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# Namespace Limosa

## Classes

[BondedScope](#)

[BondedScope.ScopeState](#)

[ButtonState](#)

[ButtonStateChanged](#)

[ConvertedData](#)

[IntegerChanged](#)

[LimosaProtocol](#)

[RawData](#)

[ScopeAddress](#)

[ScopeButton](#)

[ScopeInfo](#)

[ScopeOffset](#)

[ServiceBindState](#)

[Vector4f](#)


# Class BondedScope

Namespace: [Limosa](#)







Assembly: Assembly-CSharp.dll

```
[Serializable]  
public class BondedScope
```

## Inheritance

[object](#)  ← BondedScope

## Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  ,  
[object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#) 

## Fields

### scopes

```
public List<BondedScope.ScopeState> scopes
```

## Field Value

[List](#)  <[BondedScope.ScopeState](#)>

## Methods

### ToString()

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

## Returns

[string](#) 

# Class BondedScope.ScopeState


Namespace: [Limosa](#)

Assembly: Assembly-CSharp.dll







[Serializable]

```
public class BondedScope.ScopeState
```

## Inheritance

[object](#)  ← BondedScope.ScopeState

## Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  ,  
[object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#) 

## Fields

### address

```
public string address
```

### Field Value

[string](#) 

### state

```
public bool state
```

### Field Value

[bool](#) 

## Methods

## ToString()

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

Returns

[string](#) 


# Class ButtonState

Namespace: [Limosa](#)







Assembly: Assembly-CSharp.dll

```
[Serializable]  
public class ButtonState
```

## Inheritance

[object](#)  ← ButtonState

## Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  ,  
[object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#) 

## Fields

### down

```
public int down
```

### Field Value

[int](#) 

### left

```
public int left
```

### Field Value

[int](#) 

### main

```
public int main
```

Field Value

[int](#)

menu

```
public int menu
```

Field Value

[int](#)

power

```
public int power
```

Field Value

[int](#)

right

```
public int right
```

Field Value

[int](#)

trigger

```
public int trigger
```

Field Value

[int](#)

up

```
public int up
```

Field Value

[int](#)

value

```
public int value
```

Field Value

[int](#)

view

```
public int view
```

Field Value

[int](#)

## Methods

ToString()



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

Returns

[string](#) 

# Class ButtonStateChanged

Namespace: [Limosa](#)







Assembly: Assembly-CSharp.dll

```
[Serializable]  
public class ButtonStateChanged
```

## Inheritance

[object](#)  ← ButtonStateChanged

## Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  ,  
[object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#) 

## Fields

### address

```
public string address
```

### Field Value

[string](#) 

### current

```
public ButtonState current
```

### Field Value

[ButtonState](#)

### previous

`public` ButtonState previous

Field Value

[ButtonState](#)

## Methods

ToString()

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

Returns

[string](#)

# Class ConvertedData

Namespace: [Limosa](#)

Assembly: Assembly-CSharp.dll







`[Serializable]`

`public class ConvertedData`

## Inheritance

[object](#)  ← ConvertedData

## Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  ,  
[object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#) 

## Fields

### address

`public string address`

### Field Value

[string](#) 

### distance

`public float distance`

### Field Value

[float](#) 

### pitch

```
public float pitch
```

Field Value

[float](#)

## roll

```
public float roll
```

Field Value

[float](#)

## X

```
public float x
```

Field Value

[float](#)

## y

```
public float y
```


Field Value

[float](#)

## yaw

```
public float yaw
```

Field Value

[float](#)

## Methods

ToString()

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

Returns

[string](#)

# Class IntegerChanged


Namespace: [Limosa](#)

Assembly: Assembly-CSharp.dll







`[Serializable]`

`public class IntegerChanged`

## Inheritance

[object](#)  ← IntegerChanged

## Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  ,  
[object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#) 

## Fields

### address

`public string address`

### Field Value

[string](#) 

### current

`public int current`

### Field Value

[int](#) 

### previous

```
public int previous
```

Field Value

[int](#)

## Methods

ToString()

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

Returns

[string](#)



# Class LimosaProtocol

Namespace: [Limosa](#)

Assembly: Assembly-CSharp.dll

```
public class LimosaProtocol : MonoBehaviour
```

## Inheritance

[object](#)  ← [Object](#) ← [Component](#) ← [Behaviour](#) ← [MonoBehaviour](#) ← [LimosaProtocol](#)

## Inherited Members

[MonoBehaviour.Invoke\(\)](#), [MonoBehaviour.CancelInvoke\(\)](#), [MonoBehaviour.Invoke\(string, float\)](#) , [MonoBehaviour.InvokeRepeating\(string, float, float\)](#) , [MonoBehaviour.CancelInvoke\(string\)](#) , [MonoBehaviour.IsInvoking\(string\)](#) , [MonoBehaviour.StartCoroutine\(string\)](#) , [MonoBehaviour.StartCoroutine\(string, object\)](#) , [MonoBehaviour.StartCoroutine\(IEnumerator\)](#) , [MonoBehaviour.StartCoroutine\\_Auto\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(IEnumerator\)](#) , [MonoBehaviour.StopCoroutine\(Coroutine\)](#), [MonoBehaviour.StopCoroutine\(string\)](#) , [MonoBehaviour.StopAllCoroutines\(\)](#), [MonoBehaviour.print\(object\)](#) , [MonoBehaviour.destroyCancellationToken](#), [MonoBehaviour.useGUILayout](#), [MonoBehaviour.didStart](#), [MonoBehaviour.didAwake](#), [MonoBehaviour.runInEditMode](#), [Behaviour.enabled](#), [Behaviour.isActiveAndEnabled](#), [Component.GetComponent\(Type\)](#) , [Component.GetComponent<T>\(\)](#), [Component.TryGetComponent\(Type, out Component\)](#) , [Component.TryGetComponent<T>\(out T\)](#), [Component.GetComponent\(string\)](#) , [Component.GetComponentInChildren\(Type, bool\)](#) , [Component.GetComponentInChildren\(Type\)](#) , [Component.GetComponentInChildren<T>\(bool\)](#) , [Component.GetComponentInChildren<T>\(\)](#), [Component.GetComponentsInChildren\(Type, bool\)](#) , [Component.GetComponentsInChildren\(Type\)](#) , [Component.GetComponentsInChildren<T>\(bool\)](#) , [Component.GetComponentsInChildren<T>\(bool, List<T>\)](#) , [Component.GetComponentsInChildren<T>\(\)](#), [Component.GetComponentsInChildren<T>\(List<T>\)](#) , [Component.GetComponentInParent\(Type, bool\)](#) , [Component.GetComponentInParent\(Type\)](#) , [Component.GetComponentInParent<T>\(bool\)](#) , [Component.GetComponentInParent<T>\(\)](#), [Component.GetComponentsInParent\(Type, bool\)](#) , [Component.GetComponentsInParent\(Type\)](#) , [Component.GetComponentsInParent<T>\(bool\)](#) , [Component.GetComponentsInParent<T>\(bool, List<T>\)](#) , [Component.GetComponentsInParent<T>\(\)](#), [Component.GetComponents\(Type\)](#) , [Component.GetComponents\(Type, List<Component>\)](#) , [Component.GetComponents<T>\(List<T>\)](#) , [Component.GetComponents<T>\(\)](#), [Component.GetComponentIndex\(\)](#), [Component.CompareTag\(string\)](#) , [Component.CompareTag\(TagHandle\)](#), [Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) , [Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) 

[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,  
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,  
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,  
[Component.SendMessage\(string, SendMessageOptions\)](#) ,  
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,  
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,  
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,  
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,  
[Object.Equals\(object\)](#) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform) ,  
Object.InstantiateAsync<T>(T, Vector3, Quaternion) ,  
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) , [Object.InstantiateAsync<T>\(T, int\)](#) ,  
[Object.InstantiateAsync<T>\(T, int, Transform\)](#) ,  
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#) ,  
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,  
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#) ,  
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion, CancellationToken\)](#) ,  
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,  
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>, CancellationToken\)](#) ,  
[Object.InstantiateAsync<T>\(T, InstantiateParameters, CancellationToken\)](#) ,  
[Object.InstantiateAsync<T>\(T, int, InstantiateParameters, CancellationToken\)](#) ,  
[Object.InstantiateAsync<T>\(T, Vector3, Quaternion, InstantiateParameters, CancellationToken\)](#) ,  
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion, InstantiateParameters, CancellationToken\)](#) ,  
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>, InstantiateParameters, CancellationToken\)](#) ,  
Object.Instantiate(Object, Vector3, Quaternion) ,  
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,  
Object.Instantiate(Object, Scene) , Object.Instantiate<T>(T, InstantiateParameters) ,  
Object.Instantiate<T>(T, Vector3, Quaternion, InstantiateParameters) ,  
Object.Instantiate(Object, Transform) , [Object.Instantiate\(Object, Transform, bool\)](#) ,  
Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) ,  
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,  
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,  
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,  
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,  
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,  
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,  
Object.DontDestroyOnLoad(Object) , [Object.DestroyObject\(Object, float\)](#) ,  
Object.DestroyObject(Object) , [Object.FindSceneObjectsOfType\(Type\)](#) ,  
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , Object.FindObjectsOfType<T>() ,

[Object.FindObjectsByType<T>\(FindObjectsSortMode\)](#) , [Object.FindObjectsOfType<T>\(bool\)](#) ,  
[Object.FindObjectsByType<T>\(FindObjectsInactive, FindObjectsSortMode\)](#) ,  
[Object.FindObjectOfType<T>\(\)](#) , [Object.FindObjectOfType<T>\(bool\)](#) ,  
[Object.FindFirstObjectByType<T>\(\)](#) , [Object.FindAnyObjectByType<T>\(\)](#) ,  
[Object.FindFirstObjectByType<T>\(FindObjectsInactive\)](#) ,  
[Object.FindAnyObjectByType<T>\(FindObjectsInactive\)](#) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,  
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,  
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,  
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,  
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , [Object.ToString\(\)](#) , [Object.name](#) ,  
[Object.hideFlags](#) , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Fields

### OnConnectionStateChangedEvent

```
public UnityEvent OnConnectionStateChangedEvent
```

Field Value

UnityEvent

## Properties

### Instance

Return the instance of LimosaProtocol

```
public static LimosaProtocol Instance { get; }
```

Property Value

[LimosaProtocol](#)

## IsServiceBound

```
public bool IsServiceBound { get; }
```

Property Value

[bool](#)

## ScopeConnectionState

```
public IReadOnlyDictionary<string, bool> ScopeConnectionState { get; }
```

Property Value

[IReadOnlyDictionary](#) <[string](#), [bool](#)>

## ScopeConvertedData

```
public IReadOnlyDictionary<string, ConvertedData> ScopeConvertedData { get; }
```

Property Value

[IReadOnlyDictionary](#) <[string](#), [ConvertedData](#)>

## ScopeOffset

```
public IReadOnlyDictionary<string, ConvertedData> ScopeOffset { get; }
```

Property Value

[IReadOnlyDictionary](#) <[string](#), [ConvertedData](#)>

## ScopeRawData

```
public IReadOnlyDictionary<string, RawData> ScopeRawData { get; }
```

Property Value

[IReadOnlyDictionary](#) <[string](#), [RawData](#)>

## ScopeRawOffset

```
public IReadOnlyDictionary<string, RawData> ScopeRawOffset { get; }
```

Property Value

[IReadOnlyDictionary](#) <[string](#), [RawData](#)>

## Methods

### GetBatteryLevel(string)

Get Scope's current battery level.

```
public virtual int GetBatteryLevel(string targetAddress)
```

Parameters

targetAddress [string](#)

Returns

[int](#)

### GetScopeInfo(string)

Get Scope's info.

```
public virtual string GetScopeInfo(string targetAddress)
```

## Parameters

**targetAddress** [string](#)

## Returns

[string](#)

## GetScopes()

Get all paired Scopes.

```
public virtual BondedScope GetScopes()
```

## Returns

[BondedScope](#)

## GoBackToLimosa()

Go back to Limosa.

```
public virtual void GoBackToLimosa()
```

## OnBatteryLevelChanged(string)

Received when battery level chagned.

```
protected virtual void OnBatteryLevelChanged(string data)
```

## Parameters

**data** [string](#)

## OnButtonsStateChanged(string)

Received when buttons state changed (pressed or released).

```
protected virtual void OnButtonsStateChanged(string data)
```

Parameters

data [string](#) 

## OnConnected(string)

Scope connected

```
protected virtual void OnConnected(string data)
```

Parameters

data [string](#) 

## OnDataConverted(string)

```
protected virtual void OnDataConverted(string data)
```

Parameters

data [string](#) 

## OnDisconnected(string)

Scope disconnected

```
protected virtual void OnDisconnected(string data)
```

Parameters

data [string](#) 

## OnEncoderValueChanged(string)

Received when zoom level changed (clockwise rotation increases).

```
protected virtual void OnEncoderValueChanged(string data)
```

### Parameters

data [string](#)

## OnInitialized(string)

The initialization process is executed once after the scope is connected.

```
protected virtual void OnInitialized(string data)
```

### Parameters

data [string](#)

## OnOffsetReset(string)

Pointer position reset

```
protected virtual void OnOffsetReset(string data)
```

### Parameters

data [string](#)

## OnRawData(string)

On raw data received from Scope.



```
protected virtual void OnRawData(string data)
```

Parameters

data [string](#)

## OnServiceBindStateChanged(string)

```
protected virtual void OnServiceBindStateChanged(string data)
```

Parameters

data [string](#)

## OnSignalTargetSet(string)

Callback from plugin

```
protected virtual void OnSignalTargetSet(string data)
```

Parameters

data [string](#)

## Vibrate(string[], int)

Vibrate Scope with the selected pattern. targetAddress: Scope's address pattern: 1 ~ 123

```
public virtual void Vibrate(string[] targetAddress, int pattern)
```

Parameters

targetAddress [string](#)[]


pattern [int](#)

# VibrateToAll(int)

Vibrate all Scopes with the selected pattern. pattern: 1 ~ 123

```
public virtual void VibrateToAll(int pattern)
```

## Parameters

pattern [int](#)

# Class RawData

Namespace: [Limosa](#)







Assembly: Assembly-CSharp.dll

```
[Serializable]  
public class RawData
```

## Inheritance

[object](#)  ← RawData

## Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  ,  
[object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#) 

## Fields

### address

```
public string address
```

### Field Value

[string](#) 

### button

```
public ButtonState button
```

### Field Value

[ButtonState](#)

### quaternion

```
public Vector4f quaternion
```

Field Value

[Vector4f](#)

zoom

```
public int zoom
```

Field Value

[int](#)

## Methods

ToString()

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

Returns

[string](#)

# Class ScopeAddress

Namespace: [Limosa](#)







Assembly: Assembly-CSharp.dll

```
[Serializable]  
public class ScopeAddress
```

## Inheritance

[object](#)  ← ScopeAddress

## Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  ,  
[object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#) 

## Fields

### address

```
public string address
```

## Field Value

[string](#) 

## Methods

### ToString()

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

## Returns

[string](#) 

# Class ScopeButton

Namespace: [Limosa](#)

Assembly: Assembly-CSharp.dll

```
public class ScopeButton : OnScreenControl
```

## Inheritance

[object](#)  ← [Object](#) ← [Component](#) ← [Behaviour](#) ← [MonoBehaviour](#) ← [OnScreenControl](#) ← [ScopeButton](#)

## Inherited Members

[OnScreenControl.SendValueToControl<TValue>\(TValue\)](#) , [OnScreenControl.SentDefaultValueToControl\(\)](#) ,  
[OnScreenControl.OnEnable\(\)](#) , [OnScreenControl.OnDisable\(\)](#) , [OnScreenControl.controlPath](#) ,  
[OnScreenControl.control](#) , [MonoBehaviour.IsInvoking\(\)](#) , [MonoBehaviour.CancelInvoke\(\)](#) ,  
[MonoBehaviour.Invoke\(string, float\)](#)  , [MonoBehaviour.InvokeRepeating\(string, float, float\)](#)  ,  
[MonoBehaviour.CancelInvoke\(string\)](#)  , [MonoBehaviour.IsInvoking\(string\)](#)  ,  
[MonoBehaviour.StartCoroutine\(string\)](#)  , [MonoBehaviour.StartCoroutine\(string, object\)](#)  ,  
[MonoBehaviour.StartCoroutine\(IEnumerator\)](#)  , [MonoBehaviour.StartCoroutine Auto\(IEnumerator\)](#)  ,  
[MonoBehaviour.StopCoroutine\(IEnumerator\)](#)  , [MonoBehaviour.StopCoroutine\(Coroutine\)](#) ,  
[MonoBehaviour.StopCoroutine\(string\)](#)  , [MonoBehaviour.StopAllCoroutines\(\)](#) ,  
[MonoBehaviour.print\(object\)](#)  , [MonoBehaviour.destroyCancellationToken](#) ,  
[MonoBehaviour.useGUILayout](#) , [MonoBehaviour.didStart](#) , [MonoBehaviour.didAwake](#) ,  
[MonoBehaviour.runInEditMode](#) , [Behaviour.enabled](#) , [Behaviour.isActiveAndEnabled](#) ,  
[Component.GetComponent\(Type\)](#)  , [Component.GetComponent<T>\(\)](#) ,  
[Component.TryGetComponent\(Type, out Component\)](#)  , [Component.TryGetComponent<T>\(out T\)](#) ,  
[Component.GetComponent\(string\)](#)  , [Component.GetComponentInChildren\(Type, bool\)](#)  ,  
[Component.GetComponentInChildren\(Type\)](#)  , [Component.GetComponentInChildren<T>\(bool\)](#)  ,  
[Component.GetComponentInChildren<T>\(\)](#) , [Component.GetComponentsInChildren\(Type, bool\)](#)  ,  
[Component.GetComponentsInChildren\(Type\)](#)  , [Component.GetComponentsInChildren<T>\(bool\)](#)  ,  
[Component.GetComponentsInChildren<T>\(bool, List<T>\)](#)  ,  
[Component.GetComponentsInChildren<T>\(\)](#) , [Component.GetComponentsInChildren<T>\(List<T>\)](#)  ,  
[Component.GetComponentInParent\(Type, bool\)](#)  , [Component.GetComponentInParent\(Type\)](#)  ,  
[Component.GetComponentInParent<T>\(bool\)](#)  , [Component.GetComponentInParent<T>\(\)](#) ,  
[Component.GetComponentsInParent\(Type, bool\)](#)  , [Component.GetComponentsInParent\(Type\)](#)  ,  
[Component.GetComponentsInParent<T>\(bool\)](#)  ,  
[Component.GetComponentsInParent<T>\(bool, List<T>\)](#)  , [Component.GetComponentsInParent<T>\(\)](#) ,  
[Component.GetComponents\(Type\)](#)  , [Component.GetComponents\(Type, List<Component>\)](#)  ,  
[Component.GetComponents<T>\(List<T>\)](#)  , [Component.GetComponents<T>\(\)](#) ,  
[Component.GetComponentIndex\(\)](#) , [Component.CompareTag\(string\)](#)  ,

Component.CompareTag(TagHandle) ,  
[Component.SendMessageUpwards\(string, object, SendMessageOptions\)](#) ,  
[Component.SendMessageUpwards\(string, object\)](#) , [Component.SendMessageUpwards\(string\)](#) ,  
[Component.SendMessageUpwards\(string, SendMessageOptions\)](#) ,  
[Component.SendMessage\(string, object\)](#) , [Component.SendMessage\(string\)](#) ,  
[Component.SendMessage\(string, object, SendMessageOptions\)](#) ,  
[Component.SendMessage\(string, SendMessageOptions\)](#) ,  
[Component.BroadcastMessage\(string, object, SendMessageOptions\)](#) ,  
[Component.BroadcastMessage\(string, object\)](#) , [Component.BroadcastMessage\(string\)](#) ,  
[Component.BroadcastMessage\(string, SendMessageOptions\)](#) , Component.transform ,  
Component.gameObject , Component.tag , Object.GetInstanceID() , Object.GetHashCode() ,  
[Object.Equals\(object\)](#) , Object.InstantiateAsync<T>(T) , Object.InstantiateAsync<T>(T, Transform) ,  
Object.InstantiateAsync<T>(T, Vector3, Quaternion) ,  
Object.InstantiateAsync<T>(T, Transform, Vector3, Quaternion) , [Object.InstantiateAsync<T>\(T, int\)](#) ,  
[Object.InstantiateAsync<T>\(T, int, Transform\)](#) ,  
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion\)](#) ,  
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,  
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion\)](#) ,  
[Object.InstantiateAsync<T>\(T, int, Transform, Vector3, Quaternion, CancellationToken\)](#) ,  
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>\)](#) ,  
[Object.InstantiateAsync<T>\(T, int, Transform, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>,](#)  
[CancellationToken\)](#) ,  
[Object.InstantiateAsync<T>\(T, InstantiateParameters, CancellationToken\)](#) ,  
[Object.InstantiateAsync<T>\(T, int, InstantiateParameters, CancellationToken\)](#) ,  
[Object.InstantiateAsync<T>\(T, Vector3, Quaternion, InstantiateParameters, CancellationToken\)](#) ,  
[Object.InstantiateAsync<T>\(T, int, Vector3, Quaternion, InstantiateParameters, CancellationToken\)](#) ,  
[Object.InstantiateAsync<T>\(T, int, ReadOnlySpan<Vector3>, ReadOnlySpan<Quaternion>,](#)  
[InstantiateParameters, CancellationToken\)](#) ,  
Object.Instantiate(Object, Vector3, Quaternion) ,  
Object.Instantiate(Object, Vector3, Quaternion, Transform) , Object.Instantiate(Object) ,  
Object.Instantiate(Object, Scene) , Object.Instantiate<T>(T, InstantiateParameters) ,  
Object.Instantiate<T>(T, Vector3, Quaternion, InstantiateParameters) ,  
Object.Instantiate(Object, Transform) , [Object.Instantiate\(Object, Transform, bool\)](#) ,  
Object.Instantiate<T>(T) , Object.Instantiate<T>(T, Vector3, Quaternion) ,  
Object.Instantiate<T>(T, Vector3, Quaternion, Transform) , Object.Instantiate<T>(T, Transform) ,  
[Object.Instantiate<T>\(T, Transform, bool\)](#) , [Object.Destroy\(Object, float\)](#) , Object.Destroy(Object) ,  
[Object.DestroyImmediate\(Object, bool\)](#) , Object.DestroyImmediate(Object) ,  
[Object.FindObjectsOfType\(Type\)](#) , [Object.FindObjectsOfType\(Type, bool\)](#) ,  
[Object.FindObjectsByType\(Type, FindObjectsSortMode\)](#) ,  
[Object.FindObjectsByType\(Type, FindObjectsInactive, FindObjectsSortMode\)](#) ,

[Object.DontDestroyOnLoad\(Object\)](#) , [Object.DestroyObject\(Object, float\)](#) ,  
[Object.DestroyObject\(Object\)](#) , [Object.FindSceneObjectsOfType\(Type\)](#) ,  
[Object.FindObjectsOfTypeIncludingAssets\(Type\)](#) , [Object.FindObjectsOfType<T>\(\)](#) ,  
[Object.FindObjectsByType<T>\(FindObjectsSortMode\)](#) , [Object.FindObjectsOfType<T>\(bool\)](#) ,  
[Object.FindObjectsByType<T>\(FindObjectsInactive, FindObjectsSortMode\)](#) ,  
[Object.FindObjectOfType<T>\(\)](#) , [Object.FindObjectOfType<T>\(bool\)](#) ,  
[Object.FindFirstObjectByType<T>\(\)](#) , [Object.FindAnyObjectByType<T>\(\)](#) ,  
[Object.FindFirstObjectByType<T>\(FindObjectsInactive\)](#) ,  
[Object.FindAnyObjectByType<T>\(FindObjectsInactive\)](#) , [Object.FindObjectsOfTypeAll\(Type\)](#) ,  
[Object.FindObjectOfType\(Type\)](#) , [Object.FindFirstObjectByType\(Type\)](#) ,  
[Object.FindAnyObjectByType\(Type\)](#) , [Object.FindObjectOfType\(Type, bool\)](#) ,  
[Object.FindFirstObjectByType\(Type, FindObjectsInactive\)](#) ,  
[Object.FindAnyObjectByType\(Type, FindObjectsInactive\)](#) , [Object.ToString\(\)](#) , [Object.name](#) ,  
[Object.hideFlags](#) , [object.Equals\(object, object\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) ,  
[object.ReferenceEquals\(object, object\)](#)

## Properties

### controlPathInternal

```
protected override string controlPathInternal { get; set; }
```

### Property Value

[string](#)

## Methods

### OnPressed()

```
public void OnPressed()
```

### OnReleased()

```
public void OnReleased()
```



# Class ScopeInfo

Namespace: [Limosa](#)

Assembly: Assembly-CSharp.dll







[Serializable]

```
public class ScopeInfo
```

## Inheritance

[object](#)  ← ScopeInfo

## Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  ,  
[object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#) 

## Fields

### firmwareRev

```
public string firmwareRev
```

Field Value

[string](#) 

### hardwareRev

```
public string hardwareRev
```

Field Value

[string](#) 

### manufacturer

```
public string manufacturer
```

Field Value

[string](#)

## modelName

```
public string modelName
```

Field Value

[string](#)

## pnpId

```
public string pnpId
```

Field Value

[string](#)

## serialNumber

```
public string serialNumber
```

Field Value

[string](#)

## softwareRev

```
public string softwareRev
```

Field Value

[string](#)

## Methods

ToString()

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

Returns

[string](#)

# Class ScopeOffset

Namespace: [Limosa](#)







Assembly: Assembly-CSharp.dll

```
[Serializable]  
public class ScopeOffset
```

## Inheritance

[object](#)  ← ScopeOffset

## Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  ,  
[object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#) 

## Fields

### address

```
public string address
```

### Field Value

[string](#) 

### byUser

```
public bool byUser
```

### Field Value

[bool](#) 

### pitch

```
public float pitch
```

Field Value

[float](#)

## roll

```
public float roll
```

Field Value

[float](#)

## X

```
public float x
```

Field Value

[float](#)

## y

```
public float y
```

Field Value

[float](#)

## yaw

```
public float yaw
```

Field Value

[float](#)

## Methods

ToString()

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

Returns

[string](#)

# Class ServiceBindState

Namespace: [Limosa](#)







Assembly: Assembly-CSharp.dll

```
[Serializable]  
public class ServiceBindState
```

## Inheritance

[object](#)  ← ServiceBindState

## Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  ,  
[object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#) 

## Fields

state

```
public bool state
```

Field Value

[bool](#) 

## Methods

ToString()

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

Returns

[string](#) 

# Class Vector4f

Namespace: [Limosa](#)







Assembly: Assembly-CSharp.dll

```
[Serializable]  
public class Vector4f
```

## Inheritance

[object](#)  ← Vector4f

## Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  ,  
[object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#) 

## Fields

### W

```
public float w
```

### Field Value

[float](#) 

### X

```
public float x
```

### Field Value

[float](#) 

### y



```
public float y
```

Field Value

[float](#)

Z

```
public float z
```

Field Value

[float](#)

## Methods

ToString()

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

Returns

[string](#)