Core Manager

0.0.1

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Chapter 1

Namespace Index

1.1 Namespace List

Here is a list of all documented namespaces with brief descriptions:

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

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Chapter 3

Class Index

3.1 Class List

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

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  Base implementation of IManager.
- class CoreManager

  Manager for initialization of sub manager in the scene.
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  CorePlugin.ReferenceDistribution.ReferenceDistributor, CorePlugin.Core.Interface.ICore
- class EventInitializer

  Class responsible for reference initialization
  See also

  CorePlugin.Cross.Events.Interface.IEventHandler, CorePlugin.Cross.Events.Interface.IEventSubscriber

4.3 CorePlugin.Core.Interface Namespace Reference

Classes

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4.4 CorePlugin.Cross Namespace Reference

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Classes

- class EventTypes

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4.6 CorePlugin.Cross.Events.Interface Namespace Reference

Classes

- interface IEventHandler

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- interface IEventSubscriber

  Interface for subscribers.

4.7 CorePlugin.Cross.SceneData Namespace Reference

Classes

- class SceneDataHandler

  Singleton for passing data between scenes
  See also

  CorePlugin.Cross.SceneData.Interface.ISceneData

4.8 CorePlugin.Cross.SceneData.Interface Namespace Reference

Classes

- interface ISceneData

  Flag interface for classes or structs to pass between scenes
  See also

  CorePlugin.Cross.SceneData.SceneDataHandler

4.9 CorePlugin.CustomAttributes Namespace Reference

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Classes

- class ValidationAttributeEditor

  Custom editor for Unity.Object class. If you want to create your own custom editor inherit from this class.
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  CorePlugin.CustomAttributes.Validation.Base.ValidationAttribute, CorePlugin.CustomAttributes.Validation.Base.FieldValidationAttri
  CorePlugin.CustomAttributes.Validation.Base.ClassValidationAttribute

4.11 CorePlugin.CustomAttributes.Editor.Drawers Namespace Reference

4.12 CorePlugin.CustomAttributes.Headers Namespace Reference

Classes

- class PrefabHeaderAttribute

  Replacement for Header("Prefabs")
- class ReferencesHeaderAttribute

  Replacement for Header("References")
- class SettingsHeaderAttribute

  Replacement for Header("Settings")
- class StateHeaderAttribute

  Replacement for Header("State")

4.13 CorePlugin.CustomAttributes.Validation Namespace Reference

Classes

- class HasComponentAttribute

  Attribute validating whether Object in field or all objects in the list have desired component.
- class NotNullAttribute

  Attribute validating whether field or element in the list equals null.
- class OneAndOnlyAttribute

  Attribute validating whether there is only one copy of this class in the scene.
- class PrefabRequiredAttribute

  Attribute validating whether the object or all items in list are prefabs.

4.14 CorePlugin.CustomAttributes.Validation.Base Namespace Reference

Classes

- class ClassValidationAttribute

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  Base attribute for field validation.
- class ValidationAttribute

  Base attribute for validation

4.15 CorePlugin.Editor Namespace Reference

Classes

- class CustomInspectorCoreManager

  Custom Editor CoreManager class.
  See also

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  See also

  CorePlugin.Core.CoreManager

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Classes

- class Named

  Replacement for dictionary in Unity Inspector
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  Extensions for Unity Editor classes
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4.17 CorePlugin.FileSystem Namespace Reference

Classes

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Classes

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4.19 CorePlugin.Logger Namespace Reference

Classes

- class CustomLogger

  Custom logger solution for logs.

4.20 CorePlugin.ReferenceDistribution Namespace Reference

Classes

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4.21 CorePlugin.ReferenceDistribution.Interface Namespace Reference

Classes

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4.22 CorePlugin.Samples Namespace Reference

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4.24 CorePlugin.Samples.Scripts.Demo Namespace Reference

4.25 CorePlugin.Samples.Scripts.EventTypes Namespace Reference

4.26 CorePlugin.Samples.Scripts.Managers Namespace Reference

4.27 CorePlugin.Samples.Scripts.Model Namespace Reference

4.28 CorePlugin.Serializable Namespace Reference

Classes

- class Unique

  Base class for classes that need to be saved in Json file.

4.29 CorePlugin.Serializable.Interface Namespace Reference

Classes

- interface IUnique

  Interface for unique objects. For example, you can use it for objects that need to be saved in Json or objects with the same data, but with different identifiers

4.30 CorePlugin.Singletons Namespace Reference

Classes

- class Singleton

  Base for all singletons. Strongly recommended to use singletons as little as possible.

4.31 CorePlugin.UISystem Namespace Reference

Classes

- class UIManager

  Base implementation of UIManager.

4.32 CorePlugin.UISystem.UI Namespace Reference

Classes

- class SubPagesController

  Class designated for UI subpages.
- class UIPage

  UI page implementation

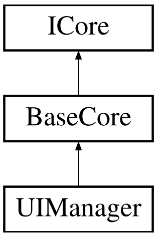
Chapter 5

Class Documentation

5.1 BaseCore Class Reference

Base implementation of IManager.

Inheritance diagram for BaseCore:



Public Member Functions

- virtual void InitializeElements ()

  Initializing all managers elements.

5.1.1 Detailed Description

Base implementation of IManager.

Definition at line 28 of file BaseCore.cs.

5.1.2 Member Function Documentation

5.1.2.1 InitializeElements()

```
virtual void InitializeElements ( )  [inline], [virtual]
```

Initializing all managers elements.

Implements ICore.

Reimplemented in UIManager.

Definition at line 33 of file BaseCore.cs.

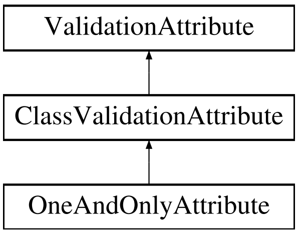
The documentation for this class was generated from the following file:

- CoreManager/Assets/CorePlugin/Core/BaseCore.cs

5.2 ClassValidationAttribute Class Reference

Base attribute for class validation.

Inheritance diagram for ClassValidationAttribute:



5.2.1 Detailed Description

Base attribute for class validation.

Definition at line 23 of file ClassValidationAttribute.cs.

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

- CoreManager/Assets/CorePlugin/CustomAttributes/Validation/Base/ClassValidationAttribute.cs

5.3 CoreManager Class Reference

Manager for initialization of sub manager in the scene.

See also

CorePlugin.ReferenceDistribution.ReferenceDistributor, CorePlugin.Core.Interface.ICore

Inherits MonoBehaviour.

5.3.1 Detailed Description

Manager for initialization of sub manager in the scene.

See also

CorePlugin.ReferenceDistribution.ReferenceDistributor, CorePlugin.Core.Interface.ICore

Definition at line 32 of file CoreManager.cs.

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

- CoreManager/Assets/CorePlugin/Core/CoreManager.cs

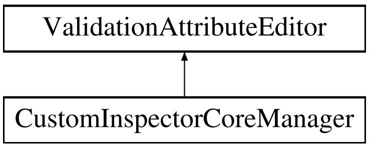
5.4 CustomInspectorCoreManager Class Reference

Custom Editor CoreManager class.

See also

CorePlugin.Core.CoreManager

Inheritance diagram for CustomInspectorCoreManager:



5.4.1 Detailed Description

Custom Editor CoreManager class.

See also

CorePlugin.Core.CoreManager

Definition at line 32 of file CustomInspectorCoreManager.cs.

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

- CoreManager/Assets/CorePlugin/Editor/CustomInspectorCoreManager.cs

5.5 CustomLogger Class Reference

Custom logger solution for logs.

5.5.1 Detailed Description

Custom logger solution for logs.

Logs in this class are dependant on `DEBUG` and `ENABLE_RELEASE_LOGS`. If `ENABLE_RELEASE_LOGS` defined logs will displayed in Release Build. Otherwise only Editor and Developer Build will display logs. For defining preprocessor open CoreManager or write down in PlayerSettings in field "Scripting Define Symbols".

See also

CorePlugin.Core.CoreManager

Definition at line 33 of file CustomLogger.cs.

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

- CoreManager/Assets/CorePlugin/Logger/CustomLogger.cs

5.6 EventInitializer Class Reference

Class responsible for reference initialization

See also

CorePlugin.Cross.Events.Interface.IEventHandler, CorePlugin.Cross.Events.Interface.IEventSubscriber

Static Public Member Functions

- static void InitializeSubscriptions ()

  Initialising cross subscriptions for all handlers in the scene.
- static void Subscribe (IEventSubscriber subscriber)

  Subscribing event subscriber after scene has Awoken to event handlers.
- static void Unsubscribe (IEventSubscriber subscriber)

  Unsubscribing event subscriber after scene has Awoken from event handlers.
- static void AddHandler (IEventHandler handler, bool subscriptionsNeeded=true, bool invokeNeeded=false)

  Adding new handler after scene has Awoken to list of event handlers.
- static void RemoveHandler (IEventHandler handler)

  Removing event handler after scene has Awoken from list
- static void InvokeBase ()

  Invoking event on handlers.

5.6.1 Detailed Description

Class responsible for reference initialization

See also

CorePlugin.Cross.Events.Interface.IEventHandler, CorePlugin.Cross.Events.Interface.IEventSubscriber

Definition at line 28 of file EventInitializer.cs.

5.6.2 Member Function Documentation

5.6.2.1 AddHandler()

```
static void AddHandler (
             IEventHandler handler,
             bool subscriptionsNeeded = true,
             bool invokeNeeded = false )  [inline], [static]
```

Adding new handler after scene has Awoken to list of event handlers.

Parameters

handler	
subscriptionsNeeded	If false invokeNeeded will not be called
invokeNeeded	

Definition at line 67 of file EventInitializer.cs.

References IEventHandler.InvokeEvents(), and IEventHandler.Subscribe().

5.6.2.2 InitializeSubscriptions()

```
static void InitializeSubscriptions ( )  [inline], [static]
```

Initialising cross subscriptions for all handlers in the scene.

Definition at line 35 of file EventInitializer.cs.

5.6.2.3 InvokeBase()

```
static void InvokeBase ( )  [inline], [static]
```

Invoking event on handlers.

Definition at line 89 of file EventInitializer.cs.

5.6.2.4 RemoveHandler()

```
static void RemoveHandler (
             IEventHandler handler )  [inline], [static]
```

Removing event handler after scene has Awoken from list

Parameters

handler	

Definition at line 81 of file EventInitializer.cs.

5.6.2.5 Subscribe()

```
static void Subscribe (
             IEventSubscriber subscriber )  [inline], [static]
```

Subscribing event subscriber after scene has Awoken to event handlers.

Parameters

subscriber	

Definition at line 47 of file EventInitializer.cs.

5.6.2.6 Unsubscribe()

```
static void Unsubscribe (
             IEventSubscriber subscriber )  [inline], [static]
```

Unsubscribing event subscriber after scene has Awoken from event handlers.

Parameters

subscriber	

Definition at line 56 of file EventInitializer.cs.

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

- CoreManager/Assets/CorePlugin/Core/EventInitializer.cs

5.7 EventTypes Class Reference

Declare your delegate type to convert method group to delegate.

Inherited by CustomEventTypes.

5.7.1 Detailed Description

Declare your delegate type to convert method group to delegate.

```
public delegate void DelegateClass(Type type1);
public delegate void DelegateClass2(Type type2, Type type3);
```

See also

CorePlugin.Cross.Events.Interface.IEventHandler, CorePlugin.Cross.Events.Interface.IEventSubscriber

Definition at line 29 of file EventTypes.cs.

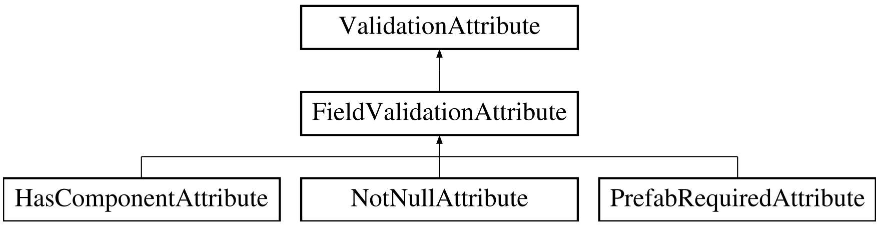
The documentation for this class was generated from the following file:

- CoreManager/Assets/CorePlugin/Cross/Events/EventTypes.cs

5.8 FieldValidationAttribute Class Reference

Base attribute for field validation.

Inheritance diagram for FieldValidationAttribute:



5.8.1 Detailed Description

Base attribute for field validation.

Definition at line 28 of file FieldValidationAttribute.cs.

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

- CoreManager/Assets/CorePlugin/CustomAttributes/Validation/Base/FieldValidationAttribute.cs

5.9 FileSystem Class Reference

Class for saving Json file to disk.

See also

CorePlugin.Serializable.Unique

Public Member Functions

- FileSystem ()

  Default constructor.
- FileSystem (string path)

  Overloaded constructor which changes default path.
- FileSystem (string path, string extension)

  Overloaded constructor which changes default path and file extension.
- void Save< T > (T data, Action< Exception > onError, Object context=null)

  Saves class to the file with the name of class.
- void Save< T > (T data, string fileName, Action< Exception > onError, Object context=null)

  Saves your class to file.
- void Load< T > (Action< T > onLoaded, Action< Exception > onError, Object context=null)

  Loads file.
- void Load< T > (string fileName, Action< T > onLoaded, Action< Exception > onError, Object context=null)

  Loads file with different file name from passed class.

5.9.1 Detailed Description

Class for saving Json file to disk.

See also

CorePlugin.Serializable.Unique

Definition at line 29 of file FileSystem.cs.

5.9.2 Constructor & Destructor Documentation

5.9.2.1 FileSystem() [1/3]

```
FileSystem ( )  [inline]
```

Default constructor.

Definition at line 38 of file FileSystem.cs.

5.9.2.2 FileSystem() [2/3]

```
FileSystem (
            string path )  [inline]
```

Overloaded constructor which changes default path.

Parameters

path	

Definition at line 47 of file FileSystem.cs.

5.9.2.3 FileSystem() [3/3]

```
FileSystem (
             string path,
             string extension )  [inline]
```

Overloaded constructor which changes default path and file extension.

Parameters

path	
extension	

Definition at line 57 of file FileSystem.cs.

5.9.3 Member Function Documentation

5.9.3.1 Load< T >() [1/2]

```
void Load< T > (
             Action< T > onLoaded,
             Action< Exception > onError,
             Object context = null )  [inline]
```

Loads file.

Parameters

onLoaded	
onError	
context	Required if errors should be shown on Object

Template Parameters

T	

Type Constraints

T* : *Unique

Definition at line 117 of file FileSystem.cs.

5.9.3.2 Load< T >() [2/2]

```
void Load< T > (
             string fileName,
             Action< T > onLoaded,
             Action< Exception > onError,
             Object context = null )  [inline]
```

Loads file with different file name from passed class.

Parameters

fileName	
onLoaded	
onError	
context	Required if errors should be shown on Object

Template Parameters

T	

Type Constraints

T* : *Unique

Definition at line 130 of file FileSystem.cs.

5.9.3.3 Save< T >() [1/2]

```
void Save< T > (
             T data,
             Action< Exception > onError,
             Object context = null )  [inline]
```

Saves class to the file with the name of class.

Parameters

data	
onError	
context	Required if errors should be shown on Object

Template Parameters

T	

Type Constraints

T* : *Unique

Definition at line 69 of file FileSystem.cs.

5.9.3.4 Save< T >() [2/2]

```
void Save< T > (
             T data,
             string fileName,
             Action< Exception > onError,
             Object context = null )  [inline]
```

Saves your class to file.

Parameters

data	
fileName	
onError	
context	Required if errors should be shown on Object

Template Parameters

T	

Type Constraints

T* : *Unique

Definition at line 82 of file FileSystem.cs.

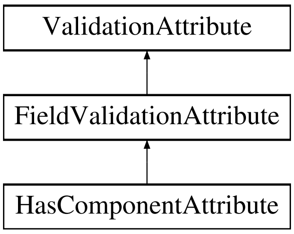
The documentation for this class was generated from the following file:

- CoreManager/Assets/CorePlugin/FileSystem/FileSystem.cs

5.10 HasComponentAttribute Class Reference

Attribute validating whether Object in field or all objects in the list have desired component.

Inheritance diagram for HasComponentAttribute:



5.10.1 Detailed Description

Attribute validating whether Object in field or all objects in the list have desired component.

Definition at line 27 of file HasComponentAttribute.cs.

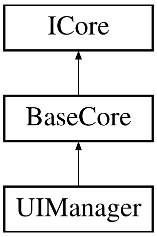
The documentation for this class was generated from the following file:

- CoreManager/Assets/CorePlugin/CustomAttributes/Validation/HasComponentAttribute.cs

5.11 ICore Interface Reference

Interface for Manager declaration.

Inheritance diagram for ICore:



Public Member Functions

- void InitializeElements ()

  Initializing all managers elements.

5.11.1 Detailed Description

Interface for Manager declaration.

Definition at line 22 of file ICore.cs.

5.11.2 Member Function Documentation

5.11.2.1 InitializeElements()

```
void InitializeElements ( )
```

Initializing all managers elements.

Implemented in UIManager, and BaseCore.

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

- CoreManager/Assets/CorePlugin/Core/Interface/ICore.cs

5.12 IDeepClone< out out T > Interface Template Reference

Interface for deep cloning

Inherits IDeepClone.

Public Member Functions

- new T DeepClone ()

  Clones instance of an object
- object DeepClone ()

  Clones instance of an object

5.12.1 Detailed Description

Interface for deep cloning

Definition at line 21 of file IDeepClone.cs.

5.12.2 Member Function Documentation

5.12.2.1 DeepClone() [1/2]

```
new T DeepClone ( )
```

Clones instance of an object

Returns

5.12.2.2 DeepClone() [2/2]

```
object DeepClone ( )
```

Clones instance of an object

Returns

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

- CoreManager/Assets/CorePlugin/Interface/IDeepClone.cs

5.13 IDistributingReference Interface Reference

Flag interface for MonoBehaviour classes what need to referenced from another class.

5.13.1 Detailed Description

Flag interface for MonoBehaviour classes what need to referenced from another class.

Strongly recommended to use CorePlugin.Cross.Events and CorePlugin.Cross.Events.Interface instead of direct reference serialization.

Definition at line 22 of file IDistributingReference.cs.

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

- CoreManager/Assets/CorePlugin/ReferenceDistribution/Interface/IDistributingReference.cs

5.14 IEventHandler Interface Reference

Interface for event handler.

Inherited by CrossSceneDataSenderDemo.

Public Member Functions

- void InvokeEvents ()

  Invoking events that need to be invoked on scene initialization.
- void Subscribe (IEnumerable< Delegate > subscribers)

  Subscribing delegates to event
- void Unsubscribe (IEnumerable< Delegate > unsubscribers)

  Unsubscribing delegates to event

5.14.1 Detailed Description

Interface for event handler.

```
public void Subscribe(params Delegate[] subscriber)
{
foreach (var action in subscriber.OfType<EventTypes.DelegateClass>())
{
MyEvent += action;
}
}
```

See also

CorePlugin.Cross.Events.EventTypes

Definition at line 34 of file IEventHandler.cs.

5.14.2 Member Function Documentation

5.14.2.1 InvokeEvents()

```
void InvokeEvents ( )
```

Invoking events that need to be invoked on scene initialization.

Referenced by EventInitializer.AddHandler().

5.14.2.2 Subscribe()

```
void Subscribe (
            IEnumerable< Delegate > subscribers )
```

Subscribing delegates to event

Parameters

subscribers	

Referenced by EventInitializer.AddHandler().

5.14.2.3 Unsubscribe()

```
void Unsubscribe (
            IEnumerable< Delegate > unsubscribers )
```

Unsubscribing delegates to event

Parameters

unsubscribers	

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

- CoreManager/Assets/CorePlugin/Cross/Events/Interface/IEventHandler.cs

5.15 IEventSubscriber Interface Reference

Interface for subscribers.

Inherited by SceneLoader.

Public Member Functions

- IEnumerable< Delegate > GetSubscribers ()

  Returns IEnumerable with all methods which need to be subscribed.

5.15.1 Detailed Description

Interface for subscribers.

```
public IEnumerable<Delegate> GetSubscribers()
{
var list = new Delegate[] {(CrossEventTypes.DelegateClass) MyMethod, (Cross←
EventTypes.DelegateClass2) MyMethod2};
return list;
}
```

See also

CorePlugin.Cross.Events.EventTypes

Definition at line 33 of file IEventSubscriber.cs.

5.15.2 Member Function Documentation

5.15.2.1 GetSubscribers()

```
IEnumerable<Delegate> GetSubscribers ( )
```

Returns IEnumerable with all methods which need to be subscribed.

Returns

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

- CoreManager/Assets/CorePlugin/Cross/Events/Interface/IEventSubscriber.cs

5.16 ISceneData Interface Reference

Flag interface for classes or structs to pass between scenes

See also

CorePlugin.Cross.SceneData.SceneDataHandler

Inherited by DataTransfer.

5.16.1 Detailed Description

Flag interface for classes or structs to pass between scenes

See also

CorePlugin.Cross.SceneData.SceneDataHandler

Definition at line 22 of file ISceneData.cs.

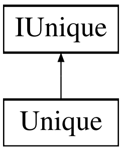
The documentation for this interface was generated from the following file:

- CoreManager/Assets/CorePlugin/Cross/SceneData/Interface/ISceneData.cs

5.17 IUnique Interface Reference

Interface for unique objects. For example, you can use it for objects that need to be saved in Json or objects with the same data, but with different identifiers

Inheritance diagram for IUnique:



5.17.1 Detailed Description

Interface for unique objects. For example, you can use it for objects that need to be saved in Json or objects with the same data, but with different identifiers

Definition at line 22 of file IUnique.cs.

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

- CoreManager/Assets/CorePlugin/Serializable/Interface/IUnique.cs

5.18 Named< TName, TKey, TValue > Class Template Reference

Replacement for dictionary in Unity Inspector

5.18.1 Detailed Description

Replacement for dictionary in Unity Inspector

More complex list for dictionary

Template Parameters

TKey	
TValue	

Template Parameters

TName	
TKey	
TValue	

Definition at line 57 of file Named.cs.

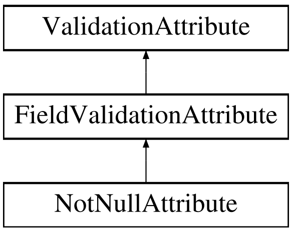
The documentation for this class was generated from the following file:

- CoreManager/Assets/CorePlugin/Extensions/Named.cs

5.19 NotNullAttribute Class Reference

Attribute validating whether field or element in the list equals null.

Inheritance diagram for NotNullAttribute:



5.19.1 Detailed Description

Attribute validating whether field or element in the list equals null.

Definition at line 25 of file NotNullAttribute.cs.

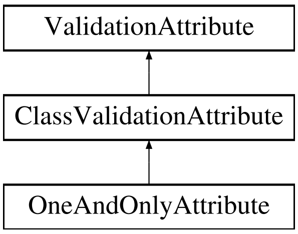
The documentation for this class was generated from the following file:

- CoreManager/Assets/CorePlugin/CustomAttributes/Validation/NotNullAttribute.cs

5.20 OneAndOnlyAttribute Class Reference

Attribute validating whether there is only one copy of this class in the scene.

Inheritance diagram for OneAndOnlyAttribute:



5.20.1 Detailed Description

Attribute validating whether there is only one copy of this class in the scene.

Definition at line 28 of file OneAndOnlyAttribute.cs.

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

- CoreManager/Assets/CorePlugin/CustomAttributes/Validation/OneAndOnlyAttribute.cs

5.21 PrefabHeaderAttribute Class Reference

Replacement for Header("Prefabs")

Inherits HeaderAttribute.

5.21.1 Detailed Description

Replacement for Header("Prefabs")

Definition at line 25 of file PrefabHeaderAttribute.cs.

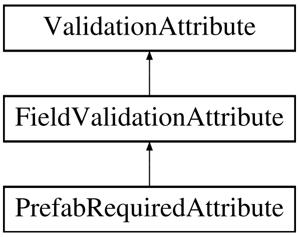
The documentation for this class was generated from the following file:

- CoreManager/Assets/CorePlugin/CustomAttributes/Headers/PrefabHeaderAttribute.cs

5.22 PrefabRequiredAttribute Class Reference

Attribute validating whether the object or all items in list are prefabs.

Inheritance diagram for PrefabRequiredAttribute:



5.22.1 Detailed Description

Attribute validating whether the object or all items in list are prefabs.

Definition at line 27 of file PrefabRequiredAttribute.cs.

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

- CoreManager/Assets/CorePlugin/CustomAttributes/Validation/PrefabRequiredAttribute.cs

5.23 ReferenceDistributor Class Reference

Class responsible for reference distribution inside one scene.

Inherits MonoBehaviour.

Public Member Functions

- void Initialize ()

  Initializing distribution references

Static Public Member Functions

- static T GetReference< T > ()

  Getting reference by type from list
- static bool AskReference< T > (ref T reference)

  Finding reference if passed parameter is null. Use this if you need reference not in Start() and/or reference should be received in some event
- static IEnumerable< T > GetReferences< T > ()

  Getting references by type from list

5.23.1 Detailed Description

Class responsible for reference distribution inside one scene.

Strongly recommended to use CorePlugin.Cross.Events and CorePlugin.Cross.Events.Interface instead of direct reference serialization.

Definition at line 31 of file ReferenceDistributor.cs.

5.23.2 Member Function Documentation

5.23.2.1 AskReference< T >()

```
static bool AskReference< T > (
            ref T reference )  [inline], [static]
```

Finding reference if passed parameter is null. Use this if you need reference not in Start() and/or reference should be received in some event

Parameters

reference	

Template Parameters

T	

Returns

Type Constraints

T* : *MonoBehaviour
T* : *IDistributingReference

Definition at line 68 of file ReferenceDistributor.cs.

References ReferenceDistributor.GetReference< T >().

5.23.2.2 GetReference< T >()

```
static T GetReference< T > ( )  [inline], [static]
```

Getting reference by type from list

Template Parameters

T	

Returns

Type Constraints

T* : *MonoBehaviour
T* : *IDistributingReference

Definition at line 56 of file ReferenceDistributor.cs.

Referenced by ReferenceDistributor.AskReference< T >().

5.23.2.3 GetReferences< T >()

```
static IEnumerable<T> GetReferences< T > ( )  [inline], [static]
```

Getting references by type from list

Template Parameters

T	

Returns

Type Constraints

T* : *MonoBehaviour
T* : *IDistributingReference

Definition at line 79 of file ReferenceDistributor.cs.

5.23.2.4 Initialize()

```
void Initialize ( )  [inline]
```

Initializing distribution references

Definition at line 45 of file ReferenceDistributor.cs.

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

- CoreManager/Assets/CorePlugin/ReferenceDistribution/ReferenceDistributor.cs

5.24 ReferencesHeaderAttribute Class Reference

Replacement for Header("References")

Inherits HeaderAttribute.

5.24.1 Detailed Description

Replacement for Header("References")

Definition at line 25 of file ReferencesHeaderAttribute.cs.

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

- CoreManager/Assets/CorePlugin/CustomAttributes/Headers/ReferencesHeaderAttribute.cs

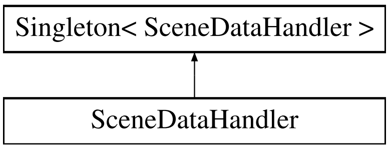
5.25 SceneDataHandler Class Reference

Singleton for passing data between scenes

See also

CorePlugin.Cross.SceneData.Interface.ISceneData

Inheritance diagram for SceneDataHandler:



Public Member Functions

- void AddData< T > (T data)

  Adding data to dictionary by passed Type
- bool GetData< T > (out T data)

  Getting data from dictionary by passed Type
- void RemoveData< T > ()

  Removing data from dictionary by passed Type

5.25.1 Detailed Description

Singleton for passing data between scenes

See also

CorePlugin.Cross.SceneData.Interface.ISceneData

Definition at line 29 of file SceneDataHandler.cs.

5.25.2 Member Function Documentation

5.25.2.1 AddData< T >()

```
void AddData< T > (
             T data )  [inline]
```

Adding data to dictionary by passed Type

Parameters

data	

Template Parameters

T	

Type Constraints

T* : *ISceneData
T* : *new()

Definition at line 50 of file SceneDataHandler.cs.

5.25.2.2 GetData< T >()

```
bool GetData< T > (
             out T data )  [inline]
```

Getting data from dictionary by passed Type

Parameters

data	

Template Parameters

T	

Type Constraints

T* : *ISceneData
T* : *new()

Definition at line 65 of file SceneDataHandler.cs.

5.25.2.3 RemoveData< T >()

```
void RemoveData< T > ( )  [inline]
```

Removing data from dictionary by passed Type

Template Parameters

T	

Type Constraints

T* : *ISceneData
T* : *new()

Definition at line 76 of file SceneDataHandler.cs.

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

- CoreManager/Assets/CorePlugin/Cross/SceneData/SceneDataHandler.cs

5.26 SettingsHeaderAttribute Class Reference

Replacement for Header("Settings")

Inherits HeaderAttribute.

5.26.1 Detailed Description

Replacement for Header("Settings")

Definition at line 25 of file SettingsHeaderAttribute.cs.

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

- CoreManager/Assets/CorePlugin/CustomAttributes/Headers/SettingsHeaderAttribute.cs

5.27 Singleton< T > Class Template Reference

Base for all singletons. Strongly recommended to use singletons as little as possible.

Inherits MonoBehaviour.

5.27.1 Detailed Description

Base for all singletons. Strongly recommended to use singletons as little as possible.

Template Parameters

T	

Type Constraints

T* : *MonoBehaviour

Definition at line 26 of file Singleton.cs.

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

- CoreManager/Assets/CorePlugin/Singletons/Singleton.cs

5.28 StateHeaderAttribute Class Reference

Replacement for Header("State")

Inherits HeaderAttribute.

5.28.1 Detailed Description

Replacement for Header("State")

Definition at line 25 of file StateHeaderAttribute.cs.

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

- CoreManager/Assets/CorePlugin/CustomAttributes/Headers/StateHeaderAttribute.cs

5.29 SubPagesController Class Reference

Class designated for UI subpages.

Inherits MonoBehaviour.

Public Member Functions

- void OpenPage (UIPage page)

  Showing canvas group sent thought parameter and disabling all others.
- void AddPage (UIPage page, out Action openPage)

  Adding new UIPage to this subpages controller
- void AddPage (UIPage page, out UnityAction openPage)

  Adding new UIPage to this subpages controller
- void DelayedOpenPage (UIPage page)

  Enables page interaction after delay
- void DelayedOpenPage (UIPage page, float delay)

  Enables page interaction after delay
- void HideAllTables ()

  Hides all pages in this subpage controller

5.29.1 Detailed Description

Class designated for UI subpages.

Definition at line 28 of file SubPagesController.cs.

5.29.2 Member Function Documentation

5.29.2.1 AddPage() [1/2]

```
void AddPage (
            UIPage page,
            out Action openPage )  [inline]
```

Adding new UIPage to this subpages controller

Parameters

page	
openPage	

Definition at line 63 of file SubPagesController.cs.

References SubPagesController.OpenPage().

Referenced by UIManager.InitializeElements().

5.29.2.2 AddPage() [2/2]

```
void AddPage (
            UIPage page,
            out UnityAction openPage )  [inline]
```

Adding new UIPage to this subpages controller

Parameters

page	
openPage	

Definition at line 74 of file SubPagesController.cs.

References SubPagesController.OpenPage().

5.29.2.3 DelayedOpenPage() [1/2]

```
void DelayedOpenPage (
            UIPage page )  [inline]
```

Enables page interaction after delay

Parameters

page	

Definition at line 99 of file SubPagesController.cs.

5.29.2.4 DelayedOpenPage() [2/2]

```
void DelayedOpenPage (
            UIPage page,
            float delay )  [inline]
```

Enables page interaction after delay

Parameters

page	
delay	

Definition at line 109 of file SubPagesController.cs.

References UIStateTools.ChangeGroupState(), and SubPagesController.HideAllTables().

5.29.2.5 HideAllTables()

```
void HideAllTables ( )  [inline]
```

Hides all pages in this subpage controller

Definition at line 120 of file SubPagesController.cs.

References UIStateTools.ChangeGroupState().

Referenced by SubPagesController.DelayedOpenPage(), and SubPagesController.OpenPage().

5.29.2.6 OpenPage()

```
void OpenPage (
             UIPage page )  [inline]
```

Showing canvas group sent thought parameter and disabling all others.

Parameters

page	

Definition at line 50 of file SubPagesController.cs.

References UIStateTools.ChangeGroupState(), and SubPagesController.HideAllTables().

Referenced by SubPagesController.AddPage().

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

- CoreManager/Assets/CorePlugin/UISystem/UI/SubPagesController.cs

5.30 SymbolDefiner Class Reference

Class for "Scripting Define Symbols" defining from CoreManager Inspector.

See also

CorePlugin.Core.CoreManager

Public Member Functions

- void ShowSymbolsButtons ()

  Shows buttons in Inspector.
- void OnEnable ()

  Check for whether the are already defined symbols OnEnable

5.30.1 Detailed Description

Class for "Scripting Define Symbols" defining from CoreManager Inspector.

See also

CorePlugin.Core.CoreManager

Definition at line 28 of file SymbolDefiner.cs.

5.30.2 Member Function Documentation

5.30.2.1 OnEnable()

```
void OnEnable ( )  [inline]
```

Check for whether the are already defined symbols OnEnable

Definition at line 87 of file SymbolDefiner.cs.

5.30.2.2 ShowSymbolsButtons()

```
void ShowSymbolsButtons ( )  [inline]
```

Shows buttons in Inspector.

Definition at line 36 of file SymbolDefiner.cs.

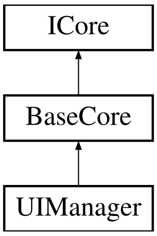
The documentation for this class was generated from the following file:

- CoreManager/Assets/CorePlugin/Editor/SymbolDefiner.cs

5.31 UIManager Class Reference

Base implementation of UIManager.

Inheritance diagram for UIManager:



Public Member Functions

- override void InitializeElements ()

  Initializing all managers elements.

5.31.1 Detailed Description

Base implementation of UIManager.

Definition at line 30 of file UIManager.cs.

5.31.2 Member Function Documentation

5.31.2.1 InitializeElements()

```
override void InitializeElements ( )  [inline], [virtual]
```

Initializing all managers elements.

Reimplemented from BaseCore.

Definition at line 38 of file UIManager.cs.

References SubPagesController.AddPage().

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

- CoreManager/Assets/CorePlugin/UISystem/UIManager.cs

5.32 UIPage Class Reference

UI page implementation

Inherits MonoBehaviour.

Public Member Functions

- UIPage Initialize ()

  Initializes elements for this UIPage

5.32.1 Detailed Description

UI page implementation

Definition at line 28 of file UIPage.cs.

5.32.2 Member Function Documentation

5.32.2.1 Initialize()

```
UIPage Initialize ( )  [inline]
```

Initializes elements for this UIPage

Returns

Definition at line 49 of file UIPage.cs.

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

- CoreManager/Assets/CorePlugin/UISystem/UI/UIPage.cs

5.33 UIStateTools Class Reference

UI state tool for canvas groups

Static Public Member Functions

- static void ChangeGroupState (CanvasGroup group, bool isVisible)

    Changing canvas visibility and interactivity
- static void ChangeCursorState (bool state)

    Changing state of mouse cursor
- static IEnumerator ChangeGroupState (CanvasGroup group, bool isVisible, float delay)

    Changing canvas visibility and interactivity after delay

5.33.1 Detailed Description

UI state tool for canvas groups

Definition at line 24 of file UIStateTools.cs.

5.33.2 Member Function Documentation

5.33.2.1 ChangeCursorState()

```
static void ChangeCursorState (
            bool state )  [inline], [static]
```

Changing state of mouse cursor

Parameters

state	

Definition at line 42 of file UIStateTools.cs.

5.33.2.2 ChangeGroupState() [1/2]

```
static void ChangeGroupState (
            CanvasGroup group,
            bool isVisible )  [inline], [static]
```

Changing canvas visibility and interactivity

Parameters

group	
isVisible	

Definition at line 31 of file UIStateTools.cs.

Referenced by SubPagesController.DelayedOpenPage(), SubPagesController.HideAllTables(), and SubPages↵ Controller.OpenPage().

5.33.2.3 ChangeGroupState() [2/2]

```
static IEnumerator ChangeGroupState (
             CanvasGroup group,
             bool isVisible,
             float delay )  [inline], [static]
```

Changing canvas visibility and interactivity after delay

Parameters

group	
isVisible	
delay	

Definition at line 54 of file UIStateTools.cs.

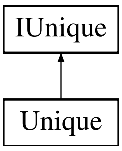
The documentation for this class was generated from the following file:

- CoreManager/Assets/CorePlugin/Extensions/UIStateTools.cs

5.34 Unique Class Reference

Base class for classes that need to be saved in Json file.

Inheritance diagram for Unique:



5.34.1 Detailed Description

Base class for classes that need to be saved in Json file.

Definition at line 26 of file Unique.cs.

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

- CoreManager/Assets/CorePlugin/Serializable/Unique.cs

5.35 UnityEditorExtension Class Reference

Extensions for Unity Editor classes

Static Public Member Functions

- static void HelpBox (string message, MessageType type)

  Override for default Inspector HelpBox with RTF text
- static void HelpBox (string message, MessageType type, GUIStyle style)

  Override for default Inspector HelpBox with style
- static string IconName (MessageType type)

  Getting Icon Name from Unity Inspector

5.35.1 Detailed Description

Extensions for Unity Editor classes

Definition at line 24 of file UnityEditorExtension.cs.

5.35.2 Member Function Documentation

5.35.2.1 HelpBox() [1/2]

```
static void HelpBox (
             string message,
             MessageType type )  [inline], [static]
```

Override for default Inspector HelpBox with RTF text

Parameters

message	
type	

Definition at line 31 of file UnityEditorExtension.cs.

5.35.2.2 HelpBox() [2/2]

```
static void HelpBox (
             string message,
             MessageType type,
             GUIStyle style )  [inline], [static]
```

Override for default Inspector HelpBox with style

Parameters

message	
type	
style	

Definition at line 43 of file UnityEditorExtension.cs.

References UnityEditorExtension.IconName().

5.35.2.3 IconName()

```
static string IconName (
             MessageType type )  [inline], [static]
```

Getting Icon Name from Unity Inspector

Parameters

type	

Returns

Definition at line 55 of file UnityEditorExtension.cs.

Referenced by UnityEditorExtension.HelpBox().

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

- CoreManager/Assets/CorePlugin/Extensions/UnityEditorExtension.cs

5.36 UnityExtensions Class Reference

Extension class for default Unity classes

Static Public Member Functions

- static bool IsNotNullAndNotEqual (this IUnique lci, IUnique rci)

  Checks whether the left item is null and doesn't equal right item
- static bool IsNotNullAndEqual (this IUnique lci, IUnique rci)

  Checks whether the left item is null and equals right item
- static void Clear< T > (ref List< T > list)

  Clearing list and destroying its items
- static bool TryToFindObjectOfType< T > (out T result)

  Trying to find object on scene that was inherited from T
- static bool TryToFindObjectsOfType< T > (out IEnumerable< T > result)

  Trying to find objects on scene that were inherited from T
- static bool TryToFindObjectsOfType< T > (out IList< T > result)

  Trying to find objects on scene that were inherited from T and return a list of said objects

5.36.1 Detailed Description

Extension class for default Unity classes

Definition at line 29 of file UnityExtensions.cs.

5.36.2 Member Function Documentation

5.36.2.1 Clear< T >()

```
static void Clear< T > (
            ref List< T > list )  [inline], [static]
```

Clearing list and destroying its items

Parameters

list	

Template Parameters

T	

Type Constraints

T* : *MonoBehaviour

Definition at line 58 of file UnityExtensions.cs.

5.36.2.2 IsNotNullAndEqual()

```
static bool IsNotNullAndEqual (
            this IUnique lci,
            IUnique rci )  [inline], [static]
```

Checks whether the left item is null and equals right item

Parameters

lci	Left compare item
rci	Right compare item

Returns

Definition at line 48 of file UnityExtensions.cs.

5.36.2.3 IsNotNullAndNotEqual()

```
static bool IsNotNullAndNotEqual (
            this IUnique lci,
            IUnique rci )  [inline], [static]
```

Checks whether the left item is null and doesn't equal right item

Parameters

lci	Left compare item
rci	Right compare item

Returns

Definition at line 37 of file UnityExtensions.cs.

5.36.2.4 TryToFindObjectOfType< T >()

```
static bool TryToFindObjectOfType< T > (
            out T result )  [inline], [static]
```

Trying to find object on scene that was inherited from T

Parameters

result	

Template Parameters

T	

Returns

Definition at line 99 of file UnityExtensions.cs.

5.36.2.5 TryToFindObjectsOfType< T >() [1/2]

```
static bool TryToFindObjectsOfType< T > (
            out IEnumerable< T > result )  [inline], [static]
```

Trying to find objects on scene that were inherited from T

Parameters

result	

Template Parameters

T	

Returns

Definition at line 112 of file UnityExtensions.cs.

5.36.2.6 TryToFindObjectsOfType< T >() [2/2]

```
static bool TryToFindObjectsOfType< T > (
            out IList< T > result )  [inline], [static]
```

Trying to find objects on scene that were inherited from T and return a list of said objects

Parameters

result	

Template Parameters

T	

Returns

Definition at line 124 of file UnityExtensions.cs.

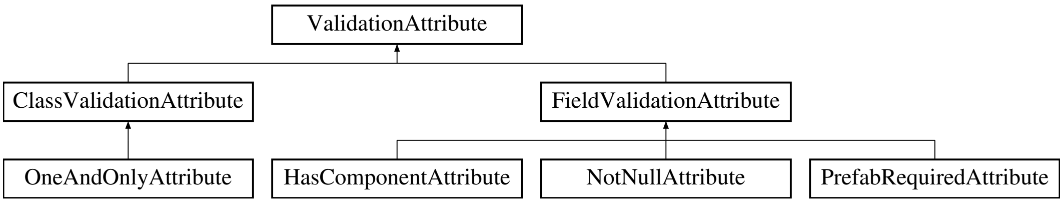
The documentation for this class was generated from the following file:

- CoreManager/Assets/CorePlugin/Extensions/UnityExtensions.cs

5.37 ValidationAttribute Class Reference

Base attribute for validation

Inheritance diagram for ValidationAttribute:



5.37.1 Detailed Description

Base attribute for validation

Definition at line 23 of file ValidationAttribute.cs.

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

- CoreManager/Assets/CorePlugin/CustomAttributes/Validation/Base/ValidationAttribute.cs

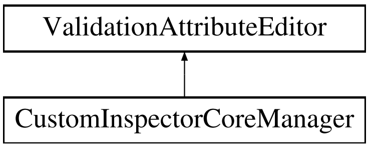
5.38 ValidationAttributeEditor Class Reference

Custom editor for Unity.Object class. If you want to create your own custom editor inherit from this class.

See also

CorePlugin.CustomAttributes.Validation.Base.ValidationAttribute, CorePlugin.CustomAttributes.Validation.Base.FieldValidationA
CorePlugin.CustomAttributes.Validation.Base.ClassValidationAttribute

Inheritance diagram for ValidationAttributeEditor:



5.38.1 Detailed Description

Custom editor for Unity.Object class. If you want to create your own custom editor inherit from this class.

See also

CorePlugin.CustomAttributes.Validation.Base.ValidationAttribute, CorePlugin.CustomAttributes.Validation.Base.FieldValidationA
CorePlugin.CustomAttributes.Validation.Base.ClassValidationAttribute

Definition at line 36 of file ValidationAttributeEditor.cs.

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

- CoreManager/Assets/CorePlugin/CustomAttributes/Editor/ValidationAttributeEditor.cs

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