    out int numberOfAvailableHeadPoses
)
```

[JScript]

In JScript, you cannot define your own external method with `DllImport`.

Parameters

headPoses

numberOfAvailableHeadPoses

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Interop](#)⁴⁸⁶

Interop.GetScreenSizeMm Method

VB

```
<DllImport(TobiiGameIntegrationCoreExtensionDll, CallingConvention =
 CallingConvention.Cdecl, EntryPoint = "GetScreenSizeMm")> _
Public Shared Sub GetScreenSizeMm( _
    ByRef width As Integer, _
    ByRef height As Integer _
)
```

C#

```
[DllImport(TobiiGameIntegrationCoreExtensionDll, CallingConvention =
 CallingConvention.Cdecl, EntryPoint = "GetScreenSizeMm")]
public static extern void GetScreenSizeMm(
    out int width,
    out int height
)
```

```
[C++]
[DllImport(TobiiGameIntegrationCoreExtensionDll, CallingConvention =
 CallingConvention.Cdecl, EntryPoint = "GetScreenSizeMm")]
public static extern void GetScreenSizeMm(
    out int width,
    out int height
)
```

[JScript]

In JScript, you cannot define your own external method with `DllImport`.

Parameters

width

height

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Interop](#)⁴⁸⁶

Interop.GetUserPresence Method

VB

```
<DllImport(TobiiGameIntegrationCoreExtensionDll, CallingConvention =
 CallingConvention.Cdecl, EntryPoint = " GetUserPresence")> _
Public Shared Function GetUserPresence() As UserPresence
```

C#

```
[DllImport(TobiiGameIntegrationCoreExtensionDll, CallingConvention =
 CallingConvention.Cdecl, EntryPoint = " GetUserPresence")]
public static extern UserPresence GetUserPresence()
```

[C++]

```
[DllImport(TobiiGameIntegrationCoreExtensionDll, CallingConvention =
 CallingConvention.Cdecl, EntryPoint = " GetUserPresence")]
public static extern UserPresence GetUserPresence()
```

[JScript]

In JScript, you cannot define your own external method with DllImport.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Interop](#)⁴⁸⁶

Interop.IsConnected Method

VB

```
<DllImport(TobiiGameIntegrationCoreExtensionDll, CallingConvention =  
 CallingConvention.Cdecl, EntryPoint = "IsConnected")> _  
 Public Shared Function IsConnected() As Boolean
```

C#

```
[DllImport(TobiiGameIntegrationCoreExtensionDll, CallingConvention =  
 CallingConvention.Cdecl, EntryPoint = "IsConnected")]  
 [return: MarshalAs(UnmanagedType.I1)]  
 public static extern bool IsConnected()
```

[C++]

```
[DllImport(TobiiGameIntegrationCoreExtensionDll, CallingConvention =  
 CallingConvention.Cdecl, EntryPoint = "IsConnected")]  
 [return: MarshalAs(UnmanagedType.I1)]  
 public static extern bool IsConnected()
```

[JScript]

In JScript, you cannot define your own external method with DllImport.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Interop⁴⁸⁶](#)

Interop.IsInitialised Method

VB

```
<DllImport(TobiiGameIntegrationCoreExtensionDll, CallingConvention =
 CallingConvention.Cdecl, EntryPoint = "IsInitialised")> _
 Public Shared Function IsInitialised() As Boolean
```

C#

```
[DllImport(TobiiGameIntegrationCoreExtensionDll, CallingConvention =
 CallingConvention.Cdecl, EntryPoint = "IsInitialised")]
 [return: MarshalAs(UnmanagedType.I1)]
 public static extern bool IsInitialised()
```

[C++]

```
[DllImport(TobiiGameIntegrationCoreExtensionDll, CallingConvention =
 CallingConvention.Cdecl, EntryPoint = "IsInitialised")]
 [return: MarshalAs(UnmanagedType.I1)]
 public static extern bool IsInitialised()
```

[JScript]

In JScript, you cannot define your own external method with DllImport.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Interop⁴⁸⁶](#)

Interop.IsReady Method

VB

```
<DllImport(TobiiGameIntegrationCoreExtensionDll, CallingConvention =
 CallingConvention.Cdecl, EntryPoint = "IsReady")> _
 Public Shared Function IsReady() As Boolean
```

C#

```
[DllImport(TobiiGameIntegrationCoreExtensionDll, CallingConvention =
 CallingConvention.Cdecl, EntryPoint = "IsReady")]
[return: MarshalAs(UnmanagedType.I1)]
public static extern bool IsReady()
```

[C++]

```
[DllImport(TobiiGameIntegrationCoreExtensionDll, CallingConvention =
 CallingConvention.Cdecl, EntryPoint = "IsReady")]
[return: MarshalAs(UnmanagedType.I1)]
public static extern bool IsReady()
```

[JScript]

In JScript, you cannot define your own external method with DllImport.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Interop](#)₄₈₆

Interop.SetWindow Method

VB

```
<DllImport(TobiiGameIntegrationCoreExtensionDll, CallingConvention =
 CallingConvention.Cdecl, EntryPoint = "SetWindow")> _
Public Shared Sub SetWindow( _
    ByVal hWnd As IntPtr _
)
```

C#

```
[DllImport(TobiiGameIntegrationCoreExtensionDll, CallingConvention =
 CallingConvention.Cdecl, EntryPoint = "SetWindow")]
public static extern void SetWindow(
    IntPtr hWnd
)
```

[C++]

```
[DllImport(TobiiGameIntegrationCoreExtensionDll, CallingConvention =
 CallingConvention.Cdecl, EntryPoint = "SetWindow")]
```

```
public static extern void SetWindow(
    IntPtr hWnd
)
```

[JScript]

In JScript, you cannot define your own external method with DllImport.

Parameters

hWnd

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Interop](#)⁴⁸⁶

Interop.Start Method**VB**

```
<DllImport(TobiiGameIntegrationCoreExtensionDll, CallingConvention =
 CallingConvention.Cdecl, EntryPoint = "Start")> _
Public Shared Function Start(
    <MarshalAs(UnmanagedType.I1)> _
    ByVal custom_thread As Boolean _
) As Boolean
```

C#

```
[DllImport(TobiiGameIntegrationCoreExtensionDll, CallingConvention =
 CallingConvention.Cdecl, EntryPoint = "Start")]
[return: MarshalAs(UnmanagedType.I1)]
public static extern bool Start(
    [MarshalAs(UnmanagedType.I1)]
    bool custom_thread
)
```

[C++]

```
[DllImport(TobiiGameIntegrationCoreExtensionDll, CallingConvention =
 CallingConvention.Cdecl, EntryPoint = "Start")]
[return: MarshalAs(UnmanagedType.I1)]
public static extern bool Start(
```

```
[MarshalAs(UnmanagedType.I1)]
bool custom_thread
)
```

[JScript]

In JScript, you cannot define your own external method with DllImport.

Parameters

custom_thread

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Interop](#)₄₈₆

Interop.Stop Method**VB**

```
<DllImport(TobiiGameIntegrationCoreExtensionDll, CallingConvention =
 CallingConvention.Cdecl, EntryPoint = "Stop")> _
Public Shared Sub Stop()
```

C#

```
[DllImport(TobiiGameIntegrationCoreExtensionDll, CallingConvention =
 CallingConvention.Cdecl, EntryPoint = "Stop")]
public static extern void Stop()
```

[C++]

```
[DllImport(TobiiGameIntegrationCoreExtensionDll, CallingConvention =
 CallingConvention.Cdecl, EntryPoint = "Stop")]
public static extern void Stop()
```

[JScript]

In JScript, you cannot define your own external method with DllImport.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Interop](#)⁴⁸⁶

Interop.SubscribeToStream Method

VB

```
<DllImport(TobiiGameIntegrationCoreExtensionDll, CallingConvention =  
 CallingConvention.Cdecl, EntryPoint = "SubscribeToStream")> _  
 Public Shared Sub SubscribeToStream( _  
     ByVal stream As TobiiSubscription _  
 )
```

C#

```
[DllImport(TobiiGameIntegrationCoreExtensionDll, CallingConvention =  
 CallingConvention.Cdecl, EntryPoint = "SubscribeToStream")]  
 public static extern void SubscribeToStream(  
     TobiiSubscription stream  
)
```

[C++]

```
[DllImport(TobiiGameIntegrationCoreExtensionDll, CallingConvention =  
 CallingConvention.Cdecl, EntryPoint = "SubscribeToStream")]  
 public static extern void SubscribeToStream(  
     TobiiSubscription stream  
)
```

[JScript]

In JScript, you cannot define your own external method with DllImport.

Parameters

stream

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Interop⁴⁸⁶](#)

Interop.TimeSinceLastGazePacket Method

VB

```
<DllImport(TobiiGameIntegrationCoreExtensionDll, CallingConvention =
 CallingConvention.Cdecl, EntryPoint = "TimeSinceLastGazePacket")> _
 Public Shared Function TimeSinceLastGazePacket() As Single
```

C#

```
[DllImport(TobiiGameIntegrationCoreExtensionDll, CallingConvention =
 CallingConvention.Cdecl, EntryPoint = "TimeSinceLastGazePacket")]
 public static extern float TimeSinceLastGazePacket()
```

[C++]

```
[DllImport(TobiiGameIntegrationCoreExtensionDll, CallingConvention =
 CallingConvention.Cdecl, EntryPoint = "TimeSinceLastGazePacket")]
 public static extern float TimeSinceLastGazePacket()
```

[JScript]

In JScript, you cannot define your own external method with DllImport.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Interop⁴⁸⁶](#)

Interop.TimeSinceLastHeadPacket Method

VB

```
<DllImport(TobiiGameIntegrationCoreExtensionDll, CallingConvention =
 CallingConvention.Cdecl, EntryPoint = "TimeSinceLastHeadPacket")> _
 Public Shared Function TimeSinceLastHeadPacket() As Single
```

C#

```
[DllImport(TobiiGameIntegrationCoreExtensionDll, CallingConvention =
```

```
CallingConvention.Cdecl, EntryPoint = "TimeSinceLastHeadPacket")]
public static extern float TimeSinceLastHeadPacket()
```

[C++]

```
[DllImport(TobiiGameIntegrationCoreExtensionDll, CallingConvention =
 CallingConvention.Cdecl, EntryPoint = "TimeSinceLastHeadPacket")]
public static extern float TimeSinceLastHeadPacket()
```

[JScript]
In JScript, you cannot define your own external method with DllImport.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Interop](#)⁴⁸⁶

Interop.UnsubscribeFromStream Method

VB

```
<DllImport(TobiiGameIntegrationCoreExtensionDll, CallingConvention =
 CallingConvention.Cdecl, EntryPoint = "UnsubscribeFromStream")> _
Public Shared Sub UnsubscribeFromStream( _
    ByVal stream As TobiiSubscription _
)
```

C#

```
[DllImport(TobiiGameIntegrationCoreExtensionDll, CallingConvention =
 CallingConvention.Cdecl, EntryPoint = "UnsubscribeFromStream")]
public static extern void UnsubscribeFromStream(
    TobiiSubscription stream
)
```

[C++]

```
[DllImport(TobiiGameIntegrationCoreExtensionDll, CallingConvention =
 CallingConvention.Cdecl, EntryPoint = "UnsubscribeFromStream")]
public static extern void UnsubscribeFromStream(
    TobiiSubscription stream
)
```

[JScript]

In JScript, you cannot define your own external method with `DllImport`.

Parameters

stream

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Interop](#)₄₈₆

Interop.Update Method

VB

```
<DllImport(TobiiGameIntegrationCoreExtensionDll, CallingConvention =  
 CallingConvention.Cdecl, EntryPoint = "Update")> _  
 Public Shared Function Update() As Boolean
```

C#

```
[DllImport(TobiiGameIntegrationCoreExtensionDll, CallingConvention =  
 CallingConvention.Cdecl, EntryPoint = "Update")]  
 [return: MarshalAs(UnmanagedType.I1)]  
 public static extern bool Update()
```

[C++]

```
[DllImport(TobiiGameIntegrationCoreExtensionDll, CallingConvention =  
 CallingConvention.Cdecl, EntryPoint = "Update")]  
 [return: MarshalAs(UnmanagedType.I1)]  
 public static extern bool Update()
```

[JScript]

In JScript, you cannot define your own external method with `DllImport`.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Interop](#)⁴⁸⁶

Interop.WasUpdated Method

VB

```
<DllImport(TobiiGameIntegrationCoreExtensionDll, CallingConvention =  
 CallingConvention.Cdecl, EntryPoint = "WasUpdated")> _  
 Public Shared Function WasUpdated() As Boolean
```

C#

```
[DllImport(TobiiGameIntegrationCoreExtensionDll, CallingConvention =  
 CallingConvention.Cdecl, EntryPoint = "WasUpdated")]  
 [return: MarshalAs(UnmanagedType.I1)]  
 public static extern bool WasUpdated()
```

[C++]

```
[DllImport(TobiiGameIntegrationCoreExtensionDll, CallingConvention =  
 CallingConvention.Cdecl, EntryPoint = "WasUpdated")]  
 [return: MarshalAs(UnmanagedType.I1)]  
 public static extern bool WasUpdated()
```

[JScript]

In JScript, you cannot define your own external method with DllImport.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Interop](#)⁴⁸⁶

GazePointsBuffer Field

VB

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```
Private Shared Shadows ReadOnly GazePointsBuffer As List(Of GazePoint)
```

C#

```
new private static readonly List<GazePoint> GazePointsBuffer
```

[C++]

```
new private static readonly List<GazePoint> GazePointsBuffer
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Interop₄₈₆](#)

HeadPosesBuffer Field

VB

```
Private Shared Shadows ReadOnly HeadPosesBuffer As List(Of HeadPose)
```

C#

```
new private static readonly List<HeadPose> HeadPosesBuffer
```

[C++]

```
new private static readonly List<HeadPose> HeadPosesBuffer
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Interop](#)⁴⁸⁶

BufferSize Field

VB

```
Private Const BufferSize As Integer = 64
```

C#

```
private const int BufferSize = 64
```

[C++]

```
private const int BufferSize = 64
```

[JScript]

```
private const BufferSize : int = 64
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Interop](#)⁴⁸⁶

TobiiGameIntegrationCoreExtensionDll Field

VB

```
Public Const TobiiGameIntegrationCoreExtensionDll As String =
    "Tobii.GameIntegration.dll"
```

C#

```
public const string TobiiGameIntegrationCoreExtensionDll =
```

```
@"Tobii.GameIntegration.dll"
```

[C++]

```
public const string TobiiGameIntegrationCoreExtensionDll =  
@"Tobii.GameIntegration.dll"
```

[JScript]

```
public const TobiiGameIntegrationCoreExtensionDll : String =  
"Tobii.GameIntegration.dll"
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Interop](#)⁴⁸⁶

GazePoint Structure

VB

```
<StructLayout(LayoutKind.Sequential)> _  
Public Structure GazePoint
```

C#

```
[StructLayout(LayoutKind.Sequential)]  
public struct GazePoint
```

[C++]

```
[StructLayout(LayoutKind.Sequential)]  
public struct GazePoint
```

[JScript]

JScript supports the use of structures, but not the declaration of new ones.

Requirements

Namespace: [Tobii.GameIntegration](#)⁴⁸⁶

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Fields

[TimeStampMicroSeconds](#)₅₀₅, [X](#)₅₀₅, [Y](#)₅₀₆

TimeStampMicroSeconds Field

VB

```
Public TimeStampMicroSeconds As Long
```

C#

```
public long TimeStampMicroSeconds
```

[C++]

```
public long TimeStampMicroSeconds
```

[JScript]

```
public TimeStampMicroSeconds : long
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazePoint](#)₅₀₄

X Field

VB

```
Public X As Single
```

C#

```
public float X
```

[C++]
public float X

[JScript]
public X : float

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazePoint504](#)

Y Field

VB

```
Public Y As Single
```

C#

```
public float Y
```

[C++]
public float Y

[JScript]
public Y : float

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazePoint](#)₅₀₄

HeadPose Structure

VB

```
<StructLayout(LayoutKind.Sequential)> _
Public Structure HeadPose
```

C#

```
[StructLayout(LayoutKind.Sequential)]
public struct HeadPose
```

[C++]

```
[StructLayout(LayoutKind.Sequential)]
public struct HeadPose
```

[JScript]

JScript supports the use of structures, but not the declaration of new ones.

Requirements

Namespace: [Tobii.GameIntegration](#)₄₈₆

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Fields

[Position](#)₅₀₇, [Rotation](#)₅₀₈, [TimeStampMicroSeconds](#)₅₀₉

Position Field

VB

```
Public Position As HeadPosition
```

C#

```
public HeadPosition Position
```

```
[C++]
public HeadPosition Position
```

```
[JScript]
public Position : HeadPosition
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [HeadPose₅₀₇](#)

Rotation Field

VB

```
Public Rotation As HeadRotation
```

C#

```
public HeadRotation Rotation
```

```
[C++]
public HeadRotation Rotation
```

```
[JScript]
public Rotation : HeadRotation
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [HeadPose₅₀₇](#)

TimeStampMicroSeconds Field

VB

```
Public TimeStampMicroSeconds As Long
```

C#

```
public long TimeStampMicroSeconds
```

[C++]

```
public long TimeStampMicroSeconds
```

[JScript]

```
public TimeStampMicroSeconds : long
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [HeadPose507](#)

HeadPosition Structure

VB

```
<StructLayout(LayoutKind.Sequential)> _
Public Structure HeadPosition
```

C#

```
[StructLayout(LayoutKind.Sequential)]
public struct HeadPosition
```

[C++]

```
[StructLayout(LayoutKind.Sequential)]
public struct HeadPosition
```

[JScript]

JScript supports the use of structures, but not the declaration of new ones.

Requirements

Namespace: [Tobii.GameIntegration](#)⁴⁸⁶

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Fields

`X`₅₁₀, `Y`₅₁₁, `Z`₅₁₁

X Field

VB

```
Public X As Single
```

C#

```
public float X
```

[C++]

```
public float X
```

[JScript]

```
public X : float
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [HeadPosition](#)⁵⁰⁹

Y Field

VB

```
Public Y As Single
```

C#

```
public float Y
```

```
[C++]
public float Y
```

```
[JScript]
public Y : float
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [HeadPosition](#)₅₀₉

Z Field

VB

```
Public Z As Single
```

C#

```
public float Z
```

```
[C++]
public float Z
```

```
[JScript]
public Z : float
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [HeadPosition](#)₅₀₉

HeadRotation Structure

VB

```
<StructLayout(LayoutKind.Sequential)> _
Public Structure HeadRotation
```

C#

```
[StructLayout(LayoutKind.Sequential)]
public struct HeadRotation
```

[C++]

```
[StructLayout(LayoutKind.Sequential)]
public struct HeadRotation
```

[JScript]

JScript supports the use of structures, but not the declaration of new ones.

Requirements

Namespace: [Tobii.GameIntegration](#)₄₈₆

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Fields

[Pitch](#)₅₁₂, [Roll](#)₅₁₃, [Yaw](#)₅₁₄

Pitch Field

VB

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```
Public Pitch As Single
```

C#

```
public float Pitch
```

```
[C++]  
public float Pitch
```

```
[JScript]  
public Pitch : float
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [HeadRotation](#)₅₁₂

Roll Field

VB

```
Public Roll As Single
```

C#

```
public float Roll
```

```
[C++]  
public float Roll
```

```
[JScript]  
public Roll : float
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [HeadRotation₅₁₂](#)

Yaw Field

VB

```
Public Yaw As Single
```

C#

```
public float Yaw
```

[C++]

```
public float Yaw
```

[JScript]

```
public Yaw : float
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [HeadRotation₅₁₂](#)

TobiiSubscription Enumeration

Constant	Value	Description
TobiiSubscriptionForce32	2147483647	
TobiiSubscriptionFoveatedGaze	8	
TobiiSubscriptionHeadTracking	16	
TobiiSubscriptionStandardGaze	4	
TobiiSubscriptionUserPresence	2	
TobiiSubscriptionWearableData	32	

Requirements

Namespace: [Tobii.GameIntegration](#)⁴⁸⁶

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

TrackingCapabilities Enumeration

Constant	Value	Description
GazeTracking	0	
HeadTracking	1	

Requirements

Namespace: [Tobii.GameIntegration](#)⁴⁸⁶

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

UnitType Enumeration

Constant	Value	Description
Mm	2	
Normalized	1	
NumberOfUnitTypes	4	
Pixels	3	
SignedNormalized	0	

Requirements

Namespace: [Tobii.GameIntegration](#)⁴⁸⁶

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

UserPresence Enumeration

Constant	Value	Description
Away	1	
Present	2	
Unknown	0	

Requirements

Namespace: [Tobii.GameIntegration](#)⁴⁸⁶

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Tobii.Gaming Namespace

Classes

[GazeAware](#)₅₁₇, [TobiiAPI](#)₅₂₂, [UserPresenceStatusExtensions](#)₅₃₂

Structures

[DisplayInfo](#)₅₃₄, [GazePoint](#)₅₃₈, [HeadPose](#)₅₄₈

Enumerations

[UserPresence](#)₅₅₇

GazeAware Class

Component that makes the game object GazeAware, meaning aware if the user's eye-gaze is on it or not.

[System.Object](#)

Error! Hyperlink reference not valid.
[Tobii.Gaming.GazeAware](#)

VB

```
<AddComponentMenu("Eye Tracking/Gaze Aware")> _
Public Class GazeAware
    Inherits MonoBehaviour
    Implements IGazeFocusable
```

C#

```
[AddComponentMenu("Eye Tracking/Gaze Aware")]
public class GazeAware : MonoBehaviour,
    IGazeFocusable
```

[C++]

```
[AddComponentMenu("Eye Tracking/Gaze Aware")]
public class GazeAware : MonoBehaviour,
    IGazeFocusable
```

[JScript]

```
public
    AddComponentMenu("Eye Tracking/Gaze Aware")
class GazeAware
    extends MonoBehaviour
    implements IGazeFocusable
```

Requirements

Namespace:Tobii.Gaming₅₁₇

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Properties

Methods

Error! Hyperlink reference not valid. (inherited from Component), **Error! Hyperlink reference not valid.** (inherited from MonoBehaviour), **Error! Hyperlink reference not valid.** (inherited from Component), **Error! Hyperlink reference not valid.** (inherited from Object), **Finalize** (inherited from Object), **Error! Hyperlink reference not valid.** (inherited from Object), **GazeFocusHandler**⁵¹⁹, **Error! Hyperlink reference not valid.** (inherited from Component), **Error! Hyperlink reference not valid.** (inherited from Object), **Error! Hyperlink reference not valid.** (inherited from Object), **Error! Hyperlink reference not valid.** (inherited from Object), **GetType** (inherited from Object), **IGazeFocusable.UpdateGazeFocus**⁵²⁰, **Error! Hyperlink reference not valid.** (inherited from Object), **Error! Hyperlink reference not valid.** (inherited from Object)

MonoBehaviour), **Error! Hyperlink reference not valid.** (inherited from **MonoBehaviour**), **Error! Hyperlink reference not valid.** (inherited from **MonoBehaviour**), **MemberwiseClone** (inherited from **Object**), **OnDisable**₅₂₁, **OnEnable**₅₂₂, **ReferenceEquals** (inherited from **Object**), **Error! Hyperlink reference not valid.** (inherited from **Component**), **Error! Hyperlink reference not valid.** (inherited from **Component**), **Error!** **Hyperlink reference not valid.** (inherited from **MonoBehaviour**), **Error! Hyperlink reference not valid.** (inherited from **MonoBehaviour**), **Error!** **Hyperlink reference not valid.** (inherited from **MonoBehaviour**), **Error! Hyperlink reference not valid.** (inherited from **MonoBehaviour**), **Error!** **Hyperlink reference not valid.** (inherited from **Object**), **Error! Hyperlink reference not valid.** (inherited from **MonoBehaviour**)

GazeAware.HasGazeFocus Property

VB

```
Public Property HasGazeFocus() As Boolean  
    Get  
        Private Set(ByVal Value As Boolean)
```

C#

```
public bool HasGazeFocus {get; private set;}
```

[C++]

```
public bool HasGazeFocus {get; private set;}
```

[JScript]

```
public function get HasGazeFocus() : boolean;  
private function set HasGazeFocus(value : boolean);
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeAware](#)₅₁₇

GazeAware.GazeFocusHandler Method

VB

```
Private Function GazeFocusHandler() As IRegisterGazeFocusable
```

C#

```
private IRegisterGazeFocusable GazeFocusHandler()
```

[C++]

```
private IRegisterGazeFocusable GazeFocusHandler()
```

[JScript]

```
private function GazeFocusHandler() : IRegisterGazeFocusable;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeAware](#)⁵¹⁷

GazeAware.IGazeFocusable.UpdateGazeFocus Method

Function called from the gaze focus handler when the gaze focus for this object changes. Since the implementation is explicit, it will not be visible on instances of this component (unless cast to [IGazeFocusable](#)).

VB

```
Private Sub IGazeFocusable.UpdateGazeFocus( _
    ByVal hasFocus As Boolean _
) Implements _
    IGazeFocusable.UpdateGazeFocus
```

C#

```
private void IGazeFocusable.UpdateGazeFocus(
    bool hasFocus
)
```

[C++]

```
private void IGazeFocusable.UpdateGazeFocus(
    bool hasFocus
)
```

```
[JScript]
private function IGazeFocusable.UpdateGazeFocus(
    hasFocus : boolean
);
```

Parameters

hasFocus

Implements

[IGazeFocusable.UpdateGazeFocus](#)⁷⁵³

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeAware](#)⁵¹⁷

GazeAware.OnDisable Method

VB

```
Private Sub OnDisable()
```

C#

```
private void OnDisable()
```

```
[C++]
private void OnDisable()
```

```
[JScript]
private function OnDisable();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeAware](#)₅₁₇

GazeAware.OnEnable Method

VB

```
Private Sub OnEnable()
```

C#

```
private void OnEnable()
```

[C++]

```
private void OnEnable()
```

[JScript]

```
private function OnEnable();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeAware](#)₅₁₇

TobiiAPI Class

Static access point for Tobii eye tracker data.

[System.Object](#)

[Tobii.Gaming.TobiiAPI](#)

VB

```
Public Class TobiiAPI
```

C#

```
public static class TobiiAPI
```

```
[C++]
public static class TobiiAPI
```

```
[JScript]
public class TobiiAPI
```

Requirements

Namespace: [Tobii.Gaming](#)⁵¹⁷

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[Host](#)⁵²³, [Identifier](#)⁵²⁴

Methods

[Equals](#) (inherited from [Object](#)), [Finalize](#) (inherited from [Object](#)), [GetDisplayInfo](#)⁵²⁴, [GetFocusedObject](#)⁵²⁵, [GetGazePoint](#)⁵²⁶, [GetGazePointsSince](#)⁵²⁷, [GetHashCode](#) (inherited from [Object](#)), [GetHeadPose](#)⁵²⁷, [GetHeadPosesSince](#)⁵²⁸, [GetType](#) (inherited from [Object](#)), [GetUserPresence](#)⁵²⁹, [MemberwiseClone](#) (inherited from [Object](#)), [ReferenceEquals](#) (inherited from [Object](#)), [SetCurrentUserViewPointCamera](#)⁵³⁰, [SubscribeGazePointData](#)⁵³⁰, [SubscribeHeadPoseData](#)⁵³¹, [ToString](#) (inherited from [Object](#))

Fields

[_identifier](#)⁵³²

TobiiAPI.Host Property

VB

```
Private ReadOnly Shared Property Host() As ITobiiHost
```

C#

```
private static ITobiiHost Host {get;}
```

```
[C++]
private static ITobiiHost Host {get;}
```

```
[JScript]
```

```
private static function get Host() : ITobiiHost;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiAPI](#)₅₂₂

TobiiAPI.Identifier Property

VB

```
Private ReadOnly Shared Property Identifier() As GameObject
```

C#

```
private static GameObject Identifier {get;}
```

[C++]

```
private static GameObject Identifier {get;}
```

[JScript]

```
private static function get Identifier() : GameObject;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiAPI](#)₅₂₂

TobiiAPI.GetDisplayInfo Method

Gets information about the eye-tracked display monitor.

VB

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```
Public Shared Function GetDisplayInfo() As DisplayInfo
```

C#

```
public static DisplayInfo GetDisplayInfo()
```

[C++]

```
public static DisplayInfo GetDisplayInfo()
```

[JScript]

```
public static function GetDisplayInfo() : DisplayInfo;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiAPI](#)₅₂₂

TobiiAPI.GetFocusedObject Method

Gets the [FocusedObject](#) with gaze focus. Only game objects with a [GazeAware](#) component can be focused using gaze.

VB

```
Public Shared Function GetFocusedObject() As GameObject
```

C#

```
public static GameObject GetFocusedObject()
```

[C++]

```
public static GameObject GetFocusedObject()
```

[JScript]

```
public static function GetFocusedObject() : GameObject;
```

Returns

The gaze-aware game object that has gaze focus, or null if no gaze-aware object is focused.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiAPI](#)₅₂₂

TobiiAPI.GetGazePoint Method

Gets the gaze point. Subsequent calls within the same frame will return the same value.

The first time this function is called it will return an invalid data point. To avoid this, call [SubscribeGazePointData](#) some frames before calling this function for the first time.

VB

```
Public Shared Function GetGazePoint() As GazePoint
```

C#

```
public static GazePoint GetGazePoint()
```

[C++]

```
public static GazePoint GetGazePoint()
```

[JScript]

```
public static function GetGazePoint() : GazePoint;
```

Returns

The last (newest) [GazePoint](#).

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiAPI](#)₅₂₂

TobiiAPI.GetGazePointsSince Method

Gets all gaze points since the supplied gaze point. Points older than 500 ms will not be included.

VB

```
Public Shared Function GetGazePointsSince( _  
    ByVal gazePoint As GazePoint _  
) As IEnumerable(Of GazePoint)
```

C#

```
public static IEnumerable<GazePoint> GetGazePointsSince(  
    GazePoint gazePoint  
)
```

[C++]

```
public static IEnumerable<GazePoint> GetGazePointsSince(  
    GazePoint gazePoint  
)
```

[JScript]

JScript does not support generic types and methods.

Parameters

gazePoint

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiAPI](#)₅₂₂

TobiiAPI.GetHeadPose Method

Gets the head pose. Subsequent calls within the same frame will return the same value.

The first time this function is called it will return an invalid data point. To avoid this, call [SubscribeHeadPoseData](#) some frames before calling this function for the first time.

VB

```
Public Shared Function GetHeadPose() As HeadPose
```

C#

```
public static HeadPose GetHeadPose()
```

[C++]

```
public static HeadPose GetHeadPose()
```

[JScript]

```
public static function GetHeadPose() : HeadPose;
```

Returns

The last (newest) [HeadPose](#).

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiAPI](#)₅₂₂

TobiiAPI.GetHeadPosesSince Method

Gets all head pose data points since the supplied head pose. Data points older than 500 ms will not be included.

VB

```
Public Shared Function GetHeadPosesSince( _
    ByVal headPose As HeadPose _ 
) As IEnumerable(Of HeadPose)
```

C#

```
public static IEnumerable<HeadPose> GetHeadPosesSince(
    HeadPose headPose
)
```

[C++]

```
public static IEnumerable<HeadPose> GetHeadPosesSince(
    HeadPose headPose
)
```

[JScript]

JScript does not support generic types and methods.

Parameters

headPose

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiAPI](#)₅₂₂

TobiiAPI.GetUserPresence Method

Get the user presence, which indicates if there is a user present in front of the screen.

VB

```
Public Shared Function GetUserPresence() As UserPresence
```

C#

```
public static UserPresence GetUserPresence()
```

[C++]

```
public static UserPresence GetUserPresence()
```

[JScript]

```
public static function GetUserPresence() : UserPresence;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiAPI](#)₅₂₂

TobiiAPI.SetCurrentUserViewPointCamera Method

Sets the camera that defines the user's current view point.

VB

```
Public Shared Sub SetCurrentUserViewPointCamera( _
    ByVal camera As Camera _
)
```

C#

```
public static void SetCurrentUserViewPointCamera(
    Camera camera
)
```

[C++]

```
public static void SetCurrentUserViewPointCamera(
    Camera camera
)
```

[JScript]

```
public static function SetCurrentUserViewPointCamera(
    camera : Camera
);
```

Parameters

camera

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiAPI](#)₅₂₂

TobiiAPI.SubscribeGazePointData Method

Explicitly subscribes this class to gaze point data. This function can be used to initialize the gaze point data stream during startup. This way valid data will be available when [GetGazePoint](#) is first called.

VB

```
Public Shared Sub SubscribeGazePointData()
```

C#

```
public static void SubscribeGazePointData()
```

[C++]

```
public static void SubscribeGazePointData()
```

[JScript]

```
public static function SubscribeGazePointData();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiAPI](#)₅₂₂

TobiiAPI.SubscribeHeadPoseData Method

Explicitly subscribes this class to gaze point data. This function can be used to initialize the head pose data stream during startup. This way valid data will be available when [GetHeadPose](#) is first called.

VB

```
Public Shared Sub SubscribeHeadPoseData()
```

C#

```
public static void SubscribeHeadPoseData()
```

[C++]

```
public static void SubscribeHeadPoseData()
```

[JScript]

```
public static function SubscribeHeadPoseData();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiAPI₅₂₂](#)

_identifier Field

VB

```
Private Shared _identifier As GameObject
```

C#

```
private static GameObject _identifier
```

[C++]

```
private static GameObject _identifier
```

[JScript]

```
private static _identifier : GameObject
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiAPI₅₂₂](#)

UserPresenceStatusExtensions Class

[System.Object](#)

[Tobii.Gaming.UserPresenceStatusExtensions](#)

VB

```
Public Class UserPresenceStatusExtensions
```

C#

```
public static class UserPresenceStatusExtensions
```

[C++]
public static class UserPresenceStatusExtensions

[JScript]
public class UserPresenceStatusExtensions

Requirements

Namespace: [Tobii.Gaming](#)⁵¹⁷

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Equals](#) (inherited from [Object](#)), [Finalize](#) (inherited from [Object](#)), [GetHashCode](#) (inherited from [Object](#)), [GetType](#) (inherited from [Object](#)), [IsUserPresent](#)⁵³³, [MemberwiseClone](#) (inherited from [Object](#)), [ReferenceEquals](#) (inherited from [Object](#)), [ToString](#) (inherited from [Object](#))

UserPresenceStatusExtensions.IsUserPresent Method

VB

```
<Extension()>
Public Shared Function IsUserPresent(
    ByVal userPresence As UserPresence
) As Boolean
```

C#

```
public static bool IsUserPresent(
    this UserPresence userPresence
)
```

[C++]
public static bool IsUserPresent(
 this UserPresence userPresence
)

```
[JScript]
public
    Extension()
static function IsUserPresent(
    userPresence : UserPresence
) : boolean;
```

Parameters

userPresence

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [UserPresenceStatusExtensions](#)⁵³²

DisplayInfo Structure

DisplayInfo contains information about the eye-tracked display monitor.

VB

```
Public Structure DisplayInfo
```

C#

```
public struct DisplayInfo
```

```
[C++]
public struct DisplayInfo
```

[JScript]

JScript supports the use of structures, but not the declaration of new ones.

Requirements

Namespace:[Tobii.Gaming](#)⁵¹⁷

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role

not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Constructors

[DisplayInfo](#)₅₃₅

Properties

[DisplayHeightMm](#)₅₃₆, [DisplayWidthMm](#)₅₃₆, [Invalid](#)₅₃₇, [IsValid](#)₅₃₈

DisplayInfo Constructor

Creates a DisplayInfo instance.

VB

```
Friend Sub New(  
    ByVal displayWidthMm As Single, _  
    ByVal displayHeightMm As Single _  
)
```

C#

```
internal DisplayInfo(  
    float displayWidthMm,  
    float displayHeightMm  
)
```

[C++]

```
internal DisplayInfo(  
    float displayWidthMm,  
    float displayHeightMm  
)
```

[JScript]

```
internal function DisplayInfo(  
    displayWidthMm : float,  
    displayHeightMm : float  
) ;
```

Parameters

displayWidthMm

displayHeightMm

Requirements

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Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [DisplayInfo](#)₅₃₄

DisplayInfo.DisplayHeightMm Property

Gets the height in millimeters of the eye tracked display monitor.

VB

```
Public Property DisplayHeightMm() As Single  
    Get  
        Private Set(ByVal Value As Single)
```

C#

```
public float DisplayHeightMm {get; private set;}
```

[C++]

```
public float DisplayHeightMm {get; private set;}
```

[JScript]

```
public function get DisplayHeightMm() : float;  
private function set DisplayHeightMm(value : float);
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [DisplayInfo](#)₅₃₄

DisplayInfo.DisplayWidthMm Property

Gets the width in millimeters of the eye tracked display monitor.

VB

```
Public Property DisplayWidthMm() As Single
```

```
Get  
Private Set(ByVal Value As Single)
```

C#

```
public float DisplayWidthMm {get; private set;}
```

[C++]

```
public float DisplayWidthMm {get; private set;}
```

[JScript]

```
public function get DisplayWidthMm() : float;  
private function set DisplayWidthMm(value : float);
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [DisplayInfo](#)⁵³⁴

DisplayInfo.Invalid Property

Creates a DisplayInfo instance representing an invalid state.

VB

```
Public ReadOnly Shared Property Invalid() As DisplayInfo
```

C#

```
public static DisplayInfo Invalid {get;}
```

[C++]

```
public static DisplayInfo Invalid {get;}
```

[JScript]

```
public static function get Invalid() : DisplayInfo;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [DisplayInfo](#)₅₃₄

DisplayInfo.IsValid Property

Gets the validity of this DisplayInfo instance.

VB

```
Public ReadOnly Property IsValid() As Boolean
```

C#

```
public bool IsValid {get;}
```

[C++]

```
public bool IsValid {get;}
```

[JScript]

```
public function get IsValid() : boolean;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [DisplayInfo](#)₅₃₄

GazePoint Structure

Holds a gaze point with a timestamp and converts to either Screen space, Viewport, or GUI space coordinates.

VB

```
Public Structure GazePoint
```

Implements [ITimestamped](#)

C#

```
public struct GazePoint : ITimestamped
```

[C++]

```
public struct GazePoint : ITimestamped
```

[JScript]

JScript supports the use of structures, but not the declaration of new ones.

Requirements

Namespace: [Tobii.Gaming](#)⁵¹⁷

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Constructors

[GazePoint](#)⁵³⁹

Properties

[GUI](#)⁵⁴⁰, [Invalid](#)⁵⁴¹, [IsValid](#)⁵⁴², [PreciseTimestamp](#)⁵⁴², [Screen](#)⁵⁴³, [Timestamp](#)⁵⁴⁴, [Viewport](#)⁵⁴⁵

Methods

[IsRecent](#)⁵⁴⁶, [ToString](#)⁵⁴⁷

Fields

[MaxAge](#)⁵⁴⁸

GazePoint Constructor

Creates a new instance.

VB

```
Public Sub New(  
    ByVal viewportCoordinates As Vector2, _  
    ByVal timestamp As Single, _  
    ByVal preciseTimestamp As Long _  
)
```

C#

```
public GazePoint(  
    Vector2 viewportCoordinates,  
    float timestamp,  
    long preciseTimestamp  
)
```

[C++]

```
public GazePoint(  
    Vector2 viewportCoordinates,  
    float timestamp,  
    long preciseTimestamp  
)
```

[JScript]

```
public function GazePoint(  
    viewportCoordinates : Vector2,  
    timestamp : float,  
    preciseTimestamp : long  
) ;
```

Parameters

viewportCoordinates

timestamp

The timestamp when the gaze point was created in the eye tracker, in seconds **unscaledTime**.

preciseTimestamp

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazePoint](#)₅₃₈

GazePoint.GUI Property

Gets the gaze point in GUI space pixels.

The top-left of the screen is (0, 0); the bottom-right is (pixelWidth, pixelHeight).

VB

```
Public ReadOnly Property GUI() As Vector2
```

C#

```
public Vector2 GUI {get;}
```

```
[C++]
public Vector2 GUI {get;}
```

```
[JScript]
public function get GUI() : Vector2;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazePoint](#)₅₃₈

GazePoint.Invalid Property

Gets a value representing an invalid gaze point.

VB

```
Public ReadOnly Shared Property Invalid() As GazePoint
```

C#

```
public static GazePoint Invalid {get;}
```

```
[C++]
public static GazePoint Invalid {get;}
```

```
[JScript]
public static function get Invalid() : GazePoint;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazePoint](#)₅₃₈

GazePoint.IsValid Property

Gets a value indicating whether the data point is valid or not. <remarks> This indicates if the point was created with valid data. To check if a point is stale, use [Timestamp](#) instead. </remarks>

VB

```
Public ReadOnly Property IsValid() As Boolean Implements _  
    ITimestamped.IsValid
```

C#

```
public bool IsValid {get;}
```

[C++]

```
public bool IsValid {get;}
```

[JScript]

```
public function get IsValid() : boolean;
```

Implements

[ITimestamped.IsValid](#)₇₆₅

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazePoint](#)₅₃₈

GazePoint.PreciseTimestamp Property

Gets the precise timestamp of the data point in milliseconds.

VB

```
Public Property PreciseTimestamp() As Long Implements _
    ITimestamped.PreciseTimestamp
    Get
        Private Set(ByVal Value As Long)
```

C#

```
public long PreciseTimestamp {get; private set;}
```

[C++]

```
public long PreciseTimestamp {get; private set;}
```

[JScript]

```
public function get PreciseTimestamp() : long;
private function set PreciseTimestamp(value : long);
```

Implements

[ITimestamped.PreciseTimestamp](#)⁷⁶⁵

Remarks

This is the precise timestamp from the eye tracker when the data point was created. Can be used to compare small deltas between data points, with a higher precision and without the floating point rounding error of the [Timestamp](#).

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazePoint](#)⁵³⁸

GazePoint.Screen Property

Gets the gaze point in (Unity) screen space pixels.

The bottom-left of the screen/camera is (0, 0); the right-top is (pixelWidth, pixelHeight).

VB

```
Public ReadOnly Property Screen() As Vector2
```

C#

```
public Vector2 Screen {get;}
```

[C++]
public Vector2 Screen {get;}

[JScript]
public function get Screen() : Vector2;

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazePoint](#)₅₃₈

GazePoint.Timestamp Property

Gets the **unscaledTime** timestamp for the data point in seconds. <remarks> This timestamp closely corresponds to the Time.unscaledTime when the data point was created in the eye tracker. Every timestamp is unique. </remarks>

VB

```
Public Property Timestamp() As Single Implements _  
    ITimestamped.Timestamp  
    Get  
        Private Set(ByVal Value As Single)
```

C#

```
public float Timestamp {get; private set;}
```

[C++]
public float Timestamp {get; private set;}

[JScript]
public function get Timestamp() : float;
private function set Timestamp(value : float);

Implements

[ITimestamped.Timestamp](#)⁷⁶⁶

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazePoint](#)⁵³⁸

GazePoint.Viewport Property

Gets the gaze point in the viewport coordinate system.

The bottom-left of the screen/camera is (0, 0); the top-right is (1, 1).

VB

```
Public Property Viewport() As Vector2
    Get
        Private Set(ByVal Value As Vector2)
```

C#

```
public Vector2 Viewport {get; private set;}
```

[C++]

```
public Vector2 Viewport {get; private set;}
```

[JScript]

```
public function get Viewport() : Vector2;
private function set Viewport(value : Vector2);
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazePoint](#)⁵³⁸

GazePoint.IsRecent Method

Checks that data point is both recent and valid.

VB

```
Public Function IsRecent() As Boolean
```

C#

```
public bool IsRecent()
```

[C++]

```
public bool IsRecent()
```

[JScript]

```
public function IsRecent() : boolean;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazePoint](#)₅₃₈

GazePoint.IsRecent (Single) Method

Checks that data point is valid and not older than maxAge.

VB

```
Public Function IsRecent( _  
    ByVal maxAge As Single _  
) As Boolean
```

C#

```
public bool IsRecent(  
    float maxAge  
)
```

[C++]

```
public bool IsRecent(  
    float maxAge  
)
```

```
[JScript]  
public function IsRecent(  
    maxAge : float  
) : boolean;
```

Parameters

maxAge

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazePoint](#)₅₃₈

GazePoint.ToString Method

Returns a string that represents the current object.

VB

```
Public Overrides Function ToString() As String
```

C#

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

```
[C++]  
public override string ToString()
```

```
[JScript]  
public function ToString() : String;
```

Returns

A string that represents the current object.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazePoint₅₃₈](#)

MaxAge Field

VB

```
Private Const MaxAge As Single = 0,5
```

C#

```
private const float MaxAge = 0,5
```

[C++]

```
private const float MaxAge = 0,5
```

[JScript]

```
private const MaxAge : float = 0,5
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazePoint₅₃₈](#)

HeadPose Structure

Holds a head pose with a timestamp.

VB

```
Public Structure HeadPose  
    Implements ITimestamped
```

C#

```
public struct HeadPose : ITimestamped
```

[C++]

```
public struct HeadPose : ITimestamped
```

[JScript]

JScript supports the use of structures, but not the declaration of new ones.

Requirements

Namespace: [Tobii.Gaming](#)⁵¹⁷

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Constructors

[HeadPose](#)⁵⁴⁹

Properties

[Invalid](#)⁵⁵¹, [IsValid](#)⁵⁵¹, [Position](#)⁵⁵², [PreciseTimestamp](#)⁵⁵³, [Rotation](#)⁵⁵³, [Timestamp](#)⁵⁵⁴

Methods

[IsRecent](#)⁵⁵⁵

Fields

[MaxAge](#)⁵⁵⁶

HeadPose Constructor

Creates a new instance.

VB

```
Public Sub New( _
    ByVal position As Vector3, _
    ByVal rotation As Quaternion, _
    ByVal timestamp As Single, _
    ByVal preciseTimestamp As Long _ )
```

C#**549**

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```
public HeadPose(  
    Vector3 position,  
    Quaternion rotation,  
    float timestamp,  
    long preciseTimestamp  
)
```

[C++]

```
public HeadPose(  
    Vector3 position,  
    Quaternion rotation,  
    float timestamp,  
    long preciseTimestamp  
)
```

[JScript]

```
public function HeadPose(  
    position : Vector3,  
    rotation : Quaternion,  
    timestamp : float,  
    preciseTimestamp : long  
) ;
```

Parameters

position

Head position: the x, y and z coordinate of the head of the user (in millimeters from the center of the display area)

rotation

Head rotation: the x, y and z rotation of the head of the user (expressed in Euler angles using the right-hand rule. The z rotation describes the rotation around the vector that points out from the screen in front of the user, towards the user)

timestamp

The timestamp when the head pose data point was created in the eye tracker, in seconds
unscaledTime.

preciseTimestamp

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [HeadPose](#)₅₄₈

HeadPose.Invalid Property

Gets a value representing an invalid head pose data point.

VB

```
Public ReadOnly Shared Property Invalid() As HeadPose
```

C#

```
public static HeadPose Invalid {get;}
```

[C++]

```
public static HeadPose Invalid {get;}
```

[JScript]

```
public static function get Invalid(): HeadPose;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [HeadPose](#)₅₄₈

HeadPose.IsValid Property

Gets a value indicating whether the data point is valid or not. <remarks> This indicates if the point was created with valid data. To check if a point is stale, use [Timestamp](#) instead. </remarks>

VB

```
Public ReadOnly Property IsValid() As Boolean Implements _  
    ITimestamped.IsValid
```

C#

```
public bool IsValid {get;}
```

[C++]

```
public bool IsValid {get;}
```

```
[JScript]
public function get IsValid() : boolean;
```

Implements

[ITimestamped.IsValid](#)₇₆₅

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [HeadPose](#)₅₄₈

HeadPose.Position Property

Head position: the x, y and z coordinate of the head of the user, in millimeters from the center of the display area.

VB

```
Public Property Position() As Vector3
    Get
        Private Set(ByVal Value As Vector3)
```

C#

```
public Vector3 Position {get; private set;}
```

```
[C++]
public Vector3 Position {get; private set;}
```

```
[JScript]
public function get Position() : Vector3;
private function set Position(value : Vector3);
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [HeadPose](#)₅₄₈

HeadPose.PreciseTimestamp Property

Gets the precise timestamp of the data point in milliseconds.

VB

```
Public Property PreciseTimestamp() As Long Implements _
ITimestamped.PreciseTimestamp
Get
Private Set(ByVal Value As Long)
```

C#

```
public long PreciseTimestamp {get; private set;}
```

[C++]

```
public long PreciseTimestamp {get; private set;}
```

[JScript]

```
public function get PreciseTimestamp() : long;
private function set PreciseTimestamp(value : long);
```

Implements

[ITimestamped.PreciseTimestamp](#)₇₆₅

Remarks

This is the precise timestamp from the eye tracker when the data point was created. Can be used to compare small deltas between data points, with a higher precision and without the floating point rounding error of the [Timestamp](#).

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [HeadPose](#)₅₄₈

HeadPose.Rotation Property

Head rotation: rotation of the head of the user. Expressed using Quaternion.

VB

```
Public Property Rotation() As Quaternion  
    Get  
        Private Set(ByVal Value As Quaternion)
```

C#

```
public Quaternion Rotation {get; private set;}
```

[C++]

```
public Quaternion Rotation {get; private set;}
```

[JScript]

```
public function get Rotation() : Quaternion;  
private function set Rotation(value : Quaternion);
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [HeadPose548](#)

HeadPose.Timestamp Property

Gets the **time** timestamp for the data point in seconds. <remarks> This timestamp closely corresponds to the Time.unscaledTime when the data point was created in the eye tracker. Every timestamp is unique. </remarks>

VB

```
Public Property Timestamp() As Single Implements _  
    ITimestamped.Timestamp  
    Get  
        Private Set(ByVal Value As Single)
```

C#

```
public float Timestamp {get; private set;}
```

```
[C++]
public float Timestamp {get; private set;}
```

```
[JScript]
public function get Timestamp() : float;
private function set Timestamp(value : float);
```

Implements

[ITimestamped.Timestamp](#)⁷⁶⁶

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [HeadPose](#)⁵⁴⁸

HeadPose.IsRecent Method

Checks that data point is both recent and valid.

VB

```
Public Function IsRecent() As Boolean
```

C#

```
public bool IsRecent()
```

```
[C++]
public bool IsRecent()
```

```
[JScript]
public function IsRecent() : boolean;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [HeadPose₅₄₈](#)

HeadPose.IsRecent (Single) Method

Checks that data point is valid and not older than maxAge.

VB

```
Public Function IsRecent( _
    ByVal maxAge As Single _
) As Boolean
```

C#

```
public bool IsRecent(
    float maxAge
)
```

[C++]

```
public bool IsRecent(
    float maxAge
)
```

[JScript]

```
public function IsRecent(
    maxAge : float
) : boolean;
```

Parameters

maxAge

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [HeadPose₅₄₈](#)

MaxAge Field

VB

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```
Private Const MaxAge As Single = 0,5
```

C#

```
private const float MaxAge = 0,5
```

[C++]

```
private const float MaxAge = 0,5
```

[JScript]

```
private const MaxAge : float = 0,5
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [HeadPose](#)₅₄₈

UserPresence Enumeration

Represents different user presence states.

Constant	Value	Description
NotPresent	2	The user is not present.
Present	1	The user is present.
Unknown	0	User presence is unknown. This might be due to an error such as the eye tracker not tracking.

Requirements

Namespace: [Tobii.Gaming](#)₅₁₇

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Tobii.Gaming.Internal Namespace

Classes

[DataProviderBase<T>](#)₅₅₈, [EditorGameViewBoundsProvider](#)₅₇₃, [GameViewBoundsProvider](#)₅₇₇,
[GazeFocus](#)₅₈₄, [GazePointDataProvider](#)₆₀₃, [HeadPoseDataProvider](#)₆₀₈, [HitTestFromPoint](#)₆₁₄,
[LegacyEditorGameViewBoundsProvider](#)₆₁₉, [MultiRaycastHistoricHitScore](#)₆₂₃, [PatternGenerator](#)₆₄₀,
[ScoredObject](#)₆₄₃, [SingleRayCastNoScore](#)₆₅₄, [SingleRaycastHistoricHitScore](#)₆₆₅, [StateValue<T>](#)₆₈₀,
[TobiiEulaFile](#)₆₈₆, [TobiiHost](#)₆₉₁, [UnityPlayerGameViewBoundsProvider](#)₇₁₁, [Win32Helpers](#)₇₁₂,
[WindowHelpers](#)₇₃₉

Interfaces

[IDataProvider<T>](#)₇₄₃, [IGazeFocus](#)₇₄₈, [IGazeFocusInternal](#)₇₅₀, [IGazeFocusable](#)₇₅₁,
[IRegisterGazeFocusable](#)₇₅₃, [IScorer](#)₇₅₆, [IStateValue<T>](#)₇₆₂, [ITimestamped](#)₇₆₄, [ITobiiHost](#)₇₆₇

Structures

[FocusedObject](#)₇₇₃, [GameViewInfo](#)₇₇₈, [GazeFocusSettings](#)₇₈₂

DataProviderBase<T> Class

Base class for data streams.

System.Object

[Tobii.Gaming.Internal.DataProviderBase<T>](#)

[Tobii.Gaming.Internal.GazePointDataProvider](#)₆₀₃
[Tobii.Gaming.Internal.HeadPoseDataProvider](#)₆₀₈

VB

```
Friend MustInherit Class DataProviderBase(Of T As ITimestamped)
    Implements IDataProvider(Of T)
```

C#

```
internal abstract class DataProviderBase<T> : IDataProvider<T>
    where T : ITimestamped
```

[C++]

```
internal abstract class DataProviderBase<T> : IDataProvider<T>
    where T : ITimestamped
```

[JScript]

JScript does not support generic types and methods.

Type Parameters

T

Type of the provided data value object.

Requirements

Namespace: [Tobii.Gaming.Internal](#)⁵⁵⁸

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[Id](#)⁵⁵⁹, [IsStarted](#)⁵⁶⁰, [Last](#)⁵⁶⁰

Methods

[Cleanup](#)⁵⁶¹, [Disconnect](#)⁵⁶², [EndFrame](#)⁵⁶², [Equals](#) (inherited from [Object](#)), [Finalize](#) (inherited from [Object](#)), [GetDataPointsSince](#)⁵⁶³, [GetFrameConsistentDataPoint](#)⁵⁶⁴, [GetHashCode](#) (inherited from [Object](#)), [GetType](#) (inherited from [Object](#)), [MemberwiseClone](#) (inherited from [Object](#)), [OnStreamingStarted](#)⁵⁶⁵, [OnStreamingStopped](#)⁵⁶⁵, [PruneLastDataPoints](#)⁵⁶⁶, [ReferenceEquals](#) (inherited from [Object](#)), [Start](#)⁵⁶⁷, [Stop](#)⁵⁶⁸, [ToString](#) (inherited from [Object](#))

Fields

[PruneIntervalSecs](#)⁵⁷², [_isLastReadInFrame](#)⁵⁶⁹, [_last](#)⁵⁶⁹, [_lastDataPoints](#)⁵⁷⁰, [_lastReadInFrame](#)⁵⁷¹, [_pruneLastDataPointsTimer](#)⁵⁷¹, [_subscribers](#)⁵⁷²

DataProviderBase<T>.Id Property

Gets the unique ID of the data stream.

VB

```
Friend ReadOnly MustOverride Property Id() As String
```

C#

```
internal abstract string Id {get;}
```

[C++]

```
internal abstract string Id {get;}
```

[JScript]

```
internal abstract function get Id() : String;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [DataProviderBase<T>](#)⁵⁵⁸

DataProviderBase<T>.IsStarted Property

VB

```
Private ReadOnly Property IsStarted() As Boolean
```

C#

```
private bool IsStarted {get;}
```

[C++]

```
private bool IsStarted {get;}
```

[JScript]

```
private function get IsStarted() : boolean;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [DataProviderBase<T>](#)⁵⁵⁸

DataProviderBase<T>.Last Property

Gets or sets the latest value of the data stream. The value is never null but it might be invalid.

VB

```
Public Property Last() As T Implements _
    IDataProvider.Last
    Get
        Protected Set(ByVal Value As T)
```

C#

```
public T Last {get; protected set;}
```

[C++]

```
public T Last {get; protected set;}
```

[JScript]

```
public function get Last() : T;  
protected function set Last(value : T);
```

Implements

[IDataProvider.Last](#)₇₄₄

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [DataProviderBase<T>](#)₅₅₈

DataProviderBase<T>.Cleanup Method

VB

```
Protected Sub Cleanup()
```

C#

```
protected void Cleanup()
```

[C++]

```
protected void Cleanup()
```

[JScript]

```
protected function Cleanup();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [DataProviderBase<T>](#)⁵⁵⁸

DataProviderBase<T>.Disconnect Method

VB

```
Friend Sub Disconnect()
```

C#

```
internal void Disconnect()
```

[C++]

```
internal void Disconnect()
```

[JScript]

```
internal function Disconnect();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [DataProviderBase<T>](#)⁵⁵⁸

DataProviderBase<T>.EndFrame Method

Signals the end of the frame. Perform end-of-frame cleanup of persisted state.

VB

```
Friend Sub EndFrame()
```

C#

```
internal void EndFrame()
```

[C++]
internal void EndFrame()

[JScript]
internal function EndFrame();

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [DataProviderBase<T>](#)⁵⁵⁸

DataProviderBase<T>.GetDataPointsSince Method

Gets all data points since the supplied data point. Points older than 500 ms will not be included.

VB

```
Public Function GetDataPointsSince( _  
    ByVal dataPoint As ITimestamped _  
) As IEnumerable(Of T) Implements _  
    IDataProvider.GetDataPointsSince
```

C#

```
public IEnumerable<T> GetDataPointsSince(  
    ITimestamped dataPoint  
)
```

[C++]
public IEnumerable<T> GetDataPointsSince(
 ITimestamped dataPoint
)

[JScript]
JScript does not support generic types and methods.

Parameters*dataPoint***Implements**[IDataProvider.GetDataPointsSince](#)⁷⁴⁵**Requirements**

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See AlsoApplies to: [DataProviderBase<T>](#)⁵⁵⁸

DataProviderBase<T>.GetFrameConsistentDataPoint Method

Gets the last possible data value that is also consistent with previous reads in the frame. As soon as the Last value is accessed, or this function is called in a frame, all subsequent calls to this function within that frame will return the same value.

VB

```
Public Function GetFrameConsistentDataPoint() As T Implements _
    IDataProvider.GetFrameConsistentDataPoint
```

C#

```
public T GetFrameConsistentDataPoint()
```

[C++]

```
public T GetFrameConsistentDataPoint()
```

[JScript]

```
public function GetFrameConsistentDataPoint() : T;
```

Returns

The last data point that can be consistently read in the frame.

Implements[IDataProvider.GetFrameConsistentDataPoint](#)⁷⁴⁵**Requirements**

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [DataProviderBase<T>](#)⁵⁵⁸

DataProviderBase<T>.OnStreamingStarted Method

VB

```
Protected Overridable Sub OnStreamingStarted()
```

C#

```
protected virtual void OnStreamingStarted()
```

[C++]

```
protected virtual void OnStreamingStarted()
```

[JScript]

```
protected function OnStreamingStarted();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [DataProviderBase<T>](#)⁵⁵⁸

DataProviderBase<T>.OnStreamingStopped Method

VB

```
Protected Overridable Sub OnStreamingStopped()
```

C#

```
protected virtual void OnStreamingStopped()
```

[C++]

```
protected virtual void OnStreamingStopped()
```

[JScript]

```
protected function OnStreamingStopped();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [DataProviderBase<T>](#)⁵⁵⁸

DataProviderBase<T>.PruneLastDataPoints Method

VB

```
Private Sub PruneLastDataPoints( _
    ByVal minimumTimestamp As Single _
)
```

C#

```
private void PruneLastDataPoints(
    float minimumTimestamp
)
```

[C++]

```
private void PruneLastDataPoints(
    float minimumTimestamp
)
```

[JScript]

```
private function PruneLastDataPoints(
    minimumTimestamp : float
);
```

Parameters

minimumTimestamp

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [DataProviderBase<T>](#)⁵⁵⁸

DataProviderBase<T>.Start Method

Starts the provider. Data will continuously be updated in the Last property as events are received from Tobii Engine.

VB

```
Public Sub Start( _
    ByVal subscriberId As Integer _
) Implements _
    IDataProvider.Start
```

C#

```
public void Start(
    int subscriberId
)
```

[C++]

```
public void Start(
    int subscriberId
)
```

[JScript]

```
public function Start(
    subscriberId : int
);
```

Parameters

subscriberId

Implements

[IDataProvider.Start](#)⁷⁴⁶

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [DataProviderBase<T>](#)⁵⁵⁸

DataProviderBase<T>.Stop Method

Requests to stop the data provider. If there are no other clients that are currently requesting the provider to keep providing data, the provider will stop the stream of data from Tobii Engine and stop updating the Last property.

VB

```
Public Sub Stop( _
    ByVal subscriberId As Integer _
) Implements _
    IDataProvider.Stop
```

C#

```
public void Stop(
    int subscriberId
)
```

[C++]

```
public void Stop(
    int subscriberId
)
```

[JScript]

```
public function Stop(
    subscriberId : int
);
```

Parameters

subscriberId

Implements

[IDataProvider.Stop](#)⁷⁴⁷

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [DataProviderBase<T>](#)⁵⁵⁸

_isLastReadInFrame Field

VB

```
Private _isLastReadInFrame As Boolean
```

C#

```
private bool _isLastReadInFrame
```

[C++]

```
private bool _isLastReadInFrame
```

[JScript]

```
private _isLastReadInFrame : boolean
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [DataProviderBase<T>](#)⁵⁵⁸

_last Field

VB

```
Private _last As T
```

C#

```
private T _last
```

```
[C++]
private T _last
```

```
[JScript]
private _last : T
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [DataProviderBase<T>](#)⁵⁵⁸

_lastDataPoints Field

VB

```
Private Shadows ReadOnly _lastDataPoints As List(Of T)
```

C#

```
new private readonly List<T> _lastDataPoints
```

```
[C++]
new private readonly List<T> _lastDataPoints
```

```
[JScript]
JScript does not support generic types and methods.
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [DataProviderBase<T>](#)⁵⁵⁸

lastReadInFrame Field

VB

```
Private _lastReadInFrame As T
```

C#

```
private T _lastReadInFrame
```

[C++]

```
private T _lastReadInFrame
```

[JScript]

```
private _lastReadInFrame : T
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [DataProviderBase<T>](#)⁵⁵⁸

pruneLastDataPointsTimer Field

VB

```
Private _pruneLastDataPointsTimer As Single
```

C#

```
private float _pruneLastDataPointsTimer
```

[C++]

```
private float _pruneLastDataPointsTimer
```

[JScript]

```
private _pruneLastDataPointsTimer : float
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [DataProviderBase<T>](#)⁵⁵⁸

_subscribers Field

VB

```
Private Shadows ReadOnly _subscribers As Dictionary(Of Integer, Integer)
```

C#

```
new private readonly Dictionary<int, int> _subscribers
```

[C++]

```
new private readonly Dictionary<int, int> _subscribers
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [DataProviderBase<T>](#)⁵⁵⁸

PruneIntervalSecs Field

VB

```
Private Const PruneIntervalSecs As Single = 2
```

C#

```
private const float PruneIntervalSecs = 2
```

[C++]

```
private const float PruneIntervalSecs = 2
```

[JScript]

```
private const PruneIntervalSecs : float = 2
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [DataProviderBase<T>](#)⁵⁵⁸

EditorGameViewBoundsProvider Class

This class is used to resolve the editor game view bounds for Unity version 4.6 and above.

[System.Object](#)

[Tobii.Gaming.Internal.GameViewBoundsProvider](#)⁵⁷⁷

[Tobii.Gaming.Internal.EditorGameViewBoundsProvider](#)

VB

```
Friend Class EditorGameViewBoundsProvider
    Inherits GameViewBoundsProvider
```

C#

```
internal class EditorGameViewBoundsProvider : GameViewBoundsProvider
```

[C++]

```
internal class EditorGameViewBoundsProvider : GameViewBoundsProvider
```

[JScript]

```
internal class EditorGameViewBoundsProvider
    extends GameViewBoundsProvider
```

Requirements

Namespace: [Tobii.Gaming.Internal](#)⁵⁵⁸

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[Hwnd](#)⁵⁷⁸ (inherited from [GameViewBoundsProvider](#))

Methods

[Equals](#) (inherited from [Object](#)), [Finalize](#) (inherited from [Object](#)),
[GetGameViewClientAreaNormalizedBounds](#)⁵⁷⁴, [GetGameViewWindowHandle](#)⁵⁷⁵, [GetHashCode](#) (inherited from [Object](#)), [GetMainGameView](#)⁵⁸⁰ (inherited from [GameViewBoundsProvider](#)),
[GetMonitorScreenBounds](#)⁵⁸⁰ (inherited from [GameViewBoundsProvider](#)), [GetScreenSize](#)⁵⁸¹ (inherited from [GameViewBoundsProvider](#)), [GetToolbarHeight](#)⁵⁸² (inherited from [GameViewBoundsProvider](#)), [GetType](#) (inherited from [Object](#)), [GetWindowBottomRight](#)⁵⁸² (inherited from [GameViewBoundsProvider](#)), [GetWindowPosition](#)⁵⁸³ (inherited from [GameViewBoundsProvider](#)), [MemberwiseClone](#) (inherited from [Object](#)), [ReferenceEquals](#) (inherited from [Object](#)), [ToString](#) (inherited from [Object](#)), [UpdateWindowHandle](#)⁵⁷⁶

Fields

[_newHandleTimer](#)⁵⁷⁶

EditorGameViewBoundsProvider.GetGameViewClientAreaNormalizedBounds Method

Gets the Position of the game view in logical pixels when run from Unity Editor.

VB

```
Public Overrides Function GetGameViewClientAreaNormalizedBounds() As Rect
```

C#

```
public override Rect GetGameViewClientAreaNormalizedBounds()
```

[C++]

```
public override Rect GetGameViewClientAreaNormalizedBounds()
```

[JScript]

```
public function GetGameViewClientAreaNormalizedBounds() : Rect;
```

Returns

The Position of the game view in logical pixels.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [EditorGameViewBoundsProvider](#)⁵⁷³

EditorGameViewBoundsProvider.GetGameViewWindowHandle Method

Gets the Game View window handle.

VB

```
Protected Overrides Function GetGameViewWindowHandle() As IntPtr
```

C#

```
protected override IntPtr GetGameViewWindowHandle()
```

[C++]

```
protected override IntPtr GetGameViewWindowHandle()
```

[JScript]

```
protected function GetGameViewWindowHandle() : IntPtr;
```

Remarks

Overridden in test project. Do not remove without updating tests.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [EditorGameViewBoundsProvider](#)⁵⁷³

EditorGameViewBoundsProvider.UpdateWindowHandle Method

VB

```
Private Sub UpdateWindowHandle()
```

C#

```
private void UpdateWindowHandle()
```

[C++]

```
private void UpdateWindowHandle()
```

[JScript]

```
private function UpdateWindowHandle();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [EditorGameViewBoundsProvider](#)⁵⁷³

_newHandleTimer Field

VB

```
Private _newHandleTimer As Single
```

C#

```
private float _newHandleTimer
```

[C++]

```
private float _newHandleTimer
```

[JScript]

```
private _newHandleTimer : float
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [EditorGameViewBoundsProvider](#)₅₇₃

GameViewBoundsProvider Class

Provides functions related to game view bounds resolution.

System.Object

Tobii.Gaming.Internal.GameViewBoundsProvider

[Tobii.Gaming.Internal.EditorGameViewBoundsProvider](#)₅₇₃

[Tobii.Gaming.Internal.LegacyEditorGameViewBoundsProvider](#)₆₁₉

[Tobii.Gaming.Internal.UnityPlayerGameViewBoundsProvider](#)₇₁₁

VB

```
Friend MustInherit Class GameViewBoundsProvider
```

C#

```
internal abstract class GameViewBoundsProvider
```

[C++]

```
internal abstract class GameViewBoundsProvider
```

[JScript]

```
internal abstract class GameViewBoundsProvider
```

Requirements

Namespace: [Tobii.Gaming.Internal](#)₅₅₈

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[Hwnd](#)₅₇₈

Methods

[Equals](#) (inherited from [Object](#)), [Finalize](#) (inherited from [Object](#)),
[GetGameViewClientAreaNormalizedBounds](#)⁵⁷⁸, [GetGameViewWindowHandle](#)⁵⁷⁹, [GetHashCode](#) (inherited from [Object](#)), [GetMainGameView](#)⁵⁸⁰, [GetMonitorScreenBounds](#)⁵⁸⁰, [GetScreenSize](#)⁵⁸¹,
[GetToolbarHeight](#)⁵⁸², [GetType](#) (inherited from [Object](#)), [GetWindowBottomRight](#)⁵⁸²,
[GetWindowPosition](#)⁵⁸³, [MemberwiseClone](#) (inherited from [Object](#)), [ReferenceEquals](#) (inherited from [Object](#)),
[ToString](#) (inherited from [Object](#))

Fields

[_hwnd](#)⁵⁸⁴

GameViewBoundsProvider.Hwnd Property

VB

```
Public Property Hwnd() As IntPtr
    Get
    Protected Set(ByVal Value As As IntPtr)
```

C#

```
public IntPtr Hwnd {get; protected set;}
```

[C++]

```
public IntPtr Hwnd {get; protected set;}
```

[JScript]

```
public function get Hwnd() : IntPtr;
protected function set Hwnd(value : IntPtr);
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GameViewBoundsProvider](#)⁵⁷⁷

GameViewBoundsProvider.GetGameViewClientAreaNormalizedBounds Method

VB

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```
Public MustOverride Function GetGameViewClientAreaNormalizedBounds() As Rect
```

C#

```
public abstract Rect GetGameViewClientAreaNormalizedBounds()
```

[C++]

```
public abstract Rect GetGameViewClientAreaNormalizedBounds()
```

[JScript]

```
public abstract function GetGameViewClientAreaNormalizedBounds() : Rect;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GameViewBoundsProvider](#)⁵⁷⁷

GameViewBoundsProvider.GetGameViewWindowHandle Method

Finds the window associated with the current thread and process.

VB

```
Protected Overridable Function GetGameViewWindowHandle() As IntPtr
```

C#

```
protected virtual IntPtr GetGameViewWindowHandle()
```

[C++]

```
protected virtual IntPtr GetGameViewWindowHandle()
```

[JScript]

```
protected function GetGameViewWindowHandle() : IntPtr;
```

Returns

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A window handle represented as a [IntPtr](#).

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GameViewBoundsProvider](#)⁵⁷⁷

GameViewBoundsProvider.GetMainGameView Method

Gets the Unity game view.

VB

```
Protected Overridable Function GetMainGameView() As EditorWindow
```

C#

```
protected virtual EditorWindow GetMainGameView()
```

[C++]

```
protected virtual EditorWindow GetMainGameView()
```

[JScript]

```
protected function GetMainGameView() : EditorWindow;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GameViewBoundsProvider](#)⁵⁷⁷

GameViewBoundsProvider.GetMonitorScreenBounds Method

Gets the eye tracked monitor's screen bounds on the Virtual Screen.

VB

```
Public Function GetMonitorScreenBounds() As Rect
```

C#

```
public Rect GetMonitorScreenBounds()
```

[C++]

```
public Rect GetMonitorScreenBounds()
```

[JScript]

```
public function GetMonitorScreenBounds() : Rect;
```

Returns

Rect populated with upper-left corner location (x,y), and screen size (width, height) in pixels on the Virtual Screen.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GameViewBoundsProvider](#)⁵⁷⁷

GameViewBoundsProvider.GetScreenSize Method

Gets the (Unity) screen size.

VB

```
Protected Overridable Function GetScreenSize() As Vector2
```

C#

```
protected virtual Vector2 GetScreenSize()
```

[C++]

```
protected virtual Vector2 GetScreenSize()
```

[JScript]

```
protected function GetScreenSize() : Vector2;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GameViewBoundsProvider](#)⁵⁷⁷

GameViewBoundsProvider.GetToolbarHeight Method

Gets the Unity toolbar height.

VB

```
Protected Overridable Function GetToolbarHeight() As Single
```

C#

```
protected virtual float GetToolbarHeight()
```

[C++]

```
protected virtual float GetToolbarHeight()
```

[JScript]

```
protected function GetToolbarHeight() : float;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GameViewBoundsProvider](#)⁵⁷⁷

GameViewBoundsProvider.GetWindowBottomRight Method

Gets the Game View window's bottom right corner Position.

VB

```
Protected Overridable Function GetWindowBottomRight() As Vector2
```

C#

```
protected virtual Vector2 GetWindowBottomRight()
```

[C++]

```
protected virtual Vector2 GetWindowBottomRight()
```

[JScript]

```
protected function GetWindowBottomRight() : Vector2;
```

Remarks

Overridden in test project. Do not remove without updating tests.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GameViewBoundsProvider](#)⁵⁷⁷

GameViewBoundsProvider.GetWindowPosition Method

Gets the Game View window's top left Position.

VB

```
Protected Overridable Function GetWindowPosition() As Vector2
```

C#

```
protected virtual Vector2 GetWindowPosition()
```

[C++]

```
protected virtual Vector2 GetWindowPosition()
```

[JScript]

```
protected function GetWindowPosition() : Vector2;
```

Remarks

Overridden in test project. Do not remove without updating tests.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GameViewBoundsProvider](#)⁵⁷⁷

hwnd Field

VB

```
Private _hwnd As IntPtr
```

C#

```
private IntPtr _hwnd
```

[C++]

```
private IntPtr _hwnd
```

[JScript]

```
private _hwnd : IntPtr
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GameViewBoundsProvider](#)⁵⁷⁷

GazeFocus Class

Keeps track of the current eye-gaze focus, whether there is a game object with an IGazeFocusable component that is focused, or not.

[System.Object](#)

[Tobii.Gaming.Internal.GazeFocus](#)

VB

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```
Public Class GazeFocus
    Implements IGazeFocus,
              IRegisterGazeFocusable,
              IGazeFocusInternal
```

C#

```
public class GazeFocus : IGazeFocus,
    IRegisterGazeFocusable,
    IGazeFocusInternal
```

[C++]

```
public class GazeFocus : IGazeFocus,
    IRegisterGazeFocusable,
    IGazeFocusInternal
```

[JScript]

```
public class GazeFocus
    implements IGazeFocus,
              IRegisterGazeFocusable,
              IGazeFocusInternal
```

Requirements

Namespace: [Tobii.Gaming.Internal](#)⁵⁵⁸

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[Camera](#)⁵⁸⁶, [FocusedObject](#)⁵⁸⁶, [GazePointDataProvider](#)⁵⁸⁷, [IsInitialized](#)⁵⁸⁸, [LayerMask](#)⁵⁸⁸, [MaximumDistance](#)⁵⁸⁹, [Scorer](#)⁵⁹⁰

Methods

[Equals](#) (inherited from [Object](#)), [Finalize](#) (inherited from [Object](#)), [GetHashCode](#) (inherited from [Object](#)), [GetType](#) (inherited from [Object](#)), [Initialize](#)⁵⁹⁰, [IsDifferent](#)⁵⁹¹, [IsFocusableObject](#)⁵⁹², [MemberwiseClone](#) (inherited from [Object](#)), [ReferenceEquals](#) (inherited from [Object](#)), [RegisterFocusableComponent](#)⁵⁹³, [ReloadSettings](#)⁵⁹⁴, [SettingsUpdated](#)⁵⁹⁴, [ToString](#) (inherited from [Object](#)), [TryGetLastGazePoints](#)⁵⁹⁵, [UnregisterFocusableComponent](#)⁵⁹⁶, [UpdateGazeFocus](#)⁵⁹⁷, [UpdateLastHandledGazePoint](#)⁵⁹⁷

Fields

[FocusableObjects](#)⁵⁹⁸, [_camera](#)⁵⁹⁹, [_focusedObject](#)⁵⁹⁹, [_identifier](#)⁶⁰⁰, [_isInitialized](#)⁶⁰¹, [_lastHandledGazePoint](#)⁶⁰¹, [_multiScorer](#)⁶⁰²

GazeFocus.Camera Property

Settable camera that defines the user's current view point.

VB

```
Public Property Camera() As Camera Implements _  
    IGazeFocus.Camera
```

C#

```
public Camera Camera {get; set;}
```

[C++]

```
public Camera Camera {get; set;}
```

[JScript]

```
public function get Camera() : Camera;  
public function set Camera(value : Camera);
```

Implements

[IGazeFocus.Camera](#)⁷⁴⁸

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeFocus](#)⁵⁸⁴

GazeFocus.FocusedObject Property

Gets the **GameObject** with gaze focus. Only game objects with a [GazeAware](#) component can be focused using gaze. Returns null if no object is focused.

VB

```
Public Property FocusedObject() As FocusedObject Implements _  
    IGazeFocus.FocusedObject  
    Get  
        Private Set(ByVal Value As As FocusedObject)
```

C#

```
public FocusedObject FocusedObject {get; private set;}
```

[C++]

```
public FocusedObject FocusedObject {get; private set;}
```

[JScript]

```
public function get FocusedObject() : FocusedObject;  
private function set FocusedObject(value : FocusedObject);
```

Implements

[IGazeFocus.FocusedObject](#)₇₄₉

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeFocus](#)₅₈₄

GazeFocus.GazePointDataProvider Property

VB

```
Private ReadOnly Shared Property GazePointDataProvider() As IDataProvider(Of  
GazePoint)
```

C#

```
private static IDataProvider<GazePoint> GazePointDataProvider {get;}
```

[C++]

```
private static IDataProvider<GazePoint> GazePointDataProvider {get;}
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeFocus](#)₅₈₄

GazeFocus.Initialized Property

VB

```
Public ReadOnly Shared Property IsInitialized() As Boolean
```

C#

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

[C++]

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

[JScript]

```
public static function get IsInitialized() : boolean;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeFocus](#)₅₈₄

GazeFocus.LayerMask Property

Layers to detect gaze focus on.

VB

```
Friend Shared Property LayerMask() As LayerMask
    Get
        Private Set(ByVal Value As  As LayerMask)
```

C#

```
internal static LayerMask LayerMask {get; private set;}
```

[C++]

```
internal static LayerMask LayerMask {get; private set;}
```

[JScript]

```
internal static function get LayerMask() : LayerMask;  
private static function set LayerMask(value : LayerMask);
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeFocus](#)₅₈₄

GazeFocus.MaximumDistance Property

Maximum distance to detect gaze focus within.

VB

```
Friend Shared Property MaximumDistance() As Single  
    Get  
        Private Set(ByVal Value As Single)
```

C#

```
internal static float MaximumDistance {get; private set;}
```

[C++]

```
internal static float MaximumDistance {get; private set;}
```

[JScript]

```
internal static function get MaximumDistance() : float;  
private static function set MaximumDistance(value : float);
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeFocus](#)₅₈₄

GazeFocus.Scorer Property

VB

```
Friend Shared Property Scorer() As IScorer
```

C#

```
internal static IScorer Scorer {get; set;}
```

[C++]

```
internal static IScorer Scorer {get; set;}
```

[JScript]

```
internal static function get Scorer() : IScorer;
internal static function set Scorer(value : IScorer);
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeFocus](#)₅₈₄

GazeFocus.Initialize Method

VB

```
Private Sub Initialize()
```

C#

```
private void Initialize()
```

```
[C++]
private void Initialize()
```

```
[JScript]
private function Initialize();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeFocus](#)₅₈₄

GazeFocus.IsDifferent Method

VB

```
Private Function IsDifferent( _
    ByVal first As GameObject, _
    ByVal second As GameObject _ 
) As Boolean
```

C#

```
private bool IsDifferent(
    GameObject first,
    GameObject second
)
```

```
[C++]
private bool IsDifferent(
    GameObject first,
    GameObject second
)
```

```
[JScript]
private function IsDifferent(
    first : GameObject,
    second : GameObject
) : boolean;
```

Parameters

first

second

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeFocus](#)₅₈₄

GazeFocus.IsFocusableObject Method

Checks if a component is registered as a focusable object.

VB

```
Public Shared Function IsFocusableObject( _
    ByVal gameObject As GameObject _ 
) As Boolean
```

C#

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

[C++]

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

[JScript]

```
public static function IsFocusableObject(
    gameObject : GameObject
) : boolean;
```

Parameters

gameObject

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeFocus](#)⁵⁸⁴

GazeFocus.RegisterFocusableComponent Method

Registers the supplied [IGazeFocusable](#) component so that the [GameObject](#) it belongs to can be focused using eye-gaze.

VB

```
Public Sub RegisterFocusableComponent( _  
    ByVal gazeFocusableComponent As IGazeFocusable _  
) Implements _  
    IRegisterGazeFocusable.RegisterFocusableComponent
```

C#

```
public void RegisterFocusableComponent(  
    IGazeFocusable gazeFocusableComponent  
)
```

[C++]

```
public void RegisterFocusableComponent(  
    IGazeFocusable gazeFocusableComponent  
)
```

[JScript]

```
public function RegisterFocusableComponent(  
    gazeFocusableComponent : IGazeFocusable  
) ;
```

Parameters

gazeFocusableComponent

Implements

[IRegisterGazeFocusable.RegisterFocusableComponent](#)⁷⁵⁴

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported)

not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeFocus](#)₅₈₄

GazeFocus.ReloadSettings Method

VB

```
Private Shared Sub ReloadSettings()
```

C#

```
private static void ReloadSettings()
```

[C++]

```
private static void ReloadSettings()
```

[JScript]

```
private static function ReloadSettings();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeFocus](#)₅₈₄

GazeFocus.SettingsUpdated Method

Notifies that the gaze focus settings have changed and need to be reloaded.

VB

```
Public Shared Sub SettingsUpdated()
```

C#

```
public static void SettingsUpdated()
```

```
[C++]
public static void SettingsUpdated()
```

```
[JScript]
public static function SettingsUpdated();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeFocus](#)₅₈₄

GazeFocus.TryGetLastGazePoints Method

VB

```
Private Function TryGetLastGazePoints( _
    ByRef gazePoints As IEnumerable(Of GazePoint) _ 
) As Boolean
```

C#

```
private bool TryGetLastGazePoints(
    out IEnumerable<GazePoint> gazePoints
)
```

```
[C++]
private bool TryGetLastGazePoints(
    out IEnumerable<GazePoint> gazePoints
)
```

```
[JScript]
JScript does not support generic types and methods.
```

Parameters

gazePoints

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeFocus](#)₅₈₄

GazeFocus.UnregisterFocusableComponent Method

Unregisters the supplied [IGazeFocusable](#) component so that the [GameObject](#) it belongs to no longer can be focused using eye-gaze.

VB

```
Public Sub UnregisterFocusableComponent( _
    ByVal gazeFocusableComponent As IGazeFocusable _
) Implements _
    IRegisterGazeFocusable.UnregisterFocusableComponent
```

C#

```
public void UnregisterFocusableComponent(
    IGazeFocusable gazeFocusableComponent
)
```

[C++]

```
public void UnregisterFocusableComponent(
    IGazeFocusable gazeFocusableComponent
)
```

[JScript]

```
public function UnregisterFocusableComponent(
    gazeFocusableComponent : IGazeFocusable
);
```

Parameters

gazeFocusableComponent

Implements

[IRegisterGazeFocusable.UnregisterFocusableComponent](#)₇₅₅

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported)

not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeFocus](#)₅₈₄

GazeFocus.UpdateGazeFocus Method

Updates the gaze focus according to the latest gaze data.

VB

```
Public Sub UpdateGazeFocus() Implements _  
    IGazeFocusInternal.UpdateGazeFocus
```

C#

```
public void UpdateGazeFocus()
```

[C++]

```
public void UpdateGazeFocus()
```

[JScript]

```
public function UpdateGazeFocus();
```

Implements

[IGazeFocusInternal.UpdateGazeFocus](#)₇₅₁

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeFocus](#)₅₈₄

GazeFocus.UpdateLastHandledGazePoint Method

VB

```
Private Sub UpdateLastHandledGazePoint( _  
    ByVal gazePoints As IEnumerable(Of GazePoint) _  
)
```

C#

```
private void UpdateLastHandledGazePoint(  
    IEnumerable<GazePoint> gazePoints  
)
```

[C++]

```
private void UpdateLastHandledGazePoint(  
    IEnumerable<GazePoint> gazePoints  
)
```

[JScript]

JScript does not support generic types and methods.

Parameters

gazePoints

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeFocus](#)₅₈₄

FocusableObjects Field

VB

```
Private Shared Shadows ReadOnly FocusableObjects As Dictionary(Of Integer,  
    IGazeFocusable)
```

C#

```
new private static readonly Dictionary<int, IGazeFocusable> FocusableObjects
```

[C++]

```
new private static readonly Dictionary<int, IGazeFocusable> FocusableObjects
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeFocus](#)₅₈₄

_camera Field

VB

```
Private _camera As Camera
```

C#

```
private Camera _camera
```

[C++]

```
private Camera _camera
```

[JScript]

```
private _camera : Camera
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeFocus](#)₅₈₄

_focusedObject Field

VB

```
Private _focusedObject As FocusedObject
```

C#

```
private FocusedObject _focusedObject
```

[C++]

```
private FocusedObject _focusedObject
```

[JScript]

```
private _focusedObject : FocusedObject
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeFocus](#)₅₈₄

_identifier Field

VB

```
Private Shadows ReadOnly _identifier As GameObject
```

C#

```
new private readonly GameObject _identifier
```

[C++]

```
new private readonly GameObject _identifier
```

[JScript]

```
private readonly _identifier : GameObject
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role

not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeFocus](#)₅₈₄

_isInitialized Field

VB

```
Private Shared _isInitialized As Boolean
```

C#

```
private static bool _isInitialized
```

[C++]

```
private static bool _isInitialized
```

[JScript]

```
private static _isInitialized : boolean
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeFocus](#)₅₈₄

_lastHandledGazePoint Field

VB

```
Private _lastHandledGazePoint As GazePoint
```

C#

```
private GazePoint _lastHandledGazePoint
```

[C++]

```
private GazePoint _lastHandledGazePoint
```

[JScript]

```
private _lastHandledGazePoint : GazePoint
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeFocus](#)₅₈₄

_multiScorer Field

VB

```
Private Shared _multiScorer As IScorer
```

C#

```
private static IScorer _multiScorer
```

[C++]

```
private static IScorer _multiScorer
```

[JScript]

```
private static _multiScorer : IScorer
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeFocus](#)₅₈₄

GazePointDataProvider Class

Provider of gaze point data. When the provider has been started it will continuously update the Last property with the latest gaze point value received from Tobii Engine.

[System.Object](#)

[Tobii.Gaming.Internal.DataProviderBase<T>](#)⁵⁵⁸

[Tobii.Gaming.Internal.GazePointDataProvider](#)

VB

```
Friend Class GazePointDataProvider
    Inherits DataProviderBase(Of GazePoint)
```

C#

```
internal class GazePointDataProvider : DataProviderBase<GazePoint>
```

[C++]

```
internal class GazePointDataProvider : DataProviderBase<GazePoint>
```

[JScript]

JScript does not support generic types and methods.

Requirements

Namespace: [Tobii.Gaming.Internal](#)⁵⁵⁸

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Constructors

[GazePointDataProvider](#)⁶⁰⁴

Properties

[Id](#)⁶⁰⁵, [Last](#)⁵⁶⁰ (inherited from [DataProviderBase<T>](#))

Methods

[Cleanup](#)⁵⁶¹ (inherited from [DataProviderBase<T>](#)), [Disconnect](#)⁵⁶² (inherited from [DataProviderBase<T>](#)),
[EndFrame](#)⁵⁶² (inherited from [DataProviderBase<T>](#)), [Equals](#) (inherited from [Object](#)), [Finalize](#) (inherited from [Object](#)),
[GetDataPointsSince](#)⁵⁶³ (inherited from [DataProviderBase<T>](#)), [GetFrameConsistentDataPoint](#)⁵⁶⁴ (inherited from
[DataProviderBase<T>](#)), [GetHashCode](#) (inherited from [Object](#)), [GetType](#) (inherited from [Object](#)),
[MemberwiseClone](#) (inherited from [Object](#)), [OnGazePoint](#)⁶⁰⁵, [OnStreamingStarted](#)⁶⁰⁶,

[OnStreamingStopped](#)₆₀₇, [ReferenceEquals](#) (inherited from [Object](#)), [Start](#)₅₆₇ (inherited from [DataProviderBase](#)<T>), [Stop](#)₅₆₈ (inherited from [DataProviderBase](#)<T>), [ToString](#) (inherited from [Object](#)), [Update](#)₆₀₇

Fields

[_tobiiHost](#)₆₀₈

GazePointDataProvider Constructor

Creates a new instance. Note: don't create instances of this class directly. Use the [GetGazePointDataProvider](#) method instead.

VB

```
Public Sub New(  
    ByVal tobiiHost As ITobiiHost  
)
```

C#

```
public GazePointDataProvider(  
    ITobiiHost tobiiHost  
)
```

[C++]

```
public GazePointDataProvider(  
    ITobiiHost tobiiHost  
)
```

[JScript]

```
public function GazePointDataProvider(  
    tobiiHost : ITobiiHost  
);
```

Parameters

tobiiHost

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazePointDataProvider](#)₆₀₃

GazeDataProvider.Id Property

Gets the unique ID of the data stream.

VB

```
Friend ReadOnly Overrides Property Id() As String
```

C#

```
internal override string Id {get;}
```

[C++]

```
internal override string Id {get;}
```

[JScript]

```
internal function get Id() : String;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeDataProvider](#)₆₀₃

GazeDataProvider.OnGazePoint Method

VB

```
Private Sub OnGazePoint( _
    ByVal gazePoint As GazePoint _ 
)
```

C#

```
private void OnGazePoint(
    GazePoint gazePoint
)
```

[C++]

```
private void OnGazePoint(
    GazePoint gazePoint
```

```
)
```

```
[JScript]
private function OnGazePoint(
    gazePoint : GazePoint
);
```

Parameters

gazePoint

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazePointDataProvider](#)₆₀₃

GazePointDataProvider.OnStreamingStarted Method

VB

```
Protected Overrides Sub OnStreamingStarted()
```

C#

```
protected override void OnStreamingStarted()
```

```
[C++]
protected override void OnStreamingStarted()
```

```
[JScript]
protected function OnStreamingStarted();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazePointDataProvider](#)₆₀₃

GazePointDataProvider.OnStreamingStopped Method

VB

```
Protected Overrides Sub OnStreamingStopped()
```

C#

```
protected override void OnStreamingStopped()
```

[C++]

```
protected override void OnStreamingStopped()
```

[JScript]

```
protected function OnStreamingStopped();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazePointDataProvider](#)₆₀₃

GazePointDataProvider.Update Method

VB

```
Friend Sub Update()
```

C#

```
internal void Update()
```

[C++]

```
internal void Update()
```

```
[JScript]
internal function Update();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazePointDataProvider](#)₆₀₃

tobiiHost Field

VB

```
Private ReadOnly _tobiiHost As ITobiiHost
```

C#

```
private readonly ITobiiHost _tobiiHost
```

```
[C++]
private readonly ITobiiHost _tobiiHost
```

```
[JScript]
private readonly _tobiiHost : ITobiiHost
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazePointDataProvider](#)₆₀₃

HeadPoseDataProvider Class

Provider of head pose data. When the provider has been started it will continuously update the Last property with the latest gaze point value received from Tobii Engine.

System.Object

Tobii.Gaming.Internal.DataProviderBase<T>⁵⁵⁸

Tobii.Gaming.Internal.HeadPoseDataProvider

VB

```
Friend Class HeadPoseDataProvider  
    Inherits DataProviderBase(Of HeadPose)
```

C#

```
internal class HeadPoseDataProvider : DataProviderBase<HeadPose>
```

[C++]

```
internal class HeadPoseDataProvider : DataProviderBase<HeadPose>
```

[JScript]

JScript does not support generic types and methods.

Requirements

Namespace: Tobii.Gaming.Internal⁵⁵⁸

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Constructors

HeadPoseDataProvider⁶¹⁰

Properties

Id⁶¹⁰, Last⁵⁶⁰ (inherited from DataProviderBase<T>)

Methods

Cleanup⁵⁶¹ (inherited from DataProviderBase<T>), Disconnect⁵⁶² (inherited from DataProviderBase<T>), EndFrame⁵⁶² (inherited from DataProviderBase<T>), Equals (inherited from Object), Finalize (inherited from Object), GetDataPointsSince⁵⁶³ (inherited from DataProviderBase<T>), GetFrameConsistentDataPoint⁵⁶⁴ (inherited from DataProviderBase<T>), GetHashCode (inherited from Object), GetType (inherited from Object), MemberwiseClone (inherited from Object), OnHeadPose⁶¹¹, OnStreamingStarted⁶¹², OnStreamingStopped⁶¹², ReferenceEquals (inherited from Object), Start⁵⁶⁷ (inherited from DataProviderBase<T>), Stop⁵⁶⁸ (inherited from DataProviderBase<T>), ToString (inherited from Object), Update⁶¹³

HeadPoseDataProvider Constructor

Creates a new instance. Note: don't create instances of this class directly. Use the [GetGazePointDataProvider](#) method instead.

VB

```
Public Sub New()
```

C#

```
public HeadPoseDataProvider()
```

[C++]

```
public HeadPoseDataProvider()
```

[JScript]

```
public function HeadPoseDataProvider();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [HeadPoseDataProvider](#)₆₀₈

HeadPoseDataProvider.Id Property

Gets the unique ID of the data stream.

VB

```
Friend ReadOnly Overrides Property Id() As String
```

C#

```
internal override string Id {get;}
```

[C++]

```
internal override string Id {get;}
```

```
[JScript]
internal function get Id() : String;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [HeadPoseDataProvider](#)₆₀₈

HeadPoseDataProvider.OnHeadPose Method

VB

```
Private Sub OnHeadPose(
    ByVal headPose As HeadPose
)
```

C#

```
private void OnHeadPose(
    HeadPose headPose
)
```

```
[C++]
private void OnHeadPose(
    HeadPose headPose
)
```

```
[JScript]
private function OnHeadPose(
    headPose : HeadPose
);
```

Parameters

headPose

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported)

not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [HeadPoseDataProvider](#)₆₀₈

HeadPoseDataProvider.OnStreamingStarted Method

VB

```
Protected Overrides Sub OnStreamingStarted()
```

C#

```
protected override void OnStreamingStarted()
```

[C++]

```
protected override void OnStreamingStarted()
```

[JScript]

```
protected function OnStreamingStarted();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [HeadPoseDataProvider](#)₆₀₈

HeadPoseDataProvider.OnStreamingStopped Method

VB

```
Protected Overrides Sub OnStreamingStopped()
```

C#

```
protected override void OnStreamingStopped()
```

[C++]

```
protected override void OnStreamingStopped()
```

[JScript]

```
protected function OnStreamingStopped();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [HeadPoseDataProvider](#)₆₀₈

HeadPoseDataProvider.Update Method

VB

```
Friend Sub Update()
```

C#

```
internal void Update()
```

[C++]

```
internal void Update()
```

[JScript]

```
internal function Update();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [HeadPoseDataProvider](#)₆₀₈

HitTestFromPoint Class

This Class contains some basic implementations of techniques for gaze selection for unity.

[System.Object](#)

Tobii.Gaming.Internal.HitTestFromPoint

VB

```
Friend Class HitTestFromPoint
```

C#

```
internal class HitTestFromPoint
```

[C++]

```
internal class HitTestFromPoint
```

[JScript]

```
internal class HitTestFromPoint
```

Requirements

Namespace: [Tobii.Gaming.Internal](#)⁵⁵⁸

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[CreateRaysFromPoints](#)⁶¹⁴, [Equals](#) (inherited from [Object](#)), [Finalize](#) (inherited from [Object](#)), [FindMultipleObjectsInWorldFromMultiplePoints](#)⁶¹⁵, [FindObjectInWorld](#)⁶¹⁷, [FindObjectOnCanvas](#)⁶¹⁸, [GetHashCode](#) (inherited from [Object](#)), [GetType](#) (inherited from [Object](#)), [MemberwiseClone](#) (inherited from [Object](#)), [ReferenceEquals](#) (inherited from [Object](#)), [ToString](#) (inherited from [Object](#))

HitTestFromPoint.CreateRaysFromPoints Method

Creates a collection of **Ray** objects from a collection of **Vector2** coordinates on **Screen**.

VB

```
Private Shared Function CreateRaysFromPoints( _
    ByVal points As IEnumerable(Of Vector2), _
    ByVal camera As Camera _
) As IEnumerable(Of Ray)
```

C#

```
private static IEnumerable<Ray> CreateRaysFromPoints(
    IEnumerable<Vector2> points,
    Camera camera
)
```

[C++]

```
private static IEnumerable<Ray> CreateRaysFromPoints(
    IEnumerable<Vector2> points,
    Camera camera
)
```

[JScript]

JScript does not support generic types and methods.

Parameters

points

The points to create rays from.

camera

The camera to use.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [HitTestFromPoint](#)₆₁₄

HitTestFromPoint.FindMultipleObjectsInWorldFromMultiplePoints Method

Performs hit tests on all the provided points in World space. Sets the hitInfos out parameter and returns true if at least one object was hit, returns false otherwise.

VB

```
Public Shared Function FindMultipleObjectsInWorldFromMultiplePoints( _
    ByRef hitInfos As IEnumerable(Of RaycastHit), _
    ByVal points As IEnumerable(Of Vector2), _
    ByVal camera As Camera, _
    Optional ByVal distance As Single = Mathf.Infinity, _
    Optional ByVal layerMask As Integer = 1 _
) As Boolean
```

C#

```
public static bool FindMultipleObjectsInWorldFromMultiplePoints(  
    out IEnumerable<RaycastHit> hitInfos,  
    IEnumerable<Vector2> points,  
    Camera camera,  
    float distance = Mathf.Infinity,  
    int layerMask = 1  
)
```

[C++]

```
public static bool FindMultipleObjectsInWorldFromMultiplePoints(  
    out IEnumerable<RaycastHit> hitInfos,  
    IEnumerable<Vector2> points,  
    Camera camera,  
    float distance = Mathf.Infinity,  
    int layerMask = 1  
)
```

[JScript]

JScript does not support generic types and methods.

Parameters

hitInfos

Out: If true is returned, hitInfos will contain information about where the colliders were hit.

points

The points to hit test.

camera

Camera that the point is relative to.

distance

Optional: Maximum distance to hit test

layerMask

Optional: Which layers to hit test on.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [HitTestFromPoint](#)₆₁₄

HitTestFromPoint.FindObjectInWorld Method

Performs a hit test in World space for the given point, sets the hitInfo out parameter and returns true if an object was found, returns false otherwise.

VB

```
Public Shared Function FindObjectInWorld( _  
    ByRef hitInfo As RaycastHit, _  
    ByVal point As Vector2, _  
    ByVal camera As Camera, _  
    Optional ByVal distance As Single = Mathf.Infinity, _  
    Optional ByVal LayerMask As Integer = 1 _  
) As Boolean
```

C#

```
public static bool FindObjectInWorld(  
    out RaycastHit hitInfo,  
    Vector2 point,  
    Camera camera,  
    float distance = Mathf.Infinity,  
    int LayerMask = 1  
)
```

[C++]

```
public static bool FindObjectInWorld(  
    out RaycastHit hitInfo,  
    Vector2 point,  
    Camera camera,  
    float distance = Mathf.Infinity,  
    int LayerMask = 1  
)
```

[JScript]

```
public static function FindObjectInWorld(  
    hitInfo : RaycastHit,  
    point : Vector2,  
    camera : Camera,  
    distance : float,  
    LayerMask : int  
) : boolean;
```

Parameters

hitInfo

Out: If true is returned, hitInfo will contain more information about where the collider was hit.

point

Point to hit test from.

camera

Camera that the point is relative to.

distance

Optional: Maximum distance to hit test.

layerMask

Optional: Which layers to hit test on.

Returns

True if an object was found, false otherwise.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [HitTestFromPoint](#)₆₁₄

HitTestFromPoint.FindObjectOnCanvas Method

Performs a hit test for the given point on the **Canvas**, sets the *hitObject* out parameter and returns true if an object was found, returns false otherwise.

VB

```
Public Shared Function FindObjectOnCanvas( _
    ByRef selectedObject As GameObject, _
    ByVal point As Vector2, _
    Optional ByVal LayerMask As Integer = -1, _
    Optional ByVal minDepth As Single = -Mathf.Infinity, _
    Optional ByVal maxDepth As Single = Mathf.Infinity _
) As Boolean
```

C#

```
public static bool FindObjectOnCanvas(
    out GameObject selectedObject,
    Vector2 point,
    int LayerMask = -1,
    float minDepth = -Mathf.Infinity,
    float maxDepth = Mathf.Infinity
)
```

[C++]

```
public static bool FindObjectOnCanvas(
    out GameObject selectedObject,
    Vector2 point,
    int LayerMask = -1,
    float minDepth = -Mathf.Infinity,
```

```
    float maxDepth = Mathf.Infinity  
)
```

```
[JScript]  
public static function FindObjectOnCanvas(  
    selectedObject : GameObject,  
    point : Vector2,  
    layerMask : int,  
    minDepth : float,  
    maxDepth : float  
) : boolean;
```

Parameters

selectedObject

Out: the game object that was selected

point

The point to hit test from.

layerMask

Optional: Which layers to hit test on.

minDepth

Optional: Minimum depth to hit test.

maxDepth

Optional: Maximum depth to hit test.

Returns

True if an object was found, false otherwise.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [HitTestFromPoint](#)⁶¹⁴

LegacyEditorGameViewBoundsProvider Class

This class is used to resolve the editor game view bounds in Unity versions previous to 4.6.

[System.Object](#)

[Tobii.Gaming.Internal.GameViewBoundsProvider](#)⁵⁷⁷

[Tobii.Gaming.Internal.LegacyEditorGameViewBoundsProvider](#)

VB

```
Friend Class LegacyEditorGameViewBoundsProvider  
Inherits GameViewBoundsProvider
```

C#

```
internal class LegacyEditorGameViewBoundsProvider : GameViewBoundsProvider
```

[C++]

```
internal class LegacyEditorGameViewBoundsProvider : GameViewBoundsProvider
```

[JScript]

```
internal class LegacyEditorGameViewBoundsProvider  
extends GameViewBoundsProvider
```

Requirements

Namespace: [Tobii.Gaming.Internal](#)⁵⁵⁸

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[Hwnd](#)⁵⁷⁸ (inherited from [GameViewBoundsProvider](#))

Methods

[Equals](#) (inherited from [Object](#)), [Finalize](#) (inherited from [Object](#)),
[GetGameViewClientAreaNormalizedBounds](#)⁶²¹, [GetGameViewWindowHandle](#)⁵⁷⁹ (inherited from [GameViewBoundsProvider](#)), [GetHashCode](#) (inherited from [Object](#)), [GetMainGameView](#)⁵⁸⁰ (inherited from [GameViewBoundsProvider](#)), [GetMonitorScreenBounds](#)⁵⁸⁰ (inherited from [GameViewBoundsProvider](#)),
[GetScreenSize](#)⁵⁸¹ (inherited from [GameViewBoundsProvider](#)), [GetToolbarHeight](#)⁵⁸² (inherited from [GameViewBoundsProvider](#)), [GetType](#) (inherited from [Object](#)), [GetWindowBottomRight](#)⁵⁸² (inherited from [GameViewBoundsProvider](#)), [GetPosition](#)⁵⁸³ (inherited from [GameViewBoundsProvider](#)), [Initialize](#)⁶²¹,
[MemberwiseClone](#) (inherited from [Object](#)), [ReferenceEquals](#) (inherited from [Object](#)), [ToString](#) (inherited from [Object](#))

Fields

[_gameWindow](#)⁶²², [_initialized](#)⁶²²

LegacyEditorGameViewBoundsProvider.GetGameViewClientAreaNormalizedBounds Method

Gets the Position of the game view in logical pixels when run from Unity Editor.

VB

```
Public Overrides Function GetGameViewClientAreaNormalizedBounds() As Rect
```

C#

```
public override Rect GetGameViewClientAreaNormalizedBounds()
```

[C++]

```
public override Rect GetGameViewClientAreaNormalizedBounds()
```

[JScript]

```
public function GetGameViewClientAreaNormalizedBounds() : Rect;
```

Returns

The Position of the game view in logical pixels.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [LegacyEditorGameViewBoundsProvider](#)₆₁₉

LegacyEditorGameViewBoundsProvider.Initialize Method

VB

```
Private Sub Initialize()
```

C#

```
private void Initialize()
```

[C++]

```
private void Initialize()
```

```
[JScript]
private function Initialize();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [LegacyEditorGameViewBoundsProvider](#)₆₁₉

gameWindow Field

VB

```
Private _gameWindow As EditorWindow
```

C#

```
private EditorWindow _gameWindow
```

```
[C++]
private EditorWindow _gameWindow
```

```
[JScript]
private _gameWindow : EditorWindow
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [LegacyEditorGameViewBoundsProvider](#)₆₁₉

_initialized Field

VB

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```
Private _initialized As Boolean
```

C#

```
private bool _initialized
```

[C++]

```
private bool _initialized
```

[JScript]

```
private _initialized : boolean
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [LegacyEditorGameViewBoundsProvider](#)⁶¹⁹

MultiRaycastHistoricHitScore Class

[System.Object](#)

[Tobii.Gaming.Internal.MultiRaycastHistoricHitScore](#)

VB

```
Friend Class MultiRaycastHistoricHitScore
    Implements IScorer
```

C#

```
internal class MultiRaycastHistoricHitScore : IScorer
```

[C++]

```
internal class MultiRaycastHistoricHitScore : IScorer
```

[JScript]

```
internal class MultiRaycastHistoricHitScore
    implements IScorer
```

Requirements

Namespace: [Tobii.Gaming.Internal](#)⁵⁵⁸

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Constructors

[MultiRaycastHistoricHitScore](#)⁶²⁵

Properties

[FocusedGameObject](#)⁶²⁶, [LayerMask](#)⁶²⁶, [MaximumDistance](#)⁶²⁷

Methods

[ClearFocusedObjectIfOld](#)⁶²⁸, [Equals](#) (inherited from [Object](#)), [Finalize](#) (inherited from [Object](#)), [FindFocusChallenger](#)⁶²⁸, [FindObjectInGaze](#)⁶²⁹, [GetFocusedObject](#)⁶³⁰, [GetHashCode](#) (inherited from [Object](#)), [GetObjectsInGaze](#)⁶³², [GetType](#) (inherited from [Object](#)), [MemberwiseClone](#) (inherited from [Object](#)), [Reconfigure](#)⁶³³, [ReferenceEquals](#) (inherited from [Object](#)), [RemoveObject](#)⁶³⁴, [Reset](#)⁶³⁵, [ToString](#) (inherited from [Object](#)), [UpdateFocusConfidenceScore](#)⁶³⁵

Fields

[GainGazeDwellTime](#)⁶³⁶, [LoseGazeDwellTime](#)⁶³⁷, [Threshold](#)⁶³⁸, [_focusedObject](#)⁶³⁸, [_layerMask](#)⁶³⁹, [_scoredObjects](#)⁶³⁹

MultiRaycastHistoricHitScore(Single, Int32) Constructor

VB

```
Public Sub New(
    ByVal maximumDistance As Single, _
    ByVal LayerMask As Integer _
)
```

C#

```
public MultiRaycastHistoricHitScore(
    float maximumDistance,
    int LayerMask
)
```

[C++]

```
public MultiRaycastHistoricHitScore(
    float maximumDistance,
    int LayerMask
```

```
)
```

```
[JScript]
public function MultiRaycastHistoricHitScore(
    maximumDistance : float,
    layerMask : int
);
```

Parameters

maximumDistance

layerMask

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [MultiRaycastHistoricHitScore](#)₆₂₃

MultiRaycastHistoricHitScore Constructor

VB

```
Public Sub New()
```

C#

```
public MultiRaycastHistoricHitScore()
```

```
[C++]
public MultiRaycastHistoricHitScore()
```

```
[JScript]
public function MultiRaycastHistoricHitScore();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [MultiRaycastHistoricHitScore](#)₆₂₃

MultiRaycastHistoricHitScore.FocusedGameObject Property

VB

```
Private ReadOnly Property FocusedGameObject() As FocusedObject
```

C#

```
private FocusedObject FocusedGameObject {get;}
```

[C++]

```
private FocusedObject FocusedGameObject {get;}
```

[JScript]

```
private function get FocusedGameObject() : FocusedObject;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [MultiRaycastHistoricHitScore](#)₆₂₃

MultiRaycastHistoricHitScore.LayerMask Property

Layers to detect gaze focus on.

VB

```
Private Property LayerMask() As LayerMask
```

C#

```
private LayerMask LayerMask {get; set;}
```

[C++]

```
private LayerMask LayerMask {get; set;}
```

[JScript]

```
private function get LayerMask() : LayerMask;  
private function set LayerMask(value : LayerMask);
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [MultiRaycastHistoricHitScore](#)₆₂₃

MultiRaycastHistoricHitScore.MaximumDistance Property

Maximum distance to detect gaze focus within.

VB

```
Private Property MaximumDistance() As Single
```

C#

```
private float MaximumDistance {get; set;}
```

[C++]

```
private float MaximumDistance {get; set;}
```

[JScript]

```
private function get MaximumDistance() : float;  
private function set MaximumDistance(value : float);
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role

not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [MultiRaycastHistoricHitScore](#)₆₂₃

MultiRaycastHistoricHitScore.ClearFocusedObjectIfOld Method

VB

```
Private Sub ClearFocusedObjectIfOld()
```

C#

```
private void ClearFocusedObjectIfOld()
```

[C++]

```
private void ClearFocusedObjectIfOld()
```

[JScript]

```
private function ClearFocusedObjectIfOld();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [MultiRaycastHistoricHitScore](#)₆₂₃

MultiRaycastHistoricHitScore.FindFocusChallenger Method

VB

```
Private Function FindFocusChallenger() As ScoredObject
```

C#

```
private ScoredObject FindFocusChallenger()
```

```
[C++]
private ScoredObject FindFocusChallenger()
```

```
[JScript]
private function FindFocusChallenger() : ScoredObject;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [MultiRaycastHistoricHitScore](#)₆₂₃

MultiRaycastHistoricHitScore.FindObjectsInGaze Method

VB

```
Private Function FindObjectsInGaze( _
    ByVal gazePoint As Vector2, _
    ByVal camera As Camera _
) As IEnumerable(Of GameObject)
```

C#

```
private IEnumerable<GameObject> FindObjectsInGaze(
    Vector2 gazePoint,
    Camera camera
)
```

```
[C++]
private IEnumerable<GameObject> FindObjectsInGaze(
    Vector2 gazePoint,
    Camera camera
)
```

```
[JScript]
JScript does not support generic types and methods.
```

Parameters

gazePoint

camera

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [MultiRaycastHistoricHitScore](#)₆₂₃

MultiRaycastHistoricHitScore.GetFocusedObject (IEnumerable<GazePoint>, Camera) Method

Updates the internal score based on recent gaze point data and returns the **GameObject** with gaze focus.

VB

```
Public Function GetFocusedObject( _
    ByVal LastGazePoints As IEnumerable(Of GazePoint), _
    ByVal camera As Camera _
) As FocusedObject Implements _
    IScorer.GetFocusedObject
```

C#

```
public FocusedObject GetFocusedObject(
    IEnumerable<GazePoint> LastGazePoints,
    Camera camera
)
```

[C++]

```
public FocusedObject GetFocusedObject(
    IEnumerable<GazePoint> LastGazePoints,
    Camera camera
)
```

[JScript]

JScript does not support generic types and methods.

Parameters

lastGazePoints

The most recent gaze point data.

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camera

The camera that defines the user's current view point.

Returns

The **GameObject** with gaze focus if one found, null otherwise.

Implements

[IScorer.GetFocusedObject](#)⁷⁵⁷

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [MultiRaycastHistoricHitScore](#)⁶²³

MultiRaycastHistoricHitScore.GetFocusedObject Method

Updates the internal score with no new gaze point data and returns the **GameObject** with gaze focus.

VB

```
Public Function GetFocusedObject() As FocusedObject Implements _  
    IScorer.GetFocusedObject
```

C#

```
public FocusedObject GetFocusedObject()
```

[C++]

```
public FocusedObject GetFocusedObject()
```

[JScript]

```
public function GetFocusedObject() : FocusedObject;
```

Returns

The **GameObject** with gaze focus if one found, null otherwise.

Implements

[IScorer.GetFocusedObject](#)⁷⁵⁷

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [MultiRaycastHistoricHitScore](#)⁶²³

MultiRaycastHistoricHitScore.GetObjectsInGaze Method

Updates the internal score based on recent gaze point data and returns a list of **GameObject** within gaze.

VB

```
Public Function GetObjectsInGaze( _
    ByVal LastGazePoints As IEnumerable(Of GazePoint), _
    ByVal camera As Camera _
) As IEnumerable(Of GameObject) Implements _
    IScorer.GetObjectsInGaze
```

C#

```
public IEnumerable<GameObject> GetObjectsInGaze(
    IEnumerable<GazePoint> LastGazePoints,
    Camera camera
)
```

[C++]

```
public IEnumerable<GameObject> GetObjectsInGaze(
    IEnumerable<GazePoint> LastGazePoints,
    Camera camera
)
```

[JScript]

JScript does not support generic types and methods.

Parameters

lastGazePoints

The most recent gaze point data.

camera

The camera that defines the user's current view point.

Implements

[IScorer.GetObjectsInGaze](#)⁷⁵⁸

Requirements

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Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [MultiRaycastHistoricHitScore](#)₆₂₃

MultiRaycastHistoricHitScore.Reconfigure Method

Reconfigure the gaze focus settings used.

VB

```
Public Sub Reconfigure( _
    ByVal maximumDistance As Single, _
    ByVal LayerMask As Integer _
) Implements _
    IScorer.Reconfigure
```

C#

```
public void Reconfigure(
    float maximumDistance,
    int layerMask
)
```

[C++]

```
public void Reconfigure(
    float maximumDistance,
    int layerMask
)
```

[JScript]

```
public function Reconfigure(
    maximumDistance : float,
    LayerMask : int
);
```

Parameters

maximumDistance

The maximum distance to detect gaze focus on.

layerMask

Layers to detect gaze focus on.

Implements

[IScorer.Reconfigure](#)₇₅₉

Remarks

Calling this method will clear all scoring history.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [MultiRaycastHistoricHitScore](#)₆₂₃

MultiRaycastHistoricHitScore.RemoveObject Method

Remove **GameObject** that is no longer gaze focusable.

VB

```
Public Sub RemoveObject( _
    ByVal gameObject As GameObject _
) Implements _
    IScorer.RemoveObject
```

C#

```
public void RemoveObject(
    GameObject gameObject
)
```

[C++]

```
public void RemoveObject(
    GameObject gameObject
)
```

[JScript]

```
public function RemoveObject(
    gameObject : GameObject
);
```

Parameters

gameObject

Object to remove.

Implements

[IScorer.RemoveObject](#)₇₆₀

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [MultiRaycastHistoricHitScore](#)₆₂₃

MultiRaycastHistoricHitScore.Reset Method

Clear all scoring history.

VB

```
Public Sub Reset() Implements _  
    IScorer.Reset
```

C#

```
public void Reset()
```

[C++]

```
public void Reset()
```

[JScript]

```
public function Reset();
```

Implements

[IScorer.Reset](#)₇₆₁

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [MultiRaycastHistoricHitScore](#)₆₂₃

MultiRaycastHistoricHitScore.UpdateFocusConfidenceScore Method

VB

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```
Private Sub UpdateFocusConfidenceScore(  
    ByVal objectsInGaze As IEnumerable(Of GameObject) _  
)
```

C#

```
private void UpdateFocusConfidenceScore(  
    IEnumerable<GameObject> objectsInGaze  
)
```

[C++]

```
private void UpdateFocusConfidenceScore(  
    IEnumerable<GameObject> objectsInGaze  
)
```

[JScript]

JScript does not support generic types and methods.

Parameters

objectsInGaze

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [MultiRaycastHistoricHitScore](#)₆₂₃

GainGazeDwellTime Field

VB

```
Private Shared ReadOnly GainGazeDwellTime As Single
```

C#

```
private static readonly float GainGazeDwellTime
```

[C++]

```
private static readonly float GainGazeDwellTime
```

[JScript]

```
private static readonly GainGazeDwellTime : float
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [MultiRaycastHistoricHitScore](#)₆₂₃

LoseGazeDwellTime Field

VB

```
Private Shared ReadOnly LoseGazeDwellTime As Single
```

C#

```
private static readonly float LoseGazeDwellTime
```

[C++]

```
private static readonly float LoseGazeDwellTime
```

[JScript]

```
private static readonly LoseGazeDwellTime : float
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [MultiRaycastHistoricHitScore](#)₆₂₃

Threshold Field

VB

```
Private Shared ReadOnly Threshold As Single
```

C#

```
private static readonly float Threshold
```

[C++]

```
private static readonly float Threshold
```

[JScript]

```
private static readonly Threshold : float
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [MultiRaycastHistoricHitScore](#)₆₂₃

_focusedObject Field

VB

```
Private _focusedObject As ScoredObject
```

C#

```
private ScoredObject _focusedObject
```

[C++]

```
private ScoredObject _focusedObject
```

[JScript]

```
private _focusedObject : ScoredObject
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [MultiRaycastHistoricHitScore](#)₆₂₃

_layerMask Field

VB

```
Private _layerMask As Integer
```

C#

```
private int _layerMask
```

[C++]

```
private int _layerMask
```

[JScript]

```
private _layerMask : int
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [MultiRaycastHistoricHitScore](#)₆₂₃

_scoredObjects Field

VB

```
Private Shadows ReadOnly _scoredObjects As Dictionary(Of Integer, ScoredObject)
```

C#

```
new private readonly Dictionary<int, ScoredObject> _scoredObjects
```

[C++]

```
new private readonly Dictionary<int, ScoredObject> _scoredObjects
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [MultiRaycastHistoricHitScore](#)₆₂₃

PatternGenerator Class

[System.Object](#)

[Tobii.Gaming.Internal.PatternGenerator](#)

VB

```
Public Class PatternGenerator
```

C#

```
public static class PatternGenerator
```

[C++]

```
public static class PatternGenerator
```

[JScript]

```
public class PatternGenerator
```

Requirements

Namespace: [Tobii.Gaming.Internal](#)₅₅₈

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported)

not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[CreateCircleAroundCentralPoint](#)₆₄₁, [CreateCircularAreaUniformPattern](#)₆₄₂, [Equals](#) (inherited from [Object](#)), [Finalize](#) (inherited from [Object](#)), [GetHashCode](#) (inherited from [Object](#)), [GetType](#) (inherited from [Object](#)), [MemberwiseClone](#) (inherited from [Object](#)), [ReferenceEquals](#) (inherited from [Object](#)), [ToString](#) (inherited from [Object](#))

PatternGenerator.CreateCircleAroundCentralPoint Method

Creating a Circle Ray pattern arround the original Gaze Point

VB

```
Public Shared Function CreateCircleAroundCentralPoint( _
    ByVal centralPoint As Vector2, _
    ByVal camera As Camera, _
    ByVal numberOfPoints As Integer, _
    ByVal patternRadius As Single _
) As Ray()
```

C#

```
public static Ray[] CreateCircleAroundCentralPoint(
    Vector2 centralPoint,
    Camera camera,
    int numberOfPoints,
    float patternRadius
)
```

[C++]

```
public static Ray[] CreateCircleAroundCentralPoint(
    Vector2 centralPoint,
    Camera camera,
    int numberOfPoints,
    float patternRadius
)
```

[JScript]

```
public static function CreateCircleAroundCentralPoint(
    centralPoint : Vector2,
    camera : Camera,
    numberOfPoints : int,
    patternRadius : float
) : Ray[];
```

Parameters

centralPoint

camera

numberOfPoints

patternRadius

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [PatternGenerator](#)⁶⁴⁰

PatternGenerator.CreateCircularAreaUniformPattern Method

VB

```
Public Shared Function CreateCircularAreaUniformPattern( _
    ByVal centralPoint As Vector2, _
    ByVal radiusInScreenPixels As Integer, _
    ByVal numberOfPoints As Integer _
) As IEnumerable(Of Vector2)
```

C#

```
public static IEnumerable<Vector2> CreateCircularAreaUniformPattern(
    Vector2 centralPoint,
    int radiusInScreenPixels,
    int numberOfPoints
)
```

[C++]

```
public static IEnumerable<Vector2> CreateCircularAreaUniformPattern(
    Vector2 centralPoint,
    int radiusInScreenPixels,
    int numberOfPoints
)
```

[JScript]

JScript does not support generic types and methods.

Parameters

centralPoint

radiusInScreenPixels

numberOfPoints

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [PatternGenerator](#)⁶⁴⁰

ScoredObject Class

[System.Object](#)

[Tobii.Gaming.Internal.ScoredObject](#)

VB

```
Friend Class ScoredObject
```

C#

```
internal class ScoredObject
```

[C++]

```
internal class ScoredObject
```

[JScript]

```
internal class ScoredObject
```

Requirements

Namespace: [Tobii.Gaming.Internal](#)⁵⁵⁸

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Constructors

[ScoredObject](#)⁶⁴⁴

Properties

[GameObject](#)⁶⁴⁵

Methods

[AddHit](#)⁶⁴⁶, [Empty](#)⁶⁴⁷, [Equals](#)⁶⁴⁷, [Finalize](#) (inherited from [Object](#)), [GetHashCode](#) (inherited from [Object](#)),
[GetScore](#)⁶⁴⁸, [GetType](#) (inherited from [Object](#)), [IsRecentlyHit](#)⁶⁵⁰, [MemberwiseClone](#) (inherited from [Object](#)),
[PruneOldHits](#)⁶⁵¹, [ReferenceEquals](#) (inherited from [Object](#)), [ToString](#) (inherited from [Object](#))

Fields

[EmptyGameObject](#)⁶⁵², [_gainGazeDwellTime](#)⁶⁵³, [_hits](#)⁶⁵³, [_loseGazeDwellTime](#)⁶⁵⁴

ScoredObject Constructor

VB

```
Public Sub New(  
    ByVal gameObject As GameObject, _  
    Optional ByVal gainGazeDwellTime As Single = 0.05f, _  
    Optional ByVal loseGazeDwellTime As Single = 0.15f _  
)
```

C#

```
public ScoredObject(  
    GameObject gameObject,  
    float gainGazeDwellTime = 0.05f,  
    float loseGazeDwellTime = 0.15f  
)
```

[C++]

```
public ScoredObject(  
    GameObject gameObject,  
    float gainGazeDwellTime = 0.05f,  
    float loseGazeDwellTime = 0.15f  
)
```

[JScript]

```
public function ScoredObject(  
    gameObject : GameObject,  
    gainGazeDwellTime : float,  
    loseGazeDwellTime : float  
);
```

Parameters

gameObject

gainGazeDwellTime

loseGazeDwellTime

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ScoredObject](#)₆₄₃

ScoredObject.GameObject Property

VB

```
Public Property GameObject() As GameObject
    Get
        Private Set(ByVal Value As As GameObject)
```

C#

```
public GameObject GameObject {get; private set;}
```

[C++]

```
public GameObject GameObject {get; private set;}
```

[JScript]

```
public function get GameObject() : GameObject;
private function set GameObject(value : GameObject);
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ScoredObject](#)₆₄₃

ScoredObject.AddHit Method

VB

```
Public Sub AddHit( _  
    ByVal hitTimestamp As Single, _  
    ByVal deltaTime As Single _  
)
```

C#

```
public void AddHit(  
    float hitTimestamp,  
    float deltaTime  
)
```

[C++]

```
public void AddHit(  
    float hitTimestamp,  
    float deltaTime  
)
```

[JScript]

```
public function AddHit(  
    hitTimestamp : float,  
    deltaTime : float  
) ;
```

Parameters

hitTimestamp

deltaTime

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ScoredObject](#)₆₄₃

ScoredObject.Empty Method

VB

```
Public Shared Function Empty() As ScoredObject
```

C#

```
public static ScoredObject Empty()
```

[C++]

```
public static ScoredObject Empty()
```

[JScript]

```
public static function Empty() : ScoredObject;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ScoredObject](#)₆₄₃

ScoredObject.Equals Method

VB

```
Public Function Equals( _  
    ByVal otherObject As ScoredObject _  
) As Boolean
```

C#

```
public bool Equals(  
    ScoredObject otherObject  
)
```

[C++]

```
public bool Equals(  
    ScoredObject otherObject  
)
```

```
[JScript]
public function Equals(
    otherObject : ScoredObject
) : boolean;
```

Parameters

otherObject

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ScoredObject](#)₆₄₃

ScoredObject.GetScore Method

VB

```
Public Function GetScore() As Single
```

C#

```
public float GetScore()
```

```
[C++]
public float GetScore()
```

```
[JScript]
public function GetScore() : float;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ScoredObject](#)₆₄₃

ScoredObject.GetScore (Single, Single) Method

VB

```
Public Function GetScore( _  
    ByVal minimumTimestamp As Single, _  
    ByVal maximumTimestamp As Single _  
) As Single
```

C#

```
public float GetScore(  
    float minimumTimestamp,  
    float maximumTimestamp  
)
```

[C++]

```
public float GetScore(  
    float minimumTimestamp,  
    float maximumTimestamp  
)
```

[JScript]

```
public function GetScore(  
    minimumTimestamp : float,  
    maximumTimestamp : float  
) : float;
```

Parameters

minimumTimestamp

maximumTimestamp

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ScoredObject](#)₆₄₃

ScoredObject.IsRecentlyHit Method

VB

```
Public Function IsRecentlyHit() As Boolean
```

C#

```
public bool IsRecentlyHit()
```

[C++]

```
public bool IsRecentlyHit()
```

[JScript]

```
public function IsRecentlyHit() : boolean;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ScoredObject](#)₆₄₃

ScoredObject.IsRecentlyHit (Single, Single) Method

VB

```
Public Function IsRecentlyHit( _
    ByVal minimumTimestamp As Single, _
    ByVal maximumTimestamp As Single _ 
) As Boolean
```

C#

```
public bool IsRecentlyHit(
    float minimumTimestamp,
    float maximumTimestamp
)
```

[C++]

```
public bool IsRecentlyHit(
    float minimumTimestamp,
```

```
    float maximumTimestamp  
)
```

```
[JScript]  
public function IsRecentlyHit(  
    minimumTimestamp : float,  
    maximumTimestamp : float  
) : boolean;
```

Parameters

minimumTimestamp

maximumTimestamp

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ScoredObject](#)₆₄₃

ScoredObject.PruneOldHits Method

VB

```
Private Sub PruneOldHits( _  
    ByVal minimumTimestamp As Single _  
)
```

C#

```
private void PruneOldHits(  
    float minimumTimestamp  
)
```

```
[C++]  
private void PruneOldHits(  
    float minimumTimestamp  
)
```

```
[JScript]
private function PruneOldHits(
    minimumTimestamp : float
);
```

Parameters

minimumTimestamp

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ScoredObject](#)₆₄₃

EmptyGameObject Field

VB

```
Private Shared Shadows ReadOnly EmptyGameObject As GameObject
```

C#

```
new private static readonly GameObject EmptyGameObject
```

[C++]

```
new private static readonly GameObject EmptyGameObject
```

[JScript]

```
private static readonly EmptyGameObject : GameObject
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ScoredObject](#)₆₄₃

gainGazeDwellTime Field

VB

```
Private ReadOnly _gainGazeDwellTime As Single
```

C#

```
private readonly float _gainGazeDwellTime
```

[C++]

```
private readonly float _gainGazeDwellTime
```

[JScript]

```
private readonly _gainGazeDwellTime : float
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ScoredObject](#)₆₄₃

hits Field

VB

```
Private Shadows ReadOnly _hits As List(Of KeyValuePair(Of Single, Single))
```

C#

```
new private readonly List<KeyValuePair<float, float>> _hits
```

[C++]

```
new private readonly List<KeyValuePair<float, float>> _hits
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ScoredObject](#)₆₄₃

_loseGazeDwellTime Field

VB

```
Private ReadOnly _loseGazeDwellTime As Single
```

C#

```
private readonly float _loseGazeDwellTime
```

[C++]

```
private readonly float _loseGazeDwellTime
```

[JScript]

```
private readonly _loseGazeDwellTime : float
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ScoredObject](#)₆₄₃

SingleRayCastNoScore Class

[System.Object](#)

[Tobii.Gaming.Internal.SingleRayCastNoScore](#)

VB

```
Friend Class SingleRayCastNoScore
    Implements IScorer
```

C#

```
internal class SingleRayCastNoScore : IScorer
```

[C++]

```
internal class SingleRayCastNoScore : IScorer
```

[JScript]

```
internal class SingleRayCastNoScore  
    implements IScorer
```

Requirements

Namespace: [Tobii.Gaming.Internal](#)⁵⁵⁸

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Constructors

[SingleRayCastNoScore](#)⁶⁵⁵

Properties

[LayerMask](#)⁶⁵⁷, [MaximumDistance](#)⁶⁵⁸

Methods

[Equals](#) (inherited from [Object](#)), [Finalize](#) (inherited from [Object](#)), [GetFocusedObject](#)⁶⁵⁹, [GetHashCode](#) (inherited from [Object](#)), [GetObjectsInGaze](#)⁶⁶⁰, [GetType](#) (inherited from [Object](#)), [MemberwiseClone](#) (inherited from [Object](#)), [Reconfigure](#)⁶⁶¹, [ReferenceEquals](#) (inherited from [Object](#)), [RemoveObject](#)⁶⁶², [Reset](#)⁶⁶³, [ToString](#) (inherited from [Object](#))

Fields

[_layerMask](#)⁶⁶⁴

SingleRayCastNoScore Constructor

VB

```
Public Sub New()
```

C#

```
public SingleRayCastNoScore()
```

```
[C++]
public SingleRayCastNoScore()
```

```
[JScript]
public function SingleRayCastNoScore();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [SingleRayCastNoScore](#)₆₅₄

SingleRayCastNoScore(Single, Int32) Constructor

VB

```
Public Sub New(
    ByVal maximumDistance As Single, _
    ByVal LayerMask As Integer _
)
```

C#

```
public SingleRayCastNoScore(
    float maximumDistance,
    int LayerMask
)
```

```
[C++]
public SingleRayCastNoScore(
    float maximumDistance,
    int LayerMask
)
```

```
[JScript]
public function SingleRayCastNoScore(
    maximumDistance : float,
    LayerMask : int
);
```

Parameters

maximumDistance

layerMask

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [SingleRayCastNoScore](#)⁶⁵⁴

SingleRayCastNoScore.LayerMask Property

Layers to detect gaze focus on.

VB

```
Private Property LayerMask() As LayerMask
```

C#

```
private LayerMask LayerMask {get; set;}
```

[C++]

```
private LayerMask LayerMask {get; set;}
```

[JScript]

```
private function get LayerMask() : LayerMask;
private function set LayerMask(value : LayerMask);
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [SingleRayCastNoScore](#)⁶⁵⁴

SingleRayCastNoScore.MaximumDistance Property

Maximum distance to detect gaze focus within.

VB

```
Private Property MaximumDistance() As Single
```

C#

```
private float MaximumDistance {get; set;}
```

[C++]

```
private float MaximumDistance {get; set;}
```

[JScript]

```
private function get MaximumDistance() : float;
private function set MaximumDistance(value : float);
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [SingleRayCastNoScore](#)⁶⁵⁴

SingleRayCastNoScore.GetFocusedObject Method

Updates the internal score with no new gaze point data and returns the **GameObject** with gaze focus.

VB

```
Public Function GetFocusedObject() As FocusedObject Implements _
IScorer.GetFocusedObject
```

C#

```
public FocusedObject GetFocusedObject()
```

[C++]

```
public FocusedObject GetFocusedObject()
```

```
[JScript]
public function GetFocusedObject() : FocusedObject;
```

Returns

The **GameObject** with gaze focus if one found, null otherwise.

Implements

[IScorer.GetFocusedObject](#)⁷⁵⁷

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [SingleRayCastNoScore](#)⁶⁵⁴

SingleRayCastNoScore.GetFocusedObject (IEnumerable<GazePoint>, Camera) Method

Updates the internal score based on recent gaze point data and returns the **GameObject** with gaze focus.

VB

```
Public Function GetFocusedObject( _
    ByVal LastGazePoints As IEnumerable(Of GazePoint), _
    ByVal camera As Camera _
) As FocusedObject Implements _
    IScorer.GetFocusedObject
```

C#

```
public FocusedObject GetFocusedObject(
    IEnumerable<GazePoint> LastGazePoints,
    Camera camera
)
```

```
[C++]
public FocusedObject GetFocusedObject(
    IEnumerable<GazePoint> LastGazePoints,
    Camera camera
)
```

[JScript]

JScript does not support generic types and methods.

Parameters*lastGazePoints*

The most recent gaze point data.

camera

The camera that defines the user's current view point.

Returns

The **GameObject** with gaze focus if one found, null otherwise.

Implements[IScorer.GetFocusedObject](#)₇₅₇**Requirements**

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [SingleRayCastNoScore](#)₆₅₄

SingleRayCastNoScore.GetObjectsInGaze Method

Updates the internal score based on recent gaze point data and returns a list of **GameObject** within gaze.

VB

```
Public Function GetObjectsInGaze( _
    ByVal LastGazePoints As IEnumerable(Of GazePoint), _
    ByVal camera As Camera
) As IEnumerable(Of GameObject) Implements _
    IScorer.GetObjectsInGaze
```

C#

```
public IEnumerable<GameObject> GetObjectsInGaze(
    IEnumerable<GazePoint> LastGazePoints,
    Camera camera
)
```

[C++]

```
public IEnumerable<GameObject> GetObjectsInGaze(
```

```
IEnumerable<GazePoint> LastGazePoints,
Camera camera
)
```

[JScript]
JScript does not support generic types and methods.

Parameters

lastGazePoints

The most recent gaze point data.

camera

The camera that defines the user's current view point.

Implements

[IScorer.GetObjectsInGaze](#)⁷⁵⁸

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [SingleRayCastNoScore](#)⁶⁵⁴

SingleRayCastNoScore.Reconfigure Method

Reconfigure the gaze focus settings used.

VB

```
Public Sub Reconfigure( _
    ByVal maximumDistance As Single, _
    ByVal LayerMask As Integer _
) Implements _
    IScorer.Reconfigure
```

C#

```
public void Reconfigure(
    float maximumDistance,
    int LayerMask
)
```

[C++]

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```
public void Reconfigure(
    float maximumDistance,
    int LayerMask
)
```

```
[JScript]
public function Reconfigure(
    maximumDistance : float,
    layerMask : int
);
```

Parameters

maximumDistance

The maximum distance to detect gaze focus on.

layerMask

Layers to detect gaze focus on.

Implements

[IScorer.Reconfigure](#)₇₅₉

Remarks

Calling this method will clear all scoring history.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [SingleRayCastNoScore](#)₆₅₄

SingleRayCastNoScore.RemoveObject Method

Remove **GameObject** that is no longer gaze focusable.

VB

```
Public Sub RemoveObject(
    ByVal gameObject As GameObject _
) Implements _
    IScorer.RemoveObject
```

C#

```
public void RemoveObject(
    GameObject gameObject
```

```
)
```

```
[C++]
public void RemoveObject(
    GameObject gameObject
)
```

```
[JScript]
public function RemoveObject(
    gameObject : GameObject
);
```

Parameters

gameObject

Object to remove.

Implements

[IScorer.RemoveObject](#)₇₆₀

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [SingleRayCastNoScore](#)₆₅₄

SingleRayCastNoScore.Reset Method

Clear all scoring history.

VB

```
Public Sub Reset() Implements _
    IScorer.Reset
```

C#

```
public void Reset()
```

```
[C++]
public void Reset()
```

```
[JScript]
public function Reset();
```

Implements

[IScorer.Reset](#)⁷⁶¹

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [SingleRayCastNoScore](#)⁶⁵⁴

layerMask Field

VB

```
Private _layerMask As Integer
```

C#

```
private int _layerMask
```

```
[C++]
private int _layerMask
```

```
[JScript]
private _layerMask : int
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [SingleRayCastNoScore](#)⁶⁵⁴

SingleRaycastHistoricHitScore Class

[System.Object](#)

[Tobii.Gaming.Internal.SingleRaycastHistoricHitScore](#)

VB

```
Friend Class SingleRaycastHistoricHitScore
    Implements IScorer
```

C#

```
internal class SingleRaycastHistoricHitScore : IScorer
```

[C++]

```
internal class SingleRaycastHistoricHitScore : IScorer
```

[JScript]

```
internal class SingleRaycastHistoricHitScore
    implements IScorer
```

Requirements

Namespace: [Tobii.Gaming.Internal](#)⁵⁵⁸

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Constructors

[SingleRaycastHistoricHitScore](#)⁶⁶⁶

Properties

[FocusedGameObject](#)⁶⁶⁶, [LayerMask](#)⁶⁶⁷, [MaximumDistance](#)⁶⁶⁷

Methods

[ClearFocusedObjectIfOld](#)⁶⁶⁸, [Equals](#) (inherited from [Object](#)), [Finalize](#) (inherited from [Object](#)), [FindFocusChallenger](#)⁶⁶⁹, [FindObjectInGaze](#)⁶⁶⁹, [GetFocusedObject](#)⁶⁷¹, [GetHashCode](#) (inherited from [Object](#)), [GetObjectsInGaze](#)⁶⁷², [GetType](#) (inherited from [Object](#)), [MemberwiseClone](#) (inherited from [Object](#)), [Reconfigure](#)⁶⁷³, [ReferenceEquals](#) (inherited from [Object](#)), [RemoveObject](#)⁶⁷⁴, [Reset](#)⁶⁷⁵, [ToString](#) (inherited from [Object](#)), [UpdateFocusConfidenceScore](#)⁶⁷⁶

Fields

[GainGazeDwellTime](#)⁶⁷⁷, [LoseGazeDwellTime](#)⁶⁷⁷, [Threshold](#)⁶⁷⁸, [_focusedObject](#)⁶⁷⁹, [_layerMask](#)⁶⁷⁹, [_scoredObjects](#)⁶⁸⁰

SingleRaycastHistoricHitScore Constructor

VB

```
Public Sub New()
```

C#

```
public SingleRaycastHistoricHitScore()
```

[C++]

```
public SingleRaycastHistoricHitScore()
```

[JScript]

```
public function SingleRaycastHistoricHitScore();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [SingleRaycastHistoricHitScore](#)⁶⁶⁵

SingleRaycastHistoricHitScore.FocusedGameObject Property

VB

```
Private ReadOnly Property FocusedGameObject() As FocusedObject
```

C#

```
private FocusedObject FocusedGameObject {get;}
```

[C++]

```
private FocusedObject FocusedGameObject {get;}
```

[JScript]

```
private function get FocusedGameObject() : FocusedObject;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [SingleRaycastHistoricHitScore](#)₆₆₅

SingleRaycastHistoricHitScore.LayerMask Property

Layers to detect gaze focus on.

VB

```
Private Property LayerMask() As LayerMask
```

C#

```
private LayerMask LayerMask {get; set;}
```

[C++]

```
private LayerMask LayerMask {get; set;}
```

[JScript]

```
private function get LayerMask() : LayerMask;  
private function set LayerMask(value : LayerMask);
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [SingleRaycastHistoricHitScore](#)₆₆₅

SingleRaycastHistoricHitScore.MaximumDistance Property

Maximum distance to detect gaze focus within.

VB

```
Private Property MaximumDistance() As Single
```

C#

```
private float MaximumDistance {get; set;}
```

[C++]

```
private float MaximumDistance {get; set;}
```

[JScript]

```
private function get MaximumDistance() : float;  
private function set MaximumDistance(value : float);
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [SingleRaycastHistoricHitScore](#)⁶⁶⁵

SingleRaycastHistoricHitScore.ClearFocusedObjectIfOld Method

VB

```
Private Sub ClearFocusedObjectIfOld()
```

C#

```
private void ClearFocusedObjectIfOld()
```

[C++]

```
private void ClearFocusedObjectIfOld()
```

[JScript]

```
private function ClearFocusedObjectIfOld();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported)

not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [SingleRaycastHistoricHitScore](#)₆₆₅

SingleRaycastHistoricHitScore.FindFocusChallenger Method

VB

```
Private Function FindFocusChallenger() As ScoredObject
```

C#

```
private ScoredObject FindFocusChallenger()
```

[C++]

```
private ScoredObject FindFocusChallenger()
```

[JScript]

```
private function FindFocusChallenger() : ScoredObject;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [SingleRaycastHistoricHitScore](#)₆₆₅

SingleRaycastHistoricHitScore.FindObjectsInGaze Method

VB

```
Private Function FindObjectsInGaze( _
    ByVal gazePoints As IEnumerable(Of GazePoint), _
    ByVal camera As Camera _
) As IEnumerable(Of GameObject)
```

C#

```
private IEnumerable<GameObject> FindObjectsInGaze(
    IEnumerable<GazePoint> gazePoints,
```

```
) Camera camera
```

```
[C++]
private IEnumerable<GameObject> FindObjectsInGaze(
    IEnumerable<GazePoint> gazePoints,
    Camera camera
)
```

```
[JScript]
JScript does not support generic types and methods.
```

Parameters

gazePoints

camera

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [SingleRaycastHistoricHitScore](#)⁶⁶⁵

SingleRaycastHistoricHitScore.GetFocusedObject Method

Updates the internal score with no new gaze point data and returns the **GameObject** with gaze focus.

VB

```
Public Function GetFocusedObject() As FocusedObject Implements _
    IScorer.GetFocusedObject
```

C#

```
public FocusedObject GetFocusedObject()
```

```
[C++]
public FocusedObject GetFocusedObject()
```

```
[JScript]
public function GetFocusedObject() : FocusedObject;
```

Returns

The **GameObject** with gaze focus if one found, null otherwise.

Implements

[IScorer.GetFocusedObject](#)⁷⁵⁷

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [SingleRaycastHistoricHitScore](#)⁶⁶⁵

SingleRaycastHistoricHitScore.GetFocusedObject

(IEnumerable<GazePoint>, Camera) Method

Updates the internal score based on recent gaze point data and returns the **GameObject** with gaze focus.

VB

```
Public Function GetFocusedObject( _
    ByVal LastGazePoints As IEnumerable(Of GazePoint), _
    ByVal camera As Camera _
) As FocusedObject Implements _
    IScorer.GetFocusedObject
```

C#

```
public FocusedObject GetFocusedObject(
    IEnumerable<GazePoint> LastGazePoints,
    Camera camera
)
```

```
[C++]
public FocusedObject GetFocusedObject(
    IEnumerable<GazePoint> LastGazePoints,
    Camera camera
)
```

[JScript]

JScript does not support generic types and methods.

Parameters*lastGazePoints*

The most recent gaze point data.

camera

The camera that defines the user's current view point.

Returns

The **GameObject** with gaze focus if one found, null otherwise.

Implements[IScorer.GetFocusedObject](#)₇₅₇**Requirements**

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [SingleRaycastHistoricHitScore](#)₆₆₅

SingleRaycastHistoricHitScore.GetObjectsInGaze Method

Updates the internal score based on recent gaze point data and returns a list of **GameObject** within gaze.

VB

```
Public Function GetObjectsInGaze( _
    ByVal LastGazePoints As IEnumerable(Of GazePoint), _
    ByVal camera As Camera
) As IEnumerable(Of GameObject) Implements _
    IScorer.GetObjectsInGaze
```

C#

```
public IEnumerable<GameObject> GetObjectsInGaze(
    IEnumerable<GazePoint> LastGazePoints,
    Camera camera
)
```

[C++]

```
public IEnumerable<GameObject> GetObjectsInGaze(
```

```
IEnumerable<GazePoint> LastGazePoints,
Camera camera
)
```

[JScript]
JScript does not support generic types and methods.

Parameters

lastGazePoints

The most recent gaze point data.

camera

The camera that defines the user's current view point.

Implements

[IScorer.GetObjectsInGaze](#)⁷⁵⁸

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [SingleRaycastHistoricHitScore](#)⁶⁶⁵

SingleRaycastHistoricHitScore.Reconfigure Method

Reconfigure the gaze focus settings used.

VB

```
Public Sub Reconfigure( _
    ByVal maximumDistance As Single, _
    ByVal LayerMask As Integer _
) Implements _
    IScorer.Reconfigure
```

C#

```
public void Reconfigure(
    float maximumDistance,
    int LayerMask
)
```

[C++]

```
public void Reconfigure(
    float maximumDistance,
    int LayerMask
)
```

```
[JScript]
public function Reconfigure(
    maximumDistance : float,
    layerMask : int
);
```

Parameters

maximumDistance

The maximum distance to detect gaze focus on.

layerMask

Layers to detect gaze focus on.

Implements

[IScorer.Reconfigure](#)₇₅₉

Remarks

Calling this method will clear all scoring history.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [SingleRaycastHistoricHitScore](#)₆₆₅

SingleRaycastHistoricHitScore.RemoveObject Method

Remove **GameObject** that is no longer gaze focusable.

VB

```
Public Sub RemoveObject(
    ByVal gameObject As GameObject
) Implements
    IScorer.RemoveObject
```

C#

```
public void RemoveObject(
    GameObject gameObject
```

```
)
```

```
[C++]
public void RemoveObject(
    GameObject gameObject
)
```

```
[JScript]
public function RemoveObject(
    gameObject : GameObject
);
```

Parameters

gameObject

Object to remove.

Implements

[IScorer.RemoveObject](#)₇₆₀

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [SingleRaycastHistoricHitScore](#)₆₆₅

SingleRaycastHistoricHitScore.Reset Method

Clear all scoring history.

VB

```
Public Sub Reset() Implements _
    IScorer.Reset
```

C#

```
public void Reset()
```

```
[C++]
public void Reset()
```

[**JScript**]
 public function Reset();

Implements

[IScorer.Reset](#)⁷⁶¹

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [SingleRaycastHistoricHitScore](#)⁶⁶⁵

SingleRaycastHistoricHitScore.UpdateFocusConfidenceScore Method

VB

```
Private Sub UpdateFocusConfidenceScore(  
    ByVal objectsInGaze As IEnumerable(Of GameObject) _  
)
```

C#

```
private void UpdateFocusConfidenceScore(  
    IEnumerable<GameObject> objectsInGaze  
)
```

[C++]

```
private void UpdateFocusConfidenceScore(  
    IEnumerable<GameObject> objectsInGaze  
)
```

[**JScript**]
 JScript does not support generic types and methods.

Parameters

objectsInGaze

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role

not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [SingleRaycastHistoricHitScore](#)₆₆₅

GainGazeDwellTime Field

VB

```
Private Shared ReadOnly GainGazeDwellTime As Single
```

C#

```
private static readonly float GainGazeDwellTime
```

[C++]

```
private static readonly float GainGazeDwellTime
```

[JScript]

```
private static readonly GainGazeDwellTime : float
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [SingleRaycastHistoricHitScore](#)₆₆₅

LoseGazeDwellTime Field

VB

```
Private Shared ReadOnly LoseGazeDwellTime As Single
```

C#

```
private static readonly float LoseGazeDwellTime
```

[C++]

```
private static readonly float LoseGazeDwellTime
```

[JScript]

```
private static readonly LoseGazeDwellTime : float
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [SingleRaycastHistoricHitScore](#)⁶⁶⁵

Threshold Field

VB

```
Private Shared ReadOnly Threshold As Single
```

C#

```
private static readonly float Threshold
```

[C++]

```
private static readonly float Threshold
```

[JScript]

```
private static readonly Threshold : float
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [SingleRaycastHistoricHitScore](#)⁶⁶⁵

focusedObject Field

VB

```
Private _focusedObject As ScoredObject
```

C#

```
private ScoredObject _focusedObject
```

[C++]

```
private ScoredObject _focusedObject
```

[JScript]

```
private _focusedObject : ScoredObject
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [SingleRaycastHistoricHitScore](#)⁶⁶⁵

layerMask Field

VB

```
Private _layerMask As Integer
```

C#

```
private int _layerMask
```

[C++]

```
private int _layerMask
```

[JScript]

```
private _layerMask : int
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [SingleRaycastHistoricHitScore](#)₆₆₅

_scoredObjects Field

VB

```
Private Shadows ReadOnly _scoredObjects As Dictionary(Of Integer, ScoredObject)
```

C#

```
new private readonly Dictionary<int, ScoredObject> _scoredObjects
```

[C++]

```
new private readonly Dictionary<int, ScoredObject> _scoredObjects
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [SingleRaycastHistoricHitScore](#)₆₆₅

StateValue<T> Class

Holds an engine state value and a flag indicating the validity of the value.

[System.Object](#)

[System.EventArgs](#)

[Tobii.Gaming.Internal.StateValue<T>](#)

VB

```
Friend NotInheritable Class StateValue(Of _  
    T)  
    Inherits EventArgs  
    Implements IStateValue(Of T)
```

C#

```
internal sealed class StateValue<T> : EventArgs,  
    IStateValue<T>
```

[C++]

```
internal sealed class StateValue<T> : EventArgs,  
    IStateValue<T>
```

[JScript]

JScript does not support generic types and methods.

Type Parameters

T

Data type of the engine state.

Requirements

Namespace: [Tobii.Gaming.Internal](#)⁵⁵⁸

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Constructors

[StateValue<T>](#)⁶⁸²

Properties

[Invalid](#)⁶⁸³, [IsValid](#)⁶⁸⁴, [Value](#)⁶⁸⁴

Methods

[Equals](#) (inherited from [Object](#)), [Finalize](#) (inherited from [Object](#)), [GetHashCode](#) (inherited from [Object](#)), [GetType](#) (inherited from [Object](#)), [MemberwiseClone](#) (inherited from [Object](#)), [ReferenceEquals](#) (inherited from [Object](#)), [ToString](#)⁶⁸⁵

StateValue<T> Constructor

VB**681**

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```
Private Sub New()
```

C#

```
private StateValue()
```

[C++]

```
private StateValue()
```

[JScript]

```
private function StateValue();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [StateValue<T>](#)₆₈₀

StateValue<T>(T) Constructor

Initializes a new instance of the [StateValue<T>](#) class.

VB

```
Public Sub New( _  
    ByVal value As T _  
)
```

C#

```
public StateValue(  
    T value  
)
```

[C++]

```
public StateValue(  
    T value  
)
```

```
[JScript]
public function StateValue(
    value : T
);
```

Parameters

value

The state handler.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [StateValue<T>](#)₆₈₀

StateValue<T>.Invalid Property

Gets a value representing an invalid state value.

VB

```
Public ReadOnly Shared Property Invalid() As StateValue(Of T)
```

C#

```
public static StateValue<T> Invalid {get;}
```

[C++]

```
public static StateValue<T> Invalid {get;}
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [StateValue<T>](#)₆₈₀

StateValue<T>.IsValid Property

Gets a value indicating whether the state value is valid. The state will always be unknown when disconnected from Tobii Engine.

VB

```
Public Property IsValid() As Boolean Implements _
  IStateValue.IsValid
  Get
    Private Set(ByVal Value As Boolean)
```

C#

```
public bool IsValid {get; private set;}
```

[C++]

```
public bool IsValid {get; private set;}
```

[JScript]

```
public function get IsValid() : boolean;
private function set IsValid(value : boolean);
```

Implements

[IStateValue.IsValid](#)₇₆₃

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [StateValue<T>](#)₆₈₀

StateValue<T>.Value Property

Gets the state value.

VB

```
Public Property Value() As T Implements _
  IStateValue.Value
  Get
```

```
Private Set(ByName Value As T)
```

C#

```
public T Value {get; private set;}
```

[C++]

```
public T Value {get; private set;}
```

[JScript]

```
public function get Value() : T;  
private function set Value(value : T);
```

Implements

[IStateValue.Value](#)₇₆₃

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [StateValue<T>](#)₆₈₀

StateValue<T>.ToString Method

Returns a string that represents the current object.

VB

```
Public Overrides Function ToString() As String
```

C#

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

[C++]

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

```
[JScript]
public function ToString() : String;
```

Returns

A string that represents the current object.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [StateValue<T>](#)₆₈₀

TobiiEulaFile Class

[System.Object](#)

Tobii.Gaming.Internal.TobiiEulaFile

VB

```
Public Class TobiiEulaFile
```

C#

```
public static class TobiiEulaFile
```

```
[C++]
public static class TobiiEulaFile
```

```
[JScript]
public class TobiiEulaFile
```

Requirements

Namespace: [Tobii.Gaming.Internal](#)₅₅₈

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Methods

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[Equals](#) (inherited from [Object](#)), [Finalize](#) (inherited from [Object](#)), [GetHashCode](#) (inherited from [Object](#)), [GetType](#) (inherited from [Object](#)), [Initialize](#)₆₈₇, [IsEulaAccepted](#)₆₈₇, [MemberwiseClone](#) (inherited from [Object](#)), [ReferenceEquals](#) (inherited from [Object](#)), [SetEulaAccepted](#)₆₈₈, [ToString](#) (inherited from [Object](#))

Fields

[DirectoryPath](#)₆₈₉, [FilePath](#)₆₈₉, [ResourcePath](#)₆₉₀, [_eulaAccepted](#)₆₉₀

TobiiEulaFile.Initialize Method

VB

```
Public Shared Sub Initialize()
```

C#

```
public static void Initialize()
```

[C++]

```
public static void Initialize()
```

[JScript]

```
public static function Initialize();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiEulaFile](#)₆₈₆

TobiiEulaFile.IsEulaAccepted Method

VB

```
Public Shared Function IsEulaAccepted() As Boolean
```

C#

```
public static bool IsEulaAccepted()
```

```
[C++]
public static bool IsEulaAccepted()
```

```
[JScript]
public static function IsEulaAccepted() : boolean;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiEulaFile](#)₆₈₆

TobiiEulaFile.SetEulaAccepted Method

VB

```
Public Shared Sub SetEulaAccepted()
```

C#

```
public static void SetEulaAccepted()
```

```
[C++]
public static void SetEulaAccepted()
```

```
[JScript]
public static function SetEulaAccepted();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiEulaFile](#)₆₈₆

DirectoryPath Field

VB

```
Private Shared ReadOnly DirectoryPath As String
```

C#

```
private static readonly string DirectoryPath
```

[C++]

```
private static readonly string DirectoryPath
```

[JScript]

```
private static readonly DirectoryPath : String
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiEulaFile](#)₆₈₆

FilePath Field

VB

```
Private Shared ReadOnly FilePath As String
```

C#

```
private static readonly string FilePath
```

[C++]

```
private static readonly string FilePath
```

[JScript]

```
private static readonly FilePath : String
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiEulaFile](#)₆₈₆

_eulaAccepted Field

VB

```
Private Shared _eulaAccepted As Boolean
```

C#

```
private static bool _eulaAccepted
```

[C++]

```
private static bool _eulaAccepted
```

[JScript]

```
private static _eulaAccepted : boolean
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiEulaFile](#)₆₈₆

ResourcePath Field

VB

```
Private Const ResourcePath As String = "TobiiSDKEulaAccepted"
```

C#

```
private const string ResourcePath = @"TobiiSDKEulaAccepted"
```

[C++]

```
private const string ResourcePath = @"TobiiSDKEulaAccepted"
```

[JScript]

```
private const ResourcePath : String = "TobiiSDKEulaAccepted"
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiEulaFile](#)⁶⁸⁶

TobiiHost Class

[System.Object](#)

Error! Hyperlink reference not valid.

[Tobii.Gaming.Internal.TobiiHost](#)

VB

```
Friend Class TobiiHost
    Inherits MonoBehaviour
    Implements ITobiiHost
```

C#

```
internal class TobiiHost : MonoBehaviour,
    ITobiiHost
```

[C++]

```
internal class TobiiHost : MonoBehaviour,
    ITobiiHost
```

[JScript]

```
internal class TobiiHost  
    extends MonoBehaviour  
    implements ITobiiHost
```

Requirements

Namespace:Tobii.Gaming.Internal 558

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Properties

Methods

`Awake`₆₉₇, **Error! Hyperlink reference not valid.** (inherited from `Component`), **Error! Hyperlink reference not valid.** (inherited from `MonoBehaviour`), **Error! Hyperlink reference not valid.** (inherited from `Component`), `CreateEditorScreenHelper`₆₉₇, **Error! Hyperlink reference not valid.** (inherited from `Object`), **Error! Hyperlink reference not valid.** (inherited from `Object`), **Error! Hyperlink reference not valid.** (inherited from `Object`), `Disconnect`₆₉₈, `DoEndOfFrameCleanup`₆₉₈, **Error! Hyperlink reference not valid.** (inherited from `Object`), **Error! Hyperlink reference not valid.** (inherited from `Object`), `Finalize` (inherited from `Object`), **Error! Hyperlink reference not valid.** (inherited from `Component`), **Error! Hyperlink reference not valid.** (inherited from `Component`), **Error! Hyperlink reference not valid.** (inherited from `Component`), **Error! Hyperlink reference not valid.** (inherited from `Component`)

not valid. (inherited from [Component](#)), **Error! Hyperlink reference not valid.** (inherited from [Component](#)), **Error! Hyperlink reference not valid.** (inherited from [Component](#)), [GetGazePointDataProvider](#)₆₉₉, **Error!** **Hyperlink reference not valid.** (inherited from [Object](#)), [GetHeadPoseDataProvider](#)₇₀₀, [GetInstance](#)₇₀₁, **Error! Hyperlink reference not valid.** (inherited from [Object](#)), [GetType](#) (inherited from [Object](#)), **Error!** **Hyperlink reference not valid.** (inherited from [Object](#)), **Error! Hyperlink reference not valid.** (inherited from [MonoBehaviour](#)), **Error! Hyperlink reference not valid.** (inherited from [MonoBehaviour](#)), **Error! Hyperlink reference not valid.** (inherited from [MonoBehaviour](#)), **MemberwiseClone** (inherited from [Object](#)), [OnApplicationQuit](#)₇₀₁, [OnDestroy](#)₇₀₂, [ReferenceEquals](#) (inherited from [Object](#)), **Error! Hyperlink reference not valid.** (inherited from [Component](#)), **Error! Hyperlink reference not valid.** (inherited from [Component](#)), [Shutdown](#)₇₀₂, **Error! Hyperlink reference not valid.** (inherited from [MonoBehaviour](#)), **Error! Hyperlink reference not valid.** (inherited from [MonoBehaviour](#)), **Error! Hyperlink reference not valid.** (inherited from [MonoBehaviour](#)), [SyncData](#)₇₀₃, **Error!** **Hyperlink reference not valid.** (inherited from [Object](#)), [Update](#)₇₀₄, **Error! Hyperlink reference not valid.** (inherited from [MonoBehaviour](#))

Fields

[HasDisplayedEulaError](#)₇₀₄, [_gameViewBoundsProvider](#)₇₀₅, [_gameViewInfo](#)₇₀₆, [_gazeFocus](#)₇₀₆, [_gazePointDataProvider](#)₇₀₇, [_headPoseDataProvider](#)₇₀₇, [_instance](#)₇₀₈, [_isConnected](#)₇₀₉, [_isShuttingDown](#)₇₀₉, [_updatedInFrame](#)₇₁₀

TobiiHost.DisplayInfo Property

Gets information about the eye-tracked display monitor.

VB

```
Public ReadOnly Property DisplayInfo() As DisplayInfo Implements ITobiiHost.DisplayInfo
```

C#

```
public DisplayInfo DisplayInfo {get;}
```

[C++]

```
public DisplayInfo DisplayInfo {get;}
```

[JScript]

```
public function get DisplayInfo() : DisplayInfo;
```

Implements

[ITobiiHost.DisplayInfo](#)₇₆₇

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiHost](#)₆₉₁

TobiiHost.GameViewInfo Property

Gets information about the Game View window.

VB

```
Public ReadOnly Property GameViewInfo() As GameViewInfo Implements _  
    ITobiiHost.GameViewInfo
```

C#

```
public GameViewInfo GameViewInfo {get;}
```

[C++]

```
public GameViewInfo GameViewInfo {get;}
```

[JScript]

```
public function get GameViewInfo() : GameViewInfo;
```

Implements

[ITobiiHost.GameViewInfo](#)₇₆₈

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiHost](#)₆₉₁

TobiiHost.GazeFocus Property

Gets the GazeFocus handler.

VB

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```
Public ReadOnly Property GazeFocus() As IGazeFocus Implements _  
    ITobiiHost.GazeFocus
```

C#

```
public IGazeFocus GazeFocus {get;}
```

[C++]

```
public IGazeFocus GazeFocus {get;}
```

[JScript]

```
public function get GazeFocus() : IGazeFocus;
```

Implements

[ITobiiHost.GazeFocus](#)⁷⁶⁹

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiHost](#)⁶⁹¹

TobiiHost.IsInitialized Property

Returns a value indicating whether the host has been initialized.

VB

```
Public ReadOnly Property IsInitialized() As Boolean Implements _  
    ITobiiHost.IsInitialized
```

C#

```
public bool IsInitialized {get;}
```

[C++]

```
public bool IsInitialized {get;}
```

```
[JScript]
public function get IsInitialized() : boolean;
```

Implements

[ITobiiHost.IsInitialized](#)₇₆₉

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiHost](#)₆₉₁

TobiiHost.UserPresence Property

Gets the engine state: User presence.

VB

```
Public ReadOnly Property UserPresence() As UserPresence Implements _
ITobiiHost.UserPresence
```

C#

```
public UserPresence UserPresence {get;}
```

```
[C++]
public UserPresence UserPresence {get;}
```

```
[JScript]
public function get UserPresence() : UserPresence;
```

Implements

[ITobiiHost.UserPresence](#)₇₇₀

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiHost](#)₆₉₁

TobiiHost.Awake Method

VB

```
Private Sub Awake()
```

C#

```
private void Awake()
```

[C++]

```
private void Awake()
```

[JScript]

```
private function Awake();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiHost](#)₆₉₁

TobiiHost.CreateEditorScreenHelper Method

VB

```
Private Shared Function CreateEditorScreenHelper() As GameViewBoundsProvider
```

C#

```
private static GameViewBoundsProvider CreateEditorScreenHelper()
```

[C++]

```
private static GameViewBoundsProvider CreateEditorScreenHelper()
```

[**JScript**]

```
private static function CreateEditorScreenHelper() : GameViewBoundsProvider;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiHost](#)₆₉₁

TobiiHost.Disconnect Method

VB

```
Private Sub Disconnect()
```

C#

```
private void Disconnect()
```

[**C++**]

```
private void Disconnect()
```

[**JScript**]

```
private function Disconnect();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiHost](#)₆₉₁

TobiiHost.DoEndOfFrameCleanup Method

VB

```
Private Function DoEndOfFrameCleanup() As IEnum
```

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C#

```
private IEnumerator DoEndOfFrameCleanup()
```

[C++]

```
private IEnumerator DoEndOfFrameCleanup()
```

[JScript]

```
private function DoEndOfFrameCleanup() : IEnumerator;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiHost](#)₆₉₁

TobiiHost.GetGazePointDataProvider Method

Gets a provider of gaze point data using default data processing.

VB

```
Public Function GetGazePointDataProvider() As IDataProvider(Of GazePoint)
Implements
    ITobiHost.GetGazePointDataProvider
```

C#

```
public IDataProvider<GazePoint> GetGazePointDataProvider()
```

[C++]

```
public IDataProvider<GazePoint> GetGazePointDataProvider()
```

[JScript]

JScript does not support generic types and methods.

Returns

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The data provider.

Implements

[ITobiiHost.GetGazePointDataProvider](#)⁷⁷¹

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiHost](#)⁶⁹¹

TobiiHost.GetHeadPoseDataProvider Method

Gets a provider of head pose data. See [IDataProvider<T>](#).

VB

```
Public Function GetHeadPoseDataProvider() As IDataProvider(Of HeadPose)
Implements
ITobiiHost.GetHeadPoseDataProvider
```

C#

```
public IDataProvider<HeadPose> GetHeadPoseDataProvider()
```

[C++]

```
public IDataProvider<HeadPose> GetHeadPoseDataProvider()
```

[JScript]

JScript does not support generic types and methods.

Returns

The data provider.

Implements

[ITobiiHost.GetHeadPoseDataProvider](#)⁷⁷¹

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiHost](#)₆₉₁

TobiiHost.GetInstance Method

VB

```
Public Shared Function GetInstance() As ITobiiHost
```

C#

```
public static ITobiiHost GetInstance()
```

[C++]

```
public static ITobiiHost GetInstance()
```

[JScript]

```
public static function GetInstance() : ITobiiHost;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiHost](#)₆₉₁

TobiiHost.OnApplicationQuit Method

VB

```
Private Sub OnApplicationQuit()
```

C#

```
private void OnApplicationQuit()
```

[C++]

```
private void OnApplicationQuit()
```

```
[JScript]
private function OnApplicationQuit();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiHost](#)₆₉₁

TobiiHost.OnDestroy Method

VB

```
Private Sub OnDestroy()
```

C#

```
private void OnDestroy()
```

```
[C++]
private void OnDestroy()
```

```
[JScript]
private function OnDestroy();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiHost](#)₆₉₁

TobiiHost.Shutdown Method

Shuts down the host.

VB

```
Public Sub Shutdown() Implements _  
    ITobiiHost.Shutdown
```

C#

```
public void Shutdown()
```

[C++]

```
public void Shutdown()
```

[JScript]

```
public function Shutdown();
```

Implements

[ITobiiHost.Shutdown](#)₇₇₂

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiHost](#)₆₉₁

TobiiHost.SyncData Method

VB

```
Private Sub SyncData()
```

C#

```
private void SyncData()
```

[C++]

```
private void SyncData()
```

[JScript]

```
private function SyncData();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiHost](#)₆₉₁

TobiiHost.Update Method

VB

```
Private Sub Update()
```

C#

```
private void Update()
```

[C++]

```
private void Update()
```

[JScript]

```
private function Update();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiHost](#)₆₉₁

HasDisplayedEulaError Field

VB

```
Private Shared HasDisplayedEulaError As Boolean
```

C#

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```
private static bool HasDisplayedEulaError
```

[C++]

```
private static bool HasDisplayedEulaError
```

[JScript]

```
private static HasDisplayedEulaError : boolean
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiHost](#)₆₉₁

gameViewBoundsProvider Field

VB

```
Private _gameViewBoundsProvider As GameViewBoundsProvider
```

C#

```
private GameViewBoundsProvider _gameViewBoundsProvider
```

[C++]

```
private GameViewBoundsProvider _gameViewBoundsProvider
```

[JScript]

```
private _gameViewBoundsProvider : GameViewBoundsProvider
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiHost](#)₆₉₁

gameViewInfo Field

VB

```
Private _gameViewInfo As GameViewInfo
```

C#

```
private GameViewInfo _gameViewInfo
```

[C++]

```
private GameViewInfo _gameViewInfo
```

[JScript]

```
private _gameViewInfo : GameViewInfo
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiHost](#)₆₉₁

gazeFocus Field

VB

```
Private _gazeFocus As GazeFocus
```

C#

```
private GazeFocus _gazeFocus
```

[C++]

```
private GazeFocus _gazeFocus
```

[**JScript**]
 private _gazeFocus : GazeFocus

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiHost](#)₆₉₁

gazePointDataProvider Field

VB

```
Private _gazePointDataProvider As GazePointDataProvider
```

C#

```
private GazePointDataProvider _gazePointDataProvider
```

[**C++**]
 private GazePointDataProvider _gazePointDataProvider

[**JScript**]
 private _gazePointDataProvider : GazePointDataProvider

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiHost](#)₆₉₁

headPoseDataProvider Field

VB

```
Private _headPoseDataProvider As HeadPoseDataProvider
```

C#

```
private HeadPoseDataProvider _headPoseDataProvider
```

[C++]

```
private HeadPoseDataProvider _headPoseDataProvider
```

[JScript]

```
private _headPoseDataProvider : HeadPoseDataProvider
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiHost](#)₆₉₁

_instance Field

VB

```
Private Shared _instance As TobiiHost
```

C#

```
private static TobiiHost _instance
```

[C++]

```
private static TobiiHost _instance
```

[JScript]

```
private static _instance : TobiiHost
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role

not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiHost₆₉₁](#)

_isConnected Field

VB

```
Private Shared _isConnected As Boolean
```

C#

```
private static bool _isConnected
```

[C++]

```
private static bool _isConnected
```

[JScript]

```
private static _isConnected : boolean
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiHost₆₉₁](#)

_isShuttingDown Field

VB

```
Private Shared _isShuttingDown As Boolean
```

C#

```
private static bool _isShuttingDown
```

```
[C++]
private static bool _isShuttingDown
```

```
[JScript]
private static _isShuttingDown : boolean
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiHost](#)₆₉₁

_updatedInFrame Field

VB

```
Private _updatedInFrame As Boolean
```

C#

```
private bool _updatedInFrame
```

```
[C++]
private bool _updatedInFrame
```

```
[JScript]
private _updatedInFrame : boolean
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiHost](#)₆₉₁

UnityPlayerGameViewBoundsProvider Class

Provides utility functions related to screen and window handling within the Unity Player.

[System.Object](#)

[Tobii.Gaming.Internal.GameViewBoundsProvider](#)⁵⁷⁷

Tobii.Gaming.Internal.UnityPlayerGameViewBoundsProvider

VB

```
Friend Class UnityPlayerGameViewBoundsProvider
    Inherits GameViewBoundsProvider
```

C#

```
internal class UnityPlayerGameViewBoundsProvider : GameViewBoundsProvider
```

[C++]

```
internal class UnityPlayerGameViewBoundsProvider : GameViewBoundsProvider
```

[JScript]

```
internal class UnityPlayerGameViewBoundsProvider
    extends GameViewBoundsProvider
```

Requirements

Namespace: [Tobii.Gaming.Internal](#)⁵⁵⁸

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[Hwnd](#)⁵⁷⁸ (inherited from [GameViewBoundsProvider](#))

Methods

[Equals](#) (inherited from [Object](#)), [Finalize](#) (inherited from [Object](#)),

[GetGameViewClientAreaNormalizedBounds](#)⁷¹², [GetGameViewWindowHandle](#)⁵⁷⁹ (inherited from [GameViewBoundsProvider](#)),

[GetHashCode](#) (inherited from [Object](#)), [GetMainGameView](#)⁵⁸⁰ (inherited from [GameViewBoundsProvider](#)), [GetMonitorScreenBounds](#)⁵⁸⁰ (inherited from [GameViewBoundsProvider](#)),

[GetScreenSize](#)⁵⁸¹ (inherited from [GameViewBoundsProvider](#)), [GetToolBarHeight](#)⁵⁸² (inherited from [GameViewBoundsProvider](#)),

[GetType](#) (inherited from [Object](#)), [GetWindowBottomRight](#)⁵⁸² (inherited from [GameViewBoundsProvider](#)), [GetWindowPosition](#)⁵⁸³ (inherited from [GameViewBoundsProvider](#)),

[MemberwiseClone](#) (inherited from [Object](#)), [ReferenceEquals](#) (inherited from [Object](#)), [ToString](#) (inherited from [Object](#))

UnityPlayerGameViewBoundsProvider.GetGameViewClientAreaNormalizedBounds Method

VB

```
Public Overrides Function GetGameViewClientAreaNormalizedBounds() As Rect
```

C#

```
public override Rect GetGameViewClientAreaNormalizedBounds()
```

[C++]

```
public override Rect GetGameViewClientAreaNormalizedBounds()
```

[JScript]

```
public function GetGameViewClientAreaNormalizedBounds() : Rect;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [UnityPlayerGameViewBoundsProvider](#)₇₁₁

Win32Helpers Class

Provides access to some important Win32 API functions. See MSDN for more information.

[System.Object](#)

[Tobii.Gaming.Internal.Win32Helpers](#)

VB

```
Friend Class Win32Helpers
```

C#

```
internal static class Win32Helpers
```

[C++]

```
internal static class Win32Helpers
```

```
[JScript]
internal class Win32Helpers
```

Requirements

Namespace: [Tobii.Gaming.Internal](#)⁵⁵⁸

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[ClientToScreen](#)⁷¹³, [EnumChildWindows](#)⁷¹⁴, [EnumWindows](#)⁷¹⁵, [Equals](#) (inherited from [Object](#)), [Finalize](#) (inherited from [Object](#)), [GetClassName](#)⁷¹⁶, [GetClientRect](#)⁷¹⁷, [GetHashCode](#) (inherited from [Object](#)), [GetMonitorInfo](#)⁷¹⁸, [GetType](#) (inherited from [Object](#)), [GetWindow](#)⁷¹⁹, [GetWindowText](#)⁷²⁰, [GetWindowTextLength](#)⁷²¹, [GetWindowThreadProcessId](#)⁷²², [IsWindowVisible](#)⁷²³, [LogicalToPhysicalPoint](#)⁷²⁴, [MemberwiseClone](#) (inherited from [Object](#)), [MonitorFromWindow](#)⁷²⁵, [ReferenceEquals](#) (inherited from [Object](#)), [ShowWindowAsync](#)⁷²⁶, [ToString](#) (inherited from [Object](#))

Structures

[MONITORINFO](#)⁷²⁷, [POINT](#)⁷³⁰, [RECT](#)⁷³²

Delegates

[EnumWindowsProc](#)⁷³⁵

Fields

[GW_OWNER](#)⁷³⁶, [MONITOR_DEFAULTTONEAREST](#)⁷³⁷, [MONITOR_DEFAULTTONULL](#)⁷³⁷, [MONITOR_DEFAULTTOPRIMARY](#)⁷³⁸, [SW_SHOWDEFAULT](#)⁷³⁹

Win32Helpers.ClientToScreen Method

VB

```
<DllImport("user32.dll")> _
Public Shared Function ClientToScreen( _
    ByVal hWnd As IntPtr, _
    ByRef lpPoint As POINT _
) As Boolean
```

C#

```
[DllImport("user32.dll")]
public static extern bool ClientToScreen(
    IntPtr hWnd,
```

```

    ref POINT LpPoint
)

```

[C++]

```

[DllImport("user32.dll")]
public static extern bool ClientToScreen(
    IntPtr hWnd,
    ref POINT LpPoint
)

```

[JScript]

In JScript, you cannot define your own external method with `DllImport`.

Parameters

hWnd

LpPoint

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Win32Helpers](#)⁷¹²

Win32Helpers.EnumChildWindows Method**VB**

```

<DllImport("user32.dll")> _
Public Shared Function EnumChildWindows( _
    ByVal hwndParent As IntPtr, _
    ByVal LpEnumFunc As EnumWindowsProc, _
    ByVal LParam As IntPtr _ 
) As Boolean

```

C#

```

[DllImport("user32.dll")]
public static extern bool EnumChildWindows(
    IntPtr hwndParent,
    EnumWindowsProc LpEnumFunc,

```

```
    IntPtr LParam  
)
```

[C++]

```
[DllImport("user32.dll")]
public static extern bool EnumChildWindows(
    IntPtr hwndParent,
    EnumWindowsProc lpEnumFunc,
    IntPtr lParam
)
```

[JScript]

In JScript, you cannot define your own external method with `DllImport`.

Parameters

hwndParent

lpEnumFunc

lParam

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Win32Helpers](#)₇₁₂

Win32Helpers.EnumWindows Method

VB

```
<DllImport("user32.dll")> _
Public Shared Function EnumWindows( _
    ByVal enumProc As EnumWindowsProc, _
    ByVal lParam As IntPtr _ 
) As Boolean
```

C#

```
[DllImport("user32.dll")]
public static extern bool EnumWindows(
```

```

        EnumWindowsProc enumProc,
        IntPtr LParam
    )
}

```

[C++]

```

[DllImport("user32.dll")]
public static extern bool EnumWindows(
    EnumWindowsProc enumProc,
    IntPtr LParam
)

```

[JScript]

In JScript, you cannot define your own external method with DllImport.

Parameters

enumProc

lParam

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Win32Helpers](#)⁷¹²

Win32Helpers.GetClassName Method

VB

```

<DllImport("user32.dll")> _
Public Shared Function GetClassName( _
    ByVal hWnd As IntPtr, _
    ByVal lpClassName As StringBuilder, _
    ByVal nMaxCount As Integer _
) As Integer

```

C#

```

[DllImport("user32.dll")]
public static extern int GetClassName(
    IntPtr hWnd,

```

```

    StringBuilder lpClassName,
    int nMaxCount
)

```

[C++]

```

[DllImport("user32.dll")]
public static extern int GetClassName(
    IntPtr hWnd,
    StringBuilder lpClassName,
    int nMaxCount
)

```

[JScript]

In JScript, you cannot define your own external method with `DllImport`.

Parameters

hWnd

lpClassName

nMaxCount

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Win32Helpers](#)₇₁₂

Win32Helpers.GetClientRect Method

VB

```

<DllImport("user32.dll")> _
Public Shared Function GetClientRect( _
    ByVal _hwnd As IntPtr, _
    ByRef windowClientRect As RECT _ 
) As Boolean

```

C#

```
[DllImport("user32.dll")]
```

```
public static extern bool GetClientRect(
    IntPtr _hwnd,
    ref RECT windowClientRect
)
```

[C++]

```
[DllImport("user32.dll")]
public static extern bool GetClientRect(
    IntPtr _hwnd,
    ref RECT windowClientRect
)
```

[JScript]

In JScript, you cannot define your own external method with DllImport.

Parameters

_hwnd

windowClientRect

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Win32Helpers](#)⁷¹²

Win32Helpers.GetMonitorInfo Method

VB

```
<DllImport("user32.dll")> _
Public Shared Function GetMonitorInfo( _
    ByVal hMonitor As IntPtr, _
    ByRef lpmi As MONITORINFO _
) As Boolean
```

C#

```
[DllImport("user32.dll")]
public static extern bool GetMonitorInfo(
    IntPtr hMonitor,
```

```
    ref MONITORINFO lpmi
)
```

[C++]

```
[DllImport("user32.dll")]
public static extern bool GetMonitorInfo(
    IntPtr hMonitor,
    ref MONITORINFO lpmi
)
```

[JScript]
In JScript, you cannot define your own external method with `DllImport`.

Parameters

hMonitor

lpmi

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Win32Helpers](#)⁷¹²

Win32Helpers.GetWindow Method

VB

```
<DllImport("user32.dll")> _
Public Shared Function GetWindow( _
    ByVal hWnd As IntPtr, _
    ByVal uCmd As Integer _
) As IntPtr
```

C#

```
[DllImport("user32.dll")]
public static extern IntPtr GetWindow(
    IntPtr hWnd,
    int uCmd
)
```

```
[C++]
[DllImport("user32.dll")]
public static extern IntPtr GetWindow(
    IntPtr hWnd,
    int uCmd
)
```

[JScript]

In JScript, you cannot define your own external method with DllImport.

Parameters

hWnd

uCmd

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Win32Helpers](#)₇₁₂

Win32Helpers.GetWindowText Method

VB

```
<DllImport("user32.dll")> _
Public Shared Function GetWindowText( _
    ByVal hWnd As IntPtr, _
    ByVal lpString As StringBuilder, _
    ByVal nMaxCount As Integer _
) As Integer
```

C#

```
[DllImport("user32.dll")]
public static extern int GetWindowText(
    IntPtr hWnd,
    StringBuilder lpString,
    int nMaxCount
)
```

```
[C++]
[DllImport("user32.dll")]
public static extern int GetWindowText(
    IntPtr hWnd,
    StringBuilder lpString,
    int nMaxCount
)
```

[JScript]

In JScript, you cannot define your own external method with DllImport.

Parameters

hWnd

lpString

nMaxCount

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Win32Helpers](#)⁷¹²

Win32Helpers.GetWindowTextLength Method

VB

```
<DllImport("user32.dll")> _
Public Shared Function GetWindowTextLength( _
    ByVal hWnd As IntPtr _ 
) As Integer
```

C#

```
[DllImport("user32.dll")]
public static extern int GetWindowTextLength(
    IntPtr hWnd
)
```

```
[C++]
[DllImport("user32.dll")]
public static extern int GetWindowTextLength(
    IntPtr hWnd
)
```

[JScript]
In JScript, you cannot define your own external method with DllImport.

Parameters

hWnd

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Win32Helpers](#)⁷¹²

Win32Helpers.GetWindowThreadProcessId Method

VB

```
<DllImport("user32.dll", SetLastError = true)> _
Public Shared Function GetWindowThreadProcessId( _
    ByVal hWnd As IntPtr, _
    ByRef lpdwProcessId As Integer _ 
) As Integer
```

C#

```
[DllImport("user32.dll", SetLastError = true)]
public static extern int GetWindowThreadProcessId(
    IntPtr hWnd,
    out int lpdwProcessId
)
```

```
[C++]
[DllImport("user32.dll", SetLastError = true)]
public static extern int GetWindowThreadProcessId(
    IntPtr hWnd,
    out int lpdwProcessId
)
```

[JScript]

In JScript, you cannot define your own external method with `DllImport`.

Parameters

hWnd

lpdwProcessId

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Win32Helpers](#)⁷¹²

Win32Helpers.IsWindowVisible Method

VB

```
<DllImport("user32.dll")> _
Public Shared Function IsWindowVisible( _
    ByVal hWnd As IntPtr _
) As Boolean
```

C#

```
[DllImport("user32.dll")]
public static extern bool IsWindowVisible(
    IntPtr hWnd
)
```

[C++]

```
[DllImport("user32.dll")]
public static extern bool IsWindowVisible(
    IntPtr hWnd
)
```

[JScript]

In JScript, you cannot define your own external method with `DllImport`.

Parameters

hWnd

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Win32Helpers](#)⁷¹²

Win32Helpers.LogicalToPhysicalPoint Method

VB

```
<DllImport("user32.dll")> _
Public Shared Function LogicalToPhysicalPoint( _
    ByVal hWnd As IntPtr, _
    ByRef lpPoint As POINT _ 
) As Boolean
```

C#

```
[DllImport("user32.dll")]
public static extern bool LogicalToPhysicalPoint(
    IntPtr hWnd,
    ref POINT lpPoint
)
```

```
[C++]
[DllImport("user32.dll")]
public static extern bool LogicalToPhysicalPoint(
    IntPtr hWnd,
    ref POINT lpPoint
)
```

[JScript]

In JScript, you cannot define your own external method with DllImport.

Parameters

hWnd

lpPoint

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Win32Helpers](#)⁷¹²

Win32Helpers.MonitorFromWindow Method

VB

```
<DllImport("user32.dll")> _
Public Shared Function MonitorFromWindow( _
    ByVal hwnd As IntPtr, _
    ByVal dwFlags As UInt32 _
) As IntPtr
```

C#

```
[DllImport("user32.dll")]
public static extern IntPtr MonitorFromWindow(
    IntPtr hwnd,
    UInt32 dwFlags
)
```

C++

```
[DllImport("user32.dll")]
public static extern IntPtr MonitorFromWindow(
    IntPtr hwnd,
    UInt32 dwFlags
)
```

JScript

In JScript, you cannot define your own external method with DllImport.

Parameters

hwnd

dwFlags

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Win32Helpers](#)⁷¹²

Win32Helpers.ShowWindowAsync Method

VB

```
<DllImport("user32.dll", SetLastError = true)> _
Public Shared Function ShowWindowAsync( _
    ByVal windowHandle As IntPtr, _
    ByVal nCmdShow As Integer _
) As Boolean
```

C#

```
[DllImport("user32.dll", SetLastError = true)]
public static extern bool ShowWindowAsync(
    IntPtr windowHandle,
    int nCmdShow
)
```

[C++]

```
[DllImport("user32.dll", SetLastError = true)]
public static extern bool ShowWindowAsync(
    IntPtr windowHandle,
    int nCmdShow
)
```

[JScript]

In JScript, you cannot define your own external method with DllImport.

Parameters

windowHandle

nCmdShow

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Win32Helpers](#)⁷¹²

MONITORINFO Structure

VB

```
<StructLayout(LayoutKind.Sequential)> _
Public Structure MONITORINFO
```

C#

```
[StructLayout(LayoutKind.Sequential)]
public struct MONITORINFO
```

[C++]

```
[StructLayout(LayoutKind.Sequential)]
public struct MONITORINFO
```

[JScript]

JScript supports the use of structures, but not the declaration of new ones.

Requirements

Namespace: [Tobii.Gaming.Internal](#)⁵⁵⁸

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Fields

[cbSize](#)⁷²⁷, [dwFlags](#)⁷²⁸, [rcMonitor](#)⁷²⁹, [rcWork](#)⁷²⁹

See Also

Applies to: [Win32Helpers](#)⁷¹²

cbSize Field

VB

```
Public cbSize As Integer
```

C#

```
public int cbSize
```

[C++]

```
public int cbSize
```

[JScript]

```
public cbSize : int
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [MONITORINFO](#)₇₂₇

dwFlags Field

VB

```
Public dwFlags As UInt32
```

C#

```
public UInt32 dwFlags
```

[C++]

```
public UInt32 dwFlags
```

[JScript]

```
public dwFlags : UInt32
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [MONITORINFO](#)₇₂₇

rcMonitor Field

VB

```
Public rcMonitor As RECT
```

C#

```
public RECT rcMonitor
```

[C++]

```
public RECT rcMonitor
```

[JScript]

```
public rcMonitor : RECT
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [MONITORINFO](#)₇₂₇

rcWork Field

VB

```
Public rcWork As RECT
```

C#

```
public RECT rcWork
```

```
[C++]
public RECT rcWork
```

```
[JScript]
public rcWork : RECT
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [MONITORINFO](#)₇₂₇

POINT Structure

VB

```
<StructLayout(LayoutKind.Sequential)> _
Public Structure POINT
```

C#

```
[StructLayout(LayoutKind.Sequential)]
public struct POINT
```

```
[C++]
[StructLayout(LayoutKind.Sequential)]
public struct POINT
```

```
[JScript]
JScript supports the use of structures, but not the declaration of new ones.
```

Requirements

Namespace: [Tobii.Gaming.Internal](#)₅₅₈

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Fields

[X₇₃₁](#), [Y₇₃₁](#)

See Also

Applies to: [Win32Helpers₇₁₂](#)

x Field

VB

```
Public x As Integer
```

C#

```
public int x
```

[C++]

```
public int x
```

[JScript]

```
public x : int
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [POINT₇₃₀](#)

y Field

VB

```
Public y As Integer
```

C#

```
public int y
```

```
[C++]
public int y
```

```
[JScript]
public y : int
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [POINT](#)₇₃₀

RECT Structure

VB

```
<StructLayout(LayoutKind.Sequential)> _
Public Structure RECT
```

C#

```
[StructLayout(LayoutKind.Sequential)]
public struct RECT
```

```
[C++]
[StructLayout(LayoutKind.Sequential)]
public struct RECT
```

```
[JScript]
JScript supports the use of structures, but not the declaration of new ones.
```

Requirements

Namespace: [Tobii.Gaming.Internal](#)₅₅₈

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Fields

`bottom`⁷³³, `left`⁷³³, `right`⁷³⁴, `top`⁷³⁵

See Also

Applies to: [Win32Helpers](#)⁷¹²

bottom Field

VB

```
Public bottom As Integer
```

C#

```
public int bottom
```

[C++]

```
public int bottom
```

[JScript]

```
public bottom : int
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [RECT](#)⁷³²

left Field

VB

```
Public left As Integer
```

C#

```
public int left
```

```
[C++]
public int left
```

```
[JScript]
public left : int
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [RECT](#)₇₃₂

right Field

VB

```
Public right As Integer
```

C#

```
public int right
```

```
[C++]
public int right
```

```
[JScript]
public right : int
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [RECT](#)₇₃₂

top Field

VB

```
Public top As Integer
```

C#

```
public int top
```

[C++]
public int top

[JScript]
public top : int

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [RECT](#)₇₃₂

EnumWindowsProc Delegate

VB

```
Public Delegate Function EnumWindowsProc( _
    ByVal hWnd As IntPtr, _
    ByVal lParam As IntPtr _
) As Boolean
```

C#

```
public delegate bool EnumWindowsProc(
    IntPtr hWnd,
    IntPtr lParam
)
```

[C++]
public delegate bool EnumWindowsProc(
 IntPtr hWnd,

```
    IntPtr LParam  
)
```

[JScript]

JScript supports the use of delegates, but not the declaration of new ones.

Parameters

hWnd

IParam

Requirements

Namespace: [Tobii.Gaming.Internal](#)⁵⁵⁸

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

See Also

Applies to: [Win32Helpers](#)⁷¹²

GW_OWNER Field

VB

```
Public Const GW_OWNER As Integer = 4
```

C#

```
public const int GW_OWNER = 4
```

[C++]

```
public const int GW_OWNER = 4
```

[JScript]

```
public const int GW_OWNER : int = 4
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Win32Helpers](#)⁷¹²

MONITOR_DEFAULTTONEAREST Field

VB

```
Public Const MONITOR_DEFAULTTONEAREST As Integer = 2
```

C#

```
public const int MONITOR_DEFAULTTONEAREST = 2
```

[C++]

```
public const int MONITOR_DEFAULTTONEAREST = 2
```

[JScript]

```
public const MONITOR_DEFAULTTONEAREST : int = 2
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Win32Helpers](#)⁷¹²

MONITOR_DEFAULTTONULL Field

VB

```
Public Const MONITOR_DEFAULTTONULL As Integer = 0
```

C#

```
public const int MONITOR_DEFAULTTONULL = 0
```

[C++]

```
public const int MONITOR_DEFAULTTONULL = 0
```

[JScript]

```
public const MONITOR_DEFAULTTONULL : int = 0
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Win32Helpers](#)⁷¹²

MONITOR_DEFAULTTOPRIMARY Field

VB

```
Public Const MONITOR_DEFAULTTOPRIMARY As Integer = 1
```

C#

```
public const int MONITOR_DEFAULTTOPRIMARY = 1
```

[C++]

```
public const int MONITOR_DEFAULTTOPRIMARY = 1
```

[JScript]

```
public const MONITOR_DEFAULTTOPRIMARY : int = 1
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Win32Helpers](#)⁷¹²

SW_SHOWDEFAULT Field

VB

```
Public Const SW_SHOWDEFAULT As Integer = 10
```

C#

```
public const int SW_SHOWDEFAULT = 10
```

[C++]

```
public const int SW_SHOWDEFAULT = 10
```

[JScript]

```
public const SW_SHOWDEFAULT : int = 10
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [Win32Helpers](#)⁷¹²

WindowHelpers Class

Contains utility functions for window handling.

[System.Object](#)

[Tobii.Gaming.Internal.WindowHelpers](#)

VB

```
Friend Class WindowHelpers
```

C#

```
internal static class WindowHelpers
```

[C++]

```
internal static class WindowHelpers
```

[**JScript**]
internal class WindowHelpers

Requirements

Namespace: [Tobii.Gaming.Internal](#)⁵⁵⁸

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[Equals](#) (inherited from [Object](#)), [Finalize](#) (inherited from [Object](#)), [FindWindowWithThreadProcessId](#)⁷⁴⁰, [GetGameViewWindowHandle](#)⁷⁴¹, [GetHashCode](#) (inherited from [Object](#)), [GetType](#) (inherited from [Object](#)), [IsMainWindow](#)⁷⁴², [MemberwiseClone](#) (inherited from [Object](#)), [ReferenceEquals](#) (inherited from [Object](#)), [ShowCurrentWindow](#)⁷⁴², [ToString](#) (inherited from [Object](#))

WindowHelpers.FindWindowWithThreadProcessId Method

VB

```
Friend Shared Function FindWindowWithThreadProcessId( _
    ByVal processId As Integer _ 
) As IntPtr
```

C#

```
internal static IntPtr FindWindowWithThreadProcessId(
    int processId
)
```

[C++]
internal static IntPtr FindWindowWithThreadProcessId(
 int processId
)

[**JScript**]
internal static function FindWindowWithThreadProcessId(
 processId : int
) : IntPtr;

Parameters

processId

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Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [WindowHelpers](#)⁷³⁹

WindowHelpers.GetGameViewWindowHandle Method

VB

```
Friend Shared Function GetGameViewWindowHandle( _
    ByVal processId As Integer _
) As IntPtr
```

C#

```
internal static IntPtr GetGameViewWindowHandle(
    int processId
)
```

[C++]

```
internal static IntPtr GetGameViewWindowHandle(
    int processId
)
```

[JScript]

```
internal static function GetGameViewWindowHandle(
    processId : int
) : IntPtr;
```

Parameters

processId

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [WindowHelpers](#)⁷³⁹

WindowHelpers.IsMainWindow Method

VB

```
Private Shared Function IsMainWindow( _
    ByVal hwnd As IntPtr _
) As Boolean
```

C#

```
private static bool IsMainWindow(
    IntPtr hwnd
)
```

[C++]

```
private static bool IsMainWindow(
    IntPtr hwnd
)
```

[JScript]

```
private static function IsMainWindow(
    hwnd : IntPtr
) : boolean;
```

Parameters

hwnd

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [WindowHelpers](#)⁷³⁹

WindowHelpers.ShowCurrentWindow Method

Shows the current window.

VB

```
Public Shared Sub ShowCurrentWindow()
```

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C#

```
public static void ShowCurrentWindow()
```

[C++]

```
public static void ShowCurrentWindow()
```

[JScript]

```
public static function ShowCurrentWindow();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [WindowHelpers](#)₇₃₉

IDataProvider<T> Interface

Interface of an EyeTracking data provider.

VB

```
Friend Interface IDataProvider(Of _  
    T As ITimestamped)
```

C#

```
internal interface IDataProvider<T>  
    where T : ITimestamped
```

[C++]

```
internal interface IDataProvider<T>  
    where T : ITimestamped
```

[JScript]

JScript does not support generic types and methods.

Type Parameters

T

Type of the provided data value object.

Requirements

Namespace:[Tobii.Gaming.Internal](#)⁵⁵⁸

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[Last](#)⁷⁴⁴

Methods

[GetDataPointsSince](#)⁷⁴⁵, [GetFrameConsistentDataPoint](#)⁷⁴⁵, [Start](#)⁷⁴⁶, [Stop](#)⁷⁴⁷

IDataProvider<T>.Last Property

Gets the latest value of the data stream. The value is never null but it might be invalid.

VB

```
ReadOnly Property Last() As T
```

C#

```
T Last {get;}
```

[C++]

```
T Last {get;}
```

[JScript]

```
function get Last() : T;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [IDataProvider<T>](#)⁷⁴³

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IDataProvider<T>.GetDataPointsSince Method

Gets all data points since the supplied data point. Points older than 500 ms will not be included.

VB

```
Function GetDataPointsSince( _
    ByVal dataPoint As ITimestamped _ 
) As IEnumerable(Of T)
```

C#

```
IEnumerable<T> GetDataPointsSince(
    ITimestamped dataPoint
)
```

[C++]

```
IEnumerable<T> GetDataPointsSince(
    ITimestamped dataPoint
)
```

[JScript]

JScript does not support generic types and methods.

Parameters

dataPoint

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [IDataProvider<T>](#)₇₄₃

IDataProvider<T>.GetFrameConsistentDataPoint Method

Gets the last possible data value that is also consistent with previous reads in the frame. As soon as the Last value is accessed, or this function is called in a frame, all subsequent calls to this function within that frame will return the same value.

VB

```
Function GetFrameConsistentDataPoint() As T
```

C#

```
T GetFrameConsistentDataPoint()
```

[C++]

```
T GetFrameConsistentDataPoint()
```

[JScript]

```
function GetFrameConsistentDataPoint() : T;
```

Returns

The last data point that can be consistently read in the frame.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [IDataProvider<T>](#)⁷⁴³

IDataProvider<T>.Start Method

Starts the provider. Data will continuously be updated in the Last property as events are received from Tobii Engine.

VB

```
Sub Start( _  
    ByVal subscriberId As Integer _  
)
```

C#

```
void Start(  
    int subscriberId  
)
```

[C++]

```
void Start(  
    int subscriberId  
)
```

```
[JScript]
function Start(
    subscriberId : int
);
```

Parameters

subscriberId

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [IDataProvider<T>](#)⁷⁴³

IDataProvider<T>.Stop Method

Requests to stop the data provider. If there are no other clients that are currently requesting the provider to keep providing data, the provider will stop the stream of data from Tobii Engine and stop updating the Last property.

VB

```
Sub Stop( _
    ByVal subscriberId As Integer _
)
```

C#

```
void Stop(
    int subscriberId
)
```

```
[C++]
void Stop(
    int subscriberId
)
```

```
[JScript]
function Stop(
    subscriberId : int
);
```

Parameters

subscriberId

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [IDataProvider<T>](#)⁷⁴³

IGazeFocus Interface

VB

```
Friend Interface IGazeFocus
```

C#

```
internal interface IGazeFocus
```

[C++]

```
internal interface IGazeFocus
```

[JScript]

```
internal interface IGazeFocus
```

Requirements

Namespace: [Tobii.Gaming.Internal](#)⁵⁵⁸

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[Camera](#)⁷⁴⁸, [FocusedObject](#)⁷⁴⁹

IGazeFocus.Camera Property

Settable camera that defines the user's current view point.

VB

```
Property Camera() As Camera
```

C#

```
Camera Camera {get; set;}
```

[C++]

```
Camera Camera {get; set;}
```

[JScript]

```
function get Camera() : Camera;  
function set Camera(value : Camera);
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [IGazeFocus](#)₇₄₈

IGazeFocus.FocusedObject Property

Gets the [FocusedObject](#) with gaze focus. Only game objects with a [GazeAware](#) or other [IGazeFocusable](#) component can be focused using gaze.

Returns null if no object is focused.

VB

```
ReadOnly Property FocusedObject() As FocusedObject
```

C#

```
FocusedObject FocusedObject {get;}
```

[C++]

```
FocusedObject FocusedObject {get;}
```

```
[JScript]
function get FocusedObject() : FocusedObject;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [IGazeFocus](#)₇₄₈

IGazeFocusInternal Interface

VB

```
Friend Interface IGazeFocusInternal
```

C#

```
internal interface IGazeFocusInternal
```

```
[C++]
internal interface IGazeFocusInternal
```

```
[JScript]
internal interface IGazeFocusInternal
```

Requirements

Namespace: [Tobii.Gaming.Internal](#)₅₅₈

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[UpdateGazeFocus](#)₇₅₁

IGazeFocusInternal.UpdateGazeFocus Method

Updates the gaze focus according to the latest gaze data.

VB

```
Sub UpdateGazeFocus()
```

C#

```
void UpdateGazeFocus()
```

[C++]

```
void UpdateGazeFocus()
```

[JScript]

```
function UpdateGazeFocus();
```

Remarks

Should only be called from a MonoBehaviour Update() method (and UI thread). Currently called once per frame from EyeTrackingHost.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [IGazeFocusInternal](#)

IGazeFocusable Interface

VB

```
Public Interface IGazeFocusable
```

C#

```
public interface IGazeFocusable
```

[C++]

```
public interface IGazeFocusable
```

```
[JScript]
public interface IGazeFocusable
```

Requirements

Namespace: [Tobii.Gaming.Internal](#)⁵⁵⁸

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[gameObject](#)⁷⁵²

Methods

[UpdateGazeFocus](#)⁷⁵³

IGazeFocusable.gameObject Property

VB

```
ReadOnly Property gameObject() As GameObject
```

C#

```
GameObject gameObject {get;}
```

[C++]

```
GameObject gameObject {get;}
```

```
[JScript]
```

```
function get gameObject() : GameObject;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [IGazeFocusable](#)₇₅₁

IGazeFocusable.UpdateGazeFocus Method

VB

```
Sub UpdateGazeFocus( _  
    ByVal hasFocus As Boolean _  
)
```

C#

```
void UpdateGazeFocus(  
    bool hasFocus  
)
```

[C++]

```
void UpdateGazeFocus(  
    bool hasFocus  
)
```

[JScript]

```
function UpdateGazeFocus(  
    hasFocus : boolean  
) ;
```

Parameters

hasFocus

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [IGazeFocusable](#)₇₅₁

IRegisterGazeFocusable Interface

VB

```
Friend Interface IRegisterGazeFocusable
```

C#

```
internal interface IRegisterGazeFocusable
```

[C++]

```
internal interface IRegisterGazeFocusable
```

[JScript]

```
internal interface IRegisterGazeFocusable
```

Requirements

Namespace: [Tobii.Gaming.Internal](#)⁵⁵⁸

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[RegisterFocusableComponent](#)⁷⁵⁴, [UnregisterFocusableComponent](#)⁷⁵⁵

IRegisterGazeFocusable.RegisterFocusableComponent Method

Registers the supplied [IGazeFocusable](#) component so that the [GameObject](#) it belongs to can be focused using eye-gaze.

VB

```
Sub RegisterFocusableComponent( _  
    ByVal gazeFocusableComponent As IGazeFocusable _  
)
```

C#

```
void RegisterFocusableComponent(  
    IGazeFocusable gazeFocusableComponent  
)
```

[C++]

```
void RegisterFocusableComponent(  
    IGazeFocusable gazeFocusableComponent  
)
```

```
[JScript]
function RegisterFocusableComponent(
    gazeFocusableComponent : IGazeFocusable
);
```

Parameters

gazeFocusableComponent

The component to register.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [IRegisterGazeFocusable](#)₇₅₃

IRegisterGazeFocusable.UnregisterFocusableComponent Method

Unregisters the supplied [IGazeFocusable](#) component so that the [GameObject](#) it belongs to no longer can be focused using eye-gaze.

VB

```
Sub UnregisterFocusableComponent( _
    ByVal gazeFocusableComponent As IGazeFocusable _
)
```

C#

```
void UnregisterFocusableComponent(
    IGazeFocusable gazeFocusableComponent
)
```

```
[C++]
void UnregisterFocusableComponent(
    IGazeFocusable gazeFocusableComponent
)
```

```
[JScript]
function UnregisterFocusableComponent(
    gazeFocusableComponent : IGazeFocusable
);
```

Parameters

gazeFocusableComponent

The component to unregister.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [IRegisterGazeFocusable](#)⁷⁵³

IScorer Interface

VB

```
Friend Interface IScorer
```

C#

```
internal interface IScorer
```

[C++]

```
internal interface IScorer
```

[JScript]

```
internal interface IScorer
```

Requirements

Namespace: [Tobii.Gaming.Internal](#)⁵⁵⁸

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[GetFocusedObject](#)⁷⁵⁷, [GetObjectsInGaze](#)⁷⁵⁸, [Reconfigure](#)⁷⁵⁹, [RemoveObject](#)⁷⁶⁰, [Reset](#)⁷⁶¹

IScorer.GetFocusedObject Method

Updates the internal score with no new gaze point data and returns the **GameObject** with gaze focus.

VB

```
Function GetFocusedObject() As FocusedObject
```

C#

```
FocusedObject GetFocusedObject()
```

[C++]

```
FocusedObject GetFocusedObject()
```

[JScript]

```
function GetFocusedObject() : FocusedObject;
```

Returns

The **GameObject** with gaze focus if one found, null otherwise.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [IScorer](#)₇₅₆

IScorer.GetFocusedObject (IEnumerable<GazePoint>, Camera) Method

Updates the internal score based on recent gaze point data and returns the **GameObject** with gaze focus.

VB

```
Function GetFocusedObject( _  
    ByVal LastGazePoints As IEnumerable(Of GazePoint), _  
    ByVal camera As Camera _  
) As FocusedObject
```

C#

```
FocusedObject GetFocusedObject(
    IEnumerable<GazePoint> LastGazePoints,
    Camera camera
)
```

[C++]

```
FocusedObject GetFocusedObject(
    IEnumerable<GazePoint> LastGazePoints,
    Camera camera
)
```

[JScript]

JScript does not support generic types and methods.

Parameters

lastGazePoints

The most recent gaze point data.

camera

The camera that defines the user's current view point.

Returns

The **GameObject** with gaze focus if one found, null otherwise.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [IScorer](#)⁷⁵⁶

IScorer.GetObjectsInGaze Method

Updates the internal score based on recent gaze point data and returns a list of **GameObject** within gaze.

VB

```
Function GetObjectsInGaze( _
    ByVal LastGazePoints As IEnumerable(Of GazePoint), _
    ByVal camera As Camera _
) As IEnumerable(Of GameObject)
```

C#

```
IEnumerable<GameObject> GetObjectsInGaze(
    IEnumerable<GazePoint> lastGazePoints,
    Camera camera
)
```

[C++]

```
IEnumerable<GameObject> GetObjectsInGaze(
    IEnumerable<GazePoint> lastGazePoints,
    Camera camera
)
```

[JScript]

JScript does not support generic types and methods.

Parameters

lastGazePoints

The most recent gaze point data.

camera

The camera that defines the user's current view point.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [IScorer](#)₇₅₆

IScorer.Reconfigure Method

Reconfigure the gaze focus settings used.

VB

```
Sub Reconfigure(
    ByVal maximumDistance As Single, _
    ByVal LayerMask As Integer _
)
```

C#

```
void Reconfigure(
    float maximumDistance,
    int LayerMask
)
```

```
[C++]
void Reconfigure(
    float maximumDistance,
    int LayerMask
)
```

```
[JScript]
function Reconfigure(
    maximumDistance : float,
    LayerMask : int
);
```

Parameters

maximumDistance

The maximum distance to detect gaze focus on.

layerMask

Layers to detect gaze focus on.

Remarks

Calling this method will clear all scoring history.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [IScorer](#)₇₅₆

IScorer.RemoveObject Method

Remove **GameObject** that is no longer gaze focusable.

VB

```
Sub RemoveObject( _
    ByVal gameObject As GameObject _
)
```

C#

```
void RemoveObject(
    GameObject gameObject
)
```

```
[C++]
void RemoveObject(
    GameObject gameObject
)
```

```
[JScript]
function RemoveObject(
    gameObject : GameObject
);
```

Parameters

gameObject

Object to remove.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [IScorer](#)₇₅₆

IScorer.Reset Method

Clear all scoring history.

VB

```
Sub Reset()
```

C#

```
void Reset()
```

```
[C++]
void Reset()
```

```
[JScript]
function Reset();
```

Requirements

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Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [IScorer](#)⁷⁵⁶

IStateValue<T> Interface

VB

```
Friend Interface IStateValue(Of _  
    T)
```

C#

```
internal interface IStateValue<T>
```

[C++]

```
internal interface IStateValue<T>
```

[JScript]

JScript does not support generic types and methods.

Type Parameters

T

Requirements

Namespace: [Tobii.Gaming.Internal](#)⁵⁵⁸

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[IsValid](#)⁷⁶³, [Value](#)⁷⁶³

IStateValue<T>.IsValid Property

Gets a value indicating whether the state value is valid. The state will always be unknown when disconnected from Tobii Engine.

VB

```
ReadOnly Property IsValid() As Boolean
```

C#

```
bool IsValid {get;}
```

[C++]

```
bool IsValid {get;}
```

[JScript]

```
function get IsValid() : boolean;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [IStateValue<T>](#)⁷⁶²

IStateValue<T>.Value Property

Gets the state value.

VB

```
ReadOnly Property Value() As T
```

C#

```
T Value {get;}
```

[C++]

```
T Value {get;}
```

```
[JScript]
function get Value() : T;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [IStateValue<T>](#)⁷⁶²

ITimestamped Interface

VB

```
Friend Interface ITimestamped
```

C#

```
internal interface ITimestamped
```

```
[C++]
internal interface ITimestamped
```

```
[JScript]
internal interface ITimestamped
```

Requirements

Namespace: [Tobii.Gaming.Internal](#)⁵⁵⁸

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[IsValid](#)⁷⁶⁵, [PreciseTimestamp](#)⁷⁶⁵, [Timestamp](#)⁷⁶⁶

ITimestamped.IsValid Property

Returns a value indicating if the timestamped value is valid or not.

VB

```
ReadOnly Property IsValid() As Boolean
```

C#

```
bool IsValid {get;}
```

[C++]

```
bool IsValid {get;}
```

[JScript]

```
function get IsValid() : boolean;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ITimestamped](#)₇₆₄

ITimestamped.PreciseTimestamp Property

Gets the precise timestamp of the data point in milliseconds.

VB

```
ReadOnly Property PreciseTimestamp() As Long
```

C#

```
long PreciseTimestamp {get;}
```

[C++]

```
long PreciseTimestamp {get;}
```

[JScript]

```
function get PreciseTimestamp() : long;
```

Remarks

This is the precise timestamp from the eye tracker when the data point was created. Can be used to compare small deltas between data points, with a higher precision and without the floating point rounding error of the [Timestamp](#).

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ITimestamped](#)₇₆₄

ITimestamped.Timestamp Property

Gets the **unscaledTime** timestamp for the data point in seconds. <remarks> Time.unscaledTime timestamp of the data point. Every timestamp is unique. </remarks>

VB

```
ReadOnly Property Timestamp() As Single
```

C#

```
float Timestamp {get;}
```

[C++]

```
float Timestamp {get;}
```

[JScript]

```
function get Timestamp() : float;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ITimestamped](#)₇₆₄

ITobiiHost Interface

VB

```
Friend Interface ITobiiHost
```

C#

```
internal interface ITobiiHost
```

[C++]

```
internal interface ITobiiHost
```

[JScript]

```
internal interface ITobiiHost
```

Requirements

Namespace: [Tobii.Gaming.Internal](#)₅₅₈

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[DisplayInfo](#)₇₆₇, [GameViewInfo](#)₇₆₈, [GazeFocus](#)₇₆₉, [IsInitialized](#)₇₆₉, [UserPresence](#)₇₇₀

Methods

[GetGazePointDataProvider](#)₇₇₁, [GetHeadPoseDataProvider](#)₇₇₁, [Shutdown](#)₇₇₂

ITobiiHost.DisplayInfo Property

Gets information about the eye-tracked display monitor.

VB

```
ReadOnly Property DisplayInfo() As DisplayInfo
```

C#

```
DisplayInfo DisplayInfo {get;}
```

```
[C++]
DisplayInfo DisplayInfo {get;}
```

```
[JScript]
function get DisplayInfo() : DisplayInfo;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ITobiiHost](#)⁷⁶⁷

ITobiiHost.GameViewInfo Property

Gets information about the Game View window.

VB

```
ReadOnly Property GameViewInfo() As GameViewInfo
```

C#

```
GameViewInfo GameViewInfo {get;}
```

```
[C++]
GameViewInfo GameViewInfo {get;}
```

```
[JScript]
function get GameViewInfo() : GameViewInfo;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ITobiiHost](#)₇₆₇

ITobiiHost.GazeFocus Property

Gets the GazeFocus handler.

VB

```
ReadOnly Property GazeFocus() As IGazeFocus
```

C#

```
IGazeFocus GazeFocus {get;}
```

[C++]

```
IGazeFocus GazeFocus {get;}
```

[JScript]

```
function get GazeFocus() : IGazeFocus;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ITobiiHost](#)₇₆₇

ITobiiHost.IsInitialized Property

Returns a value indicating whether the host has been initialized.

VB

```
ReadOnly Property IsInitialized() As Boolean
```

C#

```
bool IsInitialized {get;}
```

[C++]

```
bool IsInitialized {get;}
```

[JScript]

```
function get IsInitialized() : boolean;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ITobiiHost767](#)

ITobiiHost.UserPresence Property

Gets the engine state: User presence.

VB

```
ReadOnly Property UserPresence() As UserPresence
```

C#

```
UserPresence UserPresence {get;}
```

[C++]

```
UserPresence UserPresence {get;}
```

[JScript]

```
function get UserPresence() : UserPresence;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ITobiiHost767](#)

ITobiiHost.GetGazePointDataProvider Method

Gets a provider of gaze point data using default data processing.

VB

```
Function GetGazePointDataProvider() As IDataProvider(Of GazePoint)
```

C#

```
IDataProvider<GazePoint> GetGazePointDataProvider()
```

[C++]

```
IDataProvider<GazePoint> GetGazePointDataProvider()
```

[JScript]

JScript does not support generic types and methods.

Returns

The data provider.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ITobiiHost](#)⁷⁶⁷

ITobiiHost.GetHeadPoseDataProvider Method

Gets a provider of head pose data. See [IDataProvider<T>](#).

VB

```
Function GetHeadPoseDataProvider() As IDataProvider(Of HeadPose)
```

C#

```
IDataProvider<HeadPose> GetHeadPoseDataProvider()
```

[C++]

```
IDataProvider<HeadPose> GetHeadPoseDataProvider()
```

[JScript]

JScript does not support generic types and methods.

Returns

The data provider.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ITobiiHost](#)₇₆₇

ITobiiHost.Shutdown Method

Shuts down the host.

VB

```
Sub Shutdown()
```

C#

```
void Shutdown()
```

[C++]

```
void Shutdown()
```

[JScript]

```
function Shutdown();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [ITobiiHost](#)₇₆₇

FocusedObject Structure

VB

```
Public Structure FocusedObject
```

C#

```
public struct FocusedObject
```

[C++]

```
public struct FocusedObject
```

[JScript]

JScript supports the use of structures, but not the declaration of new ones.

Requirements

Namespace: [Tobii.Gaming.Internal](#)⁵⁵⁸

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Constructors

[FocusedObject](#)⁷⁷³

Properties

[GameObject](#)⁷⁷⁴, [Invalid](#)⁷⁷⁵, [IsValid](#)⁷⁷⁵, [Key](#)⁷⁷⁶

Methods

[Equals](#)⁷⁷⁷

Fields

[_gameObject](#)⁷⁷⁸

FocusedObject Constructor

VB

```
Public Sub New(  
    ByVal gameObject As GameObject _  
)
```

C#

```
public FocusedObject(  
    GameObject gameObject  
)
```

[C++]

```
public FocusedObject(  
    GameObject gameObject  
)
```

[JScript]

```
public function FocusedObject(  
    gameObject : GameObject  
) ;
```

Parameters

gameObject

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [FocusedObject](#)⁷⁷³

FocusedObject.GameObject Property

VB

```
Public Property GameObject() As GameObject  
    Get  
    Private Set(ByVal Value As GameObject)
```

C#

```
public GameObject GameObject {get; private set;}
```

[C++]

```
public GameObject GameObject {get; private set;}
```

[JScript]

```
public function get GameObject() : GameObject;
private function set GameObject(value : GameObject);
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [FocusedObject](#)⁷⁷³

FocusedObject.Invalid Property

VB

```
Public ReadOnly Shared Property Invalid() As FocusedObject
```

C#

```
public static FocusedObject Invalid {get;}
```

[C++]

```
public static FocusedObject Invalid {get;}
```

[JScript]

```
public static function get Invalid() : FocusedObject;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [FocusedObject](#)⁷⁷³

FocusedObject.IsValid Property

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```
Public ReadOnly Property IsValid() As Boolean
```

C#

```
public bool IsValid {get;}
```

[C++]

```
public bool IsValid {get;}
```

[JScript]

```
public function get IsValid() : boolean;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [FocusedObject](#)₇₇₃

FocusedObject.Key Property

VB

```
Public ReadOnly Property Key() As Integer
```

C#

```
public int Key {get;}
```

[C++]

```
public int Key {get;}
```

[JScript]

```
public function get Key() : int;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [FocusedObject](#)₇₇₃

FocusedObject.Equals Method

VB

```
Public Function Equals( _  
    ByVal that As FocusedObject _  
) As Boolean
```

C#

```
public bool Equals(  
    FocusedObject that  
)
```

[C++]

```
public bool Equals(  
    FocusedObject that  
)
```

[JScript]

```
public function Equals(  
    that : FocusedObject  
) : boolean;
```

Parameters

that

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [FocusedObject](#)₇₇₃

gameObject Field

VB

```
Private _gameObject As GameObject
```

C#

```
private GameObject _gameObject
```

[C++]

```
private GameObject _gameObject
```

[JScript]

```
private _gameObject : GameObject
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [FocusedObject](#)⁷⁷³

GameViewInfo Structure

VB

```
Friend Structure GameViewInfo
```

C#

```
internal struct GameViewInfo
```

[C++]

```
internal struct GameViewInfo
```

[JScript]

JScript supports the use of structures, but not the declaration of new ones.

Requirements

Namespace: [Tobii.Gaming.Internal](#)⁵⁵⁸

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Constructors

[GameViewInfo](#)⁷⁷⁹

Properties

[DefaultGameViewInfo](#)⁷⁸⁰, [NormalizedClientAreaBounds](#)⁷⁸⁰

Fields

[_normalizedClientAreaBounds](#)⁷⁸¹

GameViewInfo Constructor

VB

```
Public Sub New(  
    ByVal normalizedClientAreaBounds As Rect  
)
```

C#

```
public GameViewInfo(  
    Rect normalizedClientAreaBounds  
)
```

[C++]

```
public GameViewInfo(  
    Rect normalizedClientAreaBounds  
)
```

[JScript]

```
public function GameViewInfo(  
    normalizedClientAreaBounds : Rect  
) ;
```

Parameters

normalizedClientAreaBounds

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GameViewInfo](#)⁷⁷⁸

GameViewInfo.DefaultGameViewInfo Property

VB

```
Public ReadOnly Shared Property DefaultGameViewInfo() As GameViewInfo
```

C#

```
public static GameViewInfo DefaultGameViewInfo {get;}
```

[C++]

```
public static GameViewInfo DefaultGameViewInfo {get;}
```

[JScript]

```
public static function get DefaultGameViewInfo() : GameViewInfo;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GameViewInfo](#)⁷⁷⁸

GameViewInfo.NormalizedClientAreaBounds Property

VB

```
Public ReadOnly Property NormalizedClientAreaBounds() As Rect
```

C#

```
public Rect NormalizedClientAreaBounds {get;}
```

[C++]
 public Rect NormalizedClientAreaBounds {get;}

[JScript]
 public function get NormalizedClientAreaBounds() : Rect;

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GameViewInfo](#)⁷⁷⁸

_normalizedClientAreaBounds Field

VB

```
Private ReadOnly _normalizedClientAreaBounds As Rect
```

C#

```
private readonly Rect _normalizedClientAreaBounds
```

[C++]
 private readonly Rect _normalizedClientAreaBounds

[JScript]
 private readonly _normalizedClientAreaBounds : Rect

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GameViewInfo](#)⁷⁷⁸

GazeFocusSettings Structure

VB

```
<Serializable()>
Public Structure GazeFocusSettings
```

C#

```
[Serializable()]
public struct GazeFocusSettings
```

[C++]
[Serializable()]
public struct GazeFocusSettings

[JScript]

JScript supports the use of structures, but not the declaration of new ones.

Requirements

Namespace: [Tobii.Gaming.Internal](#)⁵⁵⁸

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Methods

[CreateDefault](#)⁷⁸², [CreateDefaultLayerMask](#)⁷⁸³, [Equals](#)⁷⁸⁴, [Get](#)⁷⁸⁴, [GetSettingsFromObject](#)⁷⁸⁵, [Initialize](#)⁷⁸⁶, [IsInitialized](#)⁷⁸⁷, [Set](#)⁷⁸⁷

Fields

[DirectoryPath](#)⁷⁸⁸, [FilePath](#)⁷⁸⁹, [LayerMask](#)⁷⁸⁹, [MaximumDistance](#)⁷⁹⁰, [MaximumLayersInUnity](#)⁷⁹¹, [ResourcePath](#)⁷⁹¹

GazeFocusSettings.CreateDefault Method

VB

```
Public Shared Function CreateDefault() As GazeFocusSettings
```

C#

```
public static GazeFocusSettings CreateDefault()
```

[C++]

```
public static GazeFocusSettings CreateDefault()
```

[JScript]

```
public static function CreateDefault() : GazeFocusSettings;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeFocusSettings](#)⁷⁸²

GazeFocusSettings.CreateDefaultLayerMask Method

Creates a default layer mask with all non-empty layers selected.

VB

```
Private Shared Function CreateDefaultLayerMask() As Integer
```

C#

```
private static int CreateDefaultLayerMask()
```

[C++]

```
private static int CreateDefaultLayerMask()
```

[JScript]

```
private static function CreateDefaultLayerMask() : int;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role

not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeFocusSettings](#)⁷⁸²

GazeFocusSettings.Equals Method

VB

```
Public Function Equals(  
    ByVal otherSettings As GazeFocusSettings _  
) As Boolean
```

C#

```
public bool Equals(  
    GazeFocusSettings otherSettings  
)
```

[C++]

```
public bool Equals(  
    GazeFocusSettings otherSettings  
)
```

[JScript]

```
public function Equals(  
    otherSettings : GazeFocusSettings  
) : boolean;
```

Parameters

otherSettings

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeFocusSettings](#)⁷⁸²

GazeFocusSettings.Get Method

Gets the stored gaze focus settings.

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VB

```
Public Shared Function Get() As GazeFocusSettings
```

C#

```
public static GazeFocusSettings Get()
```

[C++]

```
public static GazeFocusSettings Get()
```

[JScript]

```
public static function Get() : GazeFocusSettings;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeFocusSettings](#)⁷⁸²

GazeFocusSettings.GetSettingsFromObject Method

VB

```
Private Shared Function GetSettingsFromObject( _  
    ByVal json As JSONNode _  
) As GazeFocusSettings
```

C#

```
private static GazeFocusSettings GetSettingsFromObject(  
    JSONNode json  
)
```

[C++]

```
private static GazeFocusSettings GetSettingsFromObject(  
    JSONNode json  
)
```

```
[JScript]
private static function GetSettingsFromObject(
    json : JSONNode
) : GazeFocusSettings;
```

Parameters

json

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeFocusSettings](#)⁷⁸²

GazeFocusSettings.Initialize Method

VB

```
Private Shared Sub Initialize()
```

C#

```
private static void Initialize()
```

```
[C++]
private static void Initialize()
```

```
[JScript]
private static function Initialize();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeFocusSettings](#)⁷⁸²

GazeFocusSettings.IsInitialized Method

VB

```
Private Shared Function IsInitialized() As Boolean
```

C#

```
private static bool IsInitialized()
```

[C++]

```
private static bool IsInitialized()
```

[JScript]

```
private static function IsInitialized() : boolean;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeFocusSettings](#)⁷⁸²

GazeFocusSettings.Set Method

Overwrites the currently stored settings with the supplied gazeFocusSettings. This call will only affect the stored settings, it will not update the settings loaded by the gaze focus system.

VB

```
Public Shared Sub Set( _
    ByVal gazeFocusSettings As GazeFocusSettings _ )
```

C#

```
public static void Set(
    GazeFocusSettings gazeFocusSettings )
```

[C++]

```
public static void Set(
```

```
GazeFocusSettings gazeFocusSettings  
)
```

```
[JScript]  
public static function Set(  
    gazeFocusSettings : GazeFocusSettings  
) ;
```

Parameters

gazeFocusSettings

Remarks

Will only store settings if called in Unity Editor.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeFocusSettings](#)₇₈₂

DirectoryPath Field

VB

```
Private Shared ReadOnly DirectoryPath As String
```

C#

```
private static readonly string DirectoryPath
```

```
[C++]  
private static readonly string DirectoryPath
```

```
[JScript]  
private static readonly DirectoryPath : String
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeFocusSettings](#)⁷⁸²

FilePath Field

VB

```
Private Shared ReadOnly FilePath As String
```

C#

```
private static readonly string FilePath
```

[C++]

```
private static readonly string FilePath
```

[JScript]

```
private static readonly FilePath : String
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeFocusSettings](#)⁷⁸²

LayerMask Field

Layers to detect gaze focus on.

VB

```
Public LayerMask As Integer
```

C#

```
public int LayerMask
```

[C++]
public int LayerMask

[JScript]
public LayerMask : int

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeFocusSettings](#)₇₈₂

MaximumDistance Field

Maximum distance to detect gaze focus within.

VB

```
Public MaximumDistance As Single
```

C#

```
public float MaximumDistance
```

[C++]
public float MaximumDistance

[JScript]
public MaximumDistance : float

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeFocusSettings](#)₇₈₂

MaximumLayersInUnity Field

VB

```
Private Const MaximumLayersInUnity As Integer = 32
```

C#

```
private const int MaximumLayersInUnity = 32
```

[C++]

```
private const int MaximumLayersInUnity = 32
```

[JScript]

```
private const MaximumLayersInUnity : int = 32
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeFocusSettings](#)₇₈₂

ResourcePath Field

VB

```
Private Const ResourcePath As String = "GazeFocusSettings"
```

C#

```
private const string ResourcePath = @"GazeFocusSettings"
```

[C++]

```
private const string ResourcePath = @"GazeFocusSettings"
```

```
[JScript]
```

```
private const ResourcePath : String = "GazeFocusSettings"
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeFocusSettings](#)₇₈₂

Tobii.Gaming.Stubs Namespace

Classes

[DataProviderStub<T>](#)⁷⁹³, [GazeFocusStub](#)⁷⁹⁸, [GazePointDataProviderStub](#)⁸⁰⁸,
[HeadPoseDataProviderStub](#)⁸⁰⁹, [StateValueStub<T>](#)⁸¹¹, [TobiiHostStub](#)⁸¹⁶

DataProviderStub<T> Class

[System.Object](#)

Tobii.Gaming.Stubs.DataProviderStub<T>

[Tobii.Gaming.Stubs.GazePointDataProviderStub](#)⁸⁰⁸

[Tobii.Gaming.Stubs.HeadPoseDataProviderStub](#)⁸⁰⁹

VB

```
Friend Class DataProviderStub(Of _  
    T As ITimestamped)  
    Implements IDataProvider(Of T)
```

C#

```
internal class DataProviderStub<T> : IDataProvider<T>  
    where T : ITimestamped
```

[C++]

```
internal class DataProviderStub<T> : IDataProvider<T>  
    where T : ITimestamped
```

[JScript]

JScript does not support generic types and methods.

Type Parameters

T

Requirements

Namespace: [Tobii.Gaming.Stubs](#)⁷⁹³

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Properties

Last⁷⁹⁴

Methods

[Equals](#) (inherited from [Object](#)), [Finalize](#) (inherited from [Object](#)), [GetDataPointsSince](#)⁷⁹⁴, [GetFrameConsistentDataPoint](#)⁷⁹⁵, [GetHashCode](#) (inherited from [Object](#)), [GetType](#) (inherited from [Object](#)), [MemberwiseClone](#) (inherited from [Object](#)), [ReferenceEquals](#) (inherited from [Object](#)), [Start](#)⁷⁹⁶, [Stop](#)⁷⁹⁷, [ToString](#) (inherited from [Object](#))

DataProviderStub<T>.Last Property

Gets the latest value of the data stream. The value is never null but it might be invalid.

VB

```
Public Property Last() As T Implements _
    IDataProvider.Last
    Get
        Protected Set(ByVal Value As T)
```

C#

```
public T Last {get; protected set;}
```

[C++]

```
public T Last {get; protected set;}
```

[JScript]

```
public function get Last() : T;
protected function set Last(value : T);
```

Implements

[IDataProvider.Last](#)⁷⁴⁴

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [DataProviderStub<T>](#)⁷⁹³

DataProviderStub<T>.GetDataPointsSince Method

Gets all data points since the supplied data point. Points older than 500 ms will not be included.

VB

```
Public Function GetDataPointsSince( _
    ByVal dataPoint As ITimestamped _
) As IEnumerable(Of T) Implements _
    IDataProvider.GetDataPointsSince
```

C#

```
public IEnumerable<T> GetDataPointsSince(
    ITimestamped dataPoint
)
```

[C++]
`public IEnumerable<T> GetDataPointsSince(
 ITimestamped dataPoint
)`

[JScript]
`JScript does not support generic types and methods.`

Parameters

dataPoint

Implements

[IDataProvider.GetDataPointsSince](#)⁷⁴⁵

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [DataProviderStub<T>](#)⁷⁹³

DataProviderStub<T>.GetFrameConsistentDataPoint Method

Gets the last possible data value that is also consistent with previous reads in the frame. As soon as the Last value is accessed, or this function is called in a frame, all subsequent calls to this function within that frame will return the same value.

VB

```
Public Function GetFrameConsistentDataPoint() As T Implements _
```

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```
IDataProvider.GetFrameConsistentDataPoint
```

C#

```
public T GetFrameConsistentDataPoint()
```

[C++]

```
public T GetFrameConsistentDataPoint()
```

[JScript]

```
public function GetFrameConsistentDataPoint() : T;
```

Returns

The last data point that can be consistently read in the frame.

Implements

[IDataProvider.GetFrameConsistentDataPoint](#)⁷⁴⁵

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [DataProviderStub<T>](#)⁷⁹³

DataProviderStub<T>.Start Method

Starts the provider. Data will continuously be updated in the Last property as events are received from Tobii Engine.

VB

```
Public Sub Start( _
    ByVal subscriberId As Integer _
) Implements _
    IDataProvider.Start
```

C#

```
public void Start(
    int subscriberId
)
```

```
[C++]
public void Start(
    int subscriberId
)
```

```
[JScript]
public function Start(
    subscriberId : int
);
```

Parameters

subscriberId

Implements

[IDataProvider.Start](#)⁷⁴⁶

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [DataProviderStub<T>](#)⁷⁹³

DataProviderStub<T>.Stop Method

Requests to stop the data provider. If there are no other clients that are currently requesting the provider to keep providing data, the provider will stop the stream of data from Tobii Engine and stop updating the Last property.

VB

```
Public Sub Stop(
    ByVal subscriberId As Integer
) Implements _
    IDataProvider.Stop
```

C#

```
public void Stop(
    int subscriberId
)
```

```
[C++]
public void Stop(
    int subscriberId
)
```

```
[JScript]
public function Stop(
    subscriberId : int
);
```

Parameters

subscriberId

Implements

[IDataProvider.Stop](#)⁷⁴⁷

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [DataProviderStub<T>](#)⁷⁹³

GazeFocusStub Class

[System.Object](#)

[Tobii.Gaming.Stubs.GazeFocusStub](#)

VB

```
Public Class GazeFocusStub
    Implements IGazeFocus,
              IRegisterGazeFocusable,
              IGazeFocusInternal
```

C#

```
public class GazeFocusStub : IGazeFocus,
                            IRegisterGazeFocusable,
                            IGazeFocusInternal
```

```
[C++]
public class GazeFocusStub : IGazeFocus,
```

```
IRegisterGazeFocusable,  
IGazeFocusInternal
```

```
[JScript]  
public class GazeFocusStub  
implements IGazeFocus,  
IRegisterGazeFocusable,  
IGazeFocusInternal
```

Requirements

Namespace:[Tobii.Gaming.Stubs](#)⁷⁹³

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[Camera](#)⁷⁹⁹, [FocusedObject](#)⁸⁰⁰, [IsInitialized](#)⁸⁰¹, [LayerMask](#)⁸⁰¹, [MaximumDistance](#)⁸⁰², [ObjectsInGaze](#)⁸⁰³, [Scorer](#)⁸⁰³

Methods

[Equals](#) (inherited from [Object](#)), [Finalize](#) (inherited from [Object](#)), [GetHashCode](#) (inherited from [Object](#)), [GetType](#) (inherited from [Object](#)), [IsFocusableObject](#)⁸⁰⁴, [MemberwiseClone](#) (inherited from [Object](#)), [ReferenceEquals](#) (inherited from [Object](#)), [RegisterFocusableComponent](#)⁸⁰⁵, [SettingsUpdated](#)⁸⁰⁶, [ToString](#) (inherited from [Object](#)), [UnregisterFocusableComponent](#)⁸⁰⁶, [UpdateGazeFocus](#)⁸⁰⁷

GazeFocusStub.Camera Property

Settable camera that defines the user's current view point.

VB

```
Public Property Camera() As Camera Implements _  
    IGazeFocus.Camera
```

C#

```
public Camera Camera {get; set;}
```

```
[C++]  
public Camera Camera {get; set;}
```

```
[JScript]
public function get Camera() : Camera;
public function set Camera(value : Camera);
```

Implements

[IGazeFocus.Camera](#)⁷⁴⁸

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeFocusStub](#)⁷⁹⁸

GazeFocusStub.FocusedObject Property

Gets the [FocusedObject](#) with gaze focus. Only game objects with a [GazeAware](#) or other [IGazeFocusable](#) component can be focused using gaze.

Returns null if no object is focused.

VB

```
Public ReadOnly Property FocusedObject() As FocusedObject Implements _
    IGazeFocus.FocusedObject
```

C#

```
public FocusedObject FocusedObject {get;}
```

```
[C++]
public FocusedObject FocusedObject {get;}
```

```
[JScript]
public function get FocusedObject() : FocusedObject;
```

Implements

[IGazeFocus.FocusedObject](#)⁷⁴⁹

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role

not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeFocusStub](#)₇₉₈

GazeFocusStub.Initialized Property

VB

```
Public ReadOnly Shared Property IsInitialized() As Boolean
```

C#

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

[C++]

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

[JScript]

```
public static function get IsInitialized() : boolean;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeFocusStub](#)₇₉₈

GazeFocusStub.LayerMask Property

VB

```
Friend ReadOnly Shared Property LayerMask() As LayerMask
```

C#

```
internal static LayerMask LayerMask {get;}
```

```
[C++]
internal static LayerMask LayerMask {get;}
```

```
[JScript]
internal static function get LayerMask() : LayerMask;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeFocusStub](#)₇₉₈

GazeFocusStub.MaximumDistance Property

VB

```
Friend ReadOnly Shared Property MaximumDistance() As Single
```

C#

```
internal static float MaximumDistance {get;}
```

```
[C++]
internal static float MaximumDistance {get;}
```

```
[JScript]
internal static function get MaximumDistance() : float;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeFocusStub](#)₇₉₈

GazeFocusStub.ObjectsInGaze Property

VB

```
Public ReadOnly Property ObjectsInGaze() As IEnumerable(Of GameObject)
```

C#

```
public IEnumerable<GameObject> ObjectsInGaze {get;}
```

[C++]

```
public IEnumerable<GameObject> ObjectsInGaze {get;}
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeFocusStub](#)⁷⁹⁸

GazeFocusStub.Scorer Property

VB

```
Friend Shared Property Scorer() As IScorer
```

C#

```
internal static IScorer Scorer {get; set;}
```

[C++]

```
internal static IScorer Scorer {get; set;}
```

[JScript]

```
internal static function get Scorer(): IScorer;
internal static function set Scorer(value: IScorer);
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeFocusStub](#)⁷⁹⁸

GazeFocusStub.IsFocusableObject Method

VB

```
Public Shared Function IsFocusableObject( _
    ByVal gameObject As GameObject _
) As Boolean
```

C#

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

[C++]

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

[JScript]

```
public static function IsFocusableObject(
    gameObject : GameObject
) : boolean;
```

Parameters

gameObject

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeFocusStub](#)₇₉₈

GazeFocusStub.RegisterFocusableComponent Method

Registers the supplied [IGazeFocusable](#) component so that the **GameObject** it belongs to can be focused using eye-gaze.

VB

```
Public Sub RegisterFocusableComponent( _  
    ByVal gazeFocusableComponent As IGazeFocusable _  
) Implements _  
    IRegisterGazeFocusable.RegisterFocusableComponent
```

C#

```
public void RegisterFocusableComponent(  
    IGazeFocusable gazeFocusableComponent  
)
```

[C++]

```
public void RegisterFocusableComponent(  
    IGazeFocusable gazeFocusableComponent  
)
```

[JScript]

```
public function RegisterFocusableComponent(  
    gazeFocusableComponent : IGazeFocusable  
) ;
```

Parameters

gazeFocusableComponent

The component to register.

Implements

[IRegisterGazeFocusable.RegisterFocusableComponent](#)₇₅₄

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeFocusStub](#)₇₉₈

GazeFocusStub.SettingsUpdated Method

VB

```
Public Shared Sub SettingsUpdated()
```

C#

```
public static void SettingsUpdated()
```

[C++]

```
public static void SettingsUpdated()
```

[JScript]

```
public static function SettingsUpdated();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeFocusStub](#)⁷⁹⁸

GazeFocusStub.UnregisterFocusableComponent Method

Unregisters the supplied [IGazeFocusable](#) component so that the [GameObject](#) it belongs to no longer can be focused using eye-gaze.

VB

```
Public Sub UnregisterFocusableComponent( _
    ByVal gazeFocusableComponent As IGazeFocusable _ 
) Implements _
    IRegisterGazeFocusable.UnregisterFocusableComponent
```

C#

```
public void UnregisterFocusableComponent(
    IGazeFocusable gazeFocusableComponent
)
```

[C++]

```
public void UnregisterFocusableComponent(
    IGazeFocusable gazeFocusableComponent
)
```

[JScript]

```
public function UnregisterFocusableComponent(
    gazeFocusableComponent : IGazeFocusable
);
```

Parameters

gazeFocusableComponent

The component to unregister.

Implements

[IRegisterGazeFocusable.UnregisterFocusableComponent](#)₇₅₅

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeFocusStub](#)₇₉₈

GazeFocusStub.UpdateGazeFocus Method

Updates the gaze focus according to the latest gaze data.

VB

```
Public Sub UpdateGazeFocus() Implements _
    IGazeFocusInternal.UpdateGazeFocus
```

C#

```
public void UpdateGazeFocus()
```

[C++]

```
public void UpdateGazeFocus()
```

[JScript]

```
public function UpdateGazeFocus();
```

Implements

[IGazeFocusInternal.UpdateGazeFocus](#)⁷⁵¹

Remarks

Should only be called from a MonoBehaviour Update() method (and UI thread). Currently called once per frame from EyeTrackingHost.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazeFocusStub](#)⁷⁹⁸

GazePointDataProviderStub Class

[System.Object](#)

[Tobii.Gaming.Stubs.DataProviderStub<T>](#)⁷⁹³

[Tobii.Gaming.Stubs.GazePointDataProviderStub](#)

VB

```
Friend Class GazePointDataProviderStub  
    Inherits DataProviderStub(Of GazePoint)
```

C#

```
internal class GazePointDataProviderStub : DataProviderStub<GazePoint>
```

[C++]

```
internal class GazePointDataProviderStub : DataProviderStub<GazePoint>
```

[JScript]

JScript does not support generic types and methods.

Requirements

Namespace: [Tobii.Gaming.Stubs](#)⁷⁹³

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Constructors

[GazePointDataProviderStub](#)₈₀₉

Properties

[Last](#)₇₉₄ (inherited from [DataProviderStub<T>](#))

Methods

[Equals](#) (inherited from [Object](#)), [Finalize](#) (inherited from [Object](#)), [GetDataPointsSince](#)₇₉₄ (inherited from [DataProviderStub<T>](#)), [GetFrameConsistentDataPoint](#)₇₉₅ (inherited from [DataProviderStub<T>](#)), [GetHashCode](#) (inherited from [Object](#)), [GetType](#) (inherited from [Object](#)), [MemberwiseClone](#) (inherited from [Object](#)), [ReferenceEquals](#) (inherited from [Object](#)), [Start](#)₇₉₆ (inherited from [DataProviderStub<T>](#)), [Stop](#)₇₉₇ (inherited from [DataProviderStub<T>](#)), [ToString](#) (inherited from [Object](#))

GazePointDataProviderStub Constructor

VB

```
Public Sub New()
```

C#

```
public GazePointDataProviderStub()
```

[C++]

```
public GazePointDataProviderStub()
```

[JScript]

```
public function GazePointDataProviderStub();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [GazePointDataProviderStub](#)₈₀₈

HeadPoseDataProviderStub Class

[System.Object](#)

[Tobii.Gaming.Stubs.DataProviderStub<T>](#)₇₉₃

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Tobii.Gaming.Stubs.HeadPoseDataProviderStub**VB**

```
Friend Class HeadPoseDataProviderStub  
    Inherits DataProviderStub(Of HeadPose)
```

C#

```
internal class HeadPoseDataProviderStub : DataProviderStub<HeadPose>
```

[C++]

```
internal class HeadPoseDataProviderStub : DataProviderStub<HeadPose>
```

[JScript]

JScript does not support generic types and methods.

Requirements

Namespace: [Tobii.Gaming.Stubs](#)⁷⁹³

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Constructors

[HeadPoseDataProviderStub](#)⁸¹⁰

Properties

[Last](#)⁷⁹⁴ (inherited from [DataProviderStub<T>](#))

Methods

[Equals](#) (inherited from [Object](#)), [Finalize](#) (inherited from [Object](#)), [GetDataPointsSince](#)⁷⁹⁴ (inherited from [DataProviderStub<T>](#)), [GetFrameConsistentDataPoint](#)⁷⁹⁵ (inherited from [DataProviderStub<T>](#)), [GetHashCode](#) (inherited from [Object](#)), [GetType](#) (inherited from [Object](#)), [MemberwiseClone](#) (inherited from [Object](#)), [ReferenceEquals](#) (inherited from [Object](#)), [Start](#)⁷⁹⁶ (inherited from [DataProviderStub<T>](#)), [Stop](#)⁷⁹⁷ (inherited from [DataProviderStub<T>](#)), [ToString](#) (inherited from [Object](#))

HeadPoseDataProviderStub Constructor

VB

```
Public Sub New()
```

C#

```
public HeadPoseDataProviderStub()
```

[C++]

```
public HeadPoseDataProviderStub()
```

[JScript]

```
public function HeadPoseDataProviderStub();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [HeadPoseDataProviderStub](#)₈₀₉

StateValueStub<T> Class

[System.Object](#)

[System.EventArgs](#)

[Tobii.Gaming.Stubs.StateValueStub<T>](#)

VB

```
Friend Class StateValueStub(Of _  
    T)  
    Inherits EventArgs  
    Implements IStateValue(Of T)
```

C#

```
internal class StateValueStub<T> : EventArgs,  
    IStateValue<T>
```

[C++]

```
internal class StateValueStub<T> : EventArgs,  
    IStateValue<T>
```

[JScript]

JScript does not support generic types and methods.

Type Parameters

T

Requirements

Namespace:[Tobii.Gaming.Stubs](#)⁷⁹³

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Constructors

[StateValueStub<T>](#)⁸¹³

Properties

[Invalid](#)⁸¹⁴, [IsValid](#)⁸¹⁴, [Value](#)⁸¹⁵

Methods

[Equals](#) (inherited from [Object](#)), [Finalize](#) (inherited from [Object](#)), [GetHashCode](#) (inherited from [Object](#)), [GetType](#) (inherited from [Object](#)), [MemberwiseClone](#) (inherited from [Object](#)), [ReferenceEquals](#) (inherited from [Object](#)), [ToString](#)⁸¹⁶

StateValueStub<T> Constructor

VB

```
Public Sub New()
```

C#

```
public StateValueStub()
```

[C++]

```
public StateValueStub()
```

[JScript]

```
public function StateValueStub();
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role

not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [StateValueStub<T>](#)₈₁₁

StateValueStub<T>(T) Constructor

VB

```
Public Sub New(  
    ByVal value As T  
)
```

C#

```
public StateValueStub(  
    T value  
)
```

[C++]

```
public StateValueStub(  
    T value  
)
```

[JScript]

```
public function StateValueStub(  
    value : T  
);
```

Parameters

value

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [StateValueStub<T>](#)₈₁₁

StateValueStub<T>.Invalid Property

VB

```
Public ReadOnly Shared Property Invalid() As IStateValue(Of T)
```

C#

```
public static IStateValue<T> Invalid {get;}
```

[C++]

```
public static IStateValue<T> Invalid {get;}
```

[JScript]

JScript does not support generic types and methods.

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [StateValueStub<T>](#)₈₁₁

StateValueStub<T>.IsValid Property

Gets a value indicating whether the state value is valid. The state will always be unknown when disconnected from Tobii Engine.

VB

```
Public Property IsValid() As Boolean Implements _
IStateValue.IsValid
    Get
        Private Set(ByVal Value As Boolean)
```

C#

```
public bool IsValid {get; private set;}
```

[C++]

```
public bool IsValid {get; private set;}
```

```
[JScript]
public function get IsValid() : boolean;
private function set IsValid(value : boolean);
```

Implements

[IStateValue.IsValid](#)⁷⁶³

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [StateValueStub<T>](#)⁸¹¹

StateValueStub<T>.Value Property

Gets the state value.

VB

```
Public Property Value() As T Implements _
    IStateValue.Value
    Get
        Private Set(ByVal Value As T)
```

C#

```
public T Value {get; private set;}
```

[C++]

```
public T Value {get; private set;}
```

```
[JScript]
```

```
public function get Value() : T;
private function set Value(value : T);
```

Implements

[IStateValue.Value](#)⁷⁶³

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [StateValueStub<T>](#)₈₁₁

StateValueStub<T>.ToString Method

VB

```
Public Overrides Function ToString() As String
```

C#

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

[C++]

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

[JScript]

```
public function ToString() : String;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [StateValueStub<T>](#)₈₁₁

TobiiHostStub Class

[System.Object](#)

[Tobii.Gaming.Stubs.TobiiHostStub](#)

VB

```
Friend Class TobiiHostStub
    Implements ITobiiHost
```

C#

```
internal class TobiiHostStub : ITobiiHost
```

[C++]
internal class TobiiHostStub : ITobiiHost

[JScript]
internal class TobiiHostStub
implements ITobiiHost

Requirements

Namespace:[Tobii.Gaming.Stubs](#)⁷⁹³

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

Assembly: Assembly-CSharp (in Assembly-CSharp.dll)

Properties

[DisplayInfo](#)⁸¹⁷, [GameViewInfo](#)⁸¹⁸, [GazeFocus](#)⁸¹⁹, [IsInitialized](#)⁸¹⁹, [UserPresence](#)⁸²⁰

Methods

[Equals](#) (inherited from [Object](#)), [Finalize](#) (inherited from [Object](#)), [GetGameViewInfo](#)⁸²¹,
[GetGazePointDataProvider](#)⁸²², [GetHashCode](#) (inherited from [Object](#)), [GetHeadPoseDataProvider](#)⁸²²,
[GetInstance](#)⁸²³, [GetInstanceID](#)⁸²⁴, [GetType](#) (inherited from [Object](#)), [Implicit Conversion \(TobiiHostStub to Boolean\)](#)⁸²⁴, [MemberwiseClone](#) (inherited from [Object](#)), [ReferenceEquals](#) (inherited from [Object](#)),
[Shutdown](#)⁸²⁵, [ToString](#) (inherited from [Object](#))

Fields

[_instance](#)⁸²⁶

TobiiHostStub.DisplayInfo Property

Gets information about the eye-tracked display monitor.

VB

```
Public ReadOnly Property DisplayInfo() As DisplayInfo Implements ITobiiHost.DisplayInfo
```

C#

```
public DisplayInfo DisplayInfo {get;}
```

```
[C++]
public DisplayInfo DisplayInfo {get;}
```

```
[JScript]
public function get DisplayInfo() : DisplayInfo;
```

Implements

[ITobiiHost.DisplayInfo](#)⁷⁶⁷

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiHostStub](#)⁸¹⁶

TobiiHostStub.GameViewInfo Property

Gets information about the Game View window.

VB

```
Public ReadOnly Property GameViewInfo() As GameViewInfo Implements _
    ITobiiHost.GameViewInfo
```

C#

```
public GameViewInfo GameViewInfo {get;}
```

```
[C++]
public GameViewInfo GameViewInfo {get;}
```

```
[JScript]
public function get GameViewInfo() : GameViewInfo;
```

Implements

[ITobiiHost.GameViewInfo](#)⁷⁶⁸

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiHostStub](#)₈₁₆

TobiiHostStub.GazeFocus Property

Gets the GazeFocus handler.

VB

```
Public ReadOnly Property GazeFocus() As IGazeFocus Implements ITobiiHost.GazeFocus
```

C#

```
public IGazeFocus GazeFocus {get;}
```

[C++]

```
public IGazeFocus GazeFocus {get;}
```

[JScript]

```
public function get GazeFocus() : IGazeFocus;
```

Implements

[ITobiiHost.GazeFocus](#)₇₆₉

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiHostStub](#)₈₁₆

TobiiHostStub.IsInitialized Property

Returns a value indicating whether the host has been initialized.

VB

```
Public ReadOnly Property IsInitialized() As Boolean Implements _  
    ITobiiHost.IsInitialized
```

C#

```
public bool IsInitialized {get;}
```

[C++]

```
public bool IsInitialized {get;}
```

[JScript]

```
public function get IsInitialized() : boolean;
```

Implements

[ITobiiHost.IsInitialized](#)₇₆₉

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiHostStub](#)₈₁₆

TobiiHostStub.UserPresence Property

Gets the engine state: User presence.

VB

```
Public ReadOnly Property UserPresence() As UserPresence Implements _  
    ITobiiHost.UserPresence
```

C#

```
public UserPresence UserPresence {get;}
```

[C++]

```
public UserPresence UserPresence {get;}
```

[JScript]

```
public function get UserPresence() : UserPresence;
```

Implements

[ITobiiHost.UserPresence](#)⁷⁷⁰

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiHostStub](#)⁸¹⁶

TobiiHostStub.GetGameViewInfo Method

VB

```
Friend Function GetGameViewInfo() As GameViewInfo
```

C#

```
internal GameViewInfo GetGameViewInfo()
```

[C++]

```
internal GameViewInfo GetGameViewInfo()
```

[JScript]

```
internal function GetGameViewInfo() : GameViewInfo;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiHostStub](#)⁸¹⁶

TobiiHostStub.GetGazePointDataProvider Method

Gets a provider of gaze point data using default data processing.

VB

```
Public Function GetGazePointDataProvider() As IDataProvider(Of GazePoint)
Implements
ITobiiHost.GetGazePointDataProvider
```

C#

```
public IDataProvider<GazePoint> GetGazePointDataProvider()
```

[C++]

```
public IDataProvider<GazePoint> GetGazePointDataProvider()
```

[JScript]

JScript does not support generic types and methods.

Returns

The data provider.

Implements

[ITobiiHost](#).[GetGazePointDataProvider](#)⁷⁷¹

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiHostStub](#)⁸¹⁶

TobiiHostStub.GetHeadPoseDataProvider Method

Gets a provider of head pose data. See [IDataProvider](#)<T>.

VB

```
Public Function GetHeadPoseDataProvider() As IDataProvider(Of HeadPose)
Implements
ITobiiHost.GetHeadPoseDataProvider
```

C#

```
public IDataProvider<HeadPose> GetHeadPoseDataProvider()
```

[C++]

```
public IDataProvider<HeadPose> GetHeadPoseDataProvider()
```

[JScript]

JScript does not support generic types and methods.

Returns

The data provider.

Implements

[ITobiiHost.GetHeadPoseDataProvider](#)⁷⁷¹

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiHostStub](#)⁸¹⁶

TobiiHostStub.GetInstance Method

VB

```
Public Shared Function GetInstance() As ITobiiHost
```

C#

```
public static ITobiiHost GetInstance()
```

[C++]

```
public static ITobiiHost GetInstance()
```

[JScript]

```
public static function GetInstance() : ITobiiHost;
```

Requirements

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Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiHostStub](#)₈₁₆

TobiiHostStub.GetInstanceID Method

VB

```
Public Function GetInstanceID() As Integer
```

C#

```
public int GetInstanceID()
```

[C++]

```
public int GetInstanceID()
```

[JScript]

```
public function GetInstanceID() : int;
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiHostStub](#)₈₁₆

TobiiHostStub.Implicit Conversion (TobiiHostStub to Boolean) Method

VB

```
Public Shared Widening Operator CType( _
    ByVal exists As TobiiHostStub _ 
) As Boolean
```

C#

```
public static implicit operator bool (
    TobiiHostStub exists
)
```

[C++]
public static implicit operator bool (
 TobiiHostStub exists
)

[JScript]
JScript supports the use of overloaded operators, but not the declaration of new ones.

Parameters

exists

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiHostStub](#)₈₁₆

TobiiHostStub.Shutdown Method

Shuts down the host.

VB

```
Public Sub Shutdown() Implements _
    ITobiiHost.Shutdown
```

C#

```
public void Shutdown()
```

[C++]
public void Shutdown()

```
[JScript]
public function Shutdown();
```

Implements

[ITobiiHost.Shutdown](#)⁷⁷²

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiHostStub](#)⁸¹⁶

instance Field

VB

```
Private Shared _instance As TobiiHostStub
```

C#

```
private static TobiiHostStub _instance
```

```
[C++]
private static TobiiHostStub _instance
```

```
[JScript]
private static _instance : TobiiHostStub
```

Requirements

Platforms: Windows Phone 8.1, Windows Phone 8, Windows 8.1, Windows Server 2012 R2, Windows 8, Windows Server 2012, Windows 7, Windows Vista SP2, Windows Server 2008 (Server Core Role not supported), Windows Server 2008 R2 (Server Core Role supported with SP1 or later; Itanium not supported)

See Also

Applies to: [TobiiHostStub](#)⁸¹⁶

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