

Random Elements System User manual

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V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/↵ Types/Selective/ SelectiveRandomWeightString.cs	141
V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/↵ Types/Selective/ SelectiveRandomWeightUnityObject.cs	141
V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/↵ Types/Selective/ SelectiveRandomWeightVector2.cs	141
V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/↵ Types/Selective/ SelectiveRandomWeightVector2Int.cs	142
V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/↵ Types/Selective/ SelectiveRandomWeightVector3.cs	142
V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/↵ Types/Selective/ SelectiveRandomWeightVector3Int.cs	142

Chapter 5

Namespace Documentation

5.1 RandomElementsSystem Namespace Reference

Namespaces

- namespace [Examples](#)
- namespace [Types](#)

5.2 RandomElementsSystem.Examples Namespace Reference

Classes

- class [CompareWithDefaultApproachExample1](#)
- class [CompareWithDefaultApproachExample4](#)
- class [CompositionExample](#)
- class [CreateNewTypeAtRuntimeExample](#)
- class [DefaultApproachExample2](#)
- class [DefaultApproachExample3](#)
- class [GeneralExample](#)
- class [InitializeAtRuntimeExample](#)
- class [MinMaxExample](#)
- class [MinMaxRandomColorImmutableAlpha](#)
- class [MyNewClassType](#)
- class [NewTypesExample](#)
- class [OnGeneratedEventExample](#)
- class [PercentageExample](#)
- class [RandomElementsSystemExample2](#)
- class [RandomElementsSystemExample3](#)
- class [RandomMyNewEnumType](#)
- class [SelectiveExample](#)
- class [SelectiveRandomWeightMinMaxRandomInt](#)
- class [SelectiveRandomWeightMyNewClassType](#)
- class [WeightPropertyMinMaxRandomInt](#)
- class [WeightPropertyMyNewClassType](#)

Enumerations

- enum [MyNewEnumType](#) {
[First](#) , [Second](#) , [Third](#) , [Fourth](#) ,
[Fifth](#) }

5.2.1 Enumeration Type Documentation

5.2.1.1 MyNewEnumType

enum [RandomElementsSystem.Examples.MyNewEnumType](#)

Enumerator

First	
Second	
Third	
Fourth	
Fifth	

5.3 RandomElementsSystem.Types Namespace Reference

Classes

- class [MinMaxRandomColor](#)
- class [MinMaxRandomFloat](#)
- class [MinMaxRandomInt](#)
- class [MinMaxRandomProperty](#)
- class [MinMaxRandomQuaternion](#)
- class [MinMaxRandomVector2](#)
- class [MinMaxRandomVector2Int](#)
- class [MinMaxRandomVector3](#)
- class [MinMaxRandomVector3Int](#)
- class [RandomBoolProperty](#)
- class [RandomEnumProperty](#)
- class [RandomPercentageProperty](#)
- class [RandomPropertyBase](#)
Main base class for all random properties.
- class [RandomString](#)
Helper class for generating random strings.
- class [RandomStringProperty](#)
- class [SelectiveRandomWeightChar](#)
- class [SelectiveRandomWeightColor](#)
- class [SelectiveRandomWeightFloat](#)
- class [SelectiveRandomWeightGameObject](#)
- class [SelectiveRandomWeightInt](#)
- class [SelectiveRandomWeightMonoBehaviour](#)
- class [SelectiveRandomWeightPropertyBase](#)
- class [SelectiveRandomWeightQuaternion](#)

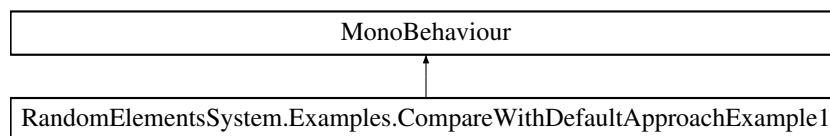
- class [SelectiveRandomWeightScriptableObject](#)
- class [SelectiveRandomWeightString](#)
- class [SelectiveRandomWeightUnityObject](#)
- class [SelectiveRandomWeightVector2](#)
- class [SelectiveRandomWeightVector2Int](#)
- class [SelectiveRandomWeightVector3](#)
- class [SelectiveRandomWeightVector3Int](#)
- class [WeightProperty](#)
- class [WeightPropertyBool](#)
- class [WeightPropertyChar](#)
- class [WeightPropertyColor](#)
- class [WeightPropertyFloat](#)
- class [WeightPropertyGameObject](#)
- class [WeightPropertyInt](#)
- class [WeightPropertyMonoBehaviour](#)
- class [WeightPropertyQuaternion](#)
- class [WeightPropertyScriptableObject](#)
- class [WeightPropertyString](#)
- class [WeightPropertyUnityObject](#)
- class [WeightPropertyVector2](#)
- class [WeightPropertyVector2Int](#)
- class [WeightPropertyVector3](#)
- class [WeightPropertyVector3Int](#)

Chapter 6

Class Documentation

6.1 RandomElementsSystem.Examples.CompareWithDefaultApproachExample1 Class Reference ↩

Inheritance diagram for RandomElementsSystem.Examples.CompareWithDefaultApproachExample1:

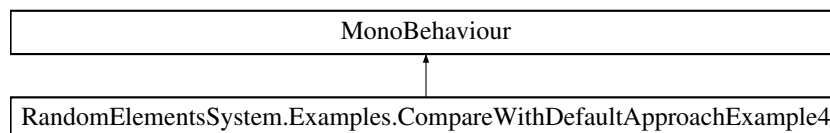


The documentation for this class was generated from the following file:

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Examples/↩
CompareWithDefaultApproachExample/Scripts/[CompareWithDefaultApproachExample1.cs](#)

6.2 RandomElementsSystem.Examples.CompareWithDefaultApproachExample4 Class Reference ↩

Inheritance diagram for RandomElementsSystem.Examples.CompareWithDefaultApproachExample4:

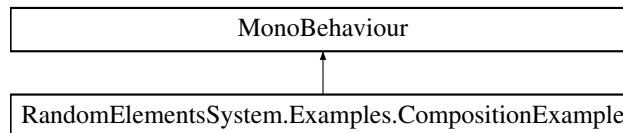


The documentation for this class was generated from the following file:

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Examples/↩
CompareWithDefaultApproachExample/Scripts/[CompareWithDefaultApproachExample4.cs](#)

6.3 RandomElementsSystem.Examples.CompositionExample Class Reference

Inheritance diagram for RandomElementsSystem.Examples.CompositionExample:

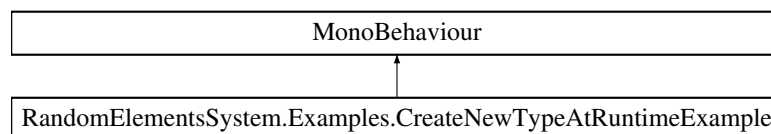


The documentation for this class was generated from the following file:

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Examples/↔ CompositionExample/Scripts/[CompositionExample.cs](#)

6.4 RandomElementsSystem.Examples.CreateNewTypeAtRuntimeExample Class Reference

Inheritance diagram for RandomElementsSystem.Examples.CreateNewTypeAtRuntimeExample:

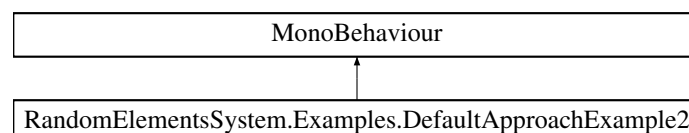


The documentation for this class was generated from the following file:

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Examples/↔ CreateNewTypeAtRuntimeExample/Scripts/[CreateNewTypeAtRuntimeExample.cs](#)

6.5 RandomElementsSystem.Examples.DefaultApproachExample2 Class Reference

Inheritance diagram for RandomElementsSystem.Examples.DefaultApproachExample2:

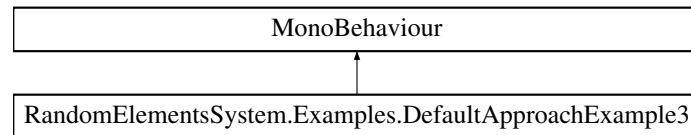


The documentation for this class was generated from the following file:

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Examples/↔ CompareWithDefaultApproachExample/Scripts/[DefaultApproachExample2.cs](#)

6.6 RandomElementsSystem.Examples.DefaultApproachExample3 Class Reference

Inheritance diagram for RandomElementsSystem.Examples.DefaultApproachExample3:



Classes

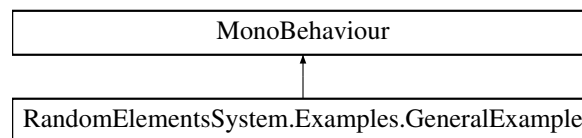
- class [WeightedData](#)

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Examples/↵ CompareWithDefaultApproachExample/Scripts/[DefaultApproachExample3.cs](#)

6.7 RandomElementsSystem.Examples.GeneralExample Class Reference

Inheritance diagram for RandomElementsSystem.Examples.GeneralExample:

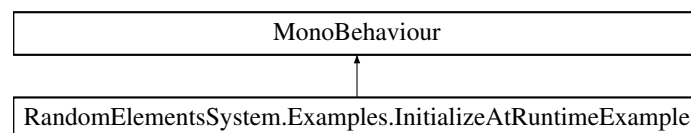


The documentation for this class was generated from the following file:

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Examples/↵ GeneralExample/Scripts/[GeneralExample.cs](#)

6.8 RandomElementsSystem.Examples.InitializeAtRuntimeExample Class Reference

Inheritance diagram for RandomElementsSystem.Examples.InitializeAtRuntimeExample:

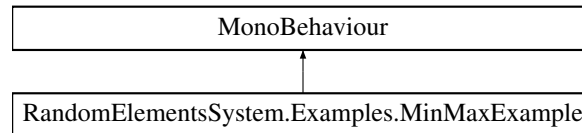


The documentation for this class was generated from the following file:

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Examples/↵ InitializeAtRuntimeExample/Scripts/[InitializeAtRuntimeExample.cs](#)

6.9 RandomElementsSystem.Examples.MinMaxExample Class Reference

Inheritance diagram for RandomElementsSystem.Examples.MinMaxExample:

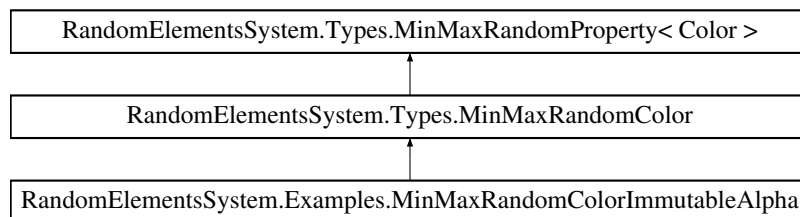


The documentation for this class was generated from the following file:

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Examples/MinMaxExample/Scripts/[MinMaxExample.cs](#)

6.10 RandomElementsSystem.Types.MinMaxRandomColor Class Reference

Inheritance diagram for RandomElementsSystem.Types.MinMaxRandomColor:



Public Member Functions

- [MinMaxRandomColor](#) ()
Do not use this default constructor.
- [MinMaxRandomColor](#) (Color min, Color max)
Creates a new instance of the MinMaxRandomColor class with the specified min and max range.

Public Member Functions inherited from [RandomElementsSystem.Types.MinMaxRandomProperty< Color >](#)

- [MinMaxRandomProperty](#) ()
Do not use this default constructor.
- [MinMaxRandomProperty](#) (T min, T max)
Creates a new instance of the MinMaxRandomProperty class with the specified min and max range and T value.

Protected Member Functions

- override Color [GenerateRandomValue](#) ()

Additional Inherited Members

Properties inherited from

[RandomElementsSystem.Types.MinMaxRandomProperty](#)< [Color](#) >

- T [Min](#) [get]
- T [Max](#) [get]

6.10.1 Constructor & Destructor Documentation

6.10.1.1 MinMaxRandomColor() [1/2]

```
RandomElementsSystem.Types.MinMaxRandomColor.MinMaxRandomColor ( )
```

Do not use this default constructor.

It is used only for serialization.

6.10.1.2 MinMaxRandomColor() [2/2]

```
RandomElementsSystem.Types.MinMaxRandomColor.MinMaxRandomColor (
    Color min,
    Color max )
```

Creates a new instance of the MinMaxRandomColor class with the specified min and max range.

Parameters

<i>min</i>	min range of Color value (inclusive)
<i>max</i>	max range of Color value (inclusive)

6.10.2 Member Function Documentation

6.10.2.1 GenerateRandomValue()

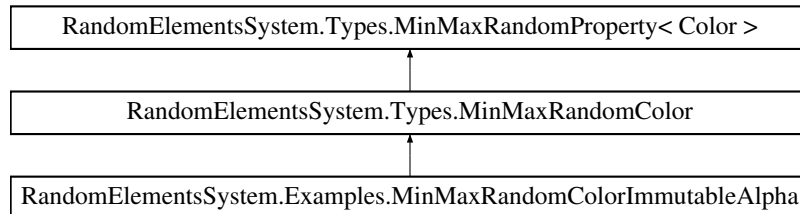
```
override Color RandomElementsSystem.Types.MinMaxRandomColor.GenerateRandomValue ( ) [protected]
```

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Types/↵
MinMax/[MinMaxRandomColor.cs](#)

6.11 RandomElementsSystem.Examples.MinMaxRandomColorImmutableAlpha Class Reference ↔

Inheritance diagram for RandomElementsSystem.Examples.MinMaxRandomColorImmutableAlpha:



Public Member Functions

- [MinMaxRandomColorImmutableAlpha \(\)](#)
Do not use this default constructor.
- [MinMaxRandomColorImmutableAlpha \(Color min, Color max, float alpha\)](#)

Public Member Functions inherited from [RandomElementsSystem.Types.MinMaxRandomColor](#)

- [MinMaxRandomColor \(\)](#)
Do not use this default constructor.
- [MinMaxRandomColor \(Color min, Color max\)](#)
Creates a new instance of the MinMaxRandomColor class with the specified min and max range.

Public Member Functions inherited from [RandomElementsSystem.Types.MinMaxRandomProperty< Color >](#)

- [MinMaxRandomProperty \(\)](#)
Do not use this default constructor.
- [MinMaxRandomProperty \(T min, T max\)](#)
Creates a new instance of the MinMaxRandomProperty class with the specified min and max range and T value.

Protected Member Functions

- override Color [GenerateRandomValue \(\)](#)

Protected Member Functions inherited from [RandomElementsSystem.Types.MinMaxRandomColor](#)

- override Color [GenerateRandomValue \(\)](#)

Additional Inherited Members

Properties inherited from

[RandomElementsSystem.Types.MinMaxRandomProperty< Color >](#)

- [T Min](#) [get]
- [T Max](#) [get]

6.11.1 Constructor & Destructor Documentation

6.11.1.1 MinMaxRandomColorImmutableAlpha() [1/2]

```
RandomElementsSystem.Examples.MinMaxRandomColorImmutableAlpha.MinMaxRandomColorImmutableAlpha
( )
```

Do not use this default constructor.

It is used only for serialization.

6.11.1.2 MinMaxRandomColorImmutableAlpha() [2/2]

```
RandomElementsSystem.Examples.MinMaxRandomColorImmutableAlpha.MinMaxRandomColorImmutableAlpha
(
    Color min,
    Color max,
    float alpha )
```

6.11.2 Member Function Documentation

6.11.2.1 GenerateRandomValue()

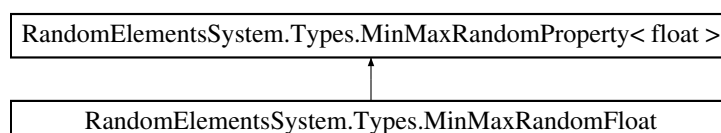
```
override Color RandomElementsSystem.Examples.MinMaxRandomColorImmutableAlpha.GenerateRandom↵
Value ( ) [protected]
```

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Examples/New↵
TypesExample/Scripts/MinMaxRandomColorUnmutableAlpha/[MinMaxRandomColorImmutableAlpha.cs](#)

6.12 RandomElementsSystem.Types.MinMaxRandomFloat Class Reference

Inheritance diagram for RandomElementsSystem.Types.MinMaxRandomFloat:



Public Member Functions

- [MinMaxRandomFloat](#) ()
Do not use this default constructor.
- [MinMaxRandomFloat](#) (float min, float max)
Creates a new instance of the MinMaxRandomFloat class with the specified min and max range.

Public Member Functions inherited from [RandomElementsSystem.Types.MinMaxRandomProperty< float >](#)

- [MinMaxRandomProperty](#) ()
Do not use this default constructor.
- [MinMaxRandomProperty](#) (T min, T max)
Creates a new instance of the MinMaxRandomProperty class with the specified min and max range and T value.

Protected Member Functions

- override float [GenerateRandomValue](#) ()

Additional Inherited Members

Properties inherited from [RandomElementsSystem.Types.MinMaxRandomProperty< float >](#)

- T [Min](#) [get]
- T [Max](#) [get]

6.12.1 Constructor & Destructor Documentation

6.12.1.1 [MinMaxRandomFloat](#)() [1/2]

```
RandomElementsSystem.Types.MinMaxRandomFloat.MinMaxRandomFloat ( )
```

Do not use this default constructor.

It is used only for serialization.

6.12.1.2 [MinMaxRandomFloat](#)() [2/2]

```
RandomElementsSystem.Types.MinMaxRandomFloat.MinMaxRandomFloat (
    float min,
    float max )
```

Creates a new instance of the MinMaxRandomFloat class with the specified min and max range.

Parameters

<i>min</i>	min range of float value (inclusive)
<i>max</i>	max range of float value (inclusive)

6.12.2 Member Function Documentation

6.12.2.1 GenerateRandomValue()

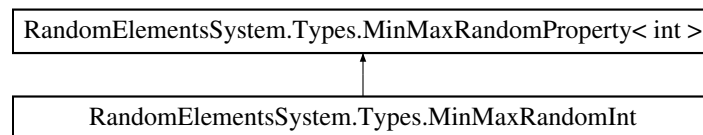
```
override float RandomElementsSystem.Types.MinMaxRandomFloat.GenerateRandomValue ( ) [protected]
```

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Types/↔ MinMax/[MinMaxRandomFloat.cs](#)

6.13 RandomElementsSystem.Types.MinMaxRandomInt Class Reference

Inheritance diagram for RandomElementsSystem.Types.MinMaxRandomInt:



Public Member Functions

- [MinMaxRandomInt](#) ()
Do not use this default constructor.
- [MinMaxRandomInt](#) (int min, int max)
Creates a new instance of the MinMaxRandomInt class with the specified min and max range.

Public Member Functions inherited from [RandomElementsSystem.Types.MinMaxRandomProperty< int >](#)

- [MinMaxRandomProperty](#) ()
Do not use this default constructor.
- [MinMaxRandomProperty](#) (T min, T max)
Creates a new instance of the MinMaxRandomProperty class with the specified min and max range and T value.

Protected Member Functions

- override int [GenerateRandomValue](#) ()

Additional Inherited Members

Properties inherited from

[RandomElementsSystem.Types.MinMaxRandomProperty< int >](#)

- [T Min](#) [get]
- [T Max](#) [get]

6.13.1 Constructor & Destructor Documentation

6.13.1.1 MinMaxRandomInt() [1/2]

```
RandomElementsSystem.Types.MinMaxRandomInt.MinMaxRandomInt ( )
```

Do not use this default constructor.

It is used only for serialization.

6.13.1.2 MinMaxRandomInt() [2/2]

```
RandomElementsSystem.Types.MinMaxRandomInt.MinMaxRandomInt (
    int min,
    int max )
```

Creates a new instance of the MinMaxRandomInt class with the specified min and max range.

Parameters

<i>min</i>	min range of int value (inclusive)
<i>max</i>	max range of int value (exclusive)

6.13.2 Member Function Documentation

6.13.2.1 GenerateRandomValue()

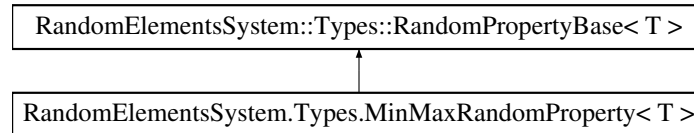
```
override int RandomElementsSystem.Types.MinMaxRandomInt.GenerateRandomValue ( ) [protected]
```

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Types/MinMax/[MinMaxRandomInt.cs](#)

6.14 RandomElementsSystem.Types.MinMaxRandomProperty< T > Class Template Reference

Inheritance diagram for RandomElementsSystem.Types.MinMaxRandomProperty< T >:



Public Member Functions

- [MinMaxRandomProperty](#) ()
Do not use this default constructor.
- [MinMaxRandomProperty](#) (T min, T max)
Creates a new instance of the MinMaxRandomProperty class with the specified min and max range and T value.

Public Member Functions inherited from [RandomElementsSystem.Types.RandomPropertyBase< T >](#)

- T [GetRandomValue](#) ()
Generates random value of type T.

Properties

- T [Min](#) [get]
- T [Max](#) [get]

Additional Inherited Members

Protected Member Functions inherited from [RandomElementsSystem.Types.RandomPropertyBase< T >](#)

- T [GenerateRandomValue](#) ()
Generates random value of type T.

Events inherited from [RandomElementsSystem.Types.RandomPropertyBase< T >](#)

- Action< T > [OnGenerated](#)
Event that is invoked when random value is generated.

6.14.1 Constructor & Destructor Documentation

6.14.1.1 MinMaxRandomProperty() [1/2]

```
RandomElementsSystem.Types.MinMaxRandomProperty< T >.MinMaxRandomProperty ( )
```

Do not use this default constructor.

It is used only for serialization.

6.14.1.2 MinMaxRandomProperty() [2/2]

```
RandomElementsSystem.Types.MinMaxRandomProperty< T >.MinMaxRandomProperty (
    T min,
    T max )
```

Creates a new instance of the MinMaxRandomProperty class with the specified min and max range and T value.

For [int] based types (int/long/VectorInt/etc) : exclusive. For [float] based types (float/Color/Vector/etc) : inclusive.

Parameters

<i>min</i>	min range of T value
<i>max</i>	max range of T value

6.14.2 Property Documentation

6.14.2.1 Max

```
T RandomElementsSystem.Types.MinMaxRandomProperty< T >.Max [get]
```

6.14.2.2 Min

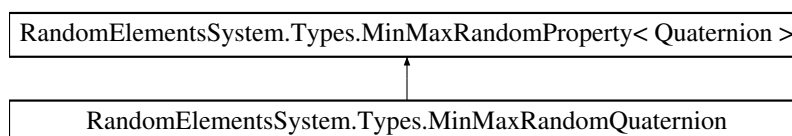
```
T RandomElementsSystem.Types.MinMaxRandomProperty< T >.Min [get]
```

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Main/MinMaxRandomPrope

6.15 RandomElementsSystem.Types.MinMaxRandomQuaternion Class Reference

Inheritance diagram for RandomElementsSystem.Types.MinMaxRandomQuaternion:



Public Member Functions

- [MinMaxRandomQuaternion](#) ()

Do not use this default constructor.

- [MinMaxRandomQuaternion](#) (Quaternion min, Quaternion max)

Creates a new instance of the MinMaxRandomQuaternion class with the specified min and max range.

Public Member Functions inherited from**[RandomElementsSystem.Types.MinMaxRandomProperty< Quaternion >](#)**

- [MinMaxRandomProperty](#) ()

Do not use this default constructor.

- [MinMaxRandomProperty](#) (T min, T max)

Creates a new instance of the MinMaxRandomProperty class with the specified min and max range and T value.

Protected Member Functions

- override Quaternion [GenerateRandomValue](#) ()

Additional Inherited Members**Properties inherited from****[RandomElementsSystem.Types.MinMaxRandomProperty< Quaternion >](#)**

- T [Min](#) [get]
- T [Max](#) [get]

6.15.1 Constructor & Destructor Documentation**6.15.1.1 MinMaxRandomQuaternion() [1/2]**

```
RandomElementsSystem.Types.MinMaxRandomQuaternion.MinMaxRandomQuaternion ( )
```

Do not use this default constructor.

It is used only for serialization.

6.15.1.2 MinMaxRandomQuaternion() [2/2]

```
RandomElementsSystem.Types.MinMaxRandomQuaternion.MinMaxRandomQuaternion (
    Quaternion min,
    Quaternion max )
```

Creates a new instance of the MinMaxRandomQuaternion class with the specified min and max range.

Parameters

<i>min</i>	min range of Quaternion value (inclusive)
<i>max</i>	max range of Quaternion value (inclusive)

6.15.2 Member Function Documentation

6.15.2.1 GenerateRandomValue()

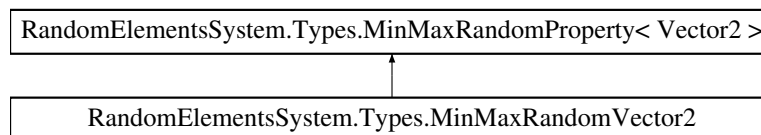
```
override Quaternion RandomElementsSystem.Types.MinMaxRandomQuaternion.GenerateRandomValue ( )
[protected]
```

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Types/MinMax/MinMaxRandomQuaternion.cs

6.16 RandomElementsSystem.Types.MinMaxRandomVector2 Class Reference

Inheritance diagram for RandomElementsSystem.Types.MinMaxRandomVector2:



Public Member Functions

- [MinMaxRandomVector2](#) ()
Do not use this default constructor.
- [MinMaxRandomVector2](#) (Vector2 min, Vector2 max)
Creates a new instance of the MinMaxRandomVector2 class with the specified min and max range.

Public Member Functions inherited from [RandomElementsSystem.Types.MinMaxRandomProperty< Vector2 >](#)

- [MinMaxRandomProperty](#) ()
Do not use this default constructor.
- [MinMaxRandomProperty](#) (T min, T max)
Creates a new instance of the MinMaxRandomProperty class with the specified min and max range and T value.

Protected Member Functions

- override Vector2 [GenerateRandomValue](#) ()

Additional Inherited Members

Properties inherited from

[RandomElementsSystem.Types.MinMaxRandomProperty< Vector2 >](#)

- [T Min](#) [get]
- [T Max](#) [get]

6.16.1 Constructor & Destructor Documentation

6.16.1.1 MinMaxRandomVector2() [1/2]

```
RandomElementsSystem.Types.MinMaxRandomVector2.MinMaxRandomVector2 ( )
```

Do not use this default constructor.

It is used only for serialization.

6.16.1.2 MinMaxRandomVector2() [2/2]

```
RandomElementsSystem.Types.MinMaxRandomVector2.MinMaxRandomVector2 (
    Vector2 min,
    Vector2 max )
```

Creates a new instance of the MinMaxRandomVector2 class with the specified min and max range.

Parameters

<i>min</i>	min range of Vector2 value (inclusive)
<i>max</i>	max range of Vector2 value (inclusive)

6.16.2 Member Function Documentation

6.16.2.1 GenerateRandomValue()

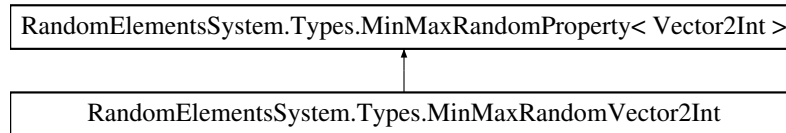
```
override Vector2 RandomElementsSystem.Types.MinMaxRandomVector2.GenerateRandomValue ( ) [protected]
```

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Types/↵
MinMax/[MinMaxRandomVector2.cs](#)

6.17 RandomElementsSystem.Types.MinMaxRandomVector2Int Class Reference

Inheritance diagram for RandomElementsSystem.Types.MinMaxRandomVector2Int:



Public Member Functions

- [MinMaxRandomVector2Int](#) ()
Do not use this default constructor.
- [MinMaxRandomVector2Int](#) (Vector2Int min, Vector2Int max)
Creates a new instance of the MinMaxRandomVector2Int class with the specified min and max range.

Public Member Functions inherited from

[RandomElementsSystem.Types.MinMaxRandomProperty< Vector2Int >](#)

- [MinMaxRandomProperty](#) ()
Do not use this default constructor.
- [MinMaxRandomProperty](#) (T min, T max)
Creates a new instance of the MinMaxRandomProperty class with the specified min and max range and T value.

Protected Member Functions

- override Vector2Int [GenerateRandomValue](#) ()

Additional Inherited Members

Properties inherited from

[RandomElementsSystem.Types.MinMaxRandomProperty< Vector2Int >](#)

- T [Min](#) [get]
- T [Max](#) [get]

6.17.1 Constructor & Destructor Documentation

6.17.1.1 MinMaxRandomVector2Int() [1/2]

```
RandomElementsSystem.Types.MinMaxRandomVector2Int.MinMaxRandomVector2Int ( )
```

Do not use this default constructor.

It is used only for serialization.

6.17.1.2 MinMaxRandomVector2Int() [2/2]

```
RandomElementsSystem.Types.MinMaxRandomVector2Int.MinMaxRandomVector2Int (
    Vector2Int min,
    Vector2Int max )
```

Creates a new instance of the MinMaxRandomVector2Int class with the specified min and max range.

Parameters

<i>min</i>	min range of Vector2Int value (inclusive)
<i>max</i>	max range of Vector2Int value (exclusive)

6.17.2 Member Function Documentation

6.17.2.1 GenerateRandomValue()

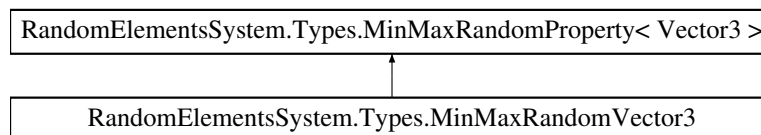
```
override Vector2Int RandomElementsSystem.Types.MinMaxRandomVector2Int.GenerateRandomValue ( )
[protected]
```

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Types/MinMax/MinMaxRandomVector2Int.cs

6.18 RandomElementsSystem.Types.MinMaxRandomVector3 Class Reference

Inheritance diagram for RandomElementsSystem.Types.MinMaxRandomVector3:



Public Member Functions

- [MinMaxRandomVector3](#) ()
Do not use this default constructor.
- [MinMaxRandomVector3](#) (Vector3 min, Vector3 max)
Creates a new instance of the MinMaxRandomVector3 class with the specified min and max range.

Public Member Functions inherited from [RandomElementsSystem.Types.MinMaxRandomProperty< Vector3 >](#)

- [MinMaxRandomProperty](#) ()
Do not use this default constructor.
- [MinMaxRandomProperty](#) (T min, T max)
Creates a new instance of the MinMaxRandomProperty class with the specified min and max range and T value.

Protected Member Functions

- override Vector3 [GenerateRandomValue](#) ()

Additional Inherited Members

Properties inherited from

[RandomElementsSystem.Types.MinMaxRandomProperty< Vector3 >](#)

- [T Min](#) [get]
- [T Max](#) [get]

6.18.1 Constructor & Destructor Documentation

6.18.1.1 MinMaxRandomVector3() [1/2]

```
RandomElementsSystem.Types.MinMaxRandomVector3.MinMaxRandomVector3 ( )
```

Do not use this default constructor.

It is used only for serialization.

6.18.1.2 MinMaxRandomVector3() [2/2]

```
RandomElementsSystem.Types.MinMaxRandomVector3.MinMaxRandomVector3 (
    Vector3 min,
    Vector3 max )
```

Creates a new instance of the MinMaxRandomVector3 class with the specified min and max range.

Parameters

<i>min</i>	min range of Vector3 value (inclusive)
<i>max</i>	max range of Vector3 value (inclusive)

6.18.2 Member Function Documentation

6.18.2.1 GenerateRandomValue()

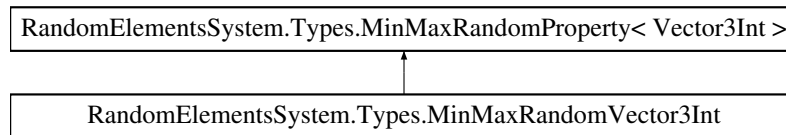
```
override Vector3 RandomElementsSystem.Types.MinMaxRandomVector3.GenerateRandomValue ( ) [protected]
```

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Types/↵
MinMax/[MinMaxRandomVector3.cs](#)

6.19 RandomElementsSystem.Types.MinMaxRandomVector3Int Class Reference

Inheritance diagram for RandomElementsSystem.Types.MinMaxRandomVector3Int:



Public Member Functions

- [MinMaxRandomVector3Int](#) ()
Do not use this default constructor.
- [MinMaxRandomVector3Int](#) (Vector3Int min, Vector3Int max)
Creates a new instance of the MinMaxRandomVector3Int class with the specified min and max range.

Public Member Functions inherited from

[RandomElementsSystem.Types.MinMaxRandomProperty< Vector3Int >](#)

- [MinMaxRandomProperty](#) ()
Do not use this default constructor.
- [MinMaxRandomProperty](#) (T min, T max)
Creates a new instance of the MinMaxRandomProperty class with the specified min and max range and T value.

Protected Member Functions

- override Vector3Int [GenerateRandomValue](#) ()

Additional Inherited Members

Properties inherited from

[RandomElementsSystem.Types.MinMaxRandomProperty< Vector3Int >](#)

- T [Min](#) [get]
- T [Max](#) [get]

6.19.1 Constructor & Destructor Documentation

6.19.1.1 MinMaxRandomVector3Int() [1/2]

```
RandomElementsSystem.Types.MinMaxRandomVector3Int.MinMaxRandomVector3Int ( )
```

Do not use this default constructor.

It is used only for serialization.

6.19.1.2 MinMaxRandomVector3Int() [2/2]

```
RandomElementsSystem.Types.MinMaxRandomVector3Int.MinMaxRandomVector3Int (
    Vector3Int min,
    Vector3Int max )
```

Creates a new instance of the MinMaxRandomVector3Int class with the specified min and max range.

Parameters

<i>min</i>	min range of Vector3Int value (inclusive)
<i>max</i>	max range of Vector3Int value (exclusive)

6.19.2 Member Function Documentation

6.19.2.1 GenerateRandomValue()

```
override Vector3Int RandomElementsSystem.Types.MinMaxRandomVector3Int.GenerateRandomValue ( )  
[protected]
```

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Types/MinMax/MinMaxRandomVector3Int.cs

6.20 RandomElementsSystem.Examples.MyNewClassType Class Reference

Properties

- string [Name](#) [get]
- int [Age](#) [get]

6.20.1 Property Documentation

6.20.1.1 Age

```
int RandomElementsSystem.Examples.MyNewClassType.Age [get]
```

6.20.1.2 Name

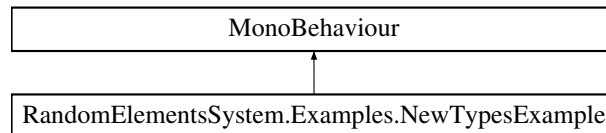
```
string RandomElementsSystem.Examples.MyNewClassType.Name [get]
```

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Examples/NewTypesExample/Scripts/MyNewClassType/MyNewClassType.cs

6.21 RandomElementsSystem.Examples.NewTypesExample Class Reference

Inheritance diagram for RandomElementsSystem.Examples.NewTypesExample:

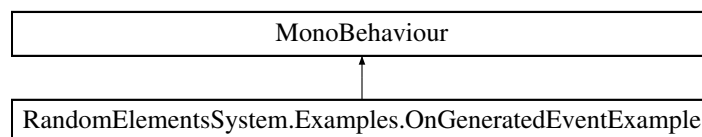


The documentation for this class was generated from the following file:

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Examples/NewTypesExample/Scripts/[NewTypesExample.cs](#)

6.22 RandomElementsSystem.Examples.OnGeneratedEventExample Class Reference

Inheritance diagram for RandomElementsSystem.Examples.OnGeneratedEventExample:

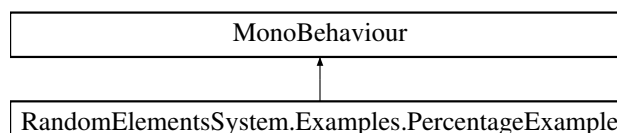


The documentation for this class was generated from the following file:

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Examples/OnGeneratedEventExample/Scripts/[OnGeneratedEventExample.cs](#)

6.23 RandomElementsSystem.Examples.PercentageExample Class Reference

Inheritance diagram for RandomElementsSystem.Examples.PercentageExample:

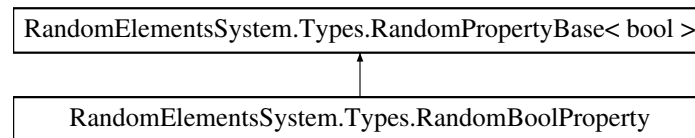


The documentation for this class was generated from the following file:

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Examples/PercentageExample/Scripts/[PercentageExample.cs](#)

6.24 RandomElementsSystem.Types.RandomBoolProperty Class Reference

Inheritance diagram for RandomElementsSystem.Types.RandomBoolProperty:



Protected Member Functions

- override bool [GenerateRandomValue](#) ()

Protected Member Functions inherited from [RandomElementsSystem.Types.RandomPropertyBase< bool >](#)

- T [GenerateRandomValue](#) ()
Generates random value of type T.

Additional Inherited Members

Public Member Functions inherited from [RandomElementsSystem.Types.RandomPropertyBase< bool >](#)

- T [GetRandomValue](#) ()
Generates random value of type T.

Events inherited from [RandomElementsSystem.Types.RandomPropertyBase< bool >](#)

- Action< T > [OnGenerated](#)
Event that is invoked when random value is generated.

6.24.1 Member Function Documentation

6.24.1.1 GenerateRandomValue()

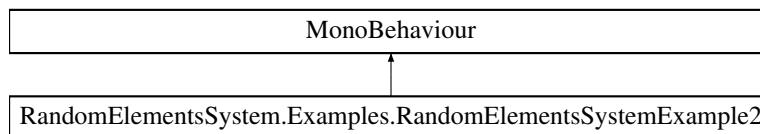
```
override bool RandomElementsSystem.Types.RandomBoolProperty.GenerateRandomValue ( ) [protected]
```

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Types/[RandomBoolProperty](#)

6.25 RandomElementsSystem.Examples.RandomElementsSystemExample2 Class Reference

Inheritance diagram for RandomElementsSystem.Examples.RandomElementsSystemExample2:

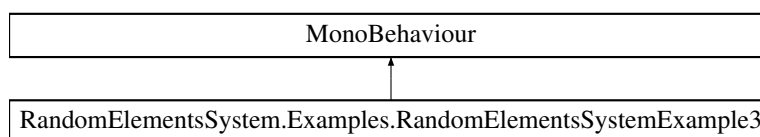


The documentation for this class was generated from the following file:

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Examples/CompareWithDefaultApproachExample/Scripts/[RandomElementsSystemExample2.cs](#)

6.26 RandomElementsSystem.Examples.RandomElementsSystemExample3 Class Reference

Inheritance diagram for RandomElementsSystem.Examples.RandomElementsSystemExample3:

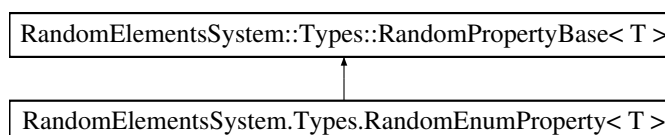


The documentation for this class was generated from the following file:

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Examples/CompareWithDefaultApproachExample/Scripts/[RandomElementsSystemExample3.cs](#)

6.27 RandomElementsSystem.Types.RandomEnumProperty< T > Class Template Reference

Inheritance diagram for RandomElementsSystem.Types.RandomEnumProperty< T >:



Protected Member Functions

- override T [GenerateRandomValue](#) ()

Protected Member Functions inherited from [RandomElementsSystem.Types.RandomPropertyBase< T >](#)

- T [GenerateRandomValue](#) ()
Generates random value of type T.

Additional Inherited Members

Public Member Functions inherited from [RandomElementsSystem.Types.RandomPropertyBase< T >](#)

- T [GetRandomValue](#) ()
Generates random value of type T.

Events inherited from [RandomElementsSystem.Types.RandomPropertyBase< T >](#)

- Action< T > [OnGenerated](#)
Event that is invoked when random value is generated.

6.27.1 Member Function Documentation

6.27.1.1 GenerateRandomValue()

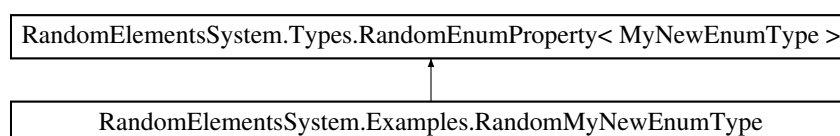
```
override T RandomElementsSystem.Types.RandomEnumProperty< T >.GenerateRandomValue ( ) [protected]
```

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Main/[RandomEnumProperty](#)

6.28 RandomElementsSystem.Examples.RandomMyNewEnumType Class Reference

Inheritance diagram for RandomElementsSystem.Examples.RandomMyNewEnumType:



Additional Inherited Members**Protected Member Functions inherited from****RandomElementsSystem.Types.RandomEnumProperty< MyNewEnumType >**

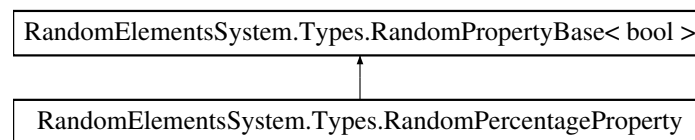
- override T [GenerateRandomValue](#) ()

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Examples/NewTypesExample/Scripts/MyNewEnumType/[RandomMyNewEnumType.cs](#)

6.29 RandomElementsSystem.Types.RandomPercentageProperty Class Reference

Inheritance diagram for RandomElementsSystem.Types.RandomPercentageProperty:

**Public Member Functions**

- [RandomPercentageProperty](#) ()
Do not use this default constructor.
- [RandomPercentageProperty](#) (float percentage)
Creates random percentage property with given percentage value.

Public Member Functions inherited from**RandomElementsSystem.Types.RandomPropertyBase< bool >**

- T [GetRandomValue](#) ()
Generates random value of type T.

Protected Member Functions

- override bool [GenerateRandomValue](#) ()

Protected Member Functions inherited from**RandomElementsSystem.Types.RandomPropertyBase< bool >**

- T [GenerateRandomValue](#) ()
Generates random value of type T.

Properties

- float [Percentage](#) [get]
Expected percentage of success.

Additional Inherited Members

Events inherited from [RandomElementsSystem.Types.RandomPropertyBase< bool >](#)

- Action< T > [OnGenerated](#)
Event that is invoked when random value is generated.

6.29.1 Constructor & Destructor Documentation

6.29.1.1 RandomPercentageProperty() [1/2]

```
RandomElementsSystem.Types.RandomPercentageProperty.RandomPercentageProperty ( )
```

Do not use this default constructor.

It is used only for serialization.

6.29.1.2 RandomPercentageProperty() [2/2]

```
RandomElementsSystem.Types.RandomPercentageProperty.RandomPercentageProperty (
    float percentage )
```

Creates random percentage property with given percentage value.

Parameters

<i>percentage</i>	Expected percentage of success. Value must be in range (0f, 100f)
-------------------	-------------------------------------------------------------------

6.29.2 Member Function Documentation

6.29.2.1 GenerateRandomValue()

```
override bool RandomElementsSystem.Types.RandomPercentageProperty.GenerateRandomValue ( )
[protected]
```

6.29.3 Property Documentation

6.29.3.1 Percentage

```
float RandomElementsSystem.Types.RandomPercentageProperty.Percentage [get]
```


Expected percentage of success.

Value in range (0f, 100f)

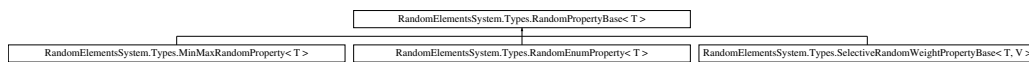
The documentation for this class was generated from the following file:

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Types/[RandomPercentageP](#)

6.30 RandomElementsSystem.Types.RandomPropertyBase< T > Class Template Reference

Main base class for all random properties.

Inheritance diagram for RandomElementsSystem.Types.RandomPropertyBase< T >:



Public Member Functions

- T [GetRandomValue](#) ()
Generates random value of type T.

Protected Member Functions

- T [GenerateRandomValue](#) ()
Generates random value of type T.

Events

- Action< T > [OnGenerated](#)
Event that is invoked when random value is generated.

6.30.1 Detailed Description

Main base class for all random properties.

Template Parameters

<i>T</i>	Specific type
----------	---------------

6.30.2 Member Function Documentation

6.30.2.1 GenerateRandomValue()

`T RandomElementsSystem.Types.RandomPropertyBase< T >.GenerateRandomValue () [abstract], [protected]`

Generates random value of type T.

Inner overridable method.

Returns

T type value

6.30.2.2 GetRandomValue()

`T RandomElementsSystem.Types.RandomPropertyBase< T >.GetRandomValue ()`

Generates random value of type T.

Returns

T type value

6.30.3 Event Documentation

6.30.3.1 OnGenerated

`Action<T> RandomElementsSystem.Types.RandomPropertyBase< T >.OnGenerated`

Event that is invoked when random value is generated.

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Main/[RandomPropertyBase](#)

6.31 RandomElementsSystem.Types.RandomString Class Reference

Helper class for generating random strings.

Public Types

- enum [RandomStringType](#) {
[AllCharacters](#) = 1 , [LowerCase](#) = 2 << 0 , [UpperCase](#) = 2 << 1 , [Numbers](#) = 2 << 2 ,
[SpecialCharactersWithoutSpace](#) = 2 << 3 , [Space](#) = 2 << 4 , [NumbersOnStart](#) = 2 << 5 , [NumbersOnEnd](#)
= 2 << 6 ,
[UniqueCharsOutput](#) = 2 << 7 }

Static Public Member Functions

- static string [Next](#) (int size, [RandomStringType](#) configuration)

6.31.1 Detailed Description

Helper class for generating random strings.

6.31.2 Member Enumeration Documentation

6.31.2.1 RandomStringType

```
enum RandomElementsSystem.Types.RandomString.RandomStringType
```

Enumerator

AllCharacters	
LowerCase	
UpperCase	
Numbers	
SpecialCharactersWithoutSpace	
Space	
NumbersOnStart	
NumbersOnEnd	
UniqueCharsOutput	

6.31.3 Member Function Documentation

6.31.3.1 Next()

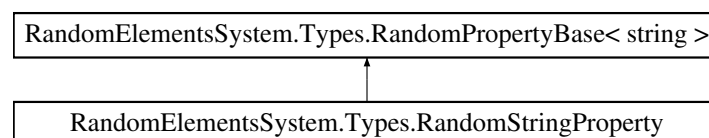
```
static string RandomElementsSystem.Types.RandomString.Next (
    int size,
    RandomStringType configuration ) [static]
```

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Main/[RandomString.cs](#)

6.32 RandomElementsSystem.Types.RandomStringProperty Class Reference

Inheritance diagram for RandomElementsSystem.Types.RandomStringProperty:



Public Member Functions

- [RandomStringProperty](#) ()
Do not use this default constructor.
- [RandomStringProperty](#) (int minSize, int maxSize, RandomStringType randomStringType)
Creates a RandomStringProperty property with a random string of a given length.

Public Member Functions inherited from [RandomElementsSystem.Types.RandomPropertyBase< string >](#)

- T [GetRandomValue](#) ()
Generates random value of type T.

Protected Member Functions

- override string [GenerateRandomValue](#) ()

Protected Member Functions inherited from [RandomElementsSystem.Types.RandomPropertyBase< string >](#)

- T [GenerateRandomValue](#) ()
Generates random value of type T.

Additional Inherited Members

Events inherited from [RandomElementsSystem.Types.RandomPropertyBase< string >](#)

- Action< T > [OnGenerated](#)
Event that is invoked when random value is generated.

6.32.1 Constructor & Destructor Documentation

6.32.1.1 RandomStringProperty() [1/2]

```
RandomElementsSystem.Types.RandomStringProperty.RandomStringProperty ( )
```

Do not use this default constructor.

It is used only for serialization.

6.32.1.2 RandomStringProperty() [2/2]

```
RandomElementsSystem.Types.RandomStringProperty.RandomStringProperty (
    int minSize,
    int maxSize,
    RandomStringType randomStringType )
```

Creates a RandomStringProperty property with a random string of a given length.

Parameters

<i>minSize</i>	min possible size of generated string
<i>maxSize</i>	max possible size of generated string (exclusive)
<i>randomStringType</i>	Flag for configurate content of the returned string (numbers only/specific characters/etc)

6.32.2 Member Function Documentation

6.32.2.1 GenerateRandomValue()

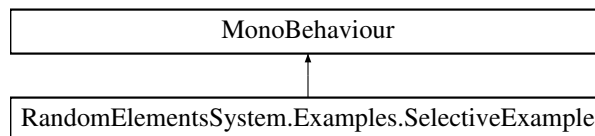
```
override string RandomElementsSystem.Types.RandomStringProperty.GenerateRandomValue ( ) [protected]
```

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Types/[RandomStringProperty](#)

6.33 RandomElementsSystem.Examples.SelectiveExample Class Reference

Inheritance diagram for RandomElementsSystem.Examples.SelectiveExample:



Public Member Functions

- void [Generate](#) ()

6.33.1 Member Function Documentation

6.33.1.1 Generate()

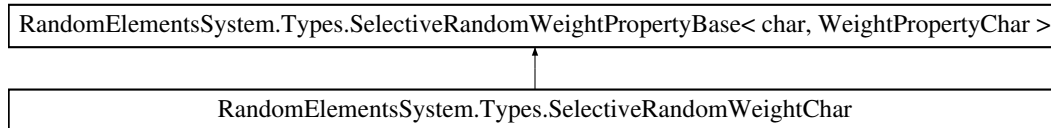
```
void RandomElementsSystem.Examples.SelectiveExample.Generate ( )
```

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Examples/[↵](#) SelectiveExample/Scripts/[SelectiveExample.cs](#)

6.34 RandomElementsSystem.Types.SelectiveRandomWeightChar Class Reference

Inheritance diagram for RandomElementsSystem.Types.SelectiveRandomWeightChar:



Public Member Functions

- [SelectiveRandomWeightChar](#) ()
Do not use this default constructor.
- [SelectiveRandomWeightChar](#) (IEnumerable< char > selectableValues, bool isUseEachItemOncePerCycle)
Creates new instance of SelectiveRandomWeightChar with equal weight for all items.
- [SelectiveRandomWeightChar](#) (ICollection< KeyValuePair< char, float > > selectableValues, bool isUseEachItemOncePerCycle)
Creates new instance of SelectiveRandomWeightChar from collection of char values and their weights.
- [SelectiveRandomWeightChar](#) (IEnumerable< [WeightPropertyChar](#) > selectableValues, bool isUseEachItemOncePerCycle, bool isEqualWeightForAllItems)
Creates new instance of SelectiveRandomWeightChar from collection of WeightPropertyChar and their weights.

Public Member Functions inherited from [RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< char, WeightPropertyChar >](#)

- [SelectiveRandomWeightPropertyBase](#) ()
Do not use this default constructor.
- [SelectiveRandomWeightPropertyBase](#) (IEnumerable< T > selectableValues, bool isUseEachItemOncePerCycle)
Creates new instance of SelectiveRandomWeightPropertyBase with equal weight for all items.
- [SelectiveRandomWeightPropertyBase](#) (ICollection< KeyValuePair< T, float > > selectableValues, bool isUseEachItemOncePerCycle)
Creates new instance of SelectiveRandomWeightPropertyBase from collection of T values and their weights.
- [SelectiveRandomWeightPropertyBase](#) (IEnumerable< V > selectableValues, bool isUseEachItemOncePerCycle, bool isEqualWeightForAllItems)
Creates new instance of SelectiveRandomWeightPropertyBase from collection of WeightProperty<T> and their weights.
- IReadOnlyDictionary< V, float > [GetWeightPropertyToProbabilityCollection](#) ()
Get all WeightProperty<T> from collection with their weights.
- IReadOnlyDictionary< T, float > [GetValueToProbabilityCollection](#) ()
Get all T items from collection with their weights.

Additional Inherited Members

Protected Member Functions inherited from [RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< char, WeightPropertyChar >](#)

- override T [GenerateRandomValue](#) ()

6.34.1 Constructor & Destructor Documentation

6.34.1.1 SelectiveRandomWeightChar() [1/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightChar.SelectiveRandomWeightChar ( )
```

Do not use this default constructor.

It is used only for serialization.

6.34.1.2 SelectiveRandomWeightChar() [2/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightChar.SelectiveRandomWeightChar (
    IEnumerable< char > selectableValues,
    bool isUseEachItemOncePerCycle )
```

Creates new instance of SelectiveRandomWeightChar with equal weight for all items.

Parameters

<i>selectableValues</i>	char items
<i>isUseEachItemOncePerCycle</i>	Set this flag to true if you want to use each item once per cycle. (non-repetitions random during each cycle). More info in <code>_isUseEachItemOncePerCycle</code> comment.

6.34.1.3 SelectiveRandomWeightChar() [3/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightChar.SelectiveRandomWeightChar (
    ICollection< KeyValuePair< char, float > > selectableValues,
    bool isUseEachItemOncePerCycle )
```

Creates new instance of SelectiveRandomWeightChar from collection of char values and their weights.

Parameters

<i>selectableValues</i>	Collection of char items as Keys and their weights as Values
<i>isUseEachItemOncePerCycle</i>	Set this flag to true if you want to use each item once per cycle. (non-repetitions random during each cycle). More info in <code>_isUseEachItemOncePerCycle</code> comment.

6.34.1.4 SelectiveRandomWeightChar() [4/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightChar.SelectiveRandomWeightChar (
    IEnumerable< WeightPropertyChar > selectableValues,
    bool isUseEachItemOncePerCycle,
    bool isEqualWeightForAllItems )
```

Creates new instance of SelectiveRandomWeightChar from collection of WeightPropertyChar and their weights.

Parameters

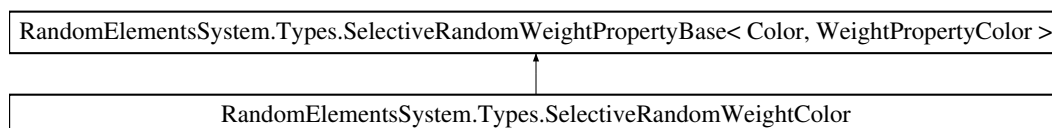
<i>selectableValues</i>	Collection of WeightPropertyChar items
<i>isUseEachItemOncePerCycle</i>	Set this flag to true if you want to use each item once per cycle. (non-repetitions random during each cycle). More info in _isUseEachItemOncePerCycle comment.
<i>isEqualWeightForAllItems</i>	Set this flag to true if you want that all items have equal weight.

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Types/↵ Selective/[SelectiveRandomWeightChar.cs](#)

6.35 RandomElementsSystem.Types.SelectiveRandomWeightColor Class Reference

Inheritance diagram for RandomElementsSystem.Types.SelectiveRandomWeightColor:



Public Member Functions

- [SelectiveRandomWeightColor](#) ()
Do not use this default constructor.
- [SelectiveRandomWeightColor](#) (IEnumerable< Color > selectableValues, bool isUseEachItemOncePerCycle)
Creates new instance of SelectiveRandomWeightColor with equal weight for all items.
- [SelectiveRandomWeightColor](#) (ICollection< KeyValuePair< Color, float > > selectableValues, bool isUseEachItemOncePerCycle)
Creates new instance of SelectiveRandomWeightColor from collection of Color values and their weights.
- [SelectiveRandomWeightColor](#) (IEnumerable< [WeightPropertyColor](#) > selectableValues, bool isUseEachItemOncePerCycle, bool isEqualWeightForAllItems)
Creates new instance of SelectiveRandomWeightColor from collection of WeightPropertyColor and their weights.

Public Member Functions inherited from [RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< Color, WeightPropertyColor >](#)

- [SelectiveRandomWeightPropertyBase](#) ()
Do not use this default constructor.
- [SelectiveRandomWeightPropertyBase](#) (IEnumerable< T > selectableValues, bool isUseEachItemOncePerCycle)
Creates new instance of SelectiveRandomWeightPropertyBase with equal weight for all items.
- [SelectiveRandomWeightPropertyBase](#) (ICollection< KeyValuePair< T, float > > selectableValues, bool isUseEachItemOncePerCycle)
Creates new instance of SelectiveRandomWeightPropertyBase from collection of T values and their weights.

- [SelectiveRandomWeightPropertyBase](#) (IEnumerable< V > selectableValues, bool isUseEachItemOncePerCycle, bool isEqualWeightForAllItems)
Creates new instance of SelectiveRandomWeightPropertyBase from collection of WeightProperty<T> and their weights.
- IReadOnlyDictionary< V, float > [GetWeightPropertyToProbabilityCollection](#) ()
Get all WeightProperty<T> from collection with their weights.
- IReadOnlyDictionary< T, float > [GetValueToProbabilityCollection](#) ()
Get all T items from collection with their weights.

Additional Inherited Members

Protected Member Functions inherited from

[RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< Color, WeightPropertyColor >](#)

- override T [GenerateRandomValue](#) ()

6.35.1 Constructor & Destructor Documentation

6.35.1.1 SelectiveRandomWeightColor() [1/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightColor.SelectiveRandomWeightColor ( )
```

Do not use this default constructor.

It is used only for serialization.

6.35.1.2 SelectiveRandomWeightColor() [2/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightColor.SelectiveRandomWeightColor (
    IEnumerable< Color > selectableValues,
    bool isUseEachItemOncePerCycle )
```

Creates new instance of SelectiveRandomWeightColor with equal weight for all items.

Parameters

<i>selectableValues</i>	Color items
<i>isUseEachItemOncePerCycle</i>	Set this flag to true if you want to use each item once per cycle. (non-repetitions random during each cycle). More info in <code>_isUseEachItemOncePerCycle</code> comment.

6.35.1.3 SelectiveRandomWeightColor() [3/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightColor.SelectiveRandomWeightColor (
    ICollection< KeyValuePair< Color, float > > selectableValues,
    bool isUseEachItemOncePerCycle )
```

Creates new instance of SelectiveRandomWeightColor from collection of Color values and their weights.

Parameters

<i>selectableValues</i>	Collection of Color items as Keys and their weights as Values
<i>isUseEachItemOncePerCycle</i>	Set this flag to true if you want to use each item once per cycle. (non-repetitions random during each cycle). More info in <i>_isUseEachItemOncePerCycle</i> comment.

6.35.1.4 SelectiveRandomWeightColor() [4/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightColor.SelectiveRandomWeightColor (
    IEnumerable< WeightPropertyColor > selectableValues,
    bool isUseEachItemOncePerCycle,
    bool isEqualWeightForAllItems )
```

Creates new instance of SelectiveRandomWeightColor from collection of WeightPropertyColor and their weights.

Parameters

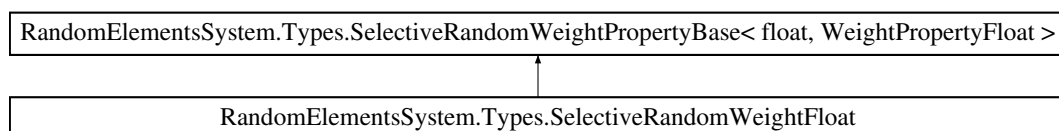
<i>selectableValues</i>	Collection of WeightPropertyColor items
<i>isUseEachItemOncePerCycle</i>	Set this flag to true if you want to use each item once per cycle. (non-repetitions random during each cycle). More info in <i>_isUseEachItemOncePerCycle</i> comment.
<i>isEqualWeightForAllItems</i>	Set this flag to true if you want that all items have equal weight.

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Types/↵ Selective/[SelectiveRandomWeightColor.cs](#)

6.36 RandomElementsSystem.Types.SelectiveRandomWeightFloat Class Reference

Inheritance diagram for RandomElementsSystem.Types.SelectiveRandomWeightFloat:

**Public Member Functions**

- [SelectiveRandomWeightFloat \(\)](#)
Do not use this default constructor.
- [SelectiveRandomWeightFloat \(IEnumerable< float > selectableValues, bool isUseEachItemOncePerCycle\)](#)
Creates new instance of SelectiveRandomWeightFloat with equal weight for all items.

- [SelectiveRandomWeightFloat](#) (ICollection< KeyValuePair< float, float > > selectableValues, bool isUseEachItemOncePerCycle)
Creates new instance of SelectiveRandomWeightFloat from collection of float values and their weights.
- [SelectiveRandomWeightFloat](#) (IEnumerable< [WeightPropertyFloat](#) > selectableValues, bool isUseEachItemOncePerCycle, bool isEqualWeightForAllItems)
Creates new instance of SelectiveRandomWeightFloat from collection of WeightPropertyFloat and their weights.

Public Member Functions inherited from

[RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< float, WeightPropertyFloat >](#)

- [SelectiveRandomWeightPropertyBase](#) ()
Do not use this default constructor.
- [SelectiveRandomWeightPropertyBase](#) (IEnumerable< T > selectableValues, bool isUseEachItemOncePerCycle)
Creates new instance of SelectiveRandomWeightPropertyBase with equal weight for all items.
- [SelectiveRandomWeightPropertyBase](#) (ICollection< KeyValuePair< T, float > > selectableValues, bool isUseEachItemOncePerCycle)
Creates new instance of SelectiveRandomWeightPropertyBase from collection of T values and their weights.
- [SelectiveRandomWeightPropertyBase](#) (IEnumerable< V > selectableValues, bool isUseEachItemOncePerCycle, bool isEqualWeightForAllItems)
Creates new instance of SelectiveRandomWeightPropertyBase from collection of WeightProperty<T> and their weights.
- IReadOnlyDictionary< V, float > [GetWeightPropertyToProbabilityCollection](#) ()
Get all WeightProperty<T> from collection with their weights.
- IReadOnlyDictionary< T, float > [GetValueToProbabilityCollection](#) ()
Get all T items from collection with their weights.

Additional Inherited Members

Protected Member Functions inherited from

[RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< float, WeightPropertyFloat >](#)

- override T [GenerateRandomValue](#) ()

6.36.1 Constructor & Destructor Documentation

6.36.1.1 SelectiveRandomWeightFloat() [1/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightFloat.SelectiveRandomWeightFloat ( )
```

Do not use this default constructor.

It is used only for serialization.

6.36.1.2 SelectiveRandomWeightFloat() [2/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightFloat.SelectiveRandomWeightFloat (
    IEnumerable< float > selectableValues,
    bool isUseEachItemOncePerCycle )
```

Creates new instance of SelectiveRandomWeightFloat with equal weight for all items.

Parameters

<i>selectableValues</i>	float items
<i>isUseEachItemOncePerCycle</i>	Set this flag to true if you want to use each item once per cycle. (non-repetitions random during each cycle). More info in _isUseEachItemOncePerCycle comment.

6.36.1.3 SelectiveRandomWeightFloat() [3/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightFloat.SelectiveRandomWeightFloat (
    ICollection< KeyValuePair< float, float > > selectableValues,
    bool isUseEachItemOncePerCycle )
```

Creates new instance of SelectiveRandomWeightFloat from collection of float values and their weights.

Parameters

<i>selectableValues</i>	Collection of float items as Keys and their weights as Values
<i>isUseEachItemOncePerCycle</i>	Set this flag to true if you want to use each item once per cycle. (non-repetitions random during each cycle). More info in _isUseEachItemOncePerCycle comment.

6.36.1.4 SelectiveRandomWeightFloat() [4/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightFloat.SelectiveRandomWeightFloat (
    IEnumerable< WeightPropertyFloat > selectableValues,
    bool isUseEachItemOncePerCycle,
    bool isEqualWeightForAllItems )
```

Creates new instance of SelectiveRandomWeightFloat from collection of WeightPropertyFloat and their weights.

Parameters

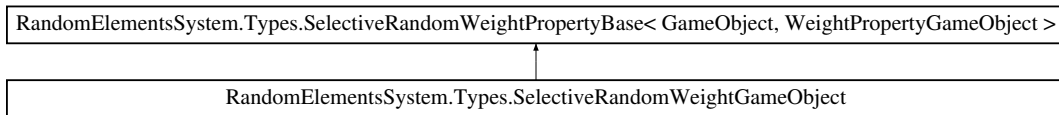
<i>selectableValues</i>	Collection of WeightPropertyFloat items
<i>isUseEachItemOncePerCycle</i>	Set this flag to true if you want to use each item once per cycle. (non-repetitions random during each cycle). More info in _isUseEachItemOncePerCycle comment.
<i>isEqualWeightForAllItems</i>	Set this flag to true if you want that all items have equal weight.

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Types/↵
Selective/SelectiveRandomWeightFloat.cs

6.37 RandomElementsSystem.Types.SelectiveRandomWeightGame↵ Object Class Reference

Inheritance diagram for RandomElementsSystem.Types.SelectiveRandomWeightGameObject:



Public Member Functions

- [SelectiveRandomWeightGameObject](#) ()
Do not use this default constructor.
- [SelectiveRandomWeightGameObject](#) (IEnumerable< GameObject > selectableValues, bool isUseEachItemOncePerCycle)
Creates new instance of SelectiveRandomWeightGameObject with equal weight for all items.
- [SelectiveRandomWeightGameObject](#) (ICollection< KeyValuePair< GameObject, float > > selectableValues, bool isUseEachItemOncePerCycle)
Creates new instance of SelectiveRandomWeightGameObject from collection of GameObject values and their weights.
- [SelectiveRandomWeightGameObject](#) (IEnumerable< [WeightPropertyGameObject](#) > selectableValues, bool isUseEachItemOncePerCycle, bool isEqualWeightForAllItems)
Creates new instance of SelectiveRandomWeightGameObject from collection of WeightPropertyGameObject and their weights.

Public Member Functions inherited from

[RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< GameObject, WeightPropertyGameObject >](#)

- [SelectiveRandomWeightPropertyBase](#) ()
Do not use this default constructor.
- [SelectiveRandomWeightPropertyBase](#) (IEnumerable< T > selectableValues, bool isUseEachItemOncePerCycle)
Creates new instance of SelectiveRandomWeightPropertyBase with equal weight for all items.
- [SelectiveRandomWeightPropertyBase](#) (ICollection< KeyValuePair< T, float > > selectableValues, bool isUseEachItemOncePerCycle)
Creates new instance of SelectiveRandomWeightPropertyBase from collection of T values and their weights.
- [SelectiveRandomWeightPropertyBase](#) (IEnumerable< V > selectableValues, bool isUseEachItemOncePerCycle, bool isEqualWeightForAllItems)
Creates new instance of SelectiveRandomWeightPropertyBase from collection of WeightProperty<T> and their weights.
- IReadOnlyDictionary< V, float > [GetWeightPropertyToProbabilityCollection](#) ()
Get all WeightProperty<T> from collection with their weights.
- IReadOnlyDictionary< T, float > [GetValueToProbabilityCollection](#) ()
Get all T items from collection with their weights.

Additional Inherited Members

Protected Member Functions inherited from

[RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< GameObject, WeightPropertyGameObject >](#)

- override T [GenerateRandomValue](#) ()

6.37.1 Constructor & Destructor Documentation

6.37.1.1 SelectiveRandomWeightGameObject() [1/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightGameObject.SelectiveRandomWeightGameObject ( )
```

Do not use this default constructor.

It is used only for serialization.

6.37.1.2 SelectiveRandomWeightGameObject() [2/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightGameObject.SelectiveRandomWeightGameObject (
    IEnumerable< GameObject > selectableValues,
    bool isUseEachItemOncePerCycle )
```

Creates new instance of SelectiveRandomWeightGameObject with equal weight for all items.

Parameters

<i>selectableValues</i>	GameObject items
<i>isUseEachItemOncePerCycle</i>	Set this flag to true if you want to use each item once per cycle. (non-repetitions random during each cycle). More info in <code>_isUseEachItemOncePerCycle</code> comment.

6.37.1.3 SelectiveRandomWeightGameObject() [3/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightGameObject.SelectiveRandomWeightGameObject (
    ICollection< KeyValuePair< GameObject, float > > selectableValues,
    bool isUseEachItemOncePerCycle )
```

Creates new instance of SelectiveRandomWeightGameObject from collection of GameObject values and their weights.

Parameters

<i>selectableValues</i>	Collection of GameObject items as Keys and their weights as Values
<i>isUseEachItemOncePerCycle</i>	Set this flag to true if you want to use each item once per cycle. (non-repetitions random during each cycle). More info in <code>_isUseEachItemOncePerCycle</code> comment.

6.37.1.4 SelectiveRandomWeightGameObject() [4/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightGameObject.SelectiveRandomWeightGameObject (
    IEnumerable< WeightPropertyGameObject > selectableValues,
    bool isUseEachItemOncePerCycle,
    bool isEqualWeightForAllItems )
```

Creates new instance of SelectiveRandomWeightGameObject from collection of WeightPropertyGameObject and their weights.

Parameters

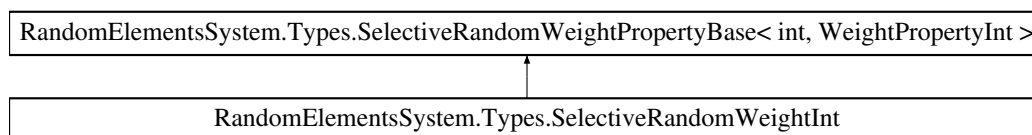
<i>selectableValues</i>	Collection of WeightPropertyGameObject items
<i>isUseEachItemOncePerCycle</i>	Set this flag to true if you want to use each item once per cycle. (non-repetitions random during each cycle). More info in _isUseEachItemOncePerCycle comment.
<i>isEqualWeightForAllItems</i>	Set this flag to true if you want that all items have equal weight.

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Types/↵
Selective/[SelectiveRandomWeightGameObject.cs](#)

6.38 RandomElementsSystem.Types.SelectiveRandomWeightInt Class Reference

Inheritance diagram for RandomElementsSystem.Types.SelectiveRandomWeightInt:



Public Member Functions

- [SelectiveRandomWeightInt](#) ()
Do not use this default constructor.
- [SelectiveRandomWeightInt](#) (IEnumerable< int > selectableValues, bool isUseEachItemOncePerCycle)
Creates new instance of SelectiveRandomWeightInt with equal weight for all items.
- [SelectiveRandomWeightInt](#) (ICollection< KeyValuePair< int, float > > selectableValues, bool isUseEachItemOncePerCycle)
Creates new instance of SelectiveRandomWeightInt from collection of int values and their weights.
- [SelectiveRandomWeightInt](#) (IEnumerable< [WeightPropertyInt](#) > selectableValues, bool isUseEachItemOncePerCycle, bool isEqualWeightForAllItems)
Creates new instance of SelectiveRandomWeightInt from collection of WeightPropertyInt and their weights.

Public Member Functions inherited from

[RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< int, WeightPropertyInt >](#)

- [SelectiveRandomWeightPropertyBase](#) ()
Do not use this default constructor.
- [SelectiveRandomWeightPropertyBase](#) (IEnumerable< T > selectableValues, bool isUseEachItemOncePerCycle)
Creates new instance of SelectiveRandomWeightPropertyBase with equal weight for all items.
- [SelectiveRandomWeightPropertyBase](#) (ICollection< KeyValuePair< T, float > > selectableValues, bool isUseEachItemOncePerCycle)

Creates new instance of SelectiveRandomWeightPropertyBase from collection of T values and their weights.

- [SelectiveRandomWeightPropertyBase](#) (IEnumerable< V > selectableValues, bool isUseEachItemOncePerCycle, bool isEqualWeightForAllItems)

Creates new instance of SelectiveRandomWeightPropertyBase from collection of WeightProperty<T> and their weights.

- IReadOnlyDictionary< V, float > [GetWeightPropertyToProbabilityCollection](#) ()

Get all WeightProperty<T> from collection with their weights.

- IReadOnlyDictionary< T, float > [GetValueToProbabilityCollection](#) ()

Get all T items from collection with their weights.

Additional Inherited Members

Protected Member Functions inherited from

[RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< int, WeightPropertyInt >](#)

- override T [GenerateRandomValue](#) ()

6.38.1 Constructor & Destructor Documentation

6.38.1.1 SelectiveRandomWeightInt() [1/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightInt.SelectiveRandomWeightInt ( )
```

Do not use this default constructor.

It is used only for serialization.

6.38.1.2 SelectiveRandomWeightInt() [2/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightInt.SelectiveRandomWeightInt (
    IEnumerable< int > selectableValues,
    bool isUseEachItemOncePerCycle )
```

Creates new instance of SelectiveRandomWeightInt with equal weight for all items.

Parameters

<i>selectableValues</i>	int items
<i>isUseEachItemOncePerCycle</i>	Set this flag to true if you want to use each item once per cycle. (non-repetitions random during each cycle). More info in <code>_isUseEachItemOncePerCycle</code> comment.

6.38.1.3 SelectiveRandomWeightInt() [3/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightInt.SelectiveRandomWeightInt (
    ICollection< KeyValuePair< int, float > > selectableValues,
    bool isUseEachItemOncePerCycle )
```

Creates new instance of `SelectiveRandomWeightInt` from collection of int values and their weights.

Parameters

<i>selectableValues</i>	Collection of int items as Keys and their weights as Values
<i>isUseEachItemOncePerCycle</i>	Set this flag to true if you want to use each item once per cycle. (non-repetitions random during each cycle). More info in <i>_isUseEachItemOncePerCycle</i> comment.

6.38.1.4 SelectiveRandomWeightInt() [4/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightInt.SelectiveRandomWeightInt (
    IEnumerable< WeightPropertyInt > selectableValues,
    bool isUseEachItemOncePerCycle,
    bool isEqualWeightForAllItems )
```

Creates new instance of SelectiveRandomWeightInt from collection of WeightPropertyInt and their weights.

Parameters

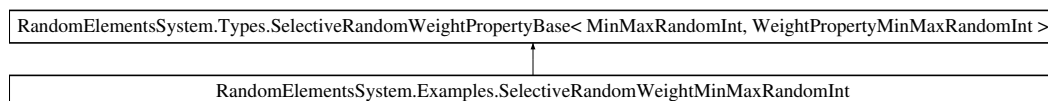
<i>selectableValues</i>	Collection of WeightPropertyInt items
<i>isUseEachItemOncePerCycle</i>	Set this flag to true if you want to use each item once per cycle. (non-repetitions random during each cycle). More info in <i>_isUseEachItemOncePerCycle</i> comment.
<i>isEqualWeightForAllItems</i>	Set this flag to true if you want that all items have equal weight.

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Types/↵
Selective/SelectiveRandomWeightInt.cs

6.39 RandomElementsSystem.Examples.SelectiveRandomWeightMinMaxRandomInt Class Reference ↵

Inheritance diagram for RandomElementsSystem.Examples.SelectiveRandomWeightMinMaxRandomInt:



Public Member Functions

- [SelectiveRandomWeightMinMaxRandomInt \(\)](#)
Do not use this default constructor.
- [SelectiveRandomWeightMinMaxRandomInt](#) (IEnumerable< [MinMaxRandomInt](#) > selectableValues, bool isUseEachItemOncePerCycle)
- [SelectiveRandomWeightMinMaxRandomInt](#) (ICollection< KeyValuePair< [MinMaxRandomInt](#), float > > selectableValues, bool isUseEachItemOncePerCycle)
- [SelectiveRandomWeightMinMaxRandomInt](#) (IEnumerable< [WeightPropertyMinMaxRandomInt](#) > selectable↵
Values, bool isUseEachItemOncePerCycle, bool isEqualWeightForAllItems)
- new int [GetRandomValue](#) ()

Public Member Functions inherited from

[RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< MinMaxRandomInt, WeightPro](#)

- [SelectiveRandomWeightPropertyBase](#) ()
Do not use this default constructor.
- [SelectiveRandomWeightPropertyBase](#) (IEnumerable< T > selectableValues, bool isUseEachItemOnce↵
PerCycle)
Creates new instance of SelectiveRandomWeightPropertyBase with equal weight for all items.
- [SelectiveRandomWeightPropertyBase](#) (ICollection< KeyValuePair< T, float > > selectableValues, bool is↵
UseEachItemOncePerCycle)
Creates new instance of SelectiveRandomWeightPropertyBase from collection of T values and their weights.
- [SelectiveRandomWeightPropertyBase](#) (IEnumerable< V > selectableValues, bool isUseEachItemOnce↵
PerCycle, bool isEqualWeightForAllItems)
Creates new instance of SelectiveRandomWeightPropertyBase from collection of WeightProperty<T> and their weights.
- IReadOnlyDictionary< V, float > [GetWeightPropertyToProbabilityCollection](#) ()
Get all WeightProperty<T> from collection with their weights.
- IReadOnlyDictionary< T, float > [GetValueToProbabilityCollection](#) ()
Get all T items from collection with their weights.

Events

- new Action< int > [OnGenerated](#)

Additional Inherited Members

Protected Member Functions inherited from

[RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< MinMaxRandomInt, WeightPro](#)

- override T [GenerateRandomValue](#) ()

6.39.1 Constructor & Destructor Documentation

6.39.1.1 [SelectiveRandomWeightMinMaxRandomInt\(\)](#) [1/4]

```
RandomElementsSystem.Examples.SelectiveRandomWeightMinMaxRandomInt.SelectiveRandomWeightMin↵
MaxRandomInt ( )
```

Do not use this default constructor.

It is used only for serialization.

6.39.1.2 [SelectiveRandomWeightMinMaxRandomInt\(\)](#) [2/4]

```
RandomElementsSystem.Examples.SelectiveRandomWeightMinMaxRandomInt.SelectiveRandomWeightMin↵
MaxRandomInt (
    IEnumerable< MinMaxRandomInt > selectableValues,
    bool isUseEachItemOncePerCycle )
```

6.39.1.3 SelectiveRandomWeightMinMaxRandomInt() [3/4]

```
RandomElementsSystem.Examples.SelectiveRandomWeightMinMaxRandomInt.SelectiveRandomWeightMin↵  
MaxRandomInt (   
    ICollection< KeyValuePair< MinMaxRandomInt, float > > selectableValues,   
    bool isUseEachItemOncePerCycle )
```

6.39.1.4 SelectiveRandomWeightMinMaxRandomInt() [4/4]

```
RandomElementsSystem.Examples.SelectiveRandomWeightMinMaxRandomInt.SelectiveRandomWeightMin↵  
MaxRandomInt (   
    IEnumerable< WeightPropertyMinMaxRandomInt > selectableValues,   
    bool isUseEachItemOncePerCycle,   
    bool isEqualWeightForAllItems )
```

6.39.2 Member Function Documentation

6.39.2.1 GetRandomValue()

```
new int RandomElementsSystem.Examples.SelectiveRandomWeightMinMaxRandomInt.GetRandomValue ( )
```

6.39.3 Event Documentation

6.39.3.1 OnGenerated

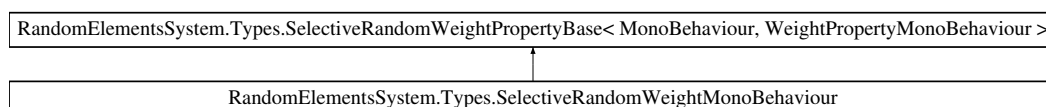
```
new Action<int> RandomElementsSystem.Examples.SelectiveRandomWeightMinMaxRandomInt.OnGenerated
```

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Examples/↵
CompositionExample/Scripts/[SelectiveRandomWeightMinMaxRandomInt.cs](#)

6.40 RandomElementsSystem.Types.SelectiveRandomWeightMono↵ Behaviour Class Reference

Inheritance diagram for RandomElementsSystem.Types.SelectiveRandomWeightMonoBehaviour:



Public Member Functions

- [SelectiveRandomWeightMonoBehaviour](#) ()
Do not use this default constructor.
- [SelectiveRandomWeightMonoBehaviour](#) (IEnumerable< MonoBehaviour > selectableValues, bool isUseEachItemOncePerCycle)
Creates new instance of SelectiveRandomWeightMonoBehaviour with equal weight for all items.
- [SelectiveRandomWeightMonoBehaviour](#) (ICollection< KeyValuePair< MonoBehaviour, float > > selectableValues, bool isUseEachItemOncePerCycle)
Creates new instance of SelectiveRandomWeightMonoBehaviour from collection of MonoBehaviour values and their weights.
- [SelectiveRandomWeightMonoBehaviour](#) (IEnumerable< WeightPropertyMonoBehaviour > selectableValues, bool isUseEachItemOncePerCycle, bool isEqualWeightForAllItems)
Creates new instance of SelectiveRandomWeightMonoBehaviour from collection of WeightPropertyMonoBehaviour and their weights.

Public Member Functions inherited from

[RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase](#)< MonoBehaviour, WeightProperty>

- [SelectiveRandomWeightPropertyBase](#) ()
Do not use this default constructor.
- [SelectiveRandomWeightPropertyBase](#) (IEnumerable< T > selectableValues, bool isUseEachItemOncePerCycle)
Creates new instance of SelectiveRandomWeightPropertyBase with equal weight for all items.
- [SelectiveRandomWeightPropertyBase](#) (ICollection< KeyValuePair< T, float > > selectableValues, bool isUseEachItemOncePerCycle)
Creates new instance of SelectiveRandomWeightPropertyBase from collection of T values and their weights.
- [SelectiveRandomWeightPropertyBase](#) (IEnumerable< V > selectableValues, bool isUseEachItemOncePerCycle, bool isEqualWeightForAllItems)
Creates new instance of SelectiveRandomWeightPropertyBase from collection of WeightProperty<T> and their weights.
- IReadOnlyDictionary< V, float > [GetWeightPropertyToProbabilityCollection](#) ()
Get all WeightProperty<T> from collection with their weights.
- IReadOnlyDictionary< T, float > [GetValueToProbabilityCollection](#) ()
Get all T items from collection with their weights.

Additional Inherited Members

Protected Member Functions inherited from

[RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase](#)< MonoBehaviour, WeightProperty>

- override T [GenerateRandomValue](#) ()

6.40.1 Constructor & Destructor Documentation

6.40.1.1 [SelectiveRandomWeightMonoBehaviour](#)() [1/4]

`RandomElementsSystem.Types.SelectiveRandomWeightMonoBehaviour.SelectiveRandomWeightMonoBehaviour ()`

Do not use this default constructor.

It is used only for serialization.

6.40.1.2 SelectiveRandomWeightMonoBehaviour() [2/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightMonoBehaviour.SelectiveRandomWeightMonoBehaviour (
    IEnumerable< MonoBehaviour > selectableValues,
    bool isUseEachItemOncePerCycle )
```

Creates new instance of SelectiveRandomWeightMonoBehaviour with equal weight for all items.

Parameters

<i>selectableValues</i>	MonoBehaviour items
<i>isUseEachItemOncePerCycle</i>	Set this flag to true if you want to use each item once per cycle. (non-repetitions random during each cycle). More info in <code>_isUseEachItemOncePerCycle</code> comment.

6.40.1.3 SelectiveRandomWeightMonoBehaviour() [3/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightMonoBehaviour.SelectiveRandomWeightMonoBehaviour (
    ICollection< KeyValuePair< MonoBehaviour, float > > selectableValues,
    bool isUseEachItemOncePerCycle )
```

Creates new instance of SelectiveRandomWeightMonoBehaviour from collection of MonoBehaviour values and their weights.

Parameters

<i>selectableValues</i>	Collection of MonoBehaviour items as Keys and their weights as Values
<i>isUseEachItemOncePerCycle</i>	Set this flag to true if you want to use each item once per cycle. (non-repetitions random during each cycle). More info in <code>_isUseEachItemOncePerCycle</code> comment.

6.40.1.4 SelectiveRandomWeightMonoBehaviour() [4/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightMonoBehaviour.SelectiveRandomWeightMonoBehaviour (
    IEnumerable< WeightPropertyMonoBehaviour > selectableValues,
    bool isUseEachItemOncePerCycle,
    bool isEqualWeightForAllItems )
```

Creates new instance of SelectiveRandomWeightMonoBehaviour from collection of WeightPropertyMonoBehaviour and their weights.

Parameters

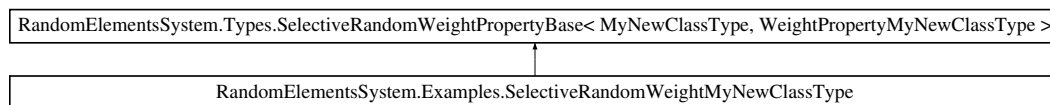
<i>selectableValues</i>	Collection of WeightPropertyMonoBehaviour items
<i>isUseEachItemOncePerCycle</i>	Set this flag to true if you want to use each item once per cycle. (non-repetitions random during each cycle). More info in <code>_isUseEachItemOncePerCycle</code> comment.
<i>isEqualWeightForAllItems</i>	Set this flag to true if you want that all items have equal weight.

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Types/Selective/SelectiveRandomWeightMonoBehaviour.cs

6.41 RandomElementsSystem.Examples.SelectiveRandomWeightMyNewClassType Class Reference

Inheritance diagram for RandomElementsSystem.Examples.SelectiveRandomWeightMyNewClassType:



Public Member Functions

- [SelectiveRandomWeightMyNewClassType \(\)](#)
Do not use this default constructor.
- [SelectiveRandomWeightMyNewClassType](#) (IEnumerable< [MyNewClassType](#) > selectableValues, bool isUseEachItemOncePerCycle)
- [SelectiveRandomWeightMyNewClassType](#) (ICollection< KeyValuePair< [MyNewClassType](#), float > > selectableValues, bool isUseEachItemOncePerCycle)
- [SelectiveRandomWeightMyNewClassType](#) (IEnumerable< [WeightPropertyMyNewClassType](#) > selectableValues, bool isUseEachItemOncePerCycle, bool isEqualWeightForAllItems)

Public Member Functions inherited from RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< MyNewClassType, WeightPropertyMyNewClassType >

- [SelectiveRandomWeightPropertyBase \(\)](#)
Do not use this default constructor.
- [SelectiveRandomWeightPropertyBase](#) (IEnumerable< T > selectableValues, bool isUseEachItemOncePerCycle)
Creates new instance of SelectiveRandomWeightPropertyBase with equal weight for all items.
- [SelectiveRandomWeightPropertyBase](#) (ICollection< KeyValuePair< T, float > > selectableValues, bool isUseEachItemOncePerCycle)
Creates new instance of SelectiveRandomWeightPropertyBase from collection of T values and their weights.
- [SelectiveRandomWeightPropertyBase](#) (IEnumerable< V > selectableValues, bool isUseEachItemOncePerCycle, bool isEqualWeightForAllItems)
Creates new instance of SelectiveRandomWeightPropertyBase from collection of WeightProperty<T> and their weights.
- IReadOnlyDictionary< V, float > [GetWeightPropertyToProbabilityCollection \(\)](#)
Get all WeightProperty<T> from collection with their weights.
- IReadOnlyDictionary< T, float > [GetValueToProbabilityCollection \(\)](#)
Get all T items from collection with their weights.

Additional Inherited Members

Protected Member Functions inherited from

[RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< MyNewClassType, WeightPropertyMyNewClassType >](#)

- override [T GenerateRandomValue \(\)](#)

6.41.1 Constructor & Destructor Documentation

6.41.1.1 SelectiveRandomWeightMyNewClassType() [1/4]

```
RandomElementsSystem.Examples.SelectiveRandomWeightMyNewClassType.SelectiveRandomWeightMyNewClassType ( )
```

Do not use this default constructor.

It is used only for serialization.

6.41.1.2 SelectiveRandomWeightMyNewClassType() [2/4]

```
RandomElementsSystem.Examples.SelectiveRandomWeightMyNewClassType.SelectiveRandomWeightMyNewClassType (
    IEnumerable< MyNewClassType > selectableValues,
    bool isUseEachItemOncePerCycle )
```

6.41.1.3 SelectiveRandomWeightMyNewClassType() [3/4]

```
RandomElementsSystem.Examples.SelectiveRandomWeightMyNewClassType.SelectiveRandomWeightMyNewClassType (
    ICollection< KeyValuePair< MyNewClassType, float > > selectableValues,
    bool isUseEachItemOncePerCycle )
```

6.41.1.4 SelectiveRandomWeightMyNewClassType() [4/4]

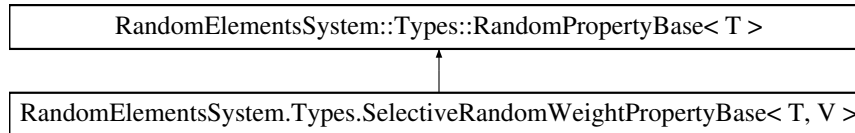
```
RandomElementsSystem.Examples.SelectiveRandomWeightMyNewClassType.SelectiveRandomWeightMyNewClassType (
    IEnumerable< WeightPropertyMyNewClassType > selectableValues,
    bool isUseEachItemOncePerCycle,
    bool isEqualWeightForAllItems )
```

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Examples/NewClassTypesExample/Scripts/MyNewClassType/[SelectiveRandomWeightMyNewClassType.cs](#)

6.42 RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< T, V > Class Template Reference [↩](#)

Inheritance diagram for RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< T, V >:



Public Member Functions

- [SelectiveRandomWeightPropertyBase](#) ()
Do not use this default constructor.
- [SelectiveRandomWeightPropertyBase](#) (IEnumerable< T > selectableValues, bool isUseEachItemOnce↔PerCycle)
Creates new instance of SelectiveRandomWeightPropertyBase with equal weight for all items.
- [SelectiveRandomWeightPropertyBase](#) (ICollection< KeyValuePair< T, float > > selectableValues, bool is↔UseEachItemOncePerCycle)
Creates new instance of SelectiveRandomWeightPropertyBase from collection of T values and their weights.
- [SelectiveRandomWeightPropertyBase](#) (IEnumerable< V > selectableValues, bool isUseEachItemOnce↔PerCycle, bool isEqualWeightForAllItems)
Creates new instance of SelectiveRandomWeightPropertyBase from collection of WeightProperty<T> and their weights.
- IReadOnlyDictionary< V, float > [GetWeightPropertyToProbabilityCollection](#) ()
Get all WeightProperty<T> from collection with their weights.
- IReadOnlyDictionary< T, float > [GetValueToProbabilityCollection](#) ()
Get all T items from collection with their weights.

Public Member Functions inherited from [RandomElementsSystem.Types.RandomPropertyBase< T >](#)

- T [GetRandomValue](#) ()
Generates random value of type T.

Protected Member Functions

- override T [GenerateRandomValue](#) ()

Protected Member Functions inherited from [RandomElementsSystem.Types.RandomPropertyBase< T >](#)

- T [GenerateRandomValue](#) ()
Generates random value of type T.

Additional Inherited Members

Events inherited from [RandomElementsSystem.Types.RandomPropertyBase< T >](#)

- Action< T > [OnGenerated](#)

Event that is invoked when random value is generated.

6.42.1 Constructor & Destructor Documentation

6.42.1.1 SelectiveRandomWeightPropertyBase() [1/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< T, V >.SelectiveRandomWeightPropertyBase  
( )
```

Do not use this default constructor.

It is used only for serialization.

6.42.1.2 SelectiveRandomWeightPropertyBase() [2/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< T, V >.SelectiveRandomWeightPropertyBase  
(  
    IEnumerable< T > selectableValues,  
    bool isUseEachItemOncePerCycle )
```

Creates new instance of SelectiveRandomWeightPropertyBase with equal weight for all items.

Parameters

<i>selectableValues</i>	T types items
<i>isUseEachItemOncePerCycle</i>	Set this flag to true if you want to use each item once per cycle. (non-repetitions random during each cycle). More info in <code>_isUseEachItemOncePerCycle</code> comment.

6.42.1.3 SelectiveRandomWeightPropertyBase() [3/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< T, V >.SelectiveRandomWeightPropertyBase  
(  
    ICollection< KeyValuePair< T, float > > selectableValues,  
    bool isUseEachItemOncePerCycle )
```

Creates new instance of SelectiveRandomWeightPropertyBase from collection of T values and their weights.

Parameters

<i>selectableValues</i>	Collection of T type items as Keys and their weights as values
<i>isUseEachItemOncePerCycle</i>	Set this flag to true if you want to use each item once per cycle. (non-repetitions random during each cycle). More info in <code>_isUseEachItemOncePerCycle</code> comment.

6.42.1.4 SelectiveRandomWeightPropertyBase() [4/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< T, V >.SelectiveRandomWeightPropertyBase
(
    IEnumerable< V > selectableValues,
    bool isUseEachItemOncePerCycle,
    bool isEqualWeightForAllItems )
```

Creates new instance of SelectiveRandomWeightPropertyBase from collection of WeightProperty<T> and their weights.

Parameters

<i>selectableValues</i>	Collection of WeightProperty<T> items
<i>isUseEachItemOncePerCycle</i>	Set this flag to true if you want to use each item once per cycle. (non-repetitions random during each cycle). More info in <code>_isUseEachItemOncePerCycle</code> comment.
<i>isEqualWeightForAllItems</i>	Set this flag to true if you want that all items have equal weight.

6.42.2 Member Function Documentation

6.42.2.1 GenerateRandomValue()

```
override T RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< T, V >.Generate↵
RandomValue ( ) [protected]
```

6.42.2.2 GetValueToProbabilityCollection()

```
ReadOnlyDictionary< T, float > RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase<
T, V >.GetValueToProbabilityCollection ( )
```

Get all T items from collection with their weights.

Returns

Collection of T items as Keys and their weights as Values

6.42.2.3 GetWeightPropertyToProbabilityCollection()

```
ReadOnlyDictionary< V, float > RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase<
T, V >.GetWeightPropertyToProbabilityCollection ( )
```

Get all WeightProperty<T> from collection with their weights.

Returns

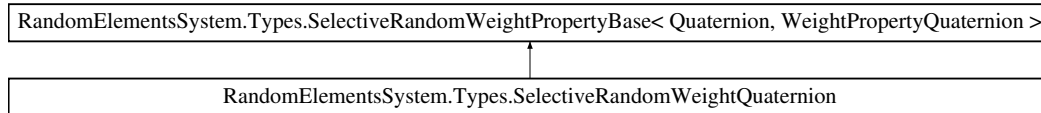
Collection of WeightProperty<T> as Keys and their weights as Values

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Main/[SelectiveRandomWeightPropertyBase.cs](#)

6.43 RandomElementsSystem.Types.SelectiveRandomWeightQuaternion Class Reference

Inheritance diagram for RandomElementsSystem.Types.SelectiveRandomWeightQuaternion:



Public Member Functions

- [SelectiveRandomWeightQuaternion](#) ()
Do not use this default constructor.
- [SelectiveRandomWeightQuaternion](#) (IEnumerable< Quaternion > selectableValues, bool isUseEachItemOncePerCycle)
Creates new instance of SelectiveRandomWeightQuaternion with equal weight for all items.
- [SelectiveRandomWeightQuaternion](#) (ICollection< KeyValuePair< Quaternion, float > > selectableValues, bool isUseEachItemOncePerCycle)
Creates new instance of SelectiveRandomWeightQuaternion from collection of Quaternion values and their weights.
- [SelectiveRandomWeightQuaternion](#) (IEnumerable< [WeightPropertyQuaternion](#) > selectableValues, bool isUseEachItemOncePerCycle, bool isEqualWeightForAllItems)
Creates new instance of SelectiveRandomWeightQuaternion from collection of WeightPropertyQuaternion and their weights.

Public Member Functions inherited from

[RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< Quaternion, WeightPropertyQ](#)

- [SelectiveRandomWeightPropertyBase](#) ()
Do not use this default constructor.
- [SelectiveRandomWeightPropertyBase](#) (IEnumerable< T > selectableValues, bool isUseEachItemOncePerCycle)
Creates new instance of SelectiveRandomWeightPropertyBase with equal weight for all items.
- [SelectiveRandomWeightPropertyBase](#) (ICollection< KeyValuePair< T, float > > selectableValues, bool isUseEachItemOncePerCycle)
Creates new instance of SelectiveRandomWeightPropertyBase from collection of T values and their weights.
- [SelectiveRandomWeightPropertyBase](#) (IEnumerable< V > selectableValues, bool isUseEachItemOncePerCycle, bool isEqualWeightForAllItems)
Creates new instance of SelectiveRandomWeightPropertyBase from collection of WeightProperty<T> and their weights.
- IReadOnlyDictionary< V, float > [GetWeightPropertyToProbabilityCollection](#) ()
Get all WeightProperty<T> from collection with their weights.
- IReadOnlyDictionary< T, float > [GetValueToProbabilityCollection](#) ()
Get all T items from collection with their weights.

Additional Inherited Members

Protected Member Functions inherited from

[RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< Quaternion, WeightPropertyQ](#)

- override T [GenerateRandomValue](#) ()

6.43.1 Constructor & Destructor Documentation

6.43.1.1 SelectiveRandomWeightQuaternion() [1/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightQuaternion.SelectiveRandomWeightQuaternion ( )
```

Do not use this default constructor.

It is used only for serialization.

6.43.1.2 SelectiveRandomWeightQuaternion() [2/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightQuaternion.SelectiveRandomWeightQuaternion (
    IEnumerable< Quaternion > selectableValues,
    bool isUseEachItemOncePerCycle )
```

Creates new instance of SelectiveRandomWeightQuaternion with equal weight for all items.

Parameters

<i>selectableValues</i>	Quaternion items
<i>isUseEachItemOncePerCycle</i>	Set this flag to true if you want to use each item once per cycle. (non-repetitions random during each cycle). More info in <code>_isUseEachItemOncePerCycle</code> comment.

6.43.1.3 SelectiveRandomWeightQuaternion() [3/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightQuaternion.SelectiveRandomWeightQuaternion (
    ICollection< KeyValuePair< Quaternion, float > > selectableValues,
    bool isUseEachItemOncePerCycle )
```

Creates new instance of SelectiveRandomWeightQuaternion from collection of Quaternion values and their weights.

Parameters

<i>selectableValues</i>	Collection of Quaternion items as Keys and their weights as Values
<i>isUseEachItemOncePerCycle</i>	Set this flag to true if you want to use each item once per cycle. (non-repetitions random during each cycle). More info in <code>_isUseEachItemOncePerCycle</code> comment.

6.43.1.4 SelectiveRandomWeightQuaternion() [4/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightQuaternion.SelectiveRandomWeightQuaternion (
    IEnumerable< WeightPropertyQuaternion > selectableValues,
    bool isUseEachItemOncePerCycle,
    bool isEqualWeightForAllItems )
```

Creates new instance of SelectiveRandomWeightQuaternion from collection of WeightPropertyQuaternion and their weights.

Parameters

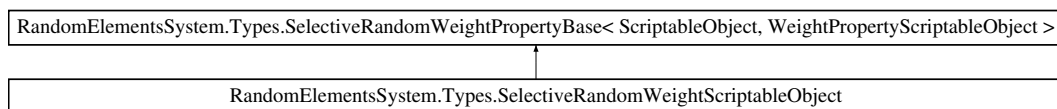
<i>selectableValues</i>	Collection of WeightPropertyQuaternion items
<i>isUseEachItemOncePerCycle</i>	Set this flag to true if you want to use each item once per cycle. (non-repetitions random during each cycle). More info in _isUseEachItemOncePerCycle comment.
<i>isEqualWeightForAllItems</i>	Set this flag to true if you want that all items have equal weight.

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Types/↔
Selective/[SelectiveRandomWeightQuaternion.cs](#)

6.44 RandomElementsSystem.Types.SelectiveRandomWeight↔ ScriptableObject Class Reference

Inheritance diagram for RandomElementsSystem.Types.SelectiveRandomWeightScriptableObject:



Public Member Functions

- [SelectiveRandomWeightScriptableObject](#) ()
Do not use this default constructor.
- [SelectiveRandomWeightScriptableObject](#) (IEnumerable< ScriptableObject > selectableValues, bool isUse↔
EachItemOncePerCycle)
Creates new instance of SelectiveRandomWeightScriptableObject with equal weight for all items.
- [SelectiveRandomWeightScriptableObject](#) (ICollection< KeyValuePair< ScriptableObject, float > > ↔
selectableValues, bool isUseEachItemOncePerCycle)
Creates new instance of SelectiveRandomWeightScriptableObject from collection of ScriptableObject values and their weights.
- [SelectiveRandomWeightScriptableObject](#) (IEnumerable< [WeightPropertyScriptableObject](#) > selectable↔
Values, bool isUseEachItemOncePerCycle, bool isEqualWeightForAllItems)
Creates new instance of SelectiveRandomWeightScriptableObject from collection of WeightPropertyScriptableObject and their weights.

Public Member Functions inherited from

[RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< ScriptableObject, WeightProp](#)

- [SelectiveRandomWeightPropertyBase](#) ()
Do not use this default constructor.
- [SelectiveRandomWeightPropertyBase](#) (IEnumerable< T > selectableValues, bool isUseEachItemOnce↔
PerCycle)
Creates new instance of SelectiveRandomWeightPropertyBase with equal weight for all items.

- [SelectiveRandomWeightPropertyBase](#) (ICollection< KeyValuePair< T, float > > selectableValues, bool isUseEachItemOncePerCycle)
Creates new instance of [SelectiveRandomWeightPropertyBase](#) from collection of T values and their weights.
- [SelectiveRandomWeightPropertyBase](#) (IEnumerable< V > selectableValues, bool isUseEachItemOncePerCycle, bool isEqualWeightForAllItems)
Creates new instance of [SelectiveRandomWeightPropertyBase](#) from collection of [WeightProperty<T>](#) and their weights.
- IReadOnlyDictionary< V, float > [GetWeightPropertyToProbabilityCollection](#) ()
Get all [WeightProperty<T>](#) from collection with their weights.
- IReadOnlyDictionary< T, float > [GetValueToProbabilityCollection](#) ()
Get all T items from collection with their weights.

Additional Inherited Members

Protected Member Functions inherited from

[RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< ScriptableObject, WeightProp](#)

- override T [GenerateRandomValue](#) ()

6.44.1 Constructor & Destructor Documentation

6.44.1.1 [SelectiveRandomWeightScriptableObject\(\)](#) [1/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightScriptableObject.SelectiveRandomWeightScriptableObject ( )
```

Do not use this default constructor.

It is used only for serialization.

6.44.1.2 [SelectiveRandomWeightScriptableObject\(\)](#) [2/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightScriptableObject.SelectiveRandomWeightScriptableObject (
    IEnumerable< ScriptableObject > selectableValues,
    bool isUseEachItemOncePerCycle )
```

Creates new instance of [SelectiveRandomWeightScriptableObject](#) with equal weight for all items.

Parameters

<i>selectableValues</i>	ScriptableObject items
<i>isUseEachItemOncePerCycle</i>	Set this flag to true if you want to use each item once per cycle. (non-repetitions random during each cycle). More info in _isUseEachItemOncePerCycle comment.

6.44.1.3 SelectiveRandomWeightScriptableObject() [3/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightScriptableObject.SelectiveRandomWeightScriptableObject(
    ICollection< KeyValuePair< ScriptableObject, float > > selectableValues,
    bool isUseEachItemOncePerCycle )
```

Creates new instance of SelectiveRandomWeightScriptableObject from collection of ScriptableObject values and their weights.

Parameters

<i>selectableValues</i>	Collection of ScriptableObject items as Keys and their weights as Values
<i>isUseEachItemOncePerCycle</i>	Set this flag to true if you want to use each item once per cycle. (non-repetitions random during each cycle). More info in <code>_isUseEachItemOncePerCycle</code> comment.

6.44.1.4 SelectiveRandomWeightScriptableObject() [4/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightScriptableObject.SelectiveRandomWeightScriptableObject(
    IEnumerable< WeightPropertyScriptableObject > selectableValues,
    bool isUseEachItemOncePerCycle,
    bool isEqualWeightForAllItems )
```

Creates new instance of SelectiveRandomWeightScriptableObject from collection of WeightPropertyScriptableObject and their weights.

Parameters

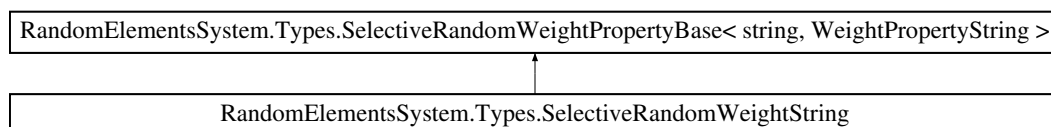
<i>selectableValues</i>	Collection of WeightPropertyScriptableObject items
<i>isUseEachItemOncePerCycle</i>	Set this flag to true if you want to use each item once per cycle. (non-repetitions random during each cycle). More info in <code>_isUseEachItemOncePerCycle</code> comment.
<i>isEqualWeightForAllItems</i>	Set this flag to true if you want that all items have equal weight.

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Types/Selective/SelectiveRandomWeightScriptableObject.cs

6.45 RandomElementsSystem.Types.SelectiveRandomWeightString Class Reference

Inheritance diagram for RandomElementsSystem.Types.SelectiveRandomWeightString:



Public Member Functions

- [SelectiveRandomWeightString](#) ()
Do not use this default constructor.
- [SelectiveRandomWeightString](#) (IEnumerable< string > selectableValues, bool isUseEachItemOncePerCycle)
Creates new instance of SelectiveRandomWeightString with equal weight for all items.
- [SelectiveRandomWeightString](#) (ICollection< KeyValuePair< string, float > > selectableValues, bool isUseEachItemOncePerCycle)
Creates new instance of SelectiveRandomWeightString from collection of string values and their weights.
- [SelectiveRandomWeightString](#) (IEnumerable< WeightPropertyString > selectableValues, bool isUseEachItemOncePerCycle, bool isEqualWeightForAllItems)
Creates new instance of SelectiveRandomWeightString from collection of WeightPropertyString and their weights.

Public Member Functions inherited from

[RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< string, WeightPropertyString >](#)

- [SelectiveRandomWeightPropertyBase](#) ()
Do not use this default constructor.
- [SelectiveRandomWeightPropertyBase](#) (IEnumerable< T > selectableValues, bool isUseEachItemOncePerCycle)
Creates new instance of SelectiveRandomWeightPropertyBase with equal weight for all items.
- [SelectiveRandomWeightPropertyBase](#) (ICollection< KeyValuePair< T, float > > selectableValues, bool isUseEachItemOncePerCycle)
Creates new instance of SelectiveRandomWeightPropertyBase from collection of T values and their weights.
- [SelectiveRandomWeightPropertyBase](#) (IEnumerable< V > selectableValues, bool isUseEachItemOncePerCycle, bool isEqualWeightForAllItems)
Creates new instance of SelectiveRandomWeightPropertyBase from collection of WeightProperty<T> and their weights.
- IReadOnlyDictionary< V, float > [GetWeightPropertyToProbabilityCollection](#) ()
Get all WeightProperty<T> from collection with their weights.
- IReadOnlyDictionary< T, float > [GetValueToProbabilityCollection](#) ()
Get all T items from collection with their weights.

Additional Inherited Members

Protected Member Functions inherited from

[RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< string, WeightPropertyString >](#)

- override T [GenerateRandomValue](#) ()

6.45.1 Constructor & Destructor Documentation

6.45.1.1 [SelectiveRandomWeightString](#)() [1/4]

`RandomElementsSystem.Types.SelectiveRandomWeightString.SelectiveRandomWeightString ()`

Do not use this default constructor.

It is used only for serialization.

6.45.1.2 SelectiveRandomWeightString() [2/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightString.SelectiveRandomWeightString (
    IEnumerable< string > selectableValues,
    bool isUseEachItemOncePerCycle )
```

Creates new instance of SelectiveRandomWeightString with equal weight for all items.

Parameters

<i>selectableValues</i>	string items
<i>isUseEachItemOncePerCycle</i>	Set this flag to true if you want to use each item once per cycle. (non-repetitions random during each cycle). More info in <i>_isUseEachItemOncePerCycle</i> comment.

6.45.1.3 SelectiveRandomWeightString() [3/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightString.SelectiveRandomWeightString (
    ICollection< KeyValuePair< string, float > > selectableValues,
    bool isUseEachItemOncePerCycle )
```

Creates new instance of SelectiveRandomWeightString from collection of string values and their weights.

Parameters

<i>selectableValues</i>	Collection of string items as Keys and their weights as Values
<i>isUseEachItemOncePerCycle</i>	Set this flag to true if you want to use each item once per cycle. (non-repetitions random during each cycle). More info in <i>_isUseEachItemOncePerCycle</i> comment.

6.45.1.4 SelectiveRandomWeightString() [4/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightString.SelectiveRandomWeightString (
    IEnumerable< WeightPropertyString > selectableValues,
    bool isUseEachItemOncePerCycle,
    bool isEqualWeightForAllItems )
```

Creates new instance of SelectiveRandomWeightString from collection of WeightPropertyString and their weights.

Parameters

<i>selectableValues</i>	Collection of WeightPropertyString items
<i>isUseEachItemOncePerCycle</i>	Set this flag to true if you want to use each item once per cycle. (non-repetitions random during each cycle). More info in <i>_isUseEachItemOncePerCycle</i> comment.
<i>isEqualWeightForAllItems</i>	Set this flag to true if you want that all items have equal weight.

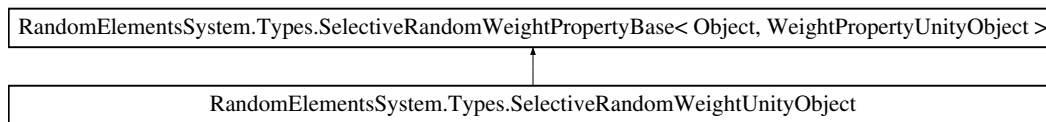
The documentation for this class was generated from the following file:

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Types/↵
Selective/SelectiveRandomWeightString.cs

6.46 RandomElementsSystem.Types.SelectiveRandomWeightUnity↵

Object Class Reference

Inheritance diagram for RandomElementsSystem.Types.SelectiveRandomWeightUnityObject:



Public Member Functions

- [SelectiveRandomWeightUnityObject](#) ()
Do not use this default constructor.
- [SelectiveRandomWeightUnityObject](#) (IEnumerable< [Object](#) > selectableValues, bool isUseEachItemOnce↔PerCycle)
Creates new instance of SelectiveRandomWeightUnityObject with equal weight for all items.
- [SelectiveRandomWeightUnityObject](#) (ICollection< KeyValuePair< [Object](#), float > > selectableValues, bool isUseEachItemOncePerCycle)
Creates new instance of SelectiveRandomWeightUnityObject from collection of UnityEngine.Object values and their weights.
- [SelectiveRandomWeightUnityObject](#) (IEnumerable< [WeightPropertyUnityObject](#) > selectableValues, bool isUseEachItemOncePerCycle, bool isEqualWeightForAllItems)
Creates new instance of SelectiveRandomWeightUnityObject from collection of WeightPropertyUnityObject and their weights.

Public Member Functions inherited from

[RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< Object, WeightPropertyUnityObject >](#)

- [SelectiveRandomWeightPropertyBase](#) ()
Do not use this default constructor.
- [SelectiveRandomWeightPropertyBase](#) (IEnumerable< T > selectableValues, bool isUseEachItemOnce↔PerCycle)
Creates new instance of SelectiveRandomWeightPropertyBase with equal weight for all items.
- [SelectiveRandomWeightPropertyBase](#) (ICollection< KeyValuePair< T, float > > selectableValues, bool is↔UseEachItemOncePerCycle)
Creates new instance of SelectiveRandomWeightPropertyBase from collection of T values and their weights.
- [SelectiveRandomWeightPropertyBase](#) (IEnumerable< V > selectableValues, bool isUseEachItemOnce↔PerCycle, bool isEqualWeightForAllItems)
Creates new instance of SelectiveRandomWeightPropertyBase from collection of WeightProperty<T> and their weights.
- IReadOnlyDictionary< V, float > [GetWeightPropertyToProbabilityCollection](#) ()
Get all WeightProperty<T> from collection with their weights.
- IReadOnlyDictionary< T, float > [GetValueToProbabilityCollection](#) ()
Get all T items from collection with their weights.

Additional Inherited Members

Protected Member Functions inherited from

[RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< Object, WeightPropertyUnityObject >](#)

- override T [GenerateRandomValue](#) ()

6.46.1 Constructor & Destructor Documentation

6.46.1.1 SelectiveRandomWeightUnityObject() [1/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightUnityObject.SelectiveRandomWeightUnityObject (
)
```

Do not use this default constructor.

It is used only for serialization.

6.46.1.2 SelectiveRandomWeightUnityObject() [2/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightUnityObject.SelectiveRandomWeightUnityObject (
    IEnumerable< Object > selectableValues,
    bool isUseEachItemOncePerCycle )
```

Creates new instance of SelectiveRandomWeightUnityObject with equal weight for all items.

Parameters

<i>selectableValues</i>	UnityEngine.Object items
<i>isUseEachItemOncePerCycle</i>	Set this flag to true if you want to use each item once per cycle. (non-repetitions random during each cycle). More info in <code>_isUseEachItemOncePerCycle</code> comment.

6.46.1.3 SelectiveRandomWeightUnityObject() [3/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightUnityObject.SelectiveRandomWeightUnityObject (
    ICollection< KeyValuePair< Object, float > > selectableValues,
    bool isUseEachItemOncePerCycle )
```

Creates new instance of SelectiveRandomWeightUnityObject from collection of UnityEngine.Object values and their weights.

Parameters

<i>selectableValues</i>	Collection of UnityEngine.Object items as Keys and their weights as Values
<i>isUseEachItemOncePerCycle</i>	Set this flag to true if you want to use each item once per cycle. (non-repetitions random during each cycle). More info in <code>_isUseEachItemOncePerCycle</code> comment.

6.46.1.4 SelectiveRandomWeightUnityObject() [4/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightUnityObject.SelectiveRandomWeightUnityObject (
    IEnumerable< WeightPropertyUnityObject > selectableValues,
    bool isUseEachItemOncePerCycle,
    bool isEqualWeightForAllItems )
```

Creates new instance of SelectiveRandomWeightUnityObject from collection of WeightPropertyUnityObject and their weights.

Parameters

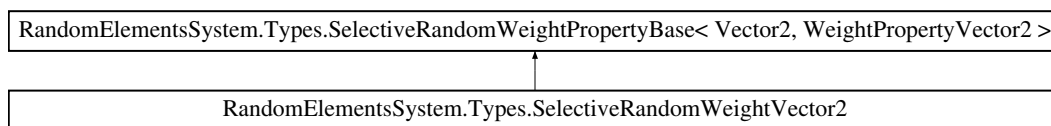
<i>selectableValues</i>	Collection of WeightPropertyUnityObject items
<i>isUseEachItemOncePerCycle</i>	Set this flag to true if you want to use each item once per cycle. (non-repetitions random during each cycle). More info in _isUseEachItemOncePerCycle comment.
<i>isEqualWeightForAllItems</i>	Set this flag to true if you want that all items have equal weight.

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Types/↔ Selective/[SelectiveRandomWeightUnityObject.cs](#)

6.47 RandomElementsSystem.Types.SelectiveRandomWeightVector2 Class Reference

Inheritance diagram for RandomElementsSystem.Types.SelectiveRandomWeightVector2:



Public Member Functions

- [SelectiveRandomWeightVector2](#) ()
Do not use this default constructor.
- [SelectiveRandomWeightVector2](#) (IEnumerable< Vector2 > selectableValues, bool isUseEachItemOnce↔ PerCycle)
Creates new instance of SelectiveRandomWeightVector2 with equal weight for all items.
- [SelectiveRandomWeightVector2](#) (ICollection< KeyValuePair< Vector2, float > > selectableValues, bool is↔ UseEachItemOncePerCycle)
Creates new instance of SelectiveRandomWeightVector2 from collection of Vector2 values and their weights.
- [SelectiveRandomWeightVector2](#) (IEnumerable< [WeightPropertyVector2](#) > selectableValues, bool isUse↔ EachItemOncePerCycle, bool isEqualWeightForAllItems)
Creates new instance of SelectiveRandomWeightVector2 from collection of WeightPropertyVector2 and their weights.

Public Member Functions inherited from

[RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< Vector2, WeightPropertyVector2 >](#)

- [SelectiveRandomWeightPropertyBase](#) ()
Do not use this default constructor.
- [SelectiveRandomWeightPropertyBase](#) (IEnumerable< T > selectableValues, bool isUseEachItemOnce↔ PerCycle)

Creates new instance of SelectiveRandomWeightPropertyBase with equal weight for all items.

- [SelectiveRandomWeightPropertyBase](#) (ICollection< KeyValuePair< T, float > > selectableValues, bool isUseEachItemOncePerCycle)

Creates new instance of SelectiveRandomWeightPropertyBase from collection of T values and their weights.

- [SelectiveRandomWeightPropertyBase](#) (IEnumerable< V > selectableValues, bool isUseEachItemOncePerCycle, bool isEqualWeightForAllItems)

Creates new instance of SelectiveRandomWeightPropertyBase from collection of WeightProperty<T> and their weights.

- IReadOnlyDictionary< V, float > [GetWeightPropertyToProbabilityCollection](#) ()

Get all WeightProperty<T> from collection with their weights.

- IReadOnlyDictionary< T, float > [GetValueToProbabilityCollection](#) ()

Get all T items from collection with their weights.

Additional Inherited Members

Protected Member Functions inherited from

[RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< Vector2, WeightPropertyVector2](#)

- override T [GenerateRandomValue](#) ()

6.47.1 Constructor & Destructor Documentation

6.47.1.1 SelectiveRandomWeightVector2() [1/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightVector2.SelectiveRandomWeightVector2 ( )
```

Do not use this default constructor.

It is used only for serialization.

6.47.1.2 SelectiveRandomWeightVector2() [2/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightVector2.SelectiveRandomWeightVector2 (
    IEnumerable< Vector2 > selectableValues,
    bool isUseEachItemOncePerCycle )
```

Creates new instance of SelectiveRandomWeightVector2 with equal weight for all items.

Parameters

<i>selectableValues</i>	Vector2 items
<i>isUseEachItemOncePerCycle</i>	Set this flag to true if you want to use each item once per cycle. (non-repetitions random during each cycle). More info in <code>_isUseEachItemOncePerCycle</code> comment.

6.47.1.3 SelectiveRandomWeightVector2() [3/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightVector2.SelectiveRandomWeightVector2 (
```



```
ICollection< KeyValuePair< Vector2, float > > selectableValues,
bool isUseEachItemOncePerCycle )
```

Creates new instance of SelectiveRandomWeightVector2 from collection of Vector2 values and their weights.

Parameters

<i>selectableValues</i>	Collection of Vector2 items as Keys and their weights as Values
<i>isUseEachItemOncePerCycle</i>	Set this flag to true if you want to use each item once per cycle. (non-repetitions random during each cycle). More info in <i>_isUseEachItemOncePerCycle</i> comment.

6.47.1.4 SelectiveRandomWeightVector2() [4/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightVector2.SelectiveRandomWeightVector2 (
    IEnumerable< WeightPropertyVector2 > selectableValues,
    bool isUseEachItemOncePerCycle,
    bool isEqualWeightForAllItems )
```

Creates new instance of SelectiveRandomWeightVector2 from collection of WeightPropertyVector2 and their weights.

Parameters

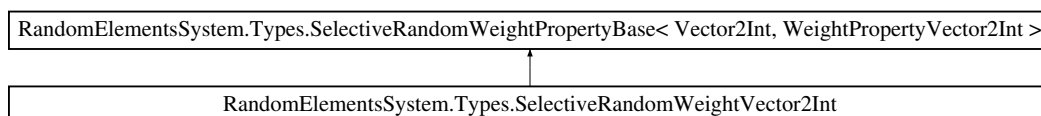
<i>selectableValues</i>	Collection of WeightPropertyVector2 items
<i>isUseEachItemOncePerCycle</i>	Set this flag to true if you want to use each item once per cycle. (non-repetitions random during each cycle). More info in <i>_isUseEachItemOncePerCycle</i> comment.
<i>isEqualWeightForAllItems</i>	Set this flag to true if you want that all items have equal weight.

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Types/↵ Selective/[SelectiveRandomWeightVector2.cs](#)

6.48 RandomElementsSystem.Types.SelectiveRandomWeightVector2Int Class Reference

Inheritance diagram for RandomElementsSystem.Types.SelectiveRandomWeightVector2Int:



Public Member Functions

- [SelectiveRandomWeightVector2Int](#) ()
Do not use this default constructor.
- [SelectiveRandomWeightVector2Int](#) (IEnumerable< Vector2Int > selectableValues, bool isUseEachItemOncePerCycle)
Creates new instance of SelectiveRandomWeightVector2Int with equal weight for all items.
- [SelectiveRandomWeightVector2Int](#) (ICollection< KeyValuePair< Vector2Int, float > > selectableValues, bool isUseEachItemOncePerCycle)
Creates new instance of SelectiveRandomWeightVector2Int from collection of Vector2Int values and their weights.
- [SelectiveRandomWeightVector2Int](#) (IEnumerable< WeightPropertyVector2Int > selectableValues, bool isUseEachItemOncePerCycle, bool isEqualWeightForAllItems)
Creates new instance of SelectiveRandomWeightVector2Int from collection of WeightPropertyVector2Int and their weights.

Public Member Functions inherited from

[RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< Vector2Int, WeightPropertyVector2Int >](#)

- [SelectiveRandomWeightPropertyBase](#) ()
Do not use this default constructor.
- [SelectiveRandomWeightPropertyBase](#) (IEnumerable< T > selectableValues, bool isUseEachItemOncePerCycle)
Creates new instance of SelectiveRandomWeightPropertyBase with equal weight for all items.
- [SelectiveRandomWeightPropertyBase](#) (ICollection< KeyValuePair< T, float > > selectableValues, bool isUseEachItemOncePerCycle)
Creates new instance of SelectiveRandomWeightPropertyBase from collection of T values and their weights.
- [SelectiveRandomWeightPropertyBase](#) (IEnumerable< V > selectableValues, bool isUseEachItemOncePerCycle, bool isEqualWeightForAllItems)
Creates new instance of SelectiveRandomWeightPropertyBase from collection of WeightProperty<T> and their weights.
- IReadOnlyDictionary< V, float > [GetWeightPropertyToProbabilityCollection](#) ()
Get all WeightProperty<T> from collection with their weights.
- IReadOnlyDictionary< T, float > [GetValueToProbabilityCollection](#) ()
Get all T items from collection with their weights.

Additional Inherited Members

Protected Member Functions inherited from

[RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< Vector2Int, WeightPropertyVector2Int >](#)

- override T [GenerateRandomValue](#) ()

6.48.1 Constructor & Destructor Documentation

6.48.1.1 [SelectiveRandomWeightVector2Int](#)() [1/4]

`RandomElementsSystem.Types.SelectiveRandomWeightVector2Int.SelectiveRandomWeightVector2Int ()`

Do not use this default constructor.

It is used only for serialization.

6.48.1.2 SelectiveRandomWeightVector2Int() [2/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightVector2Int.SelectiveRandomWeightVector2Int (
    IEnumerable< Vector2Int > selectableValues,
    bool isUseEachItemOncePerCycle )
```

Creates new instance of SelectiveRandomWeightVector2Int with equal weight for all items.

Parameters

<i>selectableValues</i>	Vector2Int items
<i>isUseEachItemOncePerCycle</i>	Set this flag to true if you want to use each item once per cycle. (non-repetitions random during each cycle). More info in <code>_isUseEachItemOncePerCycle</code> comment.

6.48.1.3 SelectiveRandomWeightVector2Int() [3/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightVector2Int.SelectiveRandomWeightVector2Int (
    ICollection< KeyValuePair< Vector2Int, float > > selectableValues,
    bool isUseEachItemOncePerCycle )
```

Creates new instance of SelectiveRandomWeightVector2Int from collection of Vector2Int values and their weights.

Parameters

<i>selectableValues</i>	Collection of Vector2Int items as Keys and their weights as Values
<i>isUseEachItemOncePerCycle</i>	Set this flag to true if you want to use each item once per cycle. (non-repetitions random during each cycle). More info in <code>_isUseEachItemOncePerCycle</code> comment.

6.48.1.4 SelectiveRandomWeightVector2Int() [4/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightVector2Int.SelectiveRandomWeightVector2Int (
    IEnumerable< WeightPropertyVector2Int > selectableValues,
    bool isUseEachItemOncePerCycle,
    bool isEqualWeightForAllItems )
```

Creates new instance of SelectiveRandomWeightVector2Int from collection of WeightPropertyVector2Int and their weights.

Parameters

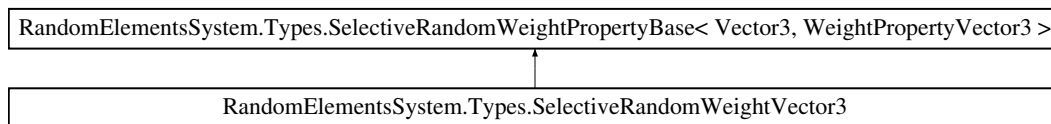
<i>selectableValues</i>	Collection of WeightPropertyVector2Int items
<i>isUseEachItemOncePerCycle</i>	Set this flag to true if you want to use each item once per cycle. (non-repetitions random during each cycle). More info in <code>_isUseEachItemOncePerCycle</code> comment.
<i>isEqualWeightForAllItems</i>	Set this flag to true if you want that all items have equal weight.

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Types/↔
Selective/SelectiveRandomWeightVector2Int.cs

6.49 RandomElementsSystem.Types.SelectiveRandomWeightVector3 Class Reference

Inheritance diagram for RandomElementsSystem.Types.SelectiveRandomWeightVector3:



Public Member Functions

- [SelectiveRandomWeightVector3 \(\)](#)
Do not use this default constructor.
- [SelectiveRandomWeightVector3](#) (IEnumerable< Vector3 > selectableValues, bool isUseEachItemOnce↔ PerCycle)
Creates new instance of SelectiveRandomWeightVector3 with equal weight for all items.
- [SelectiveRandomWeightVector3](#) (ICollection< KeyValuePair< Vector3, float > > selectableValues, bool is↔ UseEachItemOncePerCycle)
Creates new instance of SelectiveRandomWeightVector3 from collection of Vector3 values and their weights.
- [SelectiveRandomWeightVector3](#) (IEnumerable< [WeightPropertyVector3](#) > selectableValues, bool isUse↔ EachItemOncePerCycle, bool isEqualWeightForAllItems)
Creates new instance of SelectiveRandomWeightVector3 from collection of WeightPropertyVector3 and their weights.

Public Member Functions inherited from

[RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< Vector3, WeightPropertyVector3 >](#)

- [SelectiveRandomWeightPropertyBase \(\)](#)
Do not use this default constructor.
- [SelectiveRandomWeightPropertyBase](#) (IEnumerable< T > selectableValues, bool isUseEachItemOnce↔ PerCycle)
Creates new instance of SelectiveRandomWeightPropertyBase with equal weight for all items.
- [SelectiveRandomWeightPropertyBase](#) (ICollection< KeyValuePair< T, float > > selectableValues, bool is↔ UseEachItemOncePerCycle)
Creates new instance of SelectiveRandomWeightPropertyBase from collection of T values and their weights.
- [SelectiveRandomWeightPropertyBase](#) (IEnumerable< V > selectableValues, bool isUseEachItemOnce↔ PerCycle, bool isEqualWeightForAllItems)
Creates new instance of SelectiveRandomWeightPropertyBase from collection of WeightProperty<T> and their weights.
- IReadOnlyDictionary< V, float > [GetWeightPropertyToProbabilityCollection \(\)](#)
Get all WeightProperty<T> from collection with their weights.
- IReadOnlyDictionary< T, float > [GetValueToProbabilityCollection \(\)](#)
Get all T items from collection with their weights.

Additional Inherited Members

Protected Member Functions inherited from

RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< **Vector3**, **WeightPropertyVector3**

- override T [GenerateRandomValue](#) ()

6.49.1 Constructor & Destructor Documentation

6.49.1.1 SelectiveRandomWeightVector3() [1/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightVector3.SelectiveRandomWeightVector3 ( )
```

Do not use this default constructor.

It is used only for serialization.

6.49.1.2 SelectiveRandomWeightVector3() [2/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightVector3.SelectiveRandomWeightVector3 (
    IEnumerable< Vector3 > selectableValues,
    bool isUseEachItemOncePerCycle )
```

Creates new instance of SelectiveRandomWeightVector3 with equal weight for all items.

Parameters

<i>selectableValues</i>	Vector3 items
<i>isUseEachItemOncePerCycle</i>	Set this flag to true if you want to use each item once per cycle. (non-repetitions random during each cycle). More info in <code>_isUseEachItemOncePerCycle</code> comment.

6.49.1.3 SelectiveRandomWeightVector3() [3/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightVector3.SelectiveRandomWeightVector3 (
    ICollection< KeyValuePair< Vector3, float > > selectableValues,
    bool isUseEachItemOncePerCycle )
```

Creates new instance of SelectiveRandomWeightVector3 from collection of Vector3 values and their weights.

Parameters

<i>selectableValues</i>	Collection of Vector3 items as Keys and their weights as Values
<i>isUseEachItemOncePerCycle</i>	Set this flag to true if you want to use each item once per cycle. (non-repetitions random during each cycle). More info in <code>_isUseEachItemOncePerCycle</code> comment.

6.49.1.4 SelectiveRandomWeightVector3() [4/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightVector3.SelectiveRandomWeightVector3 (
    IEnumerable< WeightPropertyVector3 > selectableValues,
    bool isUseEachItemOncePerCycle,
    bool isEqualWeightForAllItems )
```

Creates new instance of SelectiveRandomWeightVector3 from collection of WeightPropertyVector3 and their weights.

Parameters

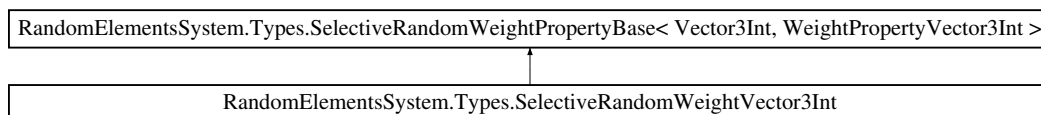
<i>selectableValues</i>	Collection of WeightPropertyVector3 items
<i>isUseEachItemOncePerCycle</i>	Set this flag to true if you want to use each item once per cycle. (non-repetitions random during each cycle). More info in <code>_isUseEachItemOncePerCycle</code> comment.
<i>isEqualWeightForAllItems</i>	Set this flag to true if you want that all items have equal weight.

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Types/↵ Selective/SelectiveRandomWeightVector3.cs

6.50 RandomElementsSystem.Types.SelectiveRandomWeightVector3Int Class Reference

Inheritance diagram for RandomElementsSystem.Types.SelectiveRandomWeightVector3Int:



Public Member Functions

- [SelectiveRandomWeightVector3Int \(\)](#)
Do not use this default constructor.
- [SelectiveRandomWeightVector3Int](#) (IEnumerable< Vector3Int > selectableValues, bool isUseEachItemOncePerCycle)
Creates new instance of SelectiveRandomWeightVector3Int with equal weight for all items.
- [SelectiveRandomWeightVector3Int](#) (ICollection< KeyValuePair< Vector3Int, float > > selectableValues, bool isUseEachItemOncePerCycle)
Creates new instance of SelectiveRandomWeightVector3Int from collection of Vector3Int values and their weights.
- [SelectiveRandomWeightVector3Int](#) (IEnumerable< [WeightPropertyVector3Int](#) > selectableValues, bool isUseEachItemOncePerCycle, bool isEqualWeightForAllItems)
Creates new instance of SelectiveRandomWeightVector3Int from collection of WeightPropertyVector3Int and their weights.

Public Member Functions inherited from**RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< Vector3Int, WeightPropertyVector3Int >**

- [SelectiveRandomWeightPropertyBase \(\)](#)
Do not use this default constructor.
- [SelectiveRandomWeightPropertyBase \(IEnumerable< T > selectableValues, bool isUseEachItemOncePerCycle\)](#)
Creates new instance of SelectiveRandomWeightPropertyBase with equal weight for all items.
- [SelectiveRandomWeightPropertyBase \(ICollection< KeyValuePair< T, float > > selectableValues, bool isUseEachItemOncePerCycle\)](#)
Creates new instance of SelectiveRandomWeightPropertyBase from collection of T values and their weights.
- [SelectiveRandomWeightPropertyBase \(IEnumerable< V > selectableValues, bool isUseEachItemOncePerCycle, bool isEqualWeightForAllItems\)](#)
Creates new instance of SelectiveRandomWeightPropertyBase from collection of WeightProperty<T> and their weights.
- [IReadOnlyDictionary< V, float > GetWeightPropertyToProbabilityCollection \(\)](#)
Get all WeightProperty<T> from collection with their weights.
- [IReadOnlyDictionary< T, float > GetValueToProbabilityCollection \(\)](#)
Get all T items from collection with their weights.

Additional Inherited Members**Protected Member Functions inherited from****RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< Vector3Int, WeightPropertyVector3Int >**

- override [T GenerateRandomValue \(\)](#)

6.50.1 Constructor & Destructor Documentation**6.50.1.1 SelectiveRandomWeightVector3Int() [1/4]**

```
RandomElementsSystem.Types.SelectiveRandomWeightVector3Int.SelectiveRandomWeightVector3Int ( )
```

Do not use this default constructor.

It is used only for serialization.

6.50.1.2 SelectiveRandomWeightVector3Int() [2/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightVector3Int.SelectiveRandomWeightVector3Int (
    IEnumerable< Vector3Int > selectableValues,
    bool isUseEachItemOncePerCycle )
```

Creates new instance of SelectiveRandomWeightVector3Int with equal weight for all items.

Parameters

<i>selectableValues</i>	Vector3Int items
<i>isUseEachItemOncePerCycle</i>	Set this flag to true if you want to use each item once per cycle. (non-repetitions random during each cycle). More info in _isUseEachItemOncePerCycle comment.

6.50.1.3 SelectiveRandomWeightVector3Int() [3/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightVector3Int.SelectiveRandomWeightVector3Int (
    ICollection< KeyValuePair< Vector3Int, float > > selectableValues,
    bool isUseEachItemOncePerCycle )
```

Creates new instance of SelectiveRandomWeightVector3Int from collection of Vector3Int values and their weights.

Parameters

<i>selectableValues</i>	Collection of Vector3Int items as Keys and their weights as Values
<i>isUseEachItemOncePerCycle</i>	Set this flag to true if you want to use each item once per cycle. (non-repetitions random during each cycle). More info in <code>_isUseEachItemOncePerCycle</code> comment.

6.50.1.4 SelectiveRandomWeightVector3Int() [4/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightVector3Int.SelectiveRandomWeightVector3Int (
    IEnumerable< WeightPropertyVector3Int > selectableValues,
    bool isUseEachItemOncePerCycle,
    bool isEqualWeightForAllItems )
```

Creates new instance of SelectiveRandomWeightVector3Int from collection of WeightPropertyVector3Int and their weights.

Parameters

<i>selectableValues</i>	Collection of WeightPropertyVector3Int items
<i>isUseEachItemOncePerCycle</i>	Set this flag to true if you want to use each item once per cycle. (non-repetitions random during each cycle). More info in <code>_isUseEachItemOncePerCycle</code> comment.
<i>isEqualWeightForAllItems</i>	Set this flag to true if you want that all items have equal weight.

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Types/↵
Selective/SelectiveRandomWeightVector3Int.cs

6.51 RandomElementsSystem.Examples.DefaultApproachExample3.↵ WeightedData Class Reference

Public Attributes

- float [Weight](#)
- string [Value](#)

6.51.1 Member Data Documentation

6.51.1.1 Value

```
string RandomElementsSystem.Examples.DefaultApproachExample3.WeightedData.Value
```

6.51.1.2 Weight

```
float RandomElementsSystem.Examples.DefaultApproachExample3.WeightedData.Weight
```

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Examples/↵ CompareWithDefaultApproachExample/Scripts/[DefaultApproachExample3.cs](#)

6.52 RandomElementsSystem.Types.WeightProperty< T > Class Template Reference

Public Member Functions

- [WeightProperty](#) ()
Do not use this default constructor.
- [WeightProperty](#) (T value, float weight)
Creates a new instance of the WeightProperty class with the specified value and weight.

Static Public Attributes

- const float [DefaultWeight](#) = 1f
- const float [MinWeight](#) = 0f

Properties

- float [Weight](#) [get]
- T [Value](#) [get]

6.52.1 Constructor & Destructor Documentation

6.52.1.1 WeightProperty() [1/2]

```
RandomElementsSystem.Types.WeightProperty< T >.WeightProperty ( )
```

Do not use this default constructor.

It is used only for serialization.

6.52.1.2 WeightProperty() [2/2]

```
RandomElementsSystem.Types.WeightProperty< T >.WeightProperty (
    T value,
    float weight )
```

Creates a new instance of the WeightProperty class with the specified value and weight.

Parameters

<i>value</i>	Specified value
<i>weight</i>	Value weight in range (0f, float.Max), Default value is 1f

6.52.2 Member Data Documentation

6.52.2.1 DefaultWeight

```
const float RandomElementsSystem.Types.WeightProperty< T >.DefaultWeight = 1f [static]
```

6.52.2.2 MinWeight

```
const float RandomElementsSystem.Types.WeightProperty< T >.MinWeight = 0f [static]
```

6.52.3 Property Documentation

6.52.3.1 Value

```
T RandomElementsSystem.Types.WeightProperty< T >.Value [get]
```

6.52.3.2 Weight

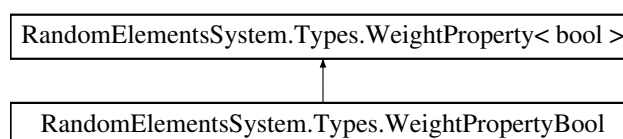
```
float RandomElementsSystem.Types.WeightProperty< T >.Weight [get]
```

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Main/↔
Weight/[WeightProperty.cs](#)

6.53 RandomElementsSystem.Types.WeightPropertyBool Class Reference

Inheritance diagram for RandomElementsSystem.Types.WeightPropertyBool:



Public Member Functions

- [WeightPropertyBool](#) ()
Do not use this default constructor.
- [WeightPropertyBool](#) (bool value, float weight)
Creates a new instance of WeightPropertyBool.

Public Member Functions inherited from [RandomElementsSystem.Types.WeightProperty< bool >](#)

- [WeightProperty](#) ()
Do not use this default constructor.
- [WeightProperty](#) (T value, float weight)
Creates a new instance of the WeightProperty class with the specified value and weight.

Additional Inherited Members**Static Public Attributes inherited from [RandomElementsSystem.Types.WeightProperty< bool >](#)**

- const float [DefaultWeight](#)
- const float [MinWeight](#)

Properties inherited from [RandomElementsSystem.Types.WeightProperty< bool >](#)

- float [Weight](#) [get]
- T [Value](#) [get]

6.53.1 Constructor & Destructor Documentation**6.53.1.1 [WeightPropertyBool\(\)](#) [1/2]**

```
RandomElementsSystem.Types.WeightPropertyBool.WeightPropertyBool ( )
```

Do not use this default constructor.

It is used only for serialization.

6.53.1.2 [WeightPropertyBool\(\)](#) [2/2]

```
RandomElementsSystem.Types.WeightPropertyBool.WeightPropertyBool (
    bool value,
    float weight )
```

Creates a new instance of WeightPropertyBool.

Parameters

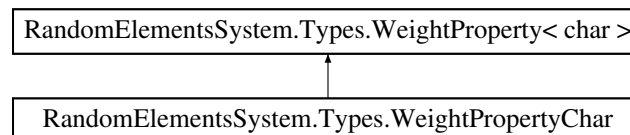
<i>value</i>	True/False value
<i>weight</i>	Weight of value

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Main/↔
Weight/WeightPropertyBool.cs

6.54 RandomElementsSystem.Types.WeightPropertyChar Class Reference

Inheritance diagram for RandomElementsSystem.Types.WeightPropertyChar:



Public Member Functions

- [WeightPropertyChar](#) ()
Do not use this default constructor.
- [WeightPropertyChar](#) (char value, float weight)
Creates a new instance of WeightPropertyChar.

Public Member Functions inherited from [RandomElementsSystem.Types.WeightProperty< char >](#)

- [WeightProperty](#) ()
Do not use this default constructor.
- [WeightProperty](#) (T value, float weight)
Creates a new instance of the WeightProperty class with the specified value and weight.

Additional Inherited Members

Static Public Attributes inherited from [RandomElementsSystem.Types.WeightProperty< char >](#)

- const float [DefaultWeight](#)
- const float [MinWeight](#)

Properties inherited from [RandomElementsSystem.Types.WeightProperty< char >](#)

- float [Weight](#) [get]
- T [Value](#) [get]

6.54.1 Constructor & Destructor Documentation

6.54.1.1 WeightPropertyChar() [1/2]

```
RandomElementsSystem.Types.WeightPropertyChar.WeightPropertyChar ( )
```

Do not use this default constructor.

It is used only for serialization.

6.54.1.2 WeightPropertyChar() [2/2]

```
RandomElementsSystem.Types.WeightPropertyChar.WeightPropertyChar (
    char value,
    float weight )
```

Creates a new instance of WeightPropertyChar.

Parameters

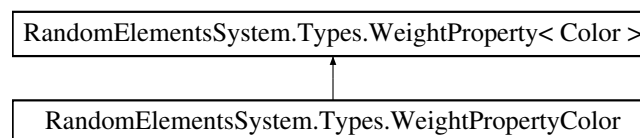
<i>value</i>	char value
<i>weight</i>	Weight of value

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Main/↔
Weight/[WeightPropertyChar.cs](#)

6.55 RandomElementsSystem.Types.WeightPropertyColor Class Reference

Inheritance diagram for RandomElementsSystem.Types.WeightPropertyColor:



Public Member Functions

- [WeightPropertyColor](#) ()
Do not use this default constructor.
- [WeightPropertyColor](#) (Color value, float weight)
Creates a new instance of WeightPropertyColor.

Public Member Functions inherited from [RandomElementsSystem.Types.WeightProperty< Color >](#)

- [WeightProperty](#) ()
Do not use this default constructor.
- [WeightProperty](#) (T value, float weight)
Creates a new instance of the WeightProperty class with the specified value and weight.

Additional Inherited Members

Static Public Attributes inherited from [RandomElementsSystem.Types.WeightProperty< Color >](#)

- const float [DefaultWeight](#)
- const float [MinWeight](#)

Properties inherited from [RandomElementsSystem.Types.WeightProperty< Color >](#)

- float [Weight](#) [get]
- T [Value](#) [get]

6.55.1 Constructor & Destructor Documentation

6.55.1.1 [WeightPropertyColor\(\)](#) [1/2]

```
RandomElementsSystem.Types.WeightPropertyColor.WeightPropertyColor ( )
```

Do not use this default constructor.

It is used only for serialization.

6.55.1.2 [WeightPropertyColor\(\)](#) [2/2]

```
RandomElementsSystem.Types.WeightPropertyColor.WeightPropertyColor (
    Color value,
    float weight )
```

Creates a new instance of [WeightPropertyColor](#).

Parameters

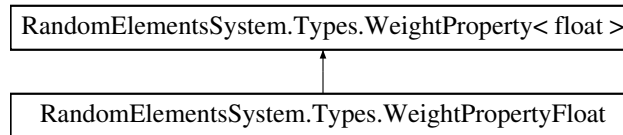
<i>value</i>	Color value
<i>weight</i>	Weight of value

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Main/↔
Weight/[WeightPropertyColor.cs](#)

6.56 RandomElementsSystem.Types.WeightPropertyFloat Class Reference

Inheritance diagram for RandomElementsSystem.Types.WeightPropertyFloat:



Public Member Functions

- [WeightPropertyFloat](#) ()
Do not use this default constructor.
- [WeightPropertyFloat](#) (float value, float weight)
Creates a new instance of WeightPropertyFloat.

Public Member Functions inherited from [RandomElementsSystem.Types.WeightProperty< float >](#)

- [WeightProperty](#) ()
Do not use this default constructor.
- [WeightProperty](#) (T value, float weight)
Creates a new instance of the WeightProperty class with the specified value and weight.

Additional Inherited Members

Static Public Attributes inherited from [RandomElementsSystem.Types.WeightProperty< float >](#)

- const float [DefaultWeight](#)
- const float [MinWeight](#)

Properties inherited from [RandomElementsSystem.Types.WeightProperty< float >](#)

- float [Weight](#) [get]
- T [Value](#) [get]

6.56.1 Constructor & Destructor Documentation

6.56.1.1 WeightPropertyFloat() [1/2]

```
RandomElementsSystem.Types.WeightPropertyFloat.WeightPropertyFloat ( )
```

Do not use this default constructor.

It is used only for serialization.

6.56.1.2 WeightPropertyFloat() [2/2]

```
RandomElementsSystem.Types.WeightPropertyFloat.WeightPropertyFloat (
    float value,
    float weight )
```

Creates a new instance of WeightPropertyFloat.

Parameters

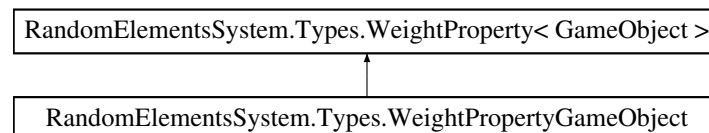
<i>value</i>	float value
<i>weight</i>	Weight of value

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Main/↔
Weight/[WeightPropertyFloat.cs](#)

6.57 RandomElementsSystem.Types.WeightPropertyGameObject Class Reference

Inheritance diagram for RandomElementsSystem.Types.WeightPropertyGameObject:



Public Member Functions

- [WeightPropertyGameObject](#) ()
Do not use this default constructor.
- [WeightPropertyGameObject](#) (GameObject value, float weight)

Public Member Functions inherited from [RandomElementsSystem.Types.WeightProperty< GameObject >](#)

- [WeightProperty](#) ()
Do not use this default constructor.
- [WeightProperty](#) (T value, float weight)
Creates a new instance of the WeightProperty class with the specified value and weight.

Additional Inherited Members

Static Public Attributes inherited from [RandomElementsSystem.Types.WeightProperty< GameObject >](#)

- const float [DefaultWeight](#)
- const float [MinWeight](#)

Properties inherited from**RandomElementsSystem.Types.WeightProperty< GameObject >**

- float [Weight](#) [get]
- T [Value](#) [get]

6.57.1 Constructor & Destructor Documentation**6.57.1.1 WeightPropertyGameObject() [1/2]**

```
RandomElementsSystem.Types.WeightPropertyGameObject.WeightPropertyGameObject ( )
```

Do not use this default constructor.

It is used only for serialization.

6.57.1.2 WeightPropertyGameObject() [2/2]

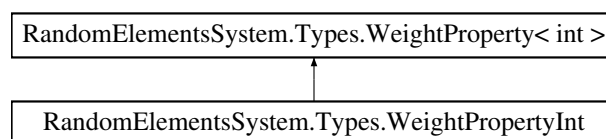
```
RandomElementsSystem.Types.WeightPropertyGameObject.WeightPropertyGameObject (
    GameObject value,
    float weight )
```

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Main/↔
Weight/[WeightPropertyGameObject.cs](#)

6.58 RandomElementsSystem.Types.WeightPropertyInt Class Reference

Inheritance diagram for RandomElementsSystem.Types.WeightPropertyInt:

**Public Member Functions**

- [WeightPropertyInt](#) ()
Do not use this default constructor.
- [WeightPropertyInt](#) (int value, float weight)
Creates a new instance of WeightPropertyInt.

Public Member Functions inherited from [RandomElementsSystem.Types.WeightProperty< int >](#)

- [WeightProperty](#) ()
Do not use this default constructor.
- [WeightProperty](#) (T value, float weight)
Creates a new instance of the WeightProperty class with the specified value and weight.

Additional Inherited Members

Static Public Attributes inherited from [RandomElementsSystem.Types.WeightProperty< int >](#)

- const float [DefaultWeight](#)
- const float [MinWeight](#)

Properties inherited from [RandomElementsSystem.Types.WeightProperty< int >](#)

- float [Weight](#) [get]
- T [Value](#) [get]

6.58.1 Constructor & Destructor Documentation

6.58.1.1 [WeightPropertyInt\(\)](#) [1/2]

```
RandomElementsSystem.Types.WeightPropertyInt.WeightPropertyInt ( )
```

Do not use this default constructor.

It is used only for serialization.

6.58.1.2 [WeightPropertyInt\(\)](#) [2/2]

```
RandomElementsSystem.Types.WeightPropertyInt.WeightPropertyInt (
    int value,
    float weight )
```

Creates a new instance of WeightPropertyInt.

Parameters

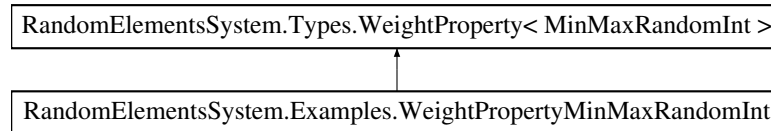
<i>value</i>	int value
<i>weight</i>	Weight of value

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Main/↔
Weight/[WeightPropertyInt.cs](#)

6.59 RandomElementsSystem.Examples.WeightPropertyMinMaxRandomInt Class Reference

Inheritance diagram for RandomElementsSystem.Examples.WeightPropertyMinMaxRandomInt:



Public Member Functions

- [WeightPropertyMinMaxRandomInt \(\)](#)
Do not use this default constructor.
- [WeightPropertyMinMaxRandomInt \(MinMaxRandomInt value, float weight\)](#)

Public Member Functions inherited from

[RandomElementsSystem.Types.WeightProperty< MinMaxRandomInt >](#)

- [WeightProperty \(\)](#)
Do not use this default constructor.
- [WeightProperty \(T value, float weight\)](#)
Creates a new instance of the WeightProperty class with the specified value and weight.

Additional Inherited Members

Static Public Attributes inherited from

[RandomElementsSystem.Types.WeightProperty< MinMaxRandomInt >](#)

- const float [DefaultWeight](#)
- const float [MinWeight](#)

Properties inherited from

[RandomElementsSystem.Types.WeightProperty< MinMaxRandomInt >](#)

- float [Weight](#) [get]
- T [Value](#) [get]

6.59.1 Constructor & Destructor Documentation

6.59.1.1 WeightPropertyMinMaxRandomInt() [1/2]

```
RandomElementsSystem.Examples.WeightPropertyMinMaxRandomInt.WeightPropertyMinMaxRandomInt ( )
```

Do not use this default constructor.

It is used only for serialization.

6.59.1.2 WeightPropertyMinMaxRandomInt() [2/2]

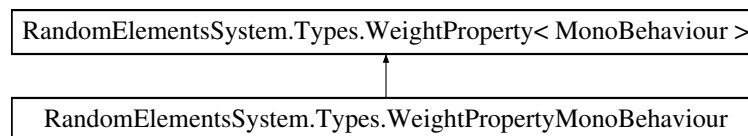
```
RandomElementsSystem.Examples.WeightPropertyMinMaxRandomInt.WeightPropertyMinMaxRandomInt (
    MinMaxRandomInt value,
    float weight )
```

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Examples/CompositionExample/Scripts/[WeightPropertyMinMaxRandomInt.cs](#)

6.60 RandomElementsSystem.Types.WeightPropertyMonoBehaviour Class Reference

Inheritance diagram for RandomElementsSystem.Types.WeightPropertyMonoBehaviour:



Public Member Functions

- [WeightPropertyMonoBehaviour \(\)](#)
Do not use this default constructor.
- [WeightPropertyMonoBehaviour \(MonoBehaviour value, float weight\)](#)
Creates a new instance of WeightPropertyMonoBehaviour.

Public Member Functions inherited from [RandomElementsSystem.Types.WeightProperty< MonoBehaviour >](#)

- [WeightProperty \(\)](#)
Do not use this default constructor.
- [WeightProperty \(T value, float weight\)](#)
Creates a new instance of the WeightProperty class with the specified value and weight.

Additional Inherited Members

Static Public Attributes inherited from [RandomElementsSystem.Types.WeightProperty< MonoBehaviour >](#)

- const float [DefaultWeight](#)
- const float [MinWeight](#)

Properties inherited from**RandomElementsSystem.Types.WeightProperty< MonoBehaviour >**

- float **Weight** [get]
- T **Value** [get]

6.60.1 Constructor & Destructor Documentation**6.60.1.1 WeightPropertyMonoBehaviour() [1/2]**

```
RandomElementsSystem.Types.WeightPropertyMonoBehaviour.WeightPropertyMonoBehaviour ( )
```

Do not use this default constructor.

It is used only for serialization.

6.60.1.2 WeightPropertyMonoBehaviour() [2/2]

```
RandomElementsSystem.Types.WeightPropertyMonoBehaviour.WeightPropertyMonoBehaviour (
    MonoBehaviour value,
    float weight )
```

Creates a new instance of WeightPropertyMonoBehaviour.

Parameters

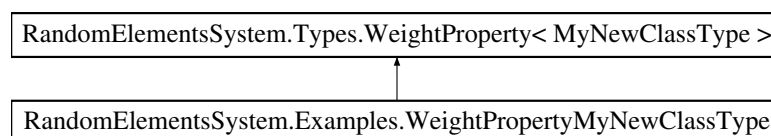
<i>value</i>	MonoBehaviour value
<i>weight</i>	Weight of value

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Main/↔
Weight/WeightPropertyMonoBehaviour.cs

6.61 RandomElementsSystem.Examples.WeightPropertyMyNewClassType Class Reference↔

Inheritance diagram for RandomElementsSystem.Examples.WeightPropertyMyNewClassType:



Public Member Functions

- [WeightPropertyMyNewClassType](#) ()
Do not use this default constructor.
- [WeightPropertyMyNewClassType](#) ([MyNewClassType](#) value, float weight)

Public Member Functions inherited from [RandomElementsSystem.Types.WeightProperty< MyNewClassType >](#)

- [WeightProperty](#) ()
Do not use this default constructor.
- [WeightProperty](#) (T value, float weight)
Creates a new instance of the WeightProperty class with the specified value and weight.

Additional Inherited Members

Static Public Attributes inherited from [RandomElementsSystem.Types.WeightProperty< MyNewClassType >](#)

- const float [DefaultWeight](#)
- const float [MinWeight](#)

Properties inherited from [RandomElementsSystem.Types.WeightProperty< MyNewClassType >](#)

- float [Weight](#) [get]
- T [Value](#) [get]

6.61.1 Constructor & Destructor Documentation

6.61.1.1 [WeightPropertyMyNewClassType](#)() [1/2]

```
RandomElementsSystem.Examples.WeightPropertyMyNewClassType.WeightPropertyMyNewClassType ( )
```

Do not use this default constructor.

It is used only for serialization.

6.61.1.2 [WeightPropertyMyNewClassType](#)() [2/2]

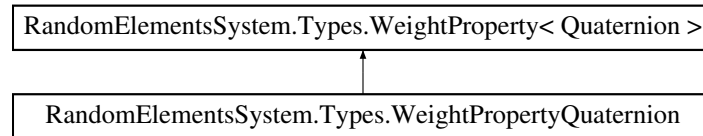
```
RandomElementsSystem.Examples.WeightPropertyMyNewClassType.WeightPropertyMyNewClassType (
    MyNewClassType value,
    float weight )
```

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Examples/New↔
TypesExample/Scripts/MyNewClassType/[WeightPropertyMyNewClassType.cs](#)

6.62 RandomElementsSystem.Types.WeightPropertyQuaternion Class Reference

Inheritance diagram for RandomElementsSystem.Types.WeightPropertyQuaternion:



Public Member Functions

- [WeightPropertyQuaternion](#) ()
Do not use this default constructor.
- [WeightPropertyQuaternion](#) (Quaternion value, float weight)
Creates a new instance of WeightPropertyQuaternion.

Public Member Functions inherited from

[RandomElementsSystem.Types.WeightProperty< Quaternion >](#)

- [WeightProperty](#) ()
Do not use this default constructor.
- [WeightProperty](#) (T value, float weight)
Creates a new instance of the WeightProperty class with the specified value and weight.

Additional Inherited Members

Static Public Attributes inherited from

[RandomElementsSystem.Types.WeightProperty< Quaternion >](#)

- const float [DefaultWeight](#)
- const float [MinWeight](#)

Properties inherited from

[RandomElementsSystem.Types.WeightProperty< Quaternion >](#)

- float [Weight](#) [get]
- T [Value](#) [get]

6.62.1 Constructor & Destructor Documentation

6.62.1.1 WeightPropertyQuaternion() [1/2]

`RandomElementsSystem.Types.WeightPropertyQuaternion.WeightPropertyQuaternion ()`

Do not use this default constructor.

It is used only for serialization.

6.62.1.2 WeightPropertyQuaternion() [2/2]

```
RandomElementsSystem.Types.WeightPropertyQuaternion.WeightPropertyQuaternion (
    Quaternion value,
    float weight )
```

Creates a new instance of WeightPropertyQuaternion.

Parameters

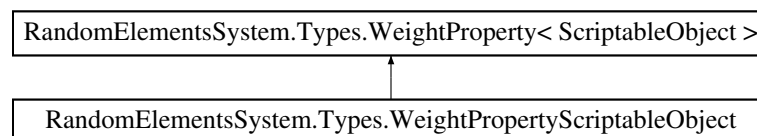
<i>value</i>	Quaternion value
<i>weight</i>	Weight of value

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Main/↵
Weight/[WeightPropertyQuaternion.cs](#)

6.63 RandomElementsSystem.Types.WeightPropertyScriptableObject Class Reference

Inheritance diagram for RandomElementsSystem.Types.WeightPropertyScriptableObject:



Public Member Functions

- [WeightPropertyScriptableObject](#) ()
Do not use this default constructor.
- [WeightPropertyScriptableObject](#) (ScriptableObject value, float weight)
Creates a new instance of WeightPropertyScriptableObject.

Public Member Functions inherited from [RandomElementsSystem.Types.WeightProperty<ScriptableObject>](#)

- [WeightProperty](#) ()
Do not use this default constructor.
- [WeightProperty](#) (T value, float weight)
Creates a new instance of the WeightProperty class with the specified value and weight.

Additional Inherited Members

Static Public Attributes inherited from

[RandomElementsSystem.Types.WeightProperty](#)< [ScriptableObject](#) >

- const float [DefaultWeight](#)
- const float [MinWeight](#)

Properties inherited from

[RandomElementsSystem.Types.WeightProperty](#)< [ScriptableObject](#) >

- float [Weight](#) [get]
- T [Value](#) [get]

6.63.1 Constructor & Destructor Documentation

6.63.1.1 [WeightPropertyScriptableObject\(\)](#) [1/2]

```
RandomElementsSystem.Types.WeightPropertyScriptableObject.WeightPropertyScriptableObject ( )
```

Do not use this default constructor.

It is used only for serialization.

6.63.1.2 [WeightPropertyScriptableObject\(\)](#) [2/2]

```
RandomElementsSystem.Types.WeightPropertyScriptableObject.WeightPropertyScriptableObject (
    ScriptableObject value,
    float weight )
```

Creates a new instance of [WeightPropertyScriptableObject](#).

Parameters

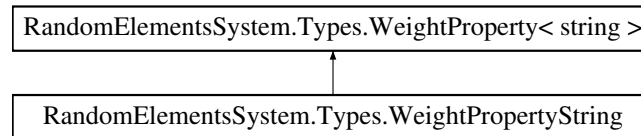
<i>value</i>	ScriptableObject value
<i>weight</i>	Weight of value

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Main/↔
Weight/[WeightPropertyScriptableObject.cs](#)

6.64 RandomElementsSystem.Types.WeightPropertyString Class Reference

Inheritance diagram for [RandomElementsSystem.Types.WeightPropertyString](#):



Public Member Functions

- [WeightPropertyString](#) ()
Do not use this default constructor.
- [WeightPropertyString](#) (string value, float weight)
Creates a new instance of WeightPropertyString.

Public Member Functions inherited from [RandomElementsSystem.Types.WeightProperty< string >](#)

- [WeightProperty](#) ()
Do not use this default constructor.
- [WeightProperty](#) (T value, float weight)
Creates a new instance of the WeightProperty class with the specified value and weight.

Additional Inherited Members

Static Public Attributes inherited from [RandomElementsSystem.Types.WeightProperty< string >](#)

- const float [DefaultWeight](#)
- const float [MinWeight](#)

Properties inherited from [RandomElementsSystem.Types.WeightProperty< string >](#)

- float [Weight](#) [get]
- T [Value](#) [get]

6.64.1 Constructor & Destructor Documentation

6.64.1.1 [WeightPropertyString](#)() [1/2]

`RandomElementsSystem.Types.WeightPropertyString.WeightPropertyString ()`

Do not use this default constructor.

It is used only for serialization.

6.64.1.2 [WeightPropertyString](#)() [2/2]

`RandomElementsSystem.Types.WeightPropertyString.WeightPropertyString (`
 string value,
 float weight)

Creates a new instance of WeightPropertyString.

Parameters

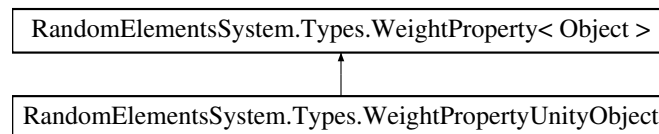
<i>value</i>	string value
<i>weight</i>	Weight of value

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Main/↵↵
Weight/WeightPropertyString.cs

6.65 RandomElementsSystem.Types.WeightPropertyUnityObject Class Reference

Inheritance diagram for RandomElementsSystem.Types.WeightPropertyUnityObject:



Public Member Functions

- [WeightPropertyUnityObject](#) ()
Do not use this default constructor.
- [WeightPropertyUnityObject](#) ([Object](#) value, float weight)
Creates a new instance of WeightPropertyUnityObject.

Public Member Functions inherited from [RandomElementsSystem.Types.WeightProperty< Object >](#)

- [WeightProperty](#) ()
Do not use this default constructor.
- [WeightProperty](#) (T value, float weight)
Creates a new instance of the WeightProperty class with the specified value and weight.

Additional Inherited Members

Static Public Attributes inherited from [RandomElementsSystem.Types.WeightProperty< Object >](#)

- const float [DefaultWeight](#)
- const float [MinWeight](#)

Properties inherited from [RandomElementsSystem.Types.WeightProperty< Object >](#)

- float [Weight](#) [get]
- T [Value](#) [get]

6.65.1 Constructor & Destructor Documentation

6.65.1.1 [WeightPropertyUnityObject\(\)](#) [1/2]

```
RandomElementsSystem.Types.WeightPropertyUnityObject.WeightPropertyUnityObject ( )
```

Do not use this default constructor.

It is used only for serialization.

6.65.1.2 [WeightPropertyUnityObject\(\)](#) [2/2]

```
RandomElementsSystem.Types.WeightPropertyUnityObject.WeightPropertyUnityObject (
    Object value,
    float weight )
```

Creates a new instance of [WeightPropertyUnityObject](#).

Parameters

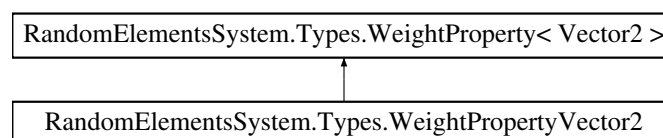
<i>value</i>	UnityEngine.Object value
<i>weight</i>	Weight of value

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Main/↔
Weight/[WeightPropertyUnityObject.cs](#)

6.66 [RandomElementsSystem.Types.WeightPropertyVector2](#) Class Reference

Inheritance diagram for [RandomElementsSystem.Types.WeightPropertyVector2](#):



Public Member Functions

- [WeightPropertyVector2](#) ()
Do not use this default constructor.
- [WeightPropertyVector2](#) (Vector2 value, float weight)
Creates a new instance of [WeightPropertyVector2](#).

Public Member Functions inherited from [RandomElementsSystem.Types.WeightProperty< Vector2 >](#)

- [WeightProperty](#) ()
Do not use this default constructor.
- [WeightProperty](#) (T value, float weight)
Creates a new instance of the WeightProperty class with the specified value and weight.

Additional Inherited Members

Static Public Attributes inherited from [RandomElementsSystem.Types.WeightProperty< Vector2 >](#)

- const float [DefaultWeight](#)
- const float [MinWeight](#)

Properties inherited from [RandomElementsSystem.Types.WeightProperty< Vector2 >](#)

- float [Weight](#) [get]
- T [Value](#) [get]

6.66.1 Constructor & Destructor Documentation

6.66.1.1 WeightPropertyVector2() [1/2]

```
RandomElementsSystem.Types.WeightPropertyVector2.WeightPropertyVector2 ( )
```

Do not use this default constructor.

It is used only for serialization.

6.66.1.2 WeightPropertyVector2() [2/2]

```
RandomElementsSystem.Types.WeightPropertyVector2.WeightPropertyVector2 (
    Vector2 value,
    float weight )
```

Creates a new instance of WeightPropertyVector2.

Parameters

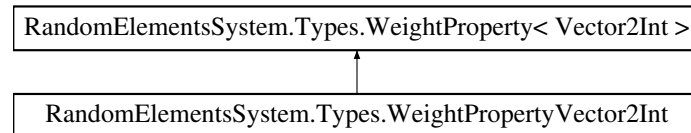
<i>value</i>	Vector2 value
<i>weight</i>	Weight of value

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Main/↔
Weight/[WeightPropertyVector2.cs](#)

6.67 RandomElementsSystem.Types.WeightPropertyVector2Int Class Reference

Inheritance diagram for RandomElementsSystem.Types.WeightPropertyVector2Int:



Public Member Functions

- [WeightPropertyVector2Int \(\)](#)
Do not use this default constructor.
- [WeightPropertyVector2Int \(Vector2Int value, float weight\)](#)
Creates a new instance of WeightPropertyVector2Int.

Public Member Functions inherited from [RandomElementsSystem.Types.WeightProperty< Vector2Int >](#)

- [WeightProperty \(\)](#)
Do not use this default constructor.
- [WeightProperty \(T value, float weight\)](#)
Creates a new instance of the WeightProperty class with the specified value and weight.

Additional Inherited Members

Static Public Attributes inherited from [RandomElementsSystem.Types.WeightProperty< Vector2Int >](#)

- const float [DefaultWeight](#)
- const float [MinWeight](#)

Properties inherited from [RandomElementsSystem.Types.WeightProperty< Vector2Int >](#)

- float [Weight](#) [get]
- T [Value](#) [get]

6.67.1 Constructor & Destructor Documentation

6.67.1.1 WeightPropertyVector2Int() [1/2]

```
RandomElementsSystem.Types.WeightPropertyVector2Int.WeightPropertyVector2Int ( )
```

Do not use this default constructor.

It is used only for serialization.

6.67.1.2 WeightPropertyVector2Int() [2/2]

```
RandomElementsSystem.Types.WeightPropertyVector2Int.WeightPropertyVector2Int (
    Vector2Int value,
    float weight )
```

Creates a new instance of WeightPropertyVector2Int.

Parameters

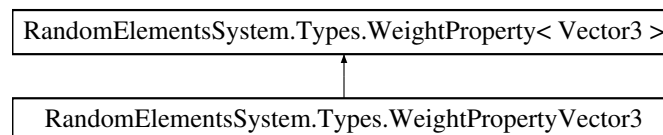
<i>value</i>	Vector2Int value
<i>weight</i>	Weight of value

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Main/↔
Weight/WeightPropertyVector2Int.cs

6.68 RandomElementsSystem.Types.WeightPropertyVector3 Class Reference

Inheritance diagram for RandomElementsSystem.Types.WeightPropertyVector3:



Public Member Functions

- [WeightPropertyVector3 \(\)](#)
Do not use this default constructor.
- [WeightPropertyVector3 \(Vector3 value, float weight\)](#)
Creates a new instance of WeightPropertyVector3.

Public Member Functions inherited from [RandomElementsSystem.Types.WeightProperty< Vector3 >](#)

- [WeightProperty \(\)](#)
Do not use this default constructor.
- [WeightProperty \(T value, float weight\)](#)
Creates a new instance of the WeightProperty class with the specified value and weight.

Additional Inherited Members

Static Public Attributes inherited from [RandomElementsSystem.Types.WeightProperty< Vector3 >](#)

- const float [DefaultWeight](#)
- const float [MinWeight](#)

Properties inherited from [RandomElementsSystem.Types.WeightProperty< Vector3 >](#)

- float [Weight](#) [get]
- T [Value](#) [get]

6.68.1 Constructor & Destructor Documentation

6.68.1.1 [WeightPropertyVector3\(\)](#) [1/2]

```
RandomElementsSystem.Types.WeightPropertyVector3.WeightPropertyVector3 ( )
```

Do not use this default constructor.

It is used only for serialization.

6.68.1.2 [WeightPropertyVector3\(\)](#) [2/2]

```
RandomElementsSystem.Types.WeightPropertyVector3.WeightPropertyVector3 (
    Vector3 value,
    float weight )
```

Creates a new instance of [WeightPropertyVector3](#).

Parameters

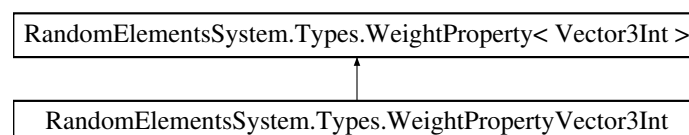
<i>value</i>	Vector3 value
<i>weight</i>	Weight of value

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Main/↔
Weight/[WeightPropertyVector3.cs](#)

6.69 [RandomElementsSystem.Types.WeightPropertyVector3Int](#) Class Reference

Inheritance diagram for [RandomElementsSystem.Types.WeightPropertyVector3Int](#):



Public Member Functions

- [WeightPropertyVector3Int](#) ()
Do not use this default constructor.
- [WeightPropertyVector3Int](#) (Vector3Int value, float weight)
Creates a new instance of [WeightPropertyVector3Int](#).

Public Member Functions inherited from [RandomElementsSystem.Types.WeightProperty< Vector3Int >](#)

- [WeightProperty](#) ()
Do not use this default constructor.
- [WeightProperty](#) (T value, float weight)
Creates a new instance of the WeightProperty class with the specified value and weight.

Additional Inherited Members

Static Public Attributes inherited from [RandomElementsSystem.Types.WeightProperty< Vector3Int >](#)

- const float [DefaultWeight](#)
- const float [MinWeight](#)

Properties inherited from [RandomElementsSystem.Types.WeightProperty< Vector3Int >](#)

- float [Weight](#) [get]
- T [Value](#) [get]

6.69.1 Constructor & Destructor Documentation

6.69.1.1 [WeightPropertyVector3Int\(\)](#) [1/2]

```
RandomElementsSystem.Types.WeightPropertyVector3Int.WeightPropertyVector3Int ( )
```

Do not use this default constructor.

It is used only for serialization.

6.69.1.2 [WeightPropertyVector3Int\(\)](#) [2/2]

```
RandomElementsSystem.Types.WeightPropertyVector3Int.WeightPropertyVector3Int (
    Vector3Int value,
    float weight )
```

Creates a new instance of [WeightPropertyVector3Int](#).

Parameters

<i>value</i>	Vector3Int value
<i>weight</i>	Weight of value

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Main/↵
[Weight/WeightPropertyVector3Int.cs](#)

Chapter 7

File Documentation

7.1 [V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Editor/RandomClassGenerator.cs](#) File Reference

7.2 [V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Editor/SelectiveRandomWeightPropertyBasePropertyDrawer.cs](#) File Reference

7.3 [V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Examples/CompareWithDefaultApproachExample/Scripts/CompareWithDefaultApproachExample1.cs](#) File Reference

Classes

- class [RandomElementsSystem.Examples.CompareWithDefaultApproachExample1](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Examples](#)

Typedefs

- using [Random](#) = UnityEngine.Random

7.3.1 Typedef Documentation

7.3.1.1 Random

```
using Random = UnityEngine.Random
```

7.4 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Examples/CompareWithDefaultApproachExample/Scripts/CompareWithDefaultApproachExample4.cs File Reference

Classes

- class [RandomElementsSystem.Examples.CompareWithDefaultApproachExample4](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Examples](#)

Typedefs

- using [Random](#) = UnityEngine.Random

7.4.1 Typedef Documentation

7.4.1.1 Random

using [Random](#) = UnityEngine.Random

7.5 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Examples/CompareWithDefaultApproachExample/Scripts/DefaultApproachExample2.cs File Reference

Classes

- class [RandomElementsSystem.Examples.DefaultApproachExample2](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Examples](#)

Typedefs

- using [Random](#) = UnityEngine.Random

7.5.1 Typedef Documentation

7.5.1.1 Random

```
using Random = UnityEngine.Random
```

7.6 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Examples/CompareWithDefaultApproachExample/Scripts/DefaultApproachExample3.cs File Reference

Classes

- class [RandomElementsSystem.Examples.DefaultApproachExample3](#)
- class [RandomElementsSystem.Examples.DefaultApproachExample3.WeightedData](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Examples](#)

Typedefs

- using [Random](#) = [UnityEngine.Random](#)

7.6.1 Typedef Documentation

7.6.1.1 Random

```
using Random = UnityEngine.Random
```

7.7 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Examples/CompareWithDefaultApproachExample/Scripts/RandomElementsSystemExample2.cs File Reference

Classes

- class [RandomElementsSystem.Examples.RandomElementsSystemExample2](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Examples](#)

7.8 [V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Examples/CompareWithDefaultApproachExample/Scripts/RandomElementsSystemExample3.cs](#) File Reference

Classes

- class [RandomElementsSystem.Examples.RandomElementsSystemExample3](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Examples](#)

7.9 [V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Examples/CompositionExample/Scripts/CompositionExample.cs](#) File Reference

Classes

- class [RandomElementsSystem.Examples.CompositionExample](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Examples](#)

7.10 [V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Examples/CompositionExample/Scripts/SelectiveRandomWeightMinMaxRandomInt.cs](#) File Reference

Classes

- class [RandomElementsSystem.Examples.SelectiveRandomWeightMinMaxRandomInt](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Examples](#)

7.11 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Examples/CompositionExample/Scripts/WeightPropertyMinMaxRandomInt.cs File Reference

Classes

- class [RandomElementsSystem.Examples.WeightPropertyMinMaxRandomInt](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Examples](#)

7.12 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Examples/CreateNewTypeAtRuntimeExample/Scripts/CreateNewTypeAtRuntimeExample.cs File Reference

Classes

- class [RandomElementsSystem.Examples.CreateNewTypeAtRuntimeExample](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Examples](#)

7.13 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Examples/GeneralExample/Scripts/GeneralExample.cs File Reference

Classes

- class [RandomElementsSystem.Examples.GeneralExample](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Examples](#)

7.14 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Examples/InitializeAtRuntimeExample/Scripts/InitializeAtRuntimeExample.cs File Reference

Classes

- class [RandomElementsSystem.Examples.InitializeAtRuntimeExample](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Examples](#)

7.15 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Examples/MinMaxExample/Scripts/MinMaxExample.cs File Reference

Classes

- class [RandomElementsSystem.Examples.MinMaxExample](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Examples](#)

7.16 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Examples/NewTypesExample/Scripts/MinMaxRandomColorImmutableAlpha/MinMaxRandomColorImmutableAlpha.cs File Reference

Classes

- class [RandomElementsSystem.Examples.MinMaxRandomColorImmutableAlpha](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Examples](#)

Typedefs

- using [Random](#) = UnityEngine.Random

7.16.1 Typedef Documentation

7.16.1.1 Random

```
using Random = UnityEngine.Random
```

7.17 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/Random↔ ElementsSystemDomain/Examples/NewTypesExample/Scripts/My↔ NewClassType/MyNewClassType.cs File Reference

Classes

- class [RandomElementsSystem.Examples.MyNewClassType](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Examples](#)

7.18 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/Random↔ ElementsSystemDomain/Examples/NewTypesExample/Scripts/My↔ NewClassType/SelectiveRandomWeightMyNewClassType.cs File Reference

Classes

- class [RandomElementsSystem.Examples.SelectiveRandomWeightMyNewClassType](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Examples](#)

7.19 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/Random↔ ElementsSystemDomain/Examples/NewTypesExample/Scripts/My↔ NewClassType/WeightPropertyMyNewClassType.cs File Reference

Classes

- class [RandomElementsSystem.Examples.WeightPropertyMyNewClassType](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Examples](#)

7.20 [V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Examples/NewTypesExample/Scripts/MyNewEnumType/MyNewEnumType.cs](#) File Reference

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Examples](#)

Enumerations

- enum [RandomElementsSystem.Examples.MyNewEnumType](#) {
 [RandomElementsSystem.Examples.First](#) , [RandomElementsSystem.Examples.Second](#) , [RandomElementsSystem.Examples.Third](#) ,
 [RandomElementsSystem.Examples.Fourth](#) ,
 [RandomElementsSystem.Examples.Fifth](#) }

7.21 [V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Examples/NewTypesExample/Scripts/MyNewEnumType/RandomMyNewEnumType.cs](#) File Reference

Classes

- class [RandomElementsSystem.Examples.RandomMyNewEnumType](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Examples](#)

7.22 [V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Examples/NewTypesExample/Scripts/NewTypesExample.cs](#) File Reference

Classes

- class [RandomElementsSystem.Examples.NewTypesExample](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Examples](#)

7.23 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/Random↵ ElementsSystemDomain/Examples/OnGeneratedEventExample/↵ Scripts/OnGeneratedEventExample.cs File Reference

Classes

- class [RandomElementsSystem.Examples.OnGeneratedEventExample](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Examples](#)

7.24 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/Random↵ ElementsSystemDomain/Examples/PercentageExample/Scripts/↵ PercentageExample.cs File Reference

Classes

- class [RandomElementsSystem.Examples.PercentageExample](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Examples](#)

7.25 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/Random↵ ElementsSystemDomain/Examples/SelectiveExample/Scripts/↵ SelectiveExample.cs File Reference

Classes

- class [RandomElementsSystem.Examples.SelectiveExample](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Examples](#)

7.26 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Main/MinMaxRandomProperty.cs File Reference

Classes

- class [RandomElementsSystem.Types.MinMaxRandomProperty< T >](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Types](#)

7.27 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Main/RandomEnumProperty.cs File Reference

Classes

- class [RandomElementsSystem.Types.RandomEnumProperty< T >](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Types](#)

Typedefs

- using [Random](#) = UnityEngine.Random

7.27.1 Typedef Documentation

7.27.1.1 Random

```
using Random = UnityEngine.Random
```

7.28 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Main/RandomPropertyBase.cs File Reference

Classes

- class [RandomElementsSystem.Types.RandomPropertyBase< T >](#)
Main base class for all random properties.

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Types](#)

7.29 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/Random↵↵ ElementsSystemDomain/Scripts/Main/RandomString.cs File Reference

Classes

- class [RandomElementsSystem.Types.RandomString](#)
Helper class for generating random strings.

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Types](#)

Typedefs

- using [Random](#) = UnityEngine.Random

7.29.1 Typedef Documentation

7.29.1.1 Random

using [Random](#) = UnityEngine.Random

7.30 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/Random↵↵ ElementsSystemDomain/Scripts/Main/SelectiveRandomWeight↵↵ PropertyBase.cs File Reference

Classes

- class [RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< T, V >](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Types](#)

Typedefs

- using [Random](#) = UnityEngine.Random

7.30.1 Typedef Documentation

7.30.1.1 Random

```
using Random = UnityEngine.Random
```

7.31 [V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Main/Weight/WeightProperty.cs](#)↵ File Reference

Classes

- class [RandomElementsSystem.Types.WeightProperty< T >](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Types](#)

7.32 [V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Main/Weight/WeightPropertyBool.cs](#)↵ File Reference

Classes

- class [RandomElementsSystem.Types.WeightPropertyBool](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Types](#)

7.33 [V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Main/Weight/WeightPropertyChar.cs](#)↵ File Reference

Classes

- class [RandomElementsSystem.Types.WeightPropertyChar](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Types](#)

7.34 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/Random↵ ElementsSystemDomain/Scripts/Main/Weight/WeightProperty↵ Color.cs File Reference

Classes

- class [RandomElementsSystem.Types.WeightPropertyColor](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Types](#)

7.35 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/Random↵ ElementsSystemDomain/Scripts/Main/Weight/WeightProperty↵ Float.cs File Reference

Classes

- class [RandomElementsSystem.Types.WeightPropertyFloat](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Types](#)

7.36 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/Random↵ ElementsSystemDomain/Scripts/Main/Weight/WeightProperty↵ GameObject.cs File Reference

Classes

- class [RandomElementsSystem.Types.WeightPropertyGameObject](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Types](#)

7.37 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Main/Weight/WeightPropertyInt.cs File Reference

Classes

- class [RandomElementsSystem.Types.WeightPropertyInt](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Types](#)

7.38 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Main/Weight/WeightPropertyMonoBehaviour.cs File Reference

Classes

- class [RandomElementsSystem.Types.WeightPropertyMonoBehaviour](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Types](#)

7.39 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Main/Weight/WeightPropertyQuaternion.cs File Reference

Classes

- class [RandomElementsSystem.Types.WeightPropertyQuaternion](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Types](#)

7.40 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Main/Weight/WeightPropertyScriptableObject.cs File Reference

Classes

- class [RandomElementsSystem.Types.WeightPropertyScriptableObject](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Types](#)

7.41 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/Random↵ ElementsSystemDomain/Scripts/Main/Weight/WeightProperty↵ String.cs File Reference

Classes

- class [RandomElementsSystem.Types.WeightPropertyString](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Types](#)

7.42 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/Random↵ ElementsSystemDomain/Scripts/Main/Weight/WeightProperty↵ UnityObject.cs File Reference

Classes

- class [RandomElementsSystem.Types.WeightPropertyUnityObject](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Types](#)

Typedefs

- using [Object](#) = UnityEngine.Object

7.42.1 Typedef Documentation

7.42.1.1 Object

```
using Object = UnityEngine.Object
```

7.43 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Main/Weight/WeightPropertyVector2.cs File Reference ↩

Classes

- class [RandomElementsSystem.Types.WeightPropertyVector2](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Types](#)

7.44 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Main/Weight/WeightPropertyVector2Int.cs File Reference ↩

Classes

- class [RandomElementsSystem.Types.WeightPropertyVector2Int](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Types](#)

7.45 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Main/Weight/WeightPropertyVector3.cs File Reference ↩

Classes

- class [RandomElementsSystem.Types.WeightPropertyVector3](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Types](#)

7.46 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Main/Weight/WeightPropertyVector3Int.cs File Reference ↩

Classes

- class [RandomElementsSystem.Types.WeightPropertyVector3Int](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Types](#)

7.47 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Types/MinMax/MinMaxRandomColor.cs File Reference

Classes

- class [RandomElementsSystem.Types.MinMaxRandomColor](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Types](#)

Typedefs

- using [Random](#) = UnityEngine.Random

7.47.1 Typedef Documentation

7.47.1.1 Random

```
using Random = UnityEngine.Random
```

7.48 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Types/MinMax/MinMaxRandomFloat.cs File Reference

Classes

- class [RandomElementsSystem.Types.MinMaxRandomFloat](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Types](#)

Typedefs

- using [Random](#) = UnityEngine.Random

7.48.1 Typedef Documentation

7.48.1.1 Random

```
using Random = UnityEngine.Random
```

7.49 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Types/MinMax/MinMaxRandomInt.cs File Reference

Classes

- class [RandomElementsSystem.Types.MinMaxRandomInt](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Types](#)

Typedefs

- using [Random](#) = UnityEngine.Random

7.49.1 Typedef Documentation

7.49.1.1 Random

```
using Random = UnityEngine.Random
```

7.50 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Types/MinMax/MinMaxRandomQuaternion.cs File Reference

Classes

- class [RandomElementsSystem.Types.MinMaxRandomQuaternion](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Types](#)

Typedefs

- using [Random](#) = UnityEngine.Random

7.50.1 Typedef Documentation

7.50.1.1 Random

```
using Random = UnityEngine.Random
```

7.51 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Types/MinMax/MinMaxRandomVector2.cs File Reference

Classes

- class [RandomElementsSystem.Types.MinMaxRandomVector2](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Types](#)

Typedefs

- using [Random](#) = UnityEngine.Random

7.51.1 Typedef Documentation

7.51.1.1 Random

```
using Random = UnityEngine.Random
```

7.52 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Types/MinMax/MinMaxRandomVector2Int.cs File Reference

Classes

- class [RandomElementsSystem.Types.MinMaxRandomVector2Int](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Types](#)

Typedefs

- using [Random](#) = UnityEngine.Random

7.52.1 Typedef Documentation

7.52.1.1 Random

```
using Random = UnityEngine.Random
```

7.53 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Types/MinMax/MinMaxRandomVector3.cs File Reference ↩

Classes

- class [RandomElementsSystem.Types.MinMaxRandomVector3](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Types](#)

Typedefs

- using [Random](#) = UnityEngine.Random

7.53.1 Typedef Documentation

7.53.1.1 Random

```
using Random = UnityEngine.Random
```

7.54 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Types/MinMax/MinMaxRandomVector3Int.cs File Reference ↩

Classes

- class [RandomElementsSystem.Types.MinMaxRandomVector3Int](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Types](#)

Typedefs

- using [Random](#) = UnityEngine.Random

7.54.1 Typedef Documentation

7.54.1.1 Random

```
using Random = UnityEngine.Random
```

7.55 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Types/RandomBoolProperty.cs File Reference

Classes

- class [RandomElementsSystem.Types.RandomBoolProperty](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Types](#)

Typedefs

- using [Random](#) = UnityEngine.Random

7.55.1 Typedef Documentation

7.55.1.1 Random

```
using Random = UnityEngine.Random
```

7.56 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Types/RandomPercentageProperty.cs File Reference

Classes

- class [RandomElementsSystem.Types.RandomPercentageProperty](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Types](#)

Typedefs

- using [Random](#) = UnityEngine.Random

7.56.1 Typedef Documentation

7.56.1.1 Random

```
using Random = UnityEngine.Random
```

7.57 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Types/RandomStringProperty.cs File Reference

Classes

- class [RandomElementsSystem.Types.RandomStringProperty](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Types](#)

7.58 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Types/Selective/SelectiveRandomWeightChar.cs File Reference

Classes

- class [RandomElementsSystem.Types.SelectiveRandomWeightChar](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Types](#)

7.59 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Types/Selective/SelectiveRandomWeightColor.cs File Reference

Classes

- class [RandomElementsSystem.Types.SelectiveRandomWeightColor](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Types](#)

7.60 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Types/Selective/SelectiveRandomWeightFloat.cs File Reference

Classes

- class [RandomElementsSystem.Types.SelectiveRandomWeightFloat](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Types](#)

7.61 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Types/Selective/SelectiveRandomWeightGameObject.cs File Reference

Classes

- class [RandomElementsSystem.Types.SelectiveRandomWeightGameObject](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Types](#)

7.62 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Types/Selective/SelectiveRandomWeightInt.cs File Reference

Classes

- class [RandomElementsSystem.Types.SelectiveRandomWeightInt](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Types](#)

7.63 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Types/Selective/SelectiveRandomWeightMonoBehaviour.cs File Reference

Classes

- class [RandomElementsSystem.Types.SelectiveRandomWeightMonoBehaviour](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Types](#)

7.64 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Types/Selective/SelectiveRandomWeightQuaternion.cs File Reference

Classes

- class [RandomElementsSystem.Types.SelectiveRandomWeightQuaternion](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Types](#)

7.65 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Types/Selective/SelectiveRandomWeightScriptableObject.cs File Reference

Classes

- class [RandomElementsSystem.Types.SelectiveRandomWeightScriptableObject](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Types](#)

7.66 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Types/Selective/SelectiveRandomWeightString.cs File Reference

Classes

- class [RandomElementsSystem.Types.SelectiveRandomWeightString](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Types](#)

7.67 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Types/Selective/SelectiveRandomWeightUnityObject.cs File Reference

Classes

- class [RandomElementsSystem.Types.SelectiveRandomWeightUnityObject](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Types](#)

Typedefs

- using [Object](#) = UnityEngine.Object

7.67.1 Typedef Documentation

7.67.1.1 Object

```
using Object = UnityEngine.Object
```

7.68 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Types/Selective/SelectiveRandomWeightVector2.cs File Reference

Classes

- class [RandomElementsSystem.Types.SelectiveRandomWeightVector2](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Types](#)

7.69 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Types/Selective/SelectiveRandomWeightVector2Int.cs File Reference↔

Classes

- class [RandomElementsSystem.Types.SelectiveRandomWeightVector2Int](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Types](#)

7.70 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Types/Selective/SelectiveRandomWeightVector3.cs File Reference↔

Classes

- class [RandomElementsSystem.Types.SelectiveRandomWeightVector3](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Types](#)

7.71 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Types/Selective/SelectiveRandomWeightVector3Int.cs File Reference↔

Classes

- class [RandomElementsSystem.Types.SelectiveRandomWeightVector3Int](#)

Namespaces

- namespace [RandomElementsSystem](#)
- namespace [RandomElementsSystem.Types](#)

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