

Doxygen User manual

1.2.1

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Chapter 1

Doxygen tool

Author

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If you have any questions contact me on johan.holtby@gmail.com

I also will put up video tutorials on my youtube: <http://www.youtube.com/user/Norritt42/videos>

This is a doxygen tool for Unity. I have been inspired by <http://www.jacobpennock.com/Blog/?p=629>

To use this tool you need to install:

1. Doxygen - www.doxygen.org
2. A LaTeX to pdf tool - e.g. <http://miktex.org/download> (Remember to update using Update(admin))
3. Install Ghostscript if needed - <http://www.ghostscript.com/download/gsdnld.html> (The MikTeX uses this)
4. Remember to close and reopen Unity if you have it open to update environment variables.

One thing that I have found out the hard way is that if you have deep file hearcies some times makeindex refman.idx rejects files. This is a known bug <http://sourceforge.net/p/miktex/bugs/2144/>

To generate the PDF files:

1. Fill in every thing in settings.
2. Press "Save Settings(...."
3. Go to "Generate/View/Edit"
4. Press "Generate PDFs"

Best of luck
/Norritt42

Chapter 2

Credits

Thanks to Kerry Enfinger for submitting a bug report and how to fix it.

Chapter 3

Namespace Index

3.1 Packages

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

ProjectNull	13
ProjectNull.DocTools	13

Chapter 4

Hierarchical Index

4.1 Class Hierarchy

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

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ProjectNull.DocTools.ProcessRunner	30

Chapter 5

Class Index

5.1 Class List

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

Area_Script	15
Banda_Script	15
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ChooseTeam	16
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This is the settings of the	18
ProjectNull.DocTools.DoxyWindow	
The doxygen window in the editor to access doxygen and the documentation	20
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ProjectNull.DocTools.ProcessRunner	
Contains a process and this is the interface point	30
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Shoot_Script	33
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Chapter 6

File Index

6.1 File List

Here is a list of all files with brief descriptions:

C:/Users/stephen/Documents/soccer game/Assets/Doxygen/Editor/DoxyFile.cs	37
C:/Users/stephen/Documents/soccer game/Assets/Doxygen/Editor/DoxySettings.cs	37
C:/Users/stephen/Documents/soccer game/Assets/Doxygen/Editor/DoxyWindow.cs	38
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C:/Users/stephen/Documents/soccer game/Assets/Soccer Project/Scripts/GoalKeeperJump_Down.cs	39
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C:/Users/stephen/Documents/soccer game/Assets/Soccer Project/Scripts/HUD/ChooseTeam.cs	40
C:/Users/stephen/Documents/soccer game/Assets/Soccer Project/Scripts/HUD/ScoreHUD.cs	40
C:/Users/stephen/Documents/soccer game/Assets/Soccer Project/Scripts/HUD/ScorerTimeHUD.cs	40
C:/Users/stephen/Documents/soccer game/Assets/Soccer Project/Scripts/HUD/SetShield.cs	40
C:/Users/stephen/Documents/soccer game/Assets/Soccer Project/Scripts/HUD/ShieldMenu.cs	40

Chapter 7

Namespace Documentation

7.1 Package ProjectNull

Namespaces

- package [DocTools](#)

7.2 Package ProjectNull.DocTools

Classes

- class [DoxyFile](#)
The base doxy file class used to make new doxyfiles form a base doxyfile.
- struct [DoxySettings](#)
This is the settings of the.
- class [DoxyWindow](#)
The doxygen window in the editor to access doxygen and the documentation.
- class [ProcessRunner](#)
Contains a process and this is the interface point.

Enumerations

- enum [DoxyType](#) { [DoxyType.User](#), [DoxyType.Developer](#) }

7.2.1 Enumeration Type Documentation

7.2.1.1 enum ProjectNull.DocTools.DoxyType

Enumerator

User

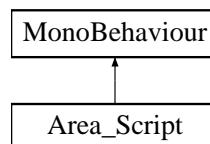
Developer

Chapter 8

Class Documentation

8.1 Area_Script Class Reference

Inheritance diagram for Area_Script:

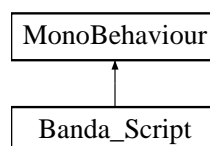


The documentation for this class was generated from the following file:

- C:/Users/stephen/Documents/soccer game/Assets/Soccer Project/Scripts/[Area_Script.cs](#)

8.2 Banda_Script Class Reference

Inheritance diagram for Banda_Script:



Public Attributes

- [Sphere](#) `sphere`
- `Vector3` [direction_throwin](#)

8.2.1 Member Data Documentation

8.2.1.1 `Vector3` `Banda_Script.direction_throwin`

8.2.1.2 `Sphere` `Banda_Script.sphere`

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

- C:/Users/stephen/Documents/soccer game/Assets/Soccer Project/Scripts/[Banda_Script.cs](#)

8.3 Boundary Class Reference

Public Attributes

- Vector2 [min](#) = Vector2.zero
- Vector2 [max](#) = Vector2.zero

8.3.1 Member Data Documentation

8.3.1.1 Vector2 Boundary.max = Vector2.zero

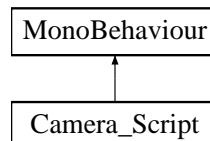
8.3.1.2 Vector2 Boundary.min = Vector2.zero

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

- C:/Users/stephen/Documents/soccer game/Assets/Soccer Project/Scripts/[Joystick_Script.cs](#)

8.4 Camera_Script Class Reference

Inheritance diagram for Camera_Script:



Public Attributes

- Transform [target](#)
- Vector3 [targetOffsetPos](#)

8.4.1 Member Data Documentation

8.4.1.1 Transform Camera_Script.target

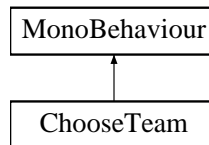
8.4.1.2 Vector3 Camera_Script.targetOffsetPos

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

- C:/Users/stephen/Documents/soccer game/Assets/Soccer Project/Scripts/[Camera_Script.cs](#)

8.5 ChooseTeam Class Reference

Inheritance diagram for ChooseTeam:



Public Attributes

- Material [normalMaterial](#)
- Material [selectMaterial](#)
- [ShieldMenu\[\]](#) [shields](#)
- string [Selected](#)
- string [localOrVisit](#)

8.5.1 Member Data Documentation

8.5.1.1 string `ChooseTeam.localOrVisit`

8.5.1.2 Material `ChooseTeam.normalMaterial`

8.5.1.3 string `ChooseTeam.Selected`

8.5.1.4 Material `ChooseTeam.selectMaterial`

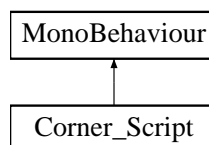
8.5.1.5 [ShieldMenu \[\]](#) `ChooseTeam.shields`

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

- `C:/Users/stephen/Documents/soccer game/Assets/Soccer Project/Scripts/HUD/ChooseTeam.cs`

8.6 Corner_Script Class Reference

Inheritance diagram for `Corner_Script`:



Public Attributes

- Transform [downPosition](#)
- Transform [upPosition](#)
- GameObject [area](#)
- Transform [point_goalkick](#)
- GameObject [goalKeeper](#)
- [Sphere](#) [sphere](#)

8.6.1 Member Data Documentation

8.6.1.1 `GameObject Corner_Script.area`

8.6.1.2 `Transform Corner_Script.downPosition`

8.6.1.3 `GameObject Corner_Script.goalKeeper`

8.6.1.4 `Transform Corner_Script.point_goalkick`

8.6.1.5 `Sphere Corner_Script.sphere`

8.6.1.6 `Transform Corner_Script.upPosition`

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

- `C:/Users/stephen/Documents/soccer game/Assets/Soccer Project/Scripts/Corner_Script.cs`

8.7 ProjectNull.DocTools.DoxyFile Class Reference

The base doxy file class used to make new doxyfiles form a base doxyfile.

Static Public Member Functions

- static int `MakeTheDoxyFiles` (`DoxySettings` doxySettings)
Make the doxyfiles in the new folder.
- static bool `DoxygenFileExist` (`DoxyType` doxyType, `DoxySettings` doxySettings)

8.7.1 Detailed Description

The base doxy file class used to make new doxyfiles form a base doxyfile.

8.7.2 Member Function Documentation

8.7.2.1 `static bool ProjectNull.DocTools.DoxyFile.DoxygenFileExist (DoxyType doxyType, DoxySettings doxySettings)`
[static]

Test if dxygen file exist

8.7.2.2 `static int ProjectNull.DocTools.DoxyFile.MakeTheDoxyFiles (DoxySettings doxySettings)` [static]

Make the doxyfiles in the new folder.

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

- `C:/Users/stephen/Documents/soccer game/Assets/Doxygen/Editor/DoxyFile.cs`

8.8 ProjectNull.DocTools.DoxySettings Struct Reference

This is the settings of the.

Public Member Functions

- void [Save](#) ()
Save the data to the EditorPrefs using SetString.
- void [Load](#) ()
Used to load the settings from EditorPrefs.
- void [LoadFromEditorPrefs](#) ()
Used to load the settings from EditorPrefs.
- void [LoadSettingsFromUserDoxyFile](#) ()
Loading settings from the doxygen using the user doxygen file.

Properties

- string [fullDoxygenPath](#) [get, set]
- string [activeDocumentationFolder](#) [get, set]
- string [projecSourceFolder](#) [get, set]
- string [projectName](#) [get, set]
- string [projectBrief](#) [get, set]
- string [projectVersionNumber](#) [get, set]

8.8.1 Detailed Description

This is the settings of the.

8.8.2 Member Function Documentation

8.8.2.1 void ProjectNull.DocTools.DoxySettings.Load ()

Used to load the settings from EditorPrefs.

8.8.2.2 void ProjectNull.DocTools.DoxySettings.LoadFromEditorPrefs ()

Used to load the settings from EditorPrefs.

8.8.2.3 void ProjectNull.DocTools.DoxySettings.LoadSettingsFromUserDoxyFile ()

Loading settings from the doxygen using the user doxygen file.

8.8.2.4 void ProjectNull.DocTools.DoxySettings.Save ()

Save the data to the EditorPrefs using SetString.

8.8.3 Property Documentation

8.8.3.1 string ProjectNull.DocTools.DoxySettings.activeDocumentationFolder [get], [set]

The path to the active documentation folder

It's here the doxy files and PDFs are

8.8.3.2 `string ProjectNull.DocTools.DoxySettings.fullDoxygenPath` `[get], [set]`

The path to the doxygen.exe file

8.8.3.3 `string ProjectNull.DocTools.DoxySettings.projectSourceFolder` `[get], [set]`

The path to the source folder when generating new doxy files.

8.8.3.4 `string ProjectNull.DocTools.DoxySettings.projectBrief` `[get], [set]`

The project brief description to insert in the doxyfile.

8.8.3.5 `string ProjectNull.DocTools.DoxySettings.projectName` `[get], [set]`

The project name to insert in the doxyfile.

8.8.3.6 `string ProjectNull.DocTools.DoxySettings.projectVersionNumber` `[get], [set]`

The project number (version number) to insert in the doxyfile.

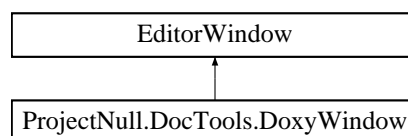
The documentation for this struct was generated from the following file:

- C:/Users/stephen/Documents/soccer game/Assets/Doxygen/Editor/[DoxySettings.cs](#)

8.9 ProjectNull.DocTools.DoxyWindow Class Reference

The doxygen window in the editor to access doxygen and the documentation.

Inheritance diagram for ProjectNull.DocTools.DoxyWindow:



8.9.1 Detailed Description

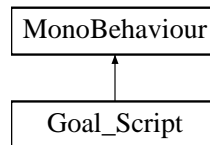
The doxygen window in the editor to access doxygen and the documentation.

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

- C:/Users/stephen/Documents/soccer game/Assets/Doxygen/Editor/[DoxyWindow.cs](#)

8.10 Goal_Script Class Reference

Inheritance diagram for Goal_Script:



Public Attributes

- [Sphere sphere](#)
- [GameObject goalKeeper](#)
- [InGameState_Script ingame](#)
- [MeshFilter red](#)

8.10.1 Member Data Documentation

8.10.1.1 [GameObject Goal_Script.goalKeeper](#)

8.10.1.2 [InGameState_Script Goal_Script.ingame](#)

8.10.1.3 [MeshFilter Goal_Script.red](#)

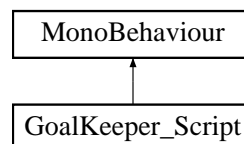
8.10.1.4 [Sphere Goal_Script.sphere](#)

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

- [C:/Users/stephen/Documents/soccer game/Assets/Soccer Project/Scripts/Goal_Script.cs](#)

8.11 GoalKeeper_Script Class Reference

Inheritance diagram for GoalKeeper_Script:



Public Types

- [enum GoalKeeper_State {](#)
[GoalKeeper_State.RESTING](#), [GoalKeeper_State.GO_ORIGIN](#), [GoalKeeper_State.STOLE_BALL](#), [GoalKeeper_State.GET_BALL_DOWN](#),
[GoalKeeper_State.UP_WITH_BALL](#), [GoalKeeper_State.PASS_HAND](#), [GoalKeeper_State.GOAL_KICK](#),
[GoalKeeper_State.JUMP_LEFT](#),
[GoalKeeper_State.JUMP_RIGHT](#), [GoalKeeper_State.JUMP_LEFT_DOWN](#), [GoalKeeper_State.JUMP_RIGHT_DOWN](#) }
[GHT_DOWN](#) }

Public Attributes

- [string Name](#)
- [GoalKeeper_State state](#)

- Transform [centro_campo](#)
- Sphere [sphere](#)
- Vector3 [initial_Position](#)
- Transform [hand_bone](#)
- CapsuleCollider [capsuleCollider](#)

8.11.1 Member Enumeration Documentation

8.11.1.1 enum GoalKeeper_Script.GoalKeeper_State

Enumerator

RESTING
GO_ORIGIN
STOLE_BALL
GET_BALL_DOWN
UP_WITH_BALL
PASS_HAND
GOAL_KICK
JUMP_LEFT
JUMP_RIGHT
JUMP_LEFT_DOWN
JUMP_RIGHT_DOWN

8.11.2 Member Data Documentation

8.11.2.1 CapsuleCollider GoalKeeper_Script.capsuleCollider

8.11.2.2 Transform GoalKeeper_Script.centro_campo

8.11.2.3 Transform GoalKeeper_Script.hand_bone

8.11.2.4 Vector3 GoalKeeper_Script.initial_Position

8.11.2.5 string GoalKeeper_Script.Name

8.11.2.6 Sphere GoalKeeper_Script.sphere

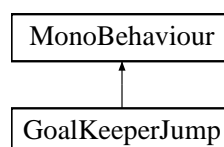
8.11.2.7 GoalKeeper_State GoalKeeper_Script.state

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

- C:/Users/stephen/Documents/soccer game/Assets/Soccer Project/Scripts/[GoalKeeper_Script.cs](#)

8.12 GoalKeeperJump Class Reference

Inheritance diagram for GoalKeeperJump:



Public Attributes

- [GoalKeeper_Script goalKeeper](#)

8.12.1 Member Data Documentation

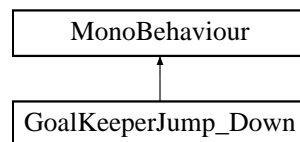
8.12.1.1 GoalKeeper_Script GoalKeeperJump.goalKeeper

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

- C:/Users/stephen/Documents/soccer game/Assets/Soccer Project/Scripts/[GoalKeeperJump.cs](#)

8.13 GoalKeeperJump_Down Class Reference

Inheritance diagram for GoalKeeperJump_Down:



Public Attributes

- [GoalKeeper_Script goalKeeper](#)

8.13.1 Member Data Documentation

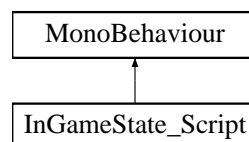
8.13.1.1 GoalKeeper_Script GoalKeeperJump_Down.goalKeeper

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

- C:/Users/stephen/Documents/soccer game/Assets/Soccer Project/Scripts/[GoalKeeperJump_Down.cs](#)

8.14 InGameState_Script Class Reference

Inheritance diagram for InGameState_Script:



Public Types

- enum [InGameState](#) {
[InGameState.PLAYING](#), [InGameState.PREPARE_TO_KICK_OFF](#), [InGameState.KICK_OFF](#), [InGameState.GOAL](#),
[InGameState.THROW_IN](#), [InGameState.THROW_IN_CHASING](#), [InGameState.THROW_IN_DOING](#), In↵

```

GameState.THROW_IN_DONE,
InGameState.CORNER, InGameState.CORNER_CHASING, InGameState.CORNER_DOING, InGame↵
State.CORNER_DOING_2,
InGameState.CORNER_DONE, InGameState.GOAL_KICK, InGameState.GOAL_KICK_RUNNING, In↵
GameState.GOAL_KICK_KICKING }

```

Public Attributes

- Material [localTeam](#)
- Material [visitTeam](#)
- [Player_Script](#) [passer](#)
- [Player_Script](#) [passed](#)
- [Player_Script](#) [passer_oponent](#)
- [Player_Script](#) [passed_oponent](#)
- bool [scoredbylocal](#) = false
- bool [scoredbyvisiting](#) = true
- [InGameState](#) [state](#)
- [GameObject](#) [lastTouched](#)
- float [timeToChangeState](#) = 0.0f
- [Vector3](#) [positionSide](#)
- [Sphere](#) [sphere](#)
- [Transform](#) [center](#)
- [Vector3](#) [target_throw_in](#)
- [GameObject](#) [candidateToThrowIn](#)
- [Transform](#) [cornerSource](#)
- [GameObject](#) [areaCorner](#)
- [Transform](#) [goal_kick](#)
- [GameObject](#) [goalKeeper](#)
- [GameObject](#) [cornerTrigger](#)
- [Mesh\[\]](#) [Meshes](#)
- [Material\[\]](#) [Mat](#)
- [GameObject](#) [lastCandidate](#) = null
- int [score_local](#) = 0
- int [score_visiting](#) = 0
- [GameObject\[\]](#) [playerPrefab](#)
- [GameObject](#) [goalKeeperPrefab](#)
- [GameObject](#) [ballPrefab](#)
- [Transform](#) [target_oponent_goal](#)
- [ScorerTimeHUD](#) [scorerTime](#)
- int [bFirstHalf](#) = 0
- Material [localMaterial](#)
- Material [visitMaterial](#)

8.14.1 Member Enumeration Documentation

8.14.1.1 enum [InGameState_Script](#).[InGameState](#)

Enumerator

PLAYING

PREPARE_TO_KICK_OFF

KICK_OFF

GOAL

THROW_IN

THROW_IN_CHASING
THROW_IN_DOING
THROW_IN_DONE
CORNER
CORNER_CHASING
CORNER_DOING
CORNER_DOING_2
CORNER_DONE
GOAL_KICK
GOAL_KICK_RUNNING
GOAL_KICK_KICKING

8.14.2 Member Data Documentation

- 8.14.2.1 `GameObject InGameState_Script.areaCorner`
- 8.14.2.2 `GameObject InGameState_Script.ballPrefab`
- 8.14.2.3 `int InGameState_Script.bFirstHalf = 0`
- 8.14.2.4 `GameObject InGameState_Script.candidateToThrowIn`
- 8.14.2.5 `Transform InGameState_Script.center`
- 8.14.2.6 `Transform InGameState_Script.cornerSource`
- 8.14.2.7 `GameObject InGameState_Script.cornerTrigger`
- 8.14.2.8 `Transform InGameState_Script.goal_kick`
- 8.14.2.9 `GameObject InGameState_Script.goalKeeper`
- 8.14.2.10 `GameObject InGameState_Script.goalKeeperPrefab`
- 8.14.2.11 `GameObject InGameState_Script.lastCandidate = null`
- 8.14.2.12 `GameObject InGameState_Script.lastTouched`
- 8.14.2.13 `Material InGameState_Script.localMaterial`
- 8.14.2.14 `Material InGameState_Script.localTeam`
- 8.14.2.15 `Material [] InGameState_Script.Mat`
- 8.14.2.16 `Mesh [] InGameState_Script.Meshes`
- 8.14.2.17 `Player_Script InGameState_Script.passed`
- 8.14.2.18 `Player_Script InGameState_Script.passed_oponent`
- 8.14.2.19 `Player_Script InGameState_Script.passer`
- 8.14.2.20 `Player_Script InGameState_Script.passer_oponent`

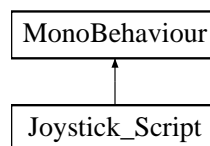
- 8.14.2.21 `GameObject [] InGameState_Script.playerPrefab`
- 8.14.2.22 `Vector3 InGameState_Script.positionSide`
- 8.14.2.23 `int InGameState_Script.score_local = 0`
- 8.14.2.24 `int InGameState_Script.score_visiting = 0`
- 8.14.2.25 `bool InGameState_Script.scoredbylocal = false`
- 8.14.2.26 `bool InGameState_Script.scoredbyvisiting = true`
- 8.14.2.27 `ScorerTimeHUD InGameState_Script.scorerTime`
- 8.14.2.28 `Sphere InGameState_Script.sphere`
- 8.14.2.29 `InGameState InGameState_Script.state`
- 8.14.2.30 `Transform InGameState_Script.target_oponent_goal`
- 8.14.2.31 `Vector3 InGameState_Script.target_throw_in`
- 8.14.2.32 `float InGameState_Script.timeToChangeState = 0.0f`
- 8.14.2.33 `Material InGameState_Script.visitMaterial`
- 8.14.2.34 `Material InGameState_Script.visitTeam`

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

- `C:/Users/stephen/Documents/soccer game/Assets/Soccer Project/Scripts/InGameState_Script.cs`

8.15 Joystick_Script Class Reference

Inheritance diagram for Joystick_Script:



Public Member Functions

- void [Enable](#) ()
- void [Disable](#) ()
- void [Restart](#) ()

Public Attributes

- bool [touchPad](#) = false
- bool [fadeGUI](#) = false
- Vector2 [deadZone](#) = Vector2.zero

- bool `normalize` = false
- int `tapCount` = -1

Properties

- bool `isFingerDown` [get]
- int `latchedFinger` [set]
- Vector2 `position` [get, set]

8.15.1 Member Function Documentation

8.15.1.1 void `Joystick_Script.Disable` ()

8.15.1.2 void `Joystick_Script.Enable` ()

8.15.1.3 void `Joystick_Script.Restart` ()

8.15.2 Member Data Documentation

8.15.2.1 Vector2 `Joystick_Script.deadZone` = Vector2.zero

8.15.2.2 bool `Joystick_Script.fadeGUI` = false

8.15.2.3 bool `Joystick_Script.normalize` = false

8.15.2.4 int `Joystick_Script.tapCount` = -1

8.15.2.5 bool `Joystick_Script.touchPad` = false

8.15.3 Property Documentation

8.15.3.1 bool `Joystick_Script.isFingerDown` [get]

8.15.3.2 int `Joystick_Script.latchedFinger` [set]

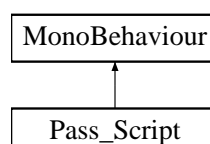
8.15.3.3 Vector2 `Joystick_Script.position` [get], [set]

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

- C:/Users/stephen/Documents/soccer game/Assets/Soccer Project/Scripts/[Joystick_Script.cs](#)

8.16 Pass_Script Class Reference

Inheritance diagram for `Pass_Script`:



Public Attributes

- GameObject [sphere](#)

8.16.1 Member Data Documentation

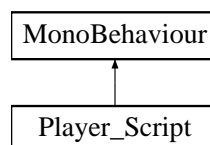
8.16.1.1 GameObject Pass_Script.sphere

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

- C:/Users/stephen/Documents/soccer game/Assets/Soccer Project/Scripts/[Pass_Script.cs](#)

8.17 Player_Script Class Reference

Inheritance diagram for Player_Script:



Public Types

- enum [TypePlayer](#) { [TypePlayer.DEFENDER](#), [TypePlayer.MIDDLER](#), [TypePlayer.ATTACKER](#) }
- enum [Player_State](#) {
[Player_State.PREPARE_TO_KICK_OFF](#), [Player_State.KICK_OFFER](#), [Player_State.RESTING](#), [Player_State.GO_ORIGIN](#),
[Player_State.CONTROLLING](#), [Player_State.PASSING](#), [Player_State.SHOOTING](#), [Player_State.MOVE_AUTOMATIC](#),
[Player_State.ONE_STEP_BACK](#), [Player_State.STOLE_BALL](#), [Player_State.OPONENT_ATTACK](#), [Player_State.PICK_BALL](#),
[Player_State.CHANGE_DIRECTION](#), [Player_State.THROW_IN](#), [Player_State.CORNER_KICK](#), [Player_State.TACKLE](#) }

Public Attributes

- string [Name](#)
- [TypePlayer](#) type = [TypePlayer.DEFENDER](#)
- float [Speed](#) = 1.0f
- float [Strong](#) = 1.0f
- float [Control](#) = 1.0f
- Vector3 [actualVelocityPlayer](#)
- [Sphere](#) sphere
- Vector3 [resetPosition](#)
- Vector3 [initialPosition](#)
- Transform [goalPosition](#)
- Transform [headTransform](#)
- bool [temporallyUnselectable](#) = true
- float [timeToBeSelectable](#) = 1.0f
- float [maxDistanceFromPosition](#) = 20.0f
- [Player_State](#) state

- Transform [hand_bone](#)
- [InGameState_Script](#) inGame
- Texture [barTexture](#)
- Texture [barStaminaTexture](#)
- float [stamina](#) = 64.0f

8.17.1 Member Enumeration Documentation

8.17.1.1 enum Player_Script.Player_State

Enumerator

PREPARE_TO_KICK_OFF
KICK_OFFER
RESTING
GO_ORIGIN
CONTROLLING
PASSING
SHOOTING
MOVE_AUTOMATIC
ONE_STEP_BACK
STOLE_BALL
OPONENT_ATTACK
PICK_BALL
CHANGE_DIRECTION
THROW_IN
CORNER_KICK
TACKLE

8.17.1.2 enum Player_Script.TypePlayer

Enumerator

DEFENDER
MIDDLER
ATTACKER

8.17.2 Member Data Documentation

8.17.2.1 Vector3 Player_Script.actualVelocityPlayer

8.17.2.2 Texture Player_Script.barStaminaTexture

8.17.2.3 Texture Player_Script.barTexture

8.17.2.4 float Player_Script.Control = 1.0f

8.17.2.5 Transform Player_Script.goalPosition

8.17.2.6 Transform Player_Script.hand_bone

8.17.2.7 Transform `Player_Script.headTransform`

8.17.2.8 `InGameState_Script` `Player_Script.inGame`

8.17.2.9 `Vector3` `Player_Script.initialPosition`

8.17.2.10 `float` `Player_Script.maxDistanceFromPosition` = 20.0f

8.17.2.11 `string` `Player_Script.Name`

8.17.2.12 `Vector3` `Player_Script.resetPosition`

8.17.2.13 `float` `Player_Script.Speed` = 1.0f

8.17.2.14 `Sphere` `Player_Script.sphere`

8.17.2.15 `float` `Player_Script.stamina` = 64.0f

8.17.2.16 `Player_State` `Player_Script.state`

8.17.2.17 `float` `Player_Script.Strong` = 1.0f

8.17.2.18 `bool` `Player_Script.temporallyUnselectable` = true

8.17.2.19 `float` `Player_Script.timeToBeSelectable` = 1.0f

8.17.2.20 `TypePlayer` `Player_Script.type` = `TypePlayer.DEFENDER`

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

- C:/Users/stephen/Documents/soccer game/Assets/Soccer Project/Scripts/[Player_Script.cs](#)

8.18 ProjectNull.DocTools.ProcessRunner Class Reference

Contains a process and this is the interface point.

Public Member Functions

- `bool` [ProcessIsActive](#) ()
- `void` [StartInWorkingFolder](#) (string runFile, string[] arguments)
Creat a temp working folder and start a process in it.
- `void` [StartWitoutWorkingFolder](#) (string runFile, string[] arguments)
Start a process without creating a temp working folder.
- `System.IO.StreamReader` [GetOutputStream](#) ()
Get the stream out from the process.

8.18.1 Detailed Description

Contains a process and this is the interface point.

8.18.2 Member Function Documentation

8.18.2.1 `System.IO.StreamReader ProjectNull.DocTools.ProcessRunner.GetOutStream ()`

Get the stream out from the process.

8.18.2.2 `bool ProjectNull.DocTools.ProcessRunner.ProcessIsActive ()`

8.18.2.3 `void ProjectNull.DocTools.ProcessRunner.StartInWorkingFolder (string runFile, string[] arguments)`

Creat a temp working folder and start a process in it.

8.18.2.4 `void ProjectNull.DocTools.ProcessRunner.StartWitoutWorkingFolder (string runFile, string[] arguments)`

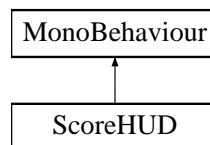
Start a process without creating a temp working folder.

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

- C:/Users/stephen/Documents/soccer game/Assets/Doxygen/Editor/[ProcessRunner.cs](#)

8.19 ScoreHUD Class Reference

Inheritance diagram for ScoreHUD:

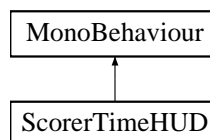


The documentation for this class was generated from the following file:

- C:/Users/stephen/Documents/soccer game/Assets/Soccer Project/Scripts/HUD/[ScoreHUD.cs](#)

8.20 ScorerTimeHUD Class Reference

Inheritance diagram for ScorerTimeHUD:



Public Attributes

- float [timeMatch](#) = 0.0f
- int [minutes](#) = 0
- int [seconds](#) = 0
- float [TRANSFORM_TIME](#) = 1.0f

8.20.1 Member Data Documentation

8.20.1.1 `int ScorerTimeHUD.minutes = 0`

8.20.1.2 `int ScorerTimeHUD.seconds = 0`

8.20.1.3 `float ScorerTimeHUD.timeMatch = 0.0f`

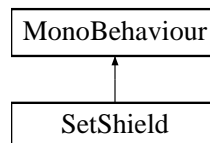
8.20.1.4 `float ScorerTimeHUD.TRANSFORM_TIME = 1.0f`

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

- `C:/Users/stephen/Documents/soccer game/Assets/Soccer Project/Scripts/HUD/ScorerTimeHUD.cs`

8.21 SetShield Class Reference

Inheritance diagram for SetShield:



Public Attributes

- `string localOrVisiting`

8.21.1 Member Data Documentation

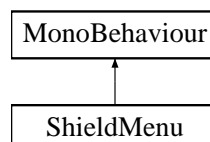
8.21.1.1 `string SetShield.localOrVisiting`

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

- `C:/Users/stephen/Documents/soccer game/Assets/Soccer Project/Scripts/HUD/SetShield.cs`

8.22 ShieldMenu Class Reference

Inheritance diagram for ShieldMenu:



Public Attributes

- `string nameTeam`

8.22.1 Member Data Documentation

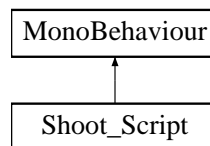
8.22.1.1 string ShieldMenu.nameTeam

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

- C:/Users/stephen/Documents/soccer game/Assets/Soccer Project/Scripts/HUD/[ShieldMenu.cs](#)

8.23 Shoot_Script Class Reference

Inheritance diagram for Shoot_Script:



Public Attributes

- GameObject [sphere](#)

8.23.1 Member Data Documentation

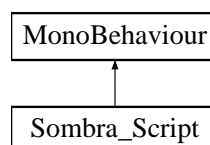
8.23.1.1 GameObject Shoot_Script.sphere

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

- C:/Users/stephen/Documents/soccer game/Assets/Soccer Project/Scripts/[Shoot_Script.cs](#)

8.24 Sombra_Script Class Reference

Inheritance diagram for Sombra_Script:



Public Attributes

- Vector3 [prueba](#)

8.24.1 Member Data Documentation

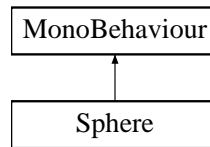
8.24.1.1 Vector3 Sombra_Script.prueba

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

- C:/Users/stephen/Documents/soccer game/Assets/Soccer Project/Scripts/[Sombra_Script.cs](#)

8.25 Sphere Class Reference

Inheritance diagram for Sphere:



Public Attributes

- GameObject [owner](#)
- GameObject [inputPlayer](#)
- GameObject [lastInputPlayer](#)
- Transform [shadowBall](#)
- Transform [blobPlayerSelected](#)
- float [timeToSelectAgain](#) = 0.0f
- GameObject [lastCandidatePlayer](#)
- float [fHorizontal](#)
- float [fVertical](#)
- bool [bPassButton](#)
- bool [bShootButton](#)
- bool [bShootButtonFinished](#)
- bool [pressiPhoneShootButton](#) = false
- bool [pressiPhonePassButton](#) = false
- bool [pressiPhoneShootButtonEnded](#) = false
- [Joystick_Script](#) joystick
- [InGameState_Script](#) inGame
- float [timeShootButtonPressed](#) = 0.0f

8.25.1 Member Data Documentation

8.25.1.1 Transform Sphere.blobPlayerSelected

8.25.1.2 bool Sphere.bPassButton

8.25.1.3 bool Sphere.bShootButton

8.25.1.4 bool Sphere.bShootButtonFinished

8.25.1.5 float Sphere.fHorizontal

8.25.1.6 float Sphere.fVertical

8.25.1.7 InGameState_Script Sphere.inGame

8.25.1.8 GameObject Sphere.inputPlayer

8.25.1.9 Joystick_Script Sphere.joystick

8.25.1.10 GameObject Sphere.lastCandidatePlayer

- 8.25.1.11 `GameObject Sphere.lastInputPlayer`
- 8.25.1.12 `GameObject Sphere.owner`
- 8.25.1.13 `bool Sphere.pressiPhonePassButton = false`
- 8.25.1.14 `bool Sphere.pressiPhoneShootButton = false`
- 8.25.1.15 `bool Sphere.pressiPhoneShootButtonEnded = false`
- 8.25.1.16 `Transform Sphere.shadowBall`
- 8.25.1.17 `float Sphere.timeShootButtonPressed = 0.0f`
- 8.25.1.18 `float Sphere.timeToSelectAgain = 0.0f`

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

- `C:/Users/stephen/Documents/soccer game/Assets/Soccer Project/Scripts/Sphere.cs`

Chapter 9

File Documentation

9.1 C:/Users/stephen/Documents/soccer game/Assets/Doxygen/Documentation/credits.dox File Reference

9.2 C:/Users/stephen/Documents/soccer game/Assets/Doxygen/Documentation/README.dox File Reference

9.3 C:/Users/stephen/Documents/soccer game/Assets/Doxygen/Editor/DoxyFile.cs File Reference

Classes

- class [ProjectNull.DocTools.DoxyFile](#)

The base doxy file class used to make new doxyfiles form a base doxyfile.

Namespaces

- package [ProjectNull.DocTools](#)

Enumerations

- enum [ProjectNull.DocTools.DoxyType](#) { [ProjectNull.DocTools.DoxyType.User](#), [ProjectNull.DocTools.DoxyType.Developer](#) }

9.4 C:/Users/stephen/Documents/soccer game/Assets/Doxygen/Editor/DoxySettings.cs File Reference

Classes

- struct [ProjectNull.DocTools.DoxySettings](#)

This is the settings of the.

Namespaces

- package [ProjectNull.DocTools](#)

9.5 C:/Users/stephen/Documents/soccer game/Assets/Doxygen/Editor/DoxyWindow.cs File Reference

Classes

- class [ProjectNull.DocTools.DoxyWindow](#)

The doxygen window in the editor to access doxygen and the documentation.

Namespaces

- package [ProjectNull.DocTools](#)

9.6 C:/Users/stephen/Documents/soccer game/Assets/Doxygen/Editor/ProcessRunner.cs File Reference

Classes

- class [ProjectNull.DocTools.ProcessRunner](#)

Contains a process and this is the interface point.

Namespaces

- package [ProjectNull.DocTools](#)

9.7 C:/Users/stephen/Documents/soccer game/Assets/Soccer Project/Scripts/Area_↔ Script.cs File Reference

Classes

- class [Area_Script](#)

9.8 C:/Users/stephen/Documents/soccer game/Assets/Soccer Project/Scripts/Banda_↔ Script.cs File Reference

Classes

- class [Banda_Script](#)

9.9 C:/Users/stephen/Documents/soccer game/Assets/Soccer Project/Scripts/Camera_Script.cs File Reference

Classes

- class [Camera_Script](#)

9.10 C:/Users/stephen/Documents/soccer game/Assets/Soccer Project/Scripts/Corner_Script.cs File Reference

Classes

- class [Corner_Script](#)

9.11 C:/Users/stephen/Documents/soccer game/Assets/Soccer Project/Scripts/Goal_Script.cs File Reference

Classes

- class [Goal_Script](#)

9.12 C:/Users/stephen/Documents/soccer game/Assets/Soccer Project/Scripts/GoalKeeper_Script.cs File Reference

Classes

- class [GoalKeeper_Script](#)

9.13 C:/Users/stephen/Documents/soccer game/Assets/Soccer Project/Scripts/GoalKeeperJump.cs File Reference

Classes

- class [GoalKeeperJump](#)

9.14 C:/Users/stephen/Documents/soccer game/Assets/Soccer Project/Scripts/GoalKeeperJump_Down.cs File Reference

Classes

- class [GoalKeeperJump_Down](#)

9.15 C:/Users/stephen/Documents/soccer game/Assets/Soccer Project/Scripts/HUD/↔ ChooseTeam.cs File Reference

Classes

- class [ChooseTeam](#)

9.16 C:/Users/stephen/Documents/soccer game/Assets/Soccer Project/Scripts/HUD/↔ ScoreHUD.cs File Reference

Classes

- class [ScoreHUD](#)

9.17 C:/Users/stephen/Documents/soccer game/Assets/Soccer Project/Scripts/HUD/↔ ScorerTimeHUD.cs File Reference

Classes

- class [ScorerTimeHUD](#)

9.18 C:/Users/stephen/Documents/soccer game/Assets/Soccer Project/Scripts/HUD/↔ SetShield.cs File Reference

Classes

- class [SetShield](#)

9.19 C:/Users/stephen/Documents/soccer game/Assets/Soccer Project/Scripts/HUD/↔ ShieldMenu.cs File Reference

Classes

- class [ShieldMenu](#)

9.20 C:/Users/stephen/Documents/soccer game/Assets/Soccer Project/Scripts/InGame↔ State_Script.cs File Reference

Classes

- class [InGameState_Script](#)

9.21 C:/Users/stephen/Documents/soccer game/Assets/Soccer Project/Scripts/Joystick_Script.cs File Reference

Classes

- class [Boundary](#)
- class [Joystick_Script](#)

9.22 C:/Users/stephen/Documents/soccer game/Assets/Soccer Project/Scripts/Pass_Script.cs File Reference

Classes

- class [Pass_Script](#)

9.23 C:/Users/stephen/Documents/soccer game/Assets/Soccer Project/Scripts/Player_Script.cs File Reference

Classes

- class [Player_Script](#)

9.24 C:/Users/stephen/Documents/soccer game/Assets/Soccer Project/Scripts/Shoot_Script.cs File Reference

Classes

- class [Shoot_Script](#)

9.25 C:/Users/stephen/Documents/soccer game/Assets/Soccer Project/Scripts/Sombra_Script.cs File Reference

Classes

- class [Sombra_Script](#)

9.26 C:/Users/stephen/Documents/soccer game/Assets/Soccer Project/Scripts/Sphere.cs File Reference

Classes

- class [Sphere](#)