

Core Manager

2.0.1

Generated by Doxygen 1.9.1

1 CoreManager	1
1.1 Technical details	1
1.2 Features	1
1.3 Improvements	2
1.4 Breaking changes	2
1.4.1 v1.1.2	2
1.4.2 v1.1.3	2
1.4.3 v2.0.1	2
2 Namespace Index	3
2.1 Namespace List	3
3 Hierarchical Index	5
3.1 Class Hierarchy	5
4 Class Index	7
4.1 Class List	7
5 Namespace Documentation	11
5.1 CorePlugin Namespace Reference	11
5.2 CorePlugin.Attributes Namespace Reference	11
5.3 CorePlugin.Attributes.Base Namespace Reference	11
5.4 CorePlugin.Attributes.Editor Namespace Reference	11
5.5 CorePlugin.Attributes.EditorAddons Namespace Reference	12
5.6 CorePlugin.Attributes.Headers Namespace Reference	12
5.7 CorePlugin.Attributes.Validation Namespace Reference	12
5.8 CorePlugin.Core Namespace Reference	13
5.9 CorePlugin.Core.Interface Namespace Reference	13
5.10 CorePlugin.Cross Namespace Reference	13
5.11 CorePlugin.Cross.Events Namespace Reference	13
5.12 CorePlugin.Cross.Events.Interface Namespace Reference	13
5.13 CorePlugin.Cross.SceneData Namespace Reference	14
5.14 CorePlugin.Cross.SceneData.Interface Namespace Reference	14
5.15 CorePlugin.Dispatchers Namespace Reference	14
5.16 CorePlugin.Editor Namespace Reference	14
5.17 CorePlugin.Editor.Drawers Namespace Reference	14
5.18 CorePlugin.Editor.EditorState Namespace Reference	14
5.19 CorePlugin.Editor.Extensions Namespace Reference	14
5.20 CorePlugin.Editor.Helpers Namespace Reference	14
5.21 CorePlugin.Editor.MenuItemHelpers Namespace Reference	14
5.22 CorePlugin.Editor.Windows Namespace Reference	14
5.23 CorePlugin.Extensions Namespace Reference	14
5.24 CorePlugin.FileSystem Namespace Reference	15
5.25 CorePlugin.Logger Namespace Reference	15

5.26 CorePlugin.ReferenceDistribution Namespace Reference	15
5.27 CorePlugin.ReferenceDistribution.Interface Namespace Reference	15
5.28 CorePlugin.Samples Namespace Reference	15
5.29 CorePlugin.Samples.Scripts Namespace Reference	15
5.30 CorePlugin.Samples.Scripts.Demo Namespace Reference	15
5.31 CorePlugin.Samples.Scripts.EventTypes Namespace Reference	15
5.32 CorePlugin.Samples.Scripts.Managers Namespace Reference	15
5.33 CorePlugin.Samples.Scripts.Model Namespace Reference	15
5.34 CorePlugin.Serializable Namespace Reference	15
5.35 CorePlugin.Serializable.Interface Namespace Reference	16
5.36 CorePlugin.Singletons Namespace Reference	16
5.37 CorePlugin.UISystem Namespace Reference	16
5.38 CorePlugin.UISystem.UI Namespace Reference	16
6 Class Documentation	17
6.1 BaseCore Class Reference	17
6.1.1 Detailed Description	17
6.1.2 Member Function Documentation	17
6.1.2.1 InitializeElements()	18
6.2 ClassValidationAttribute Class Reference	18
6.2.1 Detailed Description	18
6.3 CoreManager Class Reference	18
6.3.1 Detailed Description	19
6.4 CoreManagerElementAttribute Class Reference	19
6.4.1 Detailed Description	19
6.5 CoreManagerElementsFieldAttribute Class Reference	19
6.5.1 Detailed Description	20
6.6 DebugLogger Class Reference	20
6.6.1 Detailed Description	20
6.7 EditorButtonAttribute Class Reference	20
6.7.1 Detailed Description	21
6.7.2 Constructor & Destructor Documentation	21
6.7.2.1 EditorButtonAttribute() [1/6]	21
6.7.2.2 EditorButtonAttribute() [2/6]	21
6.7.2.3 EditorButtonAttribute() [3/6]	22
6.7.2.4 EditorButtonAttribute() [4/6]	22
6.7.2.5 EditorButtonAttribute() [5/6]	22
6.7.2.6 EditorButtonAttribute() [6/6]	23
6.8 EventInitializer Class Reference	23
6.8.1 Detailed Description	24
6.8.2 Member Function Documentation	24
6.8.2.1 AddHandler()	24

6.8.2.2 InitializeSubscriptions()	24
6.8.2.3 InvokeBase()	24
6.8.2.4 RemoveHandler()	24
6.8.2.5 Subscribe()	25
6.8.2.6 Unsubscribe()	25
6.9 EventTypes Class Reference	25
6.9.1 Detailed Description	25
6.10 FieldValidationAttribute Class Reference	26
6.10.1 Detailed Description	26
6.11 FileSystem Class Reference	26
6.11.1 Detailed Description	27
6.11.2 Constructor & Destructor Documentation	27
6.11.2.1 FileSystem() [1/3]	27
6.11.2.2 FileSystem() [2/3]	27
6.11.2.3 FileSystem() [3/3]	28
6.11.3 Member Function Documentation	28
6.11.3.1 Load< T >() [1/2]	28
6.11.3.2 Load< T >() [2/2]	28
6.11.3.3 Save< T >() [1/2]	29
6.11.3.4 Save< T >() [2/2]	30
6.12 HasComponentAttribute Class Reference	30
6.12.1 Detailed Description	30
6.13 ICore Interface Reference	31
6.13.1 Detailed Description	31
6.13.2 Member Function Documentation	31
6.13.2.1 InitializeElements()	31
6.14 IDistributingReference Interface Reference	31
6.14.1 Detailed Description	32
6.15 IEventHandler Interface Reference	32
6.15.1 Detailed Description	32
6.15.2 Member Function Documentation	32
6.15.2.1 InvokeEvents()	32
6.15.2.2 Subscribe()	32
6.15.2.3 Unsubscribe()	33
6.16 IEventSubscriber Interface Reference	33
6.16.1 Detailed Description	33
6.16.2 Member Function Documentation	34
6.16.2.1 GetSubscribers()	34
6.17 ISceneData Interface Reference	34
6.17.1 Detailed Description	34
6.18 IUnique Interface Reference	35
6.18.1 Detailed Description	35

6.19 Named< TName, TKey, TValue > Class Template Reference	35
6.19.1 Detailed Description	35
6.20 NotNullAttribute Class Reference	36
6.20.1 Detailed Description	36
6.21 OneAndOnlyAttribute Class Reference	36
6.21.1 Detailed Description	36
6.22 PrefabHeaderAttribute Class Reference	37
6.22.1 Detailed Description	37
6.23 PrefabRequiredAttribute Class Reference	37
6.23.1 Detailed Description	37
6.24 ReferenceDistributor Class Reference	37
6.24.1 Detailed Description	38
6.24.2 Member Function Documentation	38
6.24.2.1 AskReference< T >()	38
6.24.2.2 GetInterfaceReference< T >()	39
6.24.2.3 GetInterfaceReferences< T >()	39
6.24.2.4 GetReference< T >()	40
6.24.2.5 GetReferences< T >()	40
6.24.2.6 Initialize()	40
6.25 ReferencesHeaderAttribute Class Reference	41
6.25.1 Detailed Description	41
6.26 SceneDataHandler Class Reference	41
6.26.1 Detailed Description	41
6.26.2 Member Function Documentation	42
6.26.2.1 AddData< T >()	42
6.26.2.2 GetData< T >()	43
6.26.2.3 RemoveData< T >()	43
6.27 SettingsHeaderAttribute Class Reference	44
6.27.1 Detailed Description	44
6.28 Singleton< T > Class Template Reference	44
6.28.1 Detailed Description	44
6.29 StateHeaderAttribute Class Reference	45
6.29.1 Detailed Description	45
6.30 StaticObjectSingleton< T > Class Template Reference	45
6.30.1 Detailed Description	45
6.31 SubPagesController Class Reference	45
6.31.1 Detailed Description	46
6.31.2 Member Function Documentation	46
6.31.2.1 AddPage() [1/2]	46
6.31.2.2 AddPage() [2/2]	46
6.31.2.3 DelayedOpenPage() [1/2]	47
6.31.2.4 DelayedOpenPage() [2/2]	47

6.31.2.5 HideAllTables()	47
6.31.2.6 OpenPage()	48
6.32 UIManager Class Reference	48
6.32.1 Detailed Description	48
6.32.2 Member Function Documentation	48
6.32.2.1 InitializeElements()	49
6.33 UIPage Class Reference	49
6.33.1 Detailed Description	49
6.33.2 Member Function Documentation	49
6.33.2.1 Initialize()	49
6.34 UIStateTools Class Reference	50
6.34.1 Detailed Description	50
6.34.2 Member Function Documentation	50
6.34.2.1 ChangeCursorState()	50
6.34.2.2 ChangeGroupState() [1/2]	50
6.34.2.3 ChangeGroupState() [2/2]	51
6.35 Unique Class Reference	51
6.35.1 Detailed Description	51
6.36 UnityEditorExtension Class Reference	51
6.36.1 Detailed Description	52
6.36.2 Member Function Documentation	52
6.36.2.1 HelpBox() [1/2]	52
6.36.2.2 HelpBox() [2/2]	52
6.36.2.3 IconName()	53
6.37 UnityExtensions Class Reference	53
6.37.1 Detailed Description	54
6.37.2 Member Function Documentation	54
6.37.2.1 Clear< T >()	54
6.37.2.2 CopyToClipboard()	54
6.37.2.3 IsNotNullAndEqual()	54
6.37.2.4 IsNotNullAndNotEqual()	55
6.37.2.5 RemoveRange< T >()	55
6.37.2.6 TryFindObjectOfType< T >()	56
6.37.2.7 TryFindObjectOfType< T >() [1/2]	56
6.37.2.8 TryFindObjectOfType< T >() [2/2]	57
6.38 ValidationAttribute Class Reference	57
6.38.1 Detailed Description	57
6.39 ValidationAttributeEditor Class Reference	58
6.39.1 Detailed Description	58

Index	59
--------------	-----------

Chapter 1

CoreManager

Reasons to use this package:

- It allows avoiding reference serialization via Inspector.
- It removes the need for GOD objects.
- Provides high script flexibility and low cohesion.

1.1 Technical details

Package created on version 2020.3.6f1 but compatible with the versions starting from 2020.x.x

Any OS supported. Unity version 2020 and above. (Package requires C# 8.0)

1.2 Features

1. **Core Manager** - used for scene, subscription, and reference initialization.
2. **Cross Events** - replacement for the traditional event serialization and subscription.
3. **Reference Distributor** - reference container for data distribution in one scene.
4. **Cross Scene Data Handler** - data container(not references) which allows data distribution between scenes. Supports both classes and structures.
5. **Custom Validation Attributes** - allows validating serialized data. This plugin contains both predefined validation attributes and mechanisms to implement new validation attributes. Supports both class and field attributes.
6. **Custom Editor** - used for attribute validation and displaying errors in Inspector.
7. **Custom Logger** - use this logger if you want to show logs in debug build/editor, but not in release build.
8. **Custom Play Mode entering** - prevents Play Mode start if the current scene contains validation failure.
9. **Custom Build start** - prevents application build if scenes included in the build or prefabs with validation attributes contain validation failures.
10. **SaveSystem** - system to save/load JSON files.
11. **UIStateTools & UIManager** - base UI system for page-based UI.
12. **Extensions** - for Editor and base classes.

1.3 Improvements

1. **RequireInterfaceAttribute**
2. **Delegate** combination for subscribing (checkout samples to learn how to use)

1.4 Breaking changes

1.4.1 v1.1.2

1. Event interfaces accept arrays instead of **IEnumerable**.

1.4.2 v1.1.3

1. Event interfaces accept **params** arrays.

1.4.3 v2.0.1

1. Striped part of functions is now available on GitHub repo.
 - (a) **Scene Loader** - allows to asynchronously load scene through an intermediate scene and allows to serialize SceneAssets through Inspector (use SceneLoaderAsset).
 - (b) **Runtime console** - console with Unity logs for debug and/or release builds. Allows display console logs like in Unity Editor. Strips from release build if other not predetermined.
 - (c) **Editor Symbol Definer** - allows defining Scripting Define Symbols in the project through attribute or button in Inspector.

Chapter 2

Namespace Index

2.1 Namespace List

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

CorePlugin	11
CorePlugin.Attributes	11
CorePlugin.Attributes.Base	11
CorePlugin.Attributes.Editor	11
CorePlugin.Attributes.EditorAddons	12
CorePlugin.Attributes.Headers	12
CorePlugin.Attributes.Validation	12
CorePlugin.Core	13
CorePlugin.Core.Interface	13
CorePlugin.Cross	13
CorePlugin.Cross.Events	13
CorePlugin.Cross.Events.Interface	13
CorePlugin.Cross.SceneData	14
CorePlugin.Cross.SceneData.Interface	14
CorePlugin.Dispatchers	14
CorePlugin.Editor	14
CorePlugin.Editor.Drawers	14
CorePlugin.Editor.EditorState	14
CorePlugin.Editor.Extensions	14
CorePlugin.Editor.Helpers	14
CorePlugin.Editor.MenuItemHelpers	14
CorePlugin.Editor.Windows	14
CorePlugin.Extensions	14
CorePlugin.FileSystem	15
CorePlugin.Logger	15
CorePlugin.ReferenceDistribution	15
CorePlugin.ReferenceDistribution.Interface	15
CorePlugin.Samples	15
CorePlugin.Samples.Scripts	15
CorePlugin.Samples.Scripts.Demo	15
CorePlugin.Samples.Scripts.EventTypes	15
CorePlugin.Samples.Scripts.Managers	15
CorePlugin.Samples.Scripts.Model	15
CorePlugin.Serializable	15
CorePlugin.Serializable.Interface	16
CorePlugin.Singletons	16
CorePlugin.UISystem	16
CorePlugin.UISystem.UI	16

Chapter 3

Hierarchical Index

3.1 Class Hierarchy

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

CoreManager	18
CoreManagerElementAttribute	19
CoreManagerElementsFieldAttribute	19
DebugLogger	20
EditorButtonAttribute	20
EventInitializer	23
EventTypes	25
FileSystem	26
ICore	31
BaseCore	17
UIManager	48
IDistributingReference	31
IEventHandler	32
IEventSubscriber	33
ISceneData	34
IUnique	35
Unique	51
Named< TName, TKey, TValue >	35
Named< Object, string >	35
Named< string, Object >	35
PrefabHeaderAttribute	37
ReferenceDistributor	37
ReferencesHeaderAttribute	41
SettingsHeaderAttribute	44
Singleton< T >	44
Singleton< SceneDataHandler >	44
SceneDataHandler	41
StateHeaderAttribute	45
StaticObjectSingleton< T >	45
StaticObjectSingleton< MainThreadDispatcher >	45
StaticObjectSingleton< StaticCoroutineDispatcher >	45
SubPagesController	45
UIPage	49
UIStateTools	50

UnityEditorExtension	51
UnityExtensions	53
ValidationAttribute	57
ClassValidationAttribute	18
OneAndOnlyAttribute	36
FieldValidationAttribute	26
HasComponentAttribute	30
NotNullAttribute	36
PrefabRequiredAttribute	37
ValidationAttributeEditor	58

Chapter 4

Class Index

4.1 Class List

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

BaseCore	
Base implementation of IManager	17
ClassValidationAttribute	
Base attribute for class validation	18
18	
19	
19	
DebugLogger	
Custom logger solution for logs	20
EditorButtonAttribute	
Displays Button in Inspector	20
23	
EventTypes	
Declare your delegate type to convert method group to delegate	25
FieldValidationAttribute	
Base attribute for field validation	26

26

[HasComponentAttribute](#)

Attribute validating whether Object in field or all objects in the list have desired component 30

[ICore](#)[Interface](#) for Manager declaration 31[IDistributingReference](#)

Flag interface for MonoBehaviour classes what need to referenced from another class 31

[IEventHandler](#)[Interface](#) for event handler 32[IEventSubscriber](#)[Interface](#) for subscribers 33

34

[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 35[Named< TName, TKey, TValue >](#)

Replacement for dictionary in Unity Inspector 35

[NotNullAttribute](#)

Attribute validating whether field or element in the list equals null 36

[OneAndOnlyAttribute](#)

Attribute validating whether there is only one copy of this class in the scene 36

[PrefabHeaderAttribute](#)

Replacement for Header("Prefabs") 37

[PrefabRequiredAttribute](#)

Attribute validating whether the object or all items in list are prefabs 37

[ReferenceDistributor](#)

Class responsible for reference distribution inside one scene 37

[ReferencesHeaderAttribute](#)

Replacement for Header("References") 41

41

[SettingsHeaderAttribute](#)

Replacement for Header("Settings") 44

Singleton< T >	
Base for all singletons. Strongly recommended to use singletons as little as possible	44
StateHeaderAttribute	
Replacement for Header("State")	45
StaticObjectSingleton< T >	
Base for static objects singletons. Strongly recommended to use singletons as little as possible . . .	45
SubPagesController	
Class designated for UI subpages	45
UIManager	
Base implementation of UIManager	48
UIPage	
UI page implementation	49
UIStateTools	
UI state tool for canvas groups	50
Unique	
Base class for classes that need to be saved in Json file	51
UnityEditorExtension	
Extensions for Unity Editor classes	51
UnityExtensions	
Extension class for default Unity classes	53
ValidationAttribute	
Base attribute for validation	57

Chapter 5

Namespace Documentation

5.1 CorePlugin Namespace Reference

5.2 CorePlugin.Attributes Namespace Reference

5.3 CorePlugin.Attributes.Base Namespace Reference

Classes

- class [ClassValidationAttribute](#)
Base attribute for class validation.
- class [FieldValidationAttribute](#)
Base attribute for field validation.
- class [ValidationAttribute](#)
Base attribute for validation

5.4 CorePlugin.Attributes.Editor Namespace Reference

Classes

- class [ValidationAttributeEditor](#)
*Custom editor for Unity.Object class. If you want to create your own custom editor inherit from this class.
See also*

[CorePlugin.Attributes.Base.ValidationAttribute](#), [CorePlugin.Attributes.Base.FieldValidationAttribute](#), [CorePlugin.Attributes.Base.Cl](#)

5.5 CorePlugin.Attributes.EditorAddons Namespace Reference

Classes

- class [CoreManagerElementAttribute](#)
Provide component marked by this attribute to
See also
CorePlugin.Editor.Windows.CoreSelectorWindow
- class [CoreManagerElementsFieldAttribute](#)
Provide data from object field marked by this attribute to
See also
CorePlugin.Editor.Windows.CoreSelectorWindow
- class [EditorButtonAttribute](#)
Displays Button in Inspector

5.6 CorePlugin.Attributes.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")

5.7 CorePlugin.Attributes.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.

5.8 CorePlugin.Core Namespace Reference

Classes

- class [BaseCore](#)
Base implementation of IManager.
- class [CoreManager](#)
Manager for initialization of sub manager in the scene.
See also
[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](#)

5.9 CorePlugin.Core.Interface Namespace Reference

Classes

- interface [ICore](#)
Interface for Manager declaration.

5.10 CorePlugin.Cross Namespace Reference

5.11 CorePlugin.Cross.Events Namespace Reference

Classes

- class [EventTypes](#)
Declare your delegate type to convert method group to delegate.

5.12 CorePlugin.Cross.Events.Interface Namespace Reference

Classes

- interface [IEventHandler](#)
Interface for event handler.
- interface [IEventSubscriber](#)
Interface for subscribers.

5.13 CorePlugin.Cross.SceneData Namespace Reference

Classes

- class [SceneDataHandler](#)
Singleton for passing data between scenes
See also
[CorePlugin.Cross.SceneData.Interface.ISceneData](#)

5.14 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](#)

5.15 CorePlugin.Dispatchers Namespace Reference

5.16 CorePlugin.Editor Namespace Reference

5.17 CorePlugin.Editor.Drawers Namespace Reference

5.18 CorePlugin.Editor.EditorState Namespace Reference

5.19 CorePlugin.Editor.Extensions Namespace Reference

Classes

- class [UnityEditorExtension](#)
Extensions for Unity [Editor](#) classes

5.20 CorePlugin.Editor.Helpers Namespace Reference

5.21 CorePlugin.Editor.MenuitemHelpers Namespace Reference

5.22 CorePlugin.Editor.Windows Namespace Reference

5.23 CorePlugin.Extensions Namespace Reference

Classes

- class [Named](#)
Replacement for dictionary in Unity Inspector
- class [UIStateTools](#)
UI state tool for canvas groups
- class [UnityExtensions](#)
Extension class for default Unity classes

5.24 CorePlugin.FileSystem Namespace Reference

Classes

- class [FileSystem](#)
*Class for saving Json file to disk.
See also*
[CorePlugin.Serializable.Unique](#)

5.25 CorePlugin.Logger Namespace Reference

Classes

- class [DebugLogger](#)
Custom logger solution for logs.

5.26 CorePlugin.ReferenceDistribution Namespace Reference

Classes

- class [ReferenceDistributor](#)
Class responsible for reference distribution inside one scene.

5.27 CorePlugin.ReferenceDistribution.Interface Namespace Reference

Classes

- interface [IDistributingReference](#)
Flag interface for MonoBehaviour classes what need to be referenced from another class.

5.28 CorePlugin.Samples Namespace Reference

5.29 CorePlugin.Samples.Scripts Namespace Reference

5.30 CorePlugin.Samples.Scripts.Demo Namespace Reference

5.31 CorePlugin.Samples.Scripts.EventTypes Namespace Reference

5.32 CorePlugin.Samples.Scripts.Managers Namespace Reference

5.33 CorePlugin.Samples.Scripts.Model Namespace Reference

5.34 CorePlugin.Serializable Namespace Reference

Classes

- class [Unique](#)
Base class for classes that need to be saved in Json file.

5.35 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

5.36 CorePlugin.Singletons Namespace Reference

Classes

- class [Singleton](#)

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

- class [StaticObjectSingleton](#)

Base for static objects singletons. Strongly recommended to use singletons as little as possible.

5.37 CorePlugin.UISystem Namespace Reference

Classes

- class [UIManager](#)

Base implementation of [UIManager](#).

5.38 CorePlugin.UISystem.UI Namespace Reference

Classes

- class [SubPagesController](#)

Class designated for [UI](#) subpages.

- class [UIPage](#)

[UI](#) page implementation

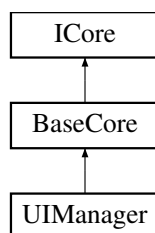
Chapter 6

Class Documentation

6.1 BaseCore Class Reference

Base implementation of IManager.

Inheritance diagram for BaseCore:



Public Member Functions

- virtual void [InitializeElements](#) ()
Initializing all managers elements.

6.1.1 Detailed Description

Base implementation of IManager.

6.1.2 Member Function Documentation

6.1.2.1 InitializeElements()

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

Initializing all managers elements.

Implements [ICore](#).

Reimplemented in [UIManager](#).

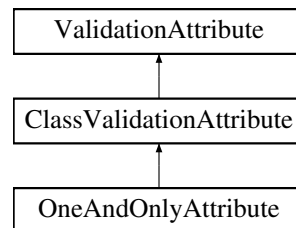
The documentation for this class was generated from the following file:

- BaseCore.cs

6.2 ClassValidationAttribute Class Reference

[Base](#) attribute for class validation.

Inheritance diagram for ClassValidationAttribute:



6.2.1 Detailed Description

[Base](#) attribute for class validation.

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

- ClassValidationAttribute.cs

6.3 CoreManager Class Reference

Manager for initialization of sub manager in the scene.

See also

[CorePlugin.ReferenceDistribution.ReferenceDistributor](#), [CorePlugin.Core.Interface.ICore](#)

Inherits MonoBehaviour.

6.3.1 Detailed Description

Manager for initialization of sub manager in the scene.

See also

[CorePlugin.ReferenceDistribution.ReferenceDistributor](#), [CorePlugin.Core.Interface.ICore](#)

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

- CoreManager.cs

6.4 CoreManagerElementAttribute Class Reference

Provide component marked by this attribute to

See also

[CorePlugin.Editor.Windows.CoreSelectorWindow](#)

Inherits DisplayNameAttribute.

6.4.1 Detailed Description

Provide component marked by this attribute to

See also

[CorePlugin.Editor.Windows.CoreSelectorWindow](#)

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

- CoreManagerElementAttribute.cs

6.5 CoreManagerElementsFieldAttribute Class Reference

Provide data from object field marked by this attribute to

See also

[CorePlugin.Editor.Windows.CoreSelectorWindow](#)

Inherits Attribute.

6.5.1 Detailed Description

Provide data from object field marked by this attribute to

See also

[CorePlugin.Editor.Windows.CoreSelectorWindow](#)

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

- [CoreManagerElementAttribute.cs](#)

6.6 DebugLogger Class Reference

Custom logger solution for logs.

6.6.1 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". It's fully stripped from Release Builds.

See also

[CorePlugin.Core.CoreManager](#)

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

- [DebugLogger.cs](#)

6.7 EditorButtonAttribute Class Reference

Displays Button in Inspector

Inherits `DisplayNameAttribute`.

Public Member Functions

- [EditorButtonAttribute](#) (string displayName, params object[] invokeParams)
Provides [Editor](#) button
- [EditorButtonAttribute](#) (string displayName, int captureGroup, int priority, params object[] invokeParams)
Provides [Editor](#) button
- [EditorButtonAttribute](#) (params object[] invokeParams)
Provides [Editor](#) button
- [EditorButtonAttribute](#) (int captureGroup, params object[] invokeParams)
Provides [Editor](#) button
- [EditorButtonAttribute](#) (string displayName, int captureGroup, params object[] invokeParams)
Provides [Editor](#) button
- [EditorButtonAttribute](#) (int captureGroup, int priority, params object[] invokeParams)
Provides [Editor](#) button

6.7.1 Detailed Description

Displays Button in Inspector

6.7.2 Constructor & Destructor Documentation

6.7.2.1 EditorButtonAttribute() [1/6]

```
EditorButtonAttribute (
    string displayName,
    params object[] invokeParams ) [inline]
```

Provides [Editor](#) button

Parameters

<i>displayName</i>	
<i>invokeParams</i>	

6.7.2.2 EditorButtonAttribute() [2/6]

```
EditorButtonAttribute (
    string displayName,
    int captureGroup,
    int priority,
    params object[] invokeParams ) [inline]
```

Provides [Editor](#) button

Parameters

<i>displayName</i>	
<i>captureGroup</i>	
<i>priority</i>	
<i>invokeParams</i>	

6.7.2.3 EditorButtonAttribute() [3/6]

```
EditorButtonAttribute (
    params object[] invokeParams ) [inline]
```

Provides [Editor](#) button

Parameters

<i>invokeParams</i>	
---------------------	--

6.7.2.4 EditorButtonAttribute() [4/6]

```
EditorButtonAttribute (
    int captureGroup,
    params object[] invokeParams ) [inline]
```

Provides [Editor](#) button

Parameters

<i>captureGroup</i>	
<i>invokeParams</i>	

6.7.2.5 EditorButtonAttribute() [5/6]

```
EditorButtonAttribute (
    string displayName,
    int captureGroup,
    params object[] invokeParams ) [inline]
```

Provides [Editor](#) button

Parameters

<i>displayName</i>	
<i>captureGroup</i>	
<i>invokeParams</i>	

6.7.2.6 EditorButtonAttribute() [6/6]

```
EditorButtonAttribute (
    int captureGroup,
    int priority,
    params object[] invokeParams ) [inline]
```

Provides [Editor](#) button

Parameters

<i>captureGroup</i>	
<i>priority</i>	
<i>invokeParams</i>	

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

- EditorButtonAttribute.cs

6.8 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.

6.8.1 Detailed Description

Class responsible for reference initialization

See also

[CorePlugin.Cross.Events.Interface.IEventHandler](#), [CorePlugin.Cross.Events.Interface.IEventSubscriber](#)

6.8.2 Member Function Documentation

6.8.2.1 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

<i>handler</i>	
<i>subscriptionsNeeded</i>	If false invokeNeeded will not be called
<i>invokeNeeded</i>	

References [IEventHandler.InvokeEvents\(\)](#), and [IEventHandler.Subscribe\(\)](#).

6.8.2.2 InitializeSubscriptions()

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

Initialising cross subscriptions for all handlers in the scene.

6.8.2.3 InvokeBase()

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

Invoking event on handlers.

6.8.2.4 RemoveHandler()

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

Removing event handler after scene has Awoken from list

Parameters

<i>handler</i>	
----------------	--

6.8.2.5 Subscribe()

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

Subscribing event subscriber after scene has Awoken to event handlers.

Parameters

<i>subscriber</i>	
-------------------	--

6.8.2.6 Unsubscribe()

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

Unsubscribing event subscriber after scene has Awoken from event handlers.

Parameters

<i>subscriber</i>	
-------------------	--

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

- EventInitializer.cs

6.9 EventTypes Class Reference

Declare your delegate type to convert method group to delegate.

Inherited by CustomEventTypes.

6.9.1 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](#)

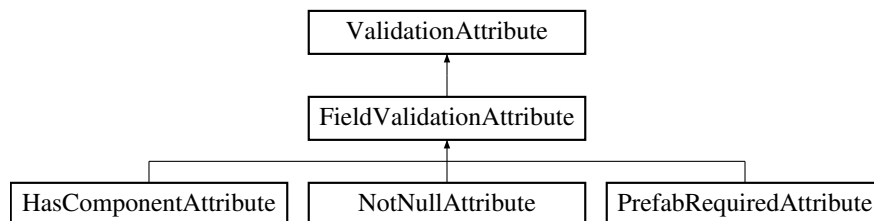
The documentation for this class was generated from the following file:

- EventTypes.cs

6.10 FieldValidationAttribute Class Reference

[Base](#) attribute for field validation.

Inheritance diagram for FieldValidationAttribute:



6.10.1 Detailed Description

[Base](#) attribute for field validation.

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

- FieldValidationAttribute.cs

6.11 FileSystem Class Reference

Class for saving Json file to disk.

See also

[CorePlugin.Serializable.Unique](#)

Inherits IDisposable.

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.

6.11.1 Detailed Description

Class for saving Json file to disk.

See also

[CorePlugin.Serializable.Unique](#)

6.11.2 Constructor & Destructor Documentation

6.11.2.1 FileSystem() [1/3]

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

Default constructor.

6.11.2.2 FileSystem() [2/3]

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

Overloaded constructor which changes default path.

Parameters

<i>path</i>	
-------------	--

6.11.2.3 FileSystem() [3/3]

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

Overloaded constructor which changes default path and file extension.

Parameters

<i>path</i>	
<i>extension</i>	

6.11.3 Member Function Documentation

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

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

Loads file.

Parameters

<i>onLoaded</i>	
<i>onError</i>	
<i>context</i>	Required if errors should be shown on Object

Template Parameters

<i>T</i>	
----------	--

Type Constraints

***T* : Unique**

6.11.3.2 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

<i>fileName</i>	
<i>onLoaded</i>	
<i>onError</i>	
<i>context</i>	Required if errors should be shown on Object

Template Parameters

<i>T</i>	
----------	--

Type Constraints

***T* : Unique**

6.11.3.3 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

<i>data</i>	
<i>onError</i>	
<i>context</i>	Required if errors should be shown on Object

Template Parameters

<i>T</i>	
----------	--

Type Constraints

***T* : Unique**

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

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

Saves your class to file.

Parameters

<i>data</i>	
<i>fileName</i>	
<i>onError</i>	
<i>context</i>	Required if errors should be shown on Object

Template Parameters

<i>T</i>	
----------	--

Type Constraints

***T* : Unique**

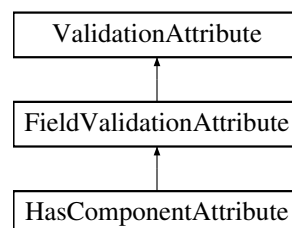
The documentation for this class was generated from the following file:

- FileSystem.cs

6.12 HasComponentAttribute Class Reference

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

Inheritance diagram for HasComponentAttribute:



6.12.1 Detailed Description

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

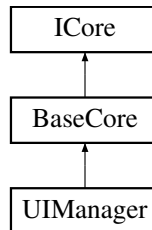
The documentation for this class was generated from the following file:

- HasComponentAttribute.cs

6.13 ICore Interface Reference

[Interface](#) for Manager declaration.

Inheritance diagram for ICore:



Public Member Functions

- void [InitializeElements](#) ()
Initializing all managers elements.

6.13.1 Detailed Description

[Interface](#) for Manager declaration.

6.13.2 Member Function Documentation

6.13.2.1 InitializeElements()

```
void InitializeElements ( )
```

Initializing all managers elements.

Implemented in [UIManager](#), and [BaseCore](#).

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

- ICore.cs

6.14 IDistributingReference Interface Reference

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

6.14.1 Detailed Description

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

Strongly recommended to use [CorePlugin.Cross.Events](#) and [CorePlugin.Cross.Events.Interface](#) instead of direct reference serialization.

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

- [IDistributingReference.cs](#)

6.15 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](#) (params [Delegate\[\]](#) subscribers)
Subscribing delegates to event
- void [Unsubscribe](#) (params [Delegate\[\]](#) unsubscribers)
Unsubscribing delegates to event

6.15.1 Detailed Description

[Interface](#) for event handler.

```
public void Subscribe(params Delegate\[\] subscriber)
{
    EventExtensions.Subscribe(ref event, subscribers);
}
```

See also

[CorePlugin.Cross.Events.EventTypes](#)

6.15.2 Member Function Documentation

6.15.2.1 InvokeEvents()

```
void InvokeEvents ( )
```

Invoking events that need to be invoked on scene initialization.

Referenced by [EventInitializer.AddHandler\(\)](#).

6.15.2.2 Subscribe()

```
void Subscribe (
    params Delegate\[\] subscribers )
```

Subscribing delegates to event

Parameters

<i>subscribers</i>	
--------------------	--

Referenced by EventInitializer.AddHandler().

6.15.2.3 Unsubscribe()

```
void Unsubscribe (
    params Delegate[] unsubscribers )
```

Unsubscribing delegates to event

Parameters

<i>unsubscribers</i>	
----------------------	--

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

- IEventHandler.cs

6.16 IEventSubscriber Interface Reference

[Interface](#) for subscribers.

Inherited by SceneSwitcher.

Public Member Functions

- Delegate[] [GetSubscribers](#) ()
Returns IEnumerable with all methods which need to be subscribed.

6.16.1 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](#)

6.16.2 Member Function Documentation

6.16.2.1 GetSubscribers()

```
Delegate [] GetSubscribers ( )
```

Returns IEnumerable with all methods which need to be subscribed.

Returns

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

- IEventSubscriber.cs

6.17 ISceneData Interface Reference

Flag interface for classes or structs to pass between scenes

See also

[CorePlugin.Cross.SceneData.SceneDataHandler](#)

Inherited by DataTransfer.

6.17.1 Detailed Description

Flag interface for classes or structs to pass between scenes

See also

[CorePlugin.Cross.SceneData.SceneDataHandler](#)

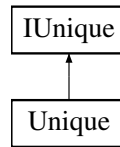
The documentation for this interface was generated from the following file:

- ISceneData.cs

6.18 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:



6.18.1 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

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

- IUnique.cs

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

Replacement for dictionary in Unity Inspector

6.19.1 Detailed Description

Replacement for dictionary in Unity Inspector

More complex list for dictionary

Template Parameters

<i>TKey</i>	
<i>TValue</i>	

Template Parameters

<i>TName</i>	
<i>TKey</i>	
<i>TValue</i>	

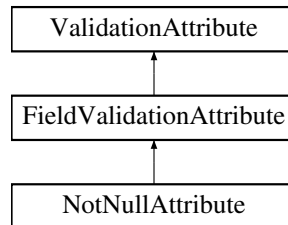
The documentation for this class was generated from the following file:

- Named.cs

6.20 NotNullAttribute Class Reference

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

Inheritance diagram for NotNullAttribute:



6.20.1 Detailed Description

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

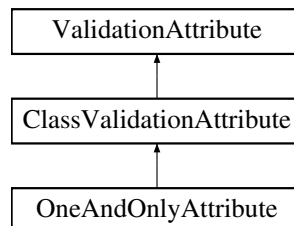
The documentation for this class was generated from the following file:

- NotNullAttribute.cs

6.21 OneAndOnlyAttribute Class Reference

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

Inheritance diagram for OneAndOnlyAttribute:



6.21.1 Detailed Description

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

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

- OneAndOnlyAttribute.cs

6.22 PrefabHeaderAttribute Class Reference

Replacement for Header("Prefabs")

Inherits HeaderAttribute.

6.22.1 Detailed Description

Replacement for Header("Prefabs")

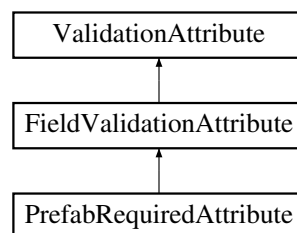
The documentation for this class was generated from the following file:

- PrefabHeaderAttribute.cs

6.23 PrefabRequiredAttribute Class Reference

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

Inheritance diagram for PrefabRequiredAttribute:



6.23.1 Detailed Description

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

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

- PrefabRequiredAttribute.cs

6.24 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 bool [AskReference< T >](#) (ref T reference, [CallerMemberName] string callerName="")
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 T [GetInterfaceReference< T >](#) ([CallerMemberName] string callerName="")
Getting reference by type from list
- static IEnumerable< T > [GetInterfaceReferences< T >](#) ([CallerMemberName] string callerName="")
Getting reference by type from list
- static T [GetReference< T >](#) ([CallerMemberName] string callerName="")
Getting reference by type from list
- static IEnumerable< T > [GetReferences< T >](#) ([CallerMemberName] string callerName="")
Getting references by type from list

6.24.1 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.

6.24.2 Member Function Documentation

6.24.2.1 AskReference< T >()

```
static bool AskReference< T > (
    ref T reference,
    [CallerMemberName] string callerName = "" ) [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

<i>reference</i>	
<i>callerName</i>	

Template Parameters

<i>T</i>	
----------	--

Returns

Type Constraints

T : MonoBehaviour

T : IDistributingReference

References ReferenceDistributor.GetReference< T >().

6.24.2.2 GetInterfaceReference< T >()

```
static T GetInterfaceReference< T > (  
    [CallerMemberName] string callerName = "" ) [inline], [static]
```

Getting reference by type from list

Template Parameters

<i>T</i>	
----------	--

Returns

Type Constraints

T : IDistributingReference

6.24.2.3 GetInterfaceReferences< T >()

```
static IEnumerable<T> GetInterfaceReferences< T > (  
    [CallerMemberName] string callerName = "" ) [inline], [static]
```

Getting reference by type from list

Template Parameters

<i>T</i>	
----------	--

Returns

Type Constraints

T : IDistributingReference

6.24.2.4 GetReference< T >()

```
static T GetReference< T > (
    [CallerMemberName] string callerName = "" ) [inline], [static]
```

Getting reference by type from list

Template Parameters

<i>T</i>	
----------	--

Returns

Type Constraints

T : MonoBehaviour
T : IDistributingReference

Referenced by ReferenceDistributor.AskReference< T >().

6.24.2.5 GetReferences< T >()

```
static IEnumerable<T> GetReferences< T > (
    [CallerMemberName] string callerName = "" ) [inline], [static]
```

Getting references by type from list

Template Parameters

<i>T</i>	
----------	--

Returns

Type Constraints

T : MonoBehaviour
T : IDistributingReference

6.24.2.6 Initialize()

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

Initializing distribution references

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

- ReferenceDistributor.cs

6.25 ReferencesHeaderAttribute Class Reference

Replacement for Header("References")

Inherits HeaderAttribute.

6.25.1 Detailed Description

Replacement for Header("References")

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

- ReferencesHeaderAttribute.cs

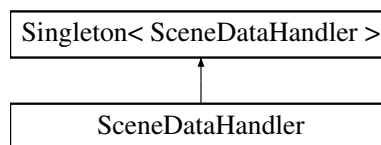
6.26 SceneDataHandler Class Reference

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

6.26.1 Detailed Description

Singleton for passing data between scenes

See also

[CorePlugin.Cross.SceneData.Interface.ISceneData](#)

6.26.2 Member Function Documentation

6.26.2.1 AddData< T >()

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

Adding data to dictionary by passed Type

Parameters

<i>data</i>	
-------------	--

Template Parameters

<i>T</i>	
----------	--

Type Constraints

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

6.26.2.2 GetData< T >()

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

Getting data from dictionary by passed Type

Parameters

<i>data</i>	
-------------	--

Template Parameters

<i>T</i>	
----------	--

Type Constraints

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

6.26.2.3 RemoveData< T >()

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

Removing data from dictionary by passed Type

Template Parameters

<i>T</i>	
----------	--

Type Constraints***T : ISceneData******T : new()***

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

- SceneDataHandler.cs

6.27 SettingsHeaderAttribute Class Reference

Replacement for Header("Settings")

Inherits HeaderAttribute.

6.27.1 Detailed Description

Replacement for Header("Settings")

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

- SettingsHeaderAttribute.cs

6.28 Singleton< T > Class Template Reference

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

Inherits MonoBehaviour.

6.28.1 Detailed Description

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

Template Parameters

<i>T</i>	
----------	--

Type Constraints***T : MonoBehaviour***

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

- Singleton.cs

6.29 StateHeaderAttribute Class Reference

Replacement for Header("State")

Inherits HeaderAttribute.

6.29.1 Detailed Description

Replacement for Header("State")

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

- StateHeaderAttribute.cs

6.30 StaticObjectSingleton< T > Class Template Reference

Base for static objects singletons. Strongly recommended to use singletons as little as possible.

Inherits MonoBehaviour.

6.30.1 Detailed Description

Base for static objects singletons. Strongly recommended to use singletons as little as possible.

Template Parameters

<i>T</i>	
----------	--

Type Constraints

T* : *MonoBehaviour

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

- StaticObjectSingleton.cs

6.31 SubPagesController Class Reference

Class designated for [UI](#) subpages.

Inherits MonoBehaviour.

Public Member Functions

- 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
- void [OpenPage](#) ([UIPage](#) page)
Showing canvas group sent thought parameter and disabling all others.

6.31.1 Detailed Description

Class designated for [UI](#) subpages.

6.31.2 Member Function Documentation

6.31.2.1 [AddPage\(\)](#) [1/2]

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

Adding new [UIPage](#) to this subpages controller

Parameters

<i>page</i>	
<i>openPage</i>	

References [SubPagesController.OpenPage\(\)](#).

Referenced by [UIManager.InitializeElements\(\)](#).

6.31.2.2 [AddPage\(\)](#) [2/2]

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

Adding new [UIPage](#) to this subpages controller

Parameters

<i>page</i>	
<i>openPage</i>	

References SubPagesController.OpenPage().

6.31.2.3 DelayedOpenPage() [1/2]

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

Enables page interaction after delay

Parameters

<i>page</i>	
-------------	--

6.31.2.4 DelayedOpenPage() [2/2]

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

Enables page interaction after delay

Parameters

<i>page</i>	
<i>delay</i>	

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

6.31.2.5 HideAllTables()

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

Hides all pages in this subpage controller

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

6.31.2.6 OpenPage()

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

Showing canvas group sent thought parameter and disabling all others.

Parameters

<i>page</i>	
-------------	--

References [SubPagesController.HideAllTables\(\)](#).

Referenced by [SubPagesController.AddPage\(\)](#).

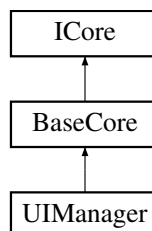
The documentation for this class was generated from the following file:

- [SubPagesController.cs](#)

6.32 UIManager Class Reference

Base implementation of [UIManager](#).

Inheritance diagram for UIManager:



Public Member Functions

- override void [InitializeElements](#) ()
Initializing all managers elements.

6.32.1 Detailed Description

Base implementation of [UIManager](#).

6.32.2 Member Function Documentation

6.32.2.1 InitializeElements()

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

Initializing all managers elements.

Reimplemented from [BaseCore](#).

References [SubPagesController.AddPage\(\)](#).

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

- [UIManager.cs](#)

6.33 UIPage Class Reference

[UI](#) page implementation

Inherits [MonoBehaviour](#).

Public Member Functions

- [UIPage Initialize \(\)](#)
Initializes elements for this [UIPage](#)

6.33.1 Detailed Description

[UI](#) page implementation

6.33.2 Member Function Documentation

6.33.2.1 Initialize()

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

Initializes elements for this [UIPage](#)

Returns

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

- [UIPage.cs](#)

6.34 UIStateTools Class Reference

UI state tool for canvas groups

Static Public Member Functions

- static void [ChangeGroupState](#) (this 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

6.34.1 Detailed Description

UI state tool for canvas groups

6.34.2 Member Function Documentation

6.34.2.1 ChangeCursorState()

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

Changing state of mouse cursor

Parameters

<i>state</i>	
--------------	--

6.34.2.2 ChangeGroupState() [1/2]

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

Changing canvas visibility and interactivity after delay

Parameters

<i>group</i>	
<i>isVisible</i>	
<i>delay</i>	

6.34.2.3 ChangeGroupState() [2/2]

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

Changing canvas visibility and interactivity

Parameters

<i>group</i>	
<i>isVisible</i>	

Referenced by SubPagesController.DelayedOpenPage().

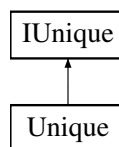
The documentation for this class was generated from the following file:

- UIStateTools.cs

6.35 Unique Class Reference

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

Inheritance diagram for Unique:

**6.35.1 Detailed Description**

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

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

- Unique.cs

6.36 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

6.36.1 Detailed Description

[Extensions](#) for Unity [Editor](#) classes

6.36.2 Member Function Documentation

6.36.2.1 HelpBox() [1/2]

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

Override for default Inspector HelpBox with RTF text

Parameters

<i>message</i>	
<i>type</i>	

6.36.2.2 HelpBox() [2/2]

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

Override for default Inspector HelpBox with style

Parameters

<i>message</i>	
<i>type</i>	
<i>style</i>	

References UnityEditorExtension.IconName().

6.36.2.3 IconName()

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

Getting Icon Name from Unity Inspector

Parameters

<i>type</i>	
-------------	--

Returns

Referenced by UnityEditorExtension.HelpBox().

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

- UnityEditorExtension.cs

6.37 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 List< T > [RemoveRange< T >](#) (this List< T > list, IEnumerable< T > enumerable)
Removing range of items from list
- static void [CopyToClipboard](#) (this string str)
Puts the string into the Clipboard.
- 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 [TryFindObjectOfType< T >](#) (out T result)
Trying to find object on scene that was inherited from T
- static bool [TryFindObjectsOfType< T >](#) (out IEnumerable< T > result)
Trying to find objects on scene that were inherited from T
- static bool [TryFindObjectsOfType< T >](#) (out IList< T > result)
Trying to find objects on scene that were inherited from T and return a list of said objects

6.37.1 Detailed Description

Extension class for default Unity classes

6.37.2 Member Function Documentation

6.37.2.1 Clear< T >()

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

Clearing list and destroying its items

Parameters

<i>list</i>	
-------------	--

Template Parameters

<i>T</i>	
----------	--

Type Constraints

T : MonoBehaviour

6.37.2.2 CopyToClipboard()

```
static void CopyToClipboard (  
    this string str ) [inline], [static]
```

Puts the string into the Clipboard.

6.37.2.3 IsNotNullAndEqual()

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

Checks whether the left item is null and equals right item

Parameters

<i>lci</i>	Left compare item
<i>rci</i>	Right compare item

Returns

6.37.2.4 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

<i>lci</i>	Left compare item
<i>rci</i>	Right compare item

Returns

6.37.2.5 RemoveRange< T >()

```
static List<T> RemoveRange< T > (
    this List< T > list,
    IEnumerable< T > enumerable ) [inline], [static]
```

Removing range of items from list

Parameters

<i>list</i>	
<i>enumerable</i>	

Template Parameters

<i>T</i>	
----------	--

Returns

6.37.2.6 TryFindObjectOfType< T >()

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

Trying to find object on scene that was inherited from T

Parameters

<i>result</i>	
---------------	--

Template Parameters

<i>T</i>	
----------	--

Returns

6.37.2.7 TryFindObjectsOfType< T >() [1/2]

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

Trying to find objects on scene that were inherited from T

Parameters

<i>result</i>	
---------------	--

Template Parameters

<i>T</i>	
----------	--

Returns

6.37.2.8 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

<i>result</i>	
---------------	--

Template Parameters

<i>T</i>	
----------	--

Returns

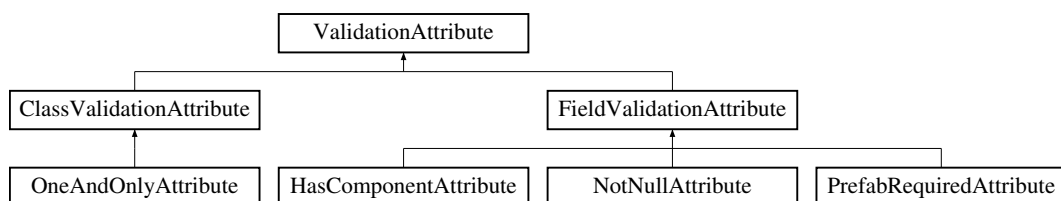
The documentation for this class was generated from the following file:

- UnityExtensions.cs

6.38 ValidationAttribute Class Reference

[Base](#) attribute for validation

Inheritance diagram for ValidationAttribute:

**6.38.1 Detailed Description**

[Base](#) attribute for validation

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

- ValidationAttribute.cs

6.39 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.Attributes.Base.ValidationAttribute](#), [CorePlugin.Attributes.Base.FieldValidationAttribute](#), [CorePlugin.Attributes.Base.](#)

Inherits Editor.

Inherited by CoreManagerEditor.

6.39.1 Detailed Description

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

See also

[CorePlugin.Attributes.Base.ValidationAttribute](#), [CorePlugin.Attributes.Base.FieldValidationAttribute](#), [CorePlugin.Attributes.Base.](#)

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

- ValidationAttributeEditor.cs

Index

- AddData< T >
 - SceneDataHandler, [42](#)
- AddHandler
 - EventInitializer, [24](#)
- AddPage
 - SubPagesController, [46](#)
- AskReference< T >
 - ReferenceDistributor, [38](#)
- BaseCore, [17](#)
 - InitializeElements, [17](#)
- ChangeCursorState
 - UIStateTools, [50](#)
- ChangeGroupState
 - UIStateTools, [50](#), [51](#)
- ClassValidationAttribute, [18](#)
- Clear< T >
 - UnityExtensions, [54](#)
- CopyToClipboard
 - UnityExtensions, [54](#)
- CoreManager, [18](#)
- CoreManagerElementAttribute, [19](#)
- CoreManagerElementsFieldAttribute, [19](#)
- CorePlugin, [11](#)
- CorePlugin.Attributes, [11](#)
- CorePlugin.Attributes.Base, [11](#)
- CorePlugin.Attributes.Editor, [11](#)
- CorePlugin.Attributes.EditorAddons, [12](#)
- CorePlugin.Attributes.Headers, [12](#)
- CorePlugin.Attributes.Validation, [12](#)
- CorePlugin.Core, [13](#)
- CorePlugin.Core.Interface, [13](#)
- CorePlugin.Cross, [13](#)
- CorePlugin.Cross.Events, [13](#)
- CorePlugin.Cross.Events.Interface, [13](#)
- CorePlugin.Cross.SceneData, [14](#)
- CorePlugin.Cross.SceneData.Interface, [14](#)
- CorePlugin.Dispatchers, [14](#)
- CorePlugin.Editor, [14](#)
- CorePlugin.Editor.Drawers, [14](#)
- CorePlugin.Editor.EditorState, [14](#)
- CorePlugin.Editor.Extensions, [14](#)
- CorePlugin.Editor.Helpers, [14](#)
- CorePlugin.Editor.MenuItemHelpers, [14](#)
- CorePlugin.Editor.Windows, [14](#)
- CorePlugin.Extensions, [14](#)
- CorePlugin.FileSystem, [15](#)
- CorePlugin.Logger, [15](#)
- CorePlugin.ReferenceDistribution, [15](#)
- CorePlugin.ReferenceDistribution.Interface, [15](#)
- CorePlugin.Samples, [15](#)
- CorePlugin.Samples.Scripts, [15](#)
- CorePlugin.Samples.Scripts.Demo, [15](#)
- CorePlugin.Samples.Scripts.EventTypes, [15](#)
- CorePlugin.Samples.Scripts.Managers, [15](#)
- CorePlugin.Samples.Scripts.Model, [15](#)
- CorePlugin.Serializable, [15](#)
- CorePlugin.Serializable.Interface, [16](#)
- CorePlugin.Singletons, [16](#)
- CorePlugin.UISystem, [16](#)
- CorePlugin.UISystem.UI, [16](#)
- DebugLogger, [20](#)
- DelayedOpenPage
 - SubPagesController, [47](#)
- EditorButtonAttribute, [20](#)
 - EditorButtonAttribute, [21–23](#)
- EventInitializer, [23](#)
 - AddHandler, [24](#)
 - InitializeSubscriptions, [24](#)
 - InvokeBase, [24](#)
 - RemoveHandler, [24](#)
 - Subscribe, [25](#)
 - Unsubscribe, [25](#)
- EventTypes, [25](#)
- FieldValidationAttribute, [26](#)
- FileSystem, [26](#)
 - FileSystem, [27](#), [28](#)
 - Load< T >, [28](#)
 - Save< T >, [29](#)
- GetData< T >
 - SceneDataHandler, [43](#)
- GetInterfaceReference< T >
 - ReferenceDistributor, [39](#)
- GetInterfaceReferences< T >
 - ReferenceDistributor, [39](#)
- GetReference< T >
 - ReferenceDistributor, [39](#)
- GetReferences< T >
 - ReferenceDistributor, [40](#)
- GetSubscribers
 - IEventSubscriber, [34](#)
- HasComponentAttribute, [30](#)
- HelpBox
 - UnityEditorExtension, [52](#)
- HideAllTables

- SubPagesController, 47
- IconName
 - UnityEditorExtension, 53
- ICore, 31
 - InitializeElements, 31
- IDistributingReference, 31
- IEventHandler, 32
 - InvokeEvents, 32
 - Subscribe, 32
 - Unsubscribe, 33
- IEventSubscriber, 33
 - GetSubscribers, 34
- Initialize
 - ReferenceDistributor, 40
 - UIPage, 49
- InitializeElements
 - BaseCore, 17
 - ICore, 31
 - UIManager, 48
- InitializeSubscriptions
 - EventInitializer, 24
- InvokeBase
 - EventInitializer, 24
- InvokeEvents
 - IEventHandler, 32
- ISceneData, 34
- IsNullAndEqual
 - UnityExtensions, 54
- IsNullAndNotEqual
 - UnityExtensions, 55
- IUnique, 35
- Load< T >
 - FileSystem, 28
- Named< TName, TKey, TValue >, 35
- NotNullAttribute, 36
- OneAndOnlyAttribute, 36
- OpenPage
 - SubPagesController, 47
- PrefabHeaderAttribute, 37
- PrefabRequiredAttribute, 37
- ReferenceDistributor, 37
 - AskReference< T >, 38
 - GetInterfaceReference< T >, 39
 - GetInterfaceReferences< T >, 39
 - GetReference< T >, 39
 - GetReferences< T >, 40
 - Initialize, 40
- ReferencesHeaderAttribute, 41
- RemoveData< T >
 - SceneDataHandler, 43
- RemoveHandler
 - EventInitializer, 24
- RemoveRange< T >
 - UnityExtensions, 55
- Save< T >
 - FileSystem, 29
- SceneDataHandler, 41
 - AddData< T >, 42
 - GetData< T >, 43
 - RemoveData< T >, 43
- SettingsHeaderAttribute, 44
- Singleton< T >, 44
- StateHeaderAttribute, 45
- StaticObjectSingleton< T >, 45
- SubPagesController, 45
 - AddPage, 46
 - DelayedOpenPage, 47
 - HideAllTables, 47
 - OpenPage, 47
- Subscribe
 - EventInitializer, 25
 - IEventHandler, 32
- TryFindObjectOfType< T >
 - UnityExtensions, 56
- TryFindObjectsOfType< T >
 - UnityExtensions, 56
- UIManager, 48
 - InitializeElements, 48
- UIPage, 49
 - Initialize, 49
- UIStateTools, 50
 - ChangeCursorState, 50
 - ChangeGroupState, 50, 51
- Unique, 51
- UnityEditorExtension, 51
 - HelpBox, 52
 - IconName, 53
- UnityExtensions, 53
 - Clear< T >, 54
 - CopyToClipboard, 54
 - IsNullAndEqual, 54
 - IsNullAndNotEqual, 55
 - RemoveRange< T >, 55
 - TryFindObjectOfType< T >, 56
 - TryFindObjectsOfType< T >, 56
- Unsubscribe
 - EventInitializer, 25
 - IEventHandler, 33
- ValidationAttribute, 57
- ValidationAttributeEditor, 58