Random Elements System User manual

1.0.1

Chapter 1

Namespace Index

1.1 Package List

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

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

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

Chapter 3

Class Index

3.1 Class List

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

Chapter 4

File Index

4.1 File List

Here is a list of all files with brief descriptions:

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.CompareWithDefaultApproach↩Example1 Class Reference

Inheritance diagram for RandomElementsSystem.Examples.CompareWithDefaultApproachExample1:

```
┌─────────────────────────────────────────────────────────────────────┐
│                         MonoBehaviour                                 │
└─────────────────────────────────────────────────────────────────────┘
                                  ▲
┌─────────────────────────────────────────────────────────────────────┐
│     RandomElementsSystem.Examples.CompareWithDefaultApproachExample1  │
└─────────────────────────────────────────────────────────────────────┘
```
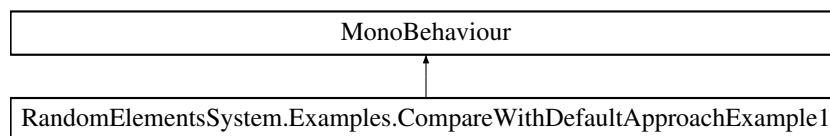
The documentation for this class was generated from the following file:

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Examples/↩
  CompareWithDefaultApproachExample/Scripts/CompareWithDefaultApproachExample1.cs

6.2 RandomElementsSystem.Examples.CompareWithDefaultApproach↩Example4 Class Reference

Inheritance diagram for RandomElementsSystem.Examples.CompareWithDefaultApproachExample4:

```
┌─────────────────────────────────────────────────────────────────────┐
│                         MonoBehaviour                                 │
└─────────────────────────────────────────────────────────────────────┘
                                  ▲
┌─────────────────────────────────────────────────────────────────────┐
│     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:

```
┌─────────────────────────────────────────────────────┐
│                    MonoBehaviour                     │
└─────────────────────────────────────────────────────┘
                          ▲
┌─────────────────────────────────────────────────────┐
│  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.CreateNewTypeAtRuntime↩ Example Class Reference

Inheritance diagram for RandomElementsSystem.Examples.CreateNewTypeAtRuntimeExample:

```
┌─────────────────────────────────────────────────────────────┐
│                        MonoBehaviour                         │
└─────────────────────────────────────────────────────────────┘
                               ▲
┌─────────────────────────────────────────────────────────────┐
│ 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:

```
┌─────────────────────────────────────────────────────┐
│                    MonoBehaviour                     │
└─────────────────────────────────────────────────────┘
                          ▲
┌─────────────────────────────────────────────────────┐
│ 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:

```
┌─────────────────────────────────────────────────────────────┐
│                       MonoBehaviour                         │
└─────────────────────────────────────────────────────────────┘
                              ▲
┌─────────────────────────────────────────────────────────────┐
│   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:

```
┌─────────────────────────────────────────────────────────────┐
│                       MonoBehaviour                         │
└─────────────────────────────────────────────────────────────┘
                              ▲
┌─────────────────────────────────────────────────────────────┐
│       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:

```
┌─────────────────────────────────────────────────────────────┐
│                       MonoBehaviour                         │
└─────────────────────────────────────────────────────────────┘
                              ▲
┌─────────────────────────────────────────────────────────────┐
│  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:

```
┌─────────────────────────────────────────────┐
│              MonoBehaviour                   │
└─────────────────────────────────────────────┘
                     ▲
                     │
┌─────────────────────────────────────────────┐
│  RandomElementsSystem.Examples.MinMaxExample │
└─────────────────────────────────────────────┘
```

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Examples/Min↵ MaxExample/Scripts/MinMaxExample.cs

6.10 RandomElementsSystem.Types.MinMaxRandomColor Class Reference

Inheritance diagram for RandomElementsSystem.Types.MinMaxRandomColor:

```
┌──────────────────────────────────────────────────────────┐
│  RandomElementsSystem.Types.MinMaxRandomProperty< Color > │
└──────────────────────────────────────────────────────────┘
                             ▲
                             │
┌──────────────────────────────────────────────────────────┐
│       RandomElementsSystem.Types.MinMaxRandomColor        │
└──────────────────────────────────────────────────────────┘
                             ▲
                             │
┌──────────────────────────────────────────────────────────┐
│ RandomElementsSystem.Examples.MinMaxRandomColorImmutableAlpha │
└──────────────────────────────────────────────────────────┘
```

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

min	min range of Color value (inclusive)
max	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.MinMaxRandomColor↩ ImmutableAlpha Class Reference

Inheritance diagram for RandomElementsSystem.Examples.MinMaxRandomColorImmutableAlpha:

```
┌─────────────────────────────────────────────────────────────┐
│  RandomElementsSystem.Types.MinMaxRandomProperty< Color >    │
└─────────────────────────────────────────────────────────────┘
                              ▲
                              │
┌─────────────────────────────────────────────────────────────┐
│       RandomElementsSystem.Types.MinMaxRandomColor           │
└─────────────────────────────────────────────────────────────┘
                              ▲
                              │
┌─────────────────────────────────────────────────────────────┐
│  RandomElementsSystem.Examples.MinMaxRandomColorImmutableAlpha │
└─────────────────────────────────────────────────────────────┘
```
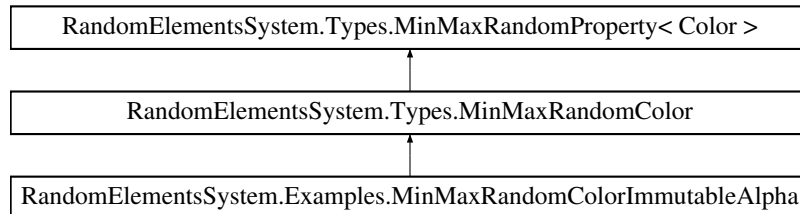
Public Member Functions

- 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:

```
┌─────────────────────────────────────────────────────────┐
│ RandomElementsSystem.Types.MinMaxRandomProperty< float > │
└─────────────────────────────────────────────────────────┘
                            ▲
┌─────────────────────────────────────────────────────────┐
│        RandomElementsSystem.Types.MinMaxRandomFloat       │
└─────────────────────────────────────────────────────────┘
```
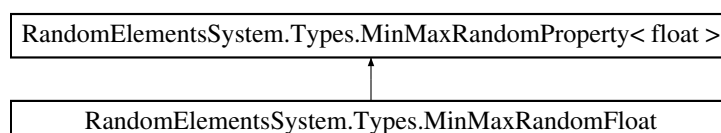
Public Member Functions

- 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

min	min range of float value (inclusive)
max	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:

```
┌─────────────────────────────────────────────────────────┐
│ RandomElementsSystem.Types.MinMaxRandomProperty< int >   │
└─────────────────────────────────────────────────────────┘
                              ▲
┌─────────────────────────────────────────────────────────┐
│    RandomElementsSystem.Types.MinMaxRandomInt            │
└─────────────────────────────────────────────────────────┘
```
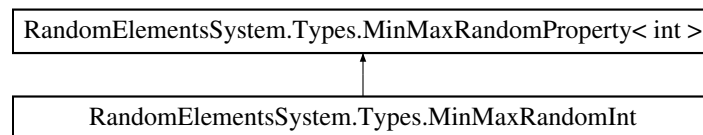
Public Member Functions

- 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

min	min range of int value (inclusive)
max	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/$\leftarrow$
  MinMax/MinMaxRandomInt.cs

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

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

```
┌─────────────────────────────────────────────────────────┐
│  RandomElementsSystem::Types::RandomPropertyBase< T >    │
└─────────────────────────────────────────────────────────┘
                            ▲
                            │
┌─────────────────────────────────────────────────────────┐
│  RandomElementsSystem.Types.MinMaxRandomProperty< T >    │
└─────────────────────────────────────────────────────────┘
```
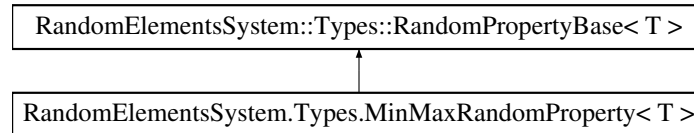
Public Member Functions

- 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

min	min range of T value
max	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:

```
┌─────────────────────────────────────────────────────────────┐
│ RandomElementsSystem.Types.MinMaxRandomProperty< Quaternion >│
└─────────────────────────────────────────────────────────────┘
                              ▲
                              │
┌─────────────────────────────────────────────────────────────┐
│     RandomElementsSystem.Types.MinMaxRandomQuaternion         │
└─────────────────────────────────────────────────────────────┘
```
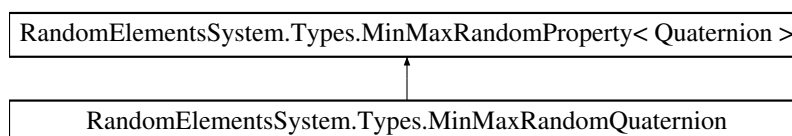
Public Member Functions

- 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

min	min range of Quaternion value (inclusive)
max	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:

```
┌──────────────────────────────────────────────────────────────┐
│  RandomElementsSystem.Types.MinMaxRandomProperty< Vector2 >   │
└──────────────────────────────────────────────────────────────┘
                              ▲
                              │
┌──────────────────────────────────────────────────────────────┐
│      RandomElementsSystem.Types.MinMaxRandomVector2           │
└──────────────────────────────────────────────────────────────┘
```
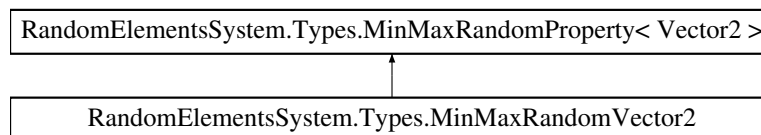
Public Member Functions

- 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

min	min range of Vector2 value (inclusive)
max	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:

```
┌─────────────────────────────────────────────────────────────────┐
│ RandomElementsSystem.Types.MinMaxRandomProperty< Vector2Int >   │
└─────────────────────────────────────────────────────────────────┘
                              ▲
                              │
┌─────────────────────────────────────────────────────────────────┐
│       RandomElementsSystem.Types.MinMaxRandomVector2Int         │
└─────────────────────────────────────────────────────────────────┘
```
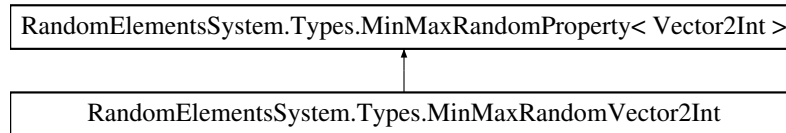
Public Member Functions

- 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

min	min range of Vector2Int value (inclusive)
max	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:

```
┌─────────────────────────────────────────────────────────────────┐
│  RandomElementsSystem.Types.MinMaxRandomProperty< Vector3 >       │
└─────────────────────────────────────────────────────────────────┘
                                 ▲
┌─────────────────────────────────────────────────────────────────┐
│     RandomElementsSystem.Types.MinMaxRandomVector3                │
└─────────────────────────────────────────────────────────────────┘
```
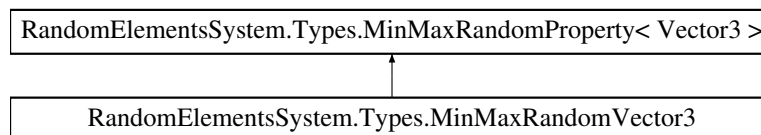
Public Member Functions

- 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

min	min range of Vector3 value (inclusive)
max	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:

```
┌─────────────────────────────────────────────────────────────────┐
│ RandomElementsSystem.Types.MinMaxRandomProperty< Vector3Int >     │
└─────────────────────────────────────────────────────────────────┘
                              ▲
                              │
┌─────────────────────────────────────────────────────────────────┐
│    RandomElementsSystem.Types.MinMaxRandomVector3Int              │
└─────────────────────────────────────────────────────────────────┘
```
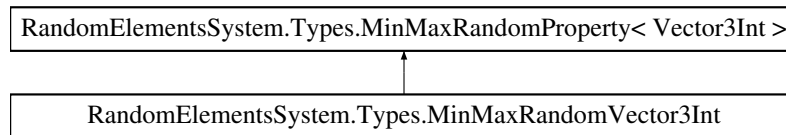
Public Member Functions

- 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

min	min range of Vector3Int value (inclusive)
max	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/New←
  TypesExample/Scripts/MyNewClassType/MyNewClassType.cs

6.21 **RandomElementsSystem.Examples.NewTypesExample Class Reference**

Inheritance diagram for RandomElementsSystem.Examples.NewTypesExample:

```
┌─────────────────────────────────────────────────┐
│                  MonoBehaviour                   │
└─────────────────────────────────────────────────┘
                         ▲
┌─────────────────────────────────────────────────┐
│   RandomElementsSystem.Examples.NewTypesExample  │
└─────────────────────────────────────────────────┘
```
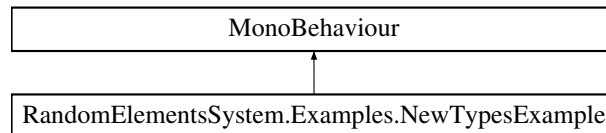
The documentation for this class was generated from the following file:

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Examples/New↩
  TypesExample/Scripts/NewTypesExample.cs

6.22 **RandomElementsSystem.Examples.OnGeneratedEventExample Class Reference**

Inheritance diagram for RandomElementsSystem.Examples.OnGeneratedEventExample:

```
┌─────────────────────────────────────────────────────┐
│                    MonoBehaviour                     │
└─────────────────────────────────────────────────────┘
                           ▲
┌─────────────────────────────────────────────────────┐
│ RandomElementsSystem.Examples.OnGeneratedEventExample│
└─────────────────────────────────────────────────────┘
```
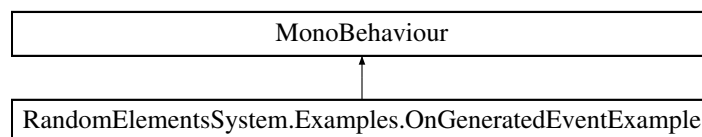
The documentation for this class was generated from the following file:

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Examples/On↩
  GeneratedEventExample/Scripts/OnGeneratedEventExample.cs

6.23 **RandomElementsSystem.Examples.PercentageExample Class Reference**

Inheritance diagram for RandomElementsSystem.Examples.PercentageExample:

```
┌─────────────────────────────────────────────────┐
│                  MonoBehaviour                   │
└─────────────────────────────────────────────────┘
                         ▲
┌─────────────────────────────────────────────────┐
│  RandomElementsSystem.Examples.PercentageExample │
└─────────────────────────────────────────────────┘
```
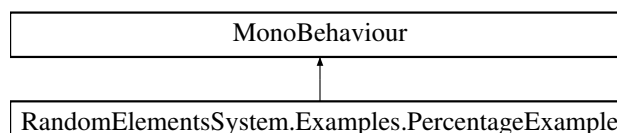
The documentation for this class was generated from the following file:

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Examples/↩
  PercentageExample/Scripts/PercentageExample.cs

6.24 RandomElementsSystem.Types.RandomBoolProperty Class Reference

Inheritance diagram for RandomElementsSystem.Types.RandomBoolProperty:

```
┌──────────────────────────────────────────────────────────┐
│ RandomElementsSystem.Types.RandomPropertyBase< bool >      │
└──────────────────────────────────────────────────────────┘
                             ▲
┌──────────────────────────────────────────────────────────┐
│      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.RandomElementsSystem↩Example2 Class Reference

Inheritance diagram for RandomElementsSystem.Examples.RandomElementsSystemExample2:

```
┌─────────────────────────────────────────────────────────────┐
│                       MonoBehaviour                          │
└─────────────────────────────────────────────────────────────┘
                              ▲
┌─────────────────────────────────────────────────────────────┐
│  RandomElementsSystem.Examples.RandomElementsSystemExample2  │
└─────────────────────────────────────────────────────────────┘
```
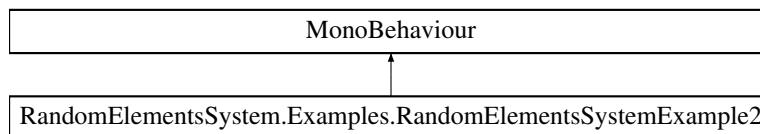
The documentation for this class was generated from the following file:

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Examples/↩
CompareWithDefaultApproachExample/Scripts/RandomElementsSystemExample2.cs

6.26 RandomElementsSystem.Examples.RandomElementsSystem↩Example3 Class Reference

Inheritance diagram for RandomElementsSystem.Examples.RandomElementsSystemExample3:

```
┌─────────────────────────────────────────────────────────────┐
│                       MonoBehaviour                          │
└─────────────────────────────────────────────────────────────┘
                              ▲
┌─────────────────────────────────────────────────────────────┐
│  RandomElementsSystem.Examples.RandomElementsSystemExample3  │
└─────────────────────────────────────────────────────────────┘
```
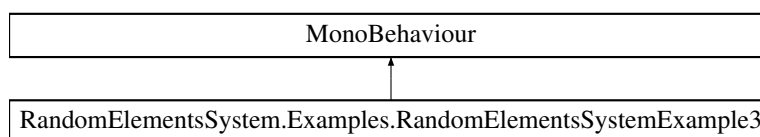
The documentation for this class was generated from the following file:

- 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 $>$:

```
┌─────────────────────────────────────────────────────────────┐
│   RandomElementsSystem::Types::RandomPropertyBase< T >       │
└─────────────────────────────────────────────────────────────┘
                              ▲
┌─────────────────────────────────────────────────────────────┐
│   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:
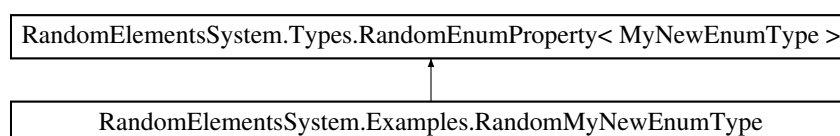
Additional Inherited Members

Protected Member Functions inherited from RandomElementsSystem.Types.RandomEnumProperty< MyNewEnumType >
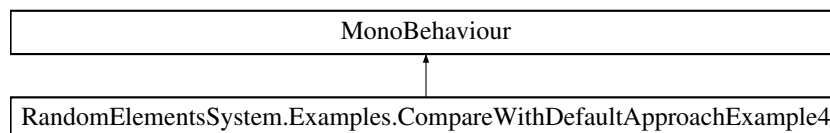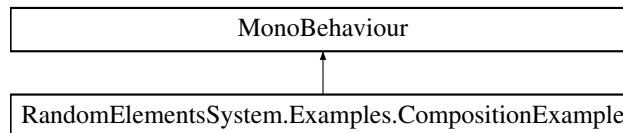
- override T GenerateRandomValue ()

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

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Examples/New←
TypesExample/Scripts/MyNewEnumType/RandomMyNewEnumType.cs

6.29 RandomElementsSystem.Types.RandomPercentageProperty Class Reference

Inheritance diagram for RandomElementsSystem.Types.RandomPercentageProperty:

```
┌─────────────────────────────────────────────────────┐
│ RandomElementsSystem.Types.RandomPropertyBase< bool > │
└─────────────────────────────────────────────────────┘
                          ▲
                          │
┌─────────────────────────────────────────────────────┐
│ RandomElementsSystem.Types.RandomPercentageProperty   │
└─────────────────────────────────────────────────────┘
```
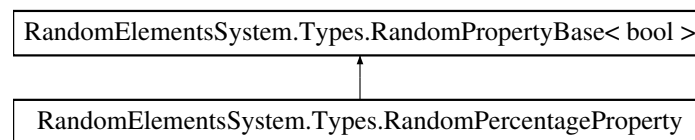
Public Member Functions

- 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

percentage	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]
```

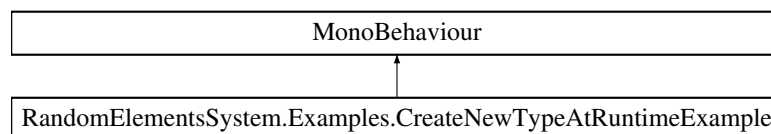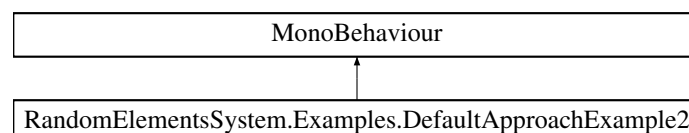Expected percentage of success.
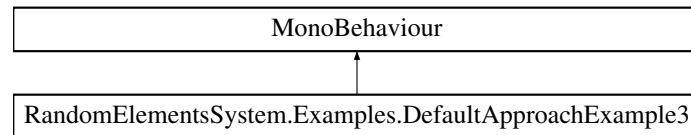
Value in range (0f, 100f)
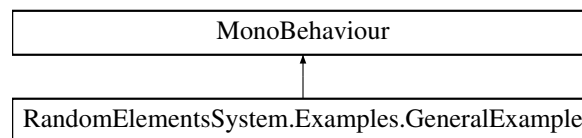
The documentation for this class was generated from the following file:

- 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 >:
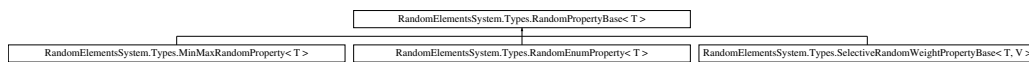
Public Member Functions

- 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

T	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`

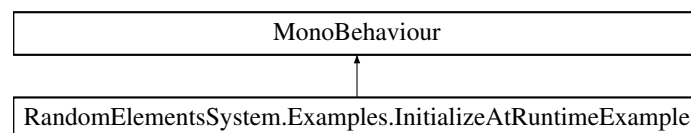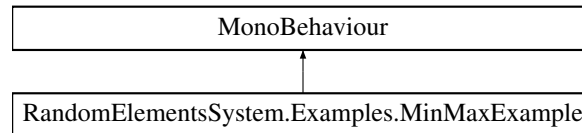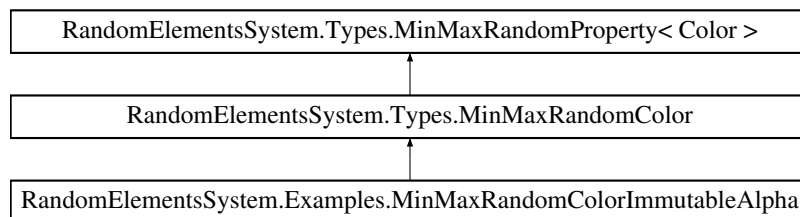Event that is invoked when random value is generated.

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:

```
┌─────────────────────────────────────────────────────────────┐
│ RandomElementsSystem.Types.RandomPropertyBase< string >     │
└─────────────────────────────────────────────────────────────┘
                              ▲
┌─────────────────────────────────────────────────────────────┐
│ RandomElementsSystem.Types.RandomStringProperty             │
└─────────────────────────────────────────────────────────────┘
```
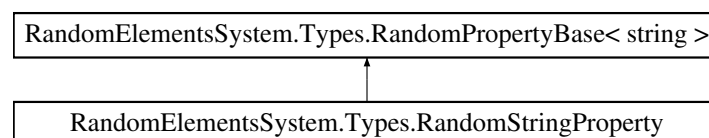
Public Member Functions

- 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

minSize	min possible size of generated string
maxSize	max possible size of generated string (exclusive)
randomStringType	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:

```
                    ┌─────────────────────────────────────────────┐
                    │               MonoBehaviour                 │
                    └─────────────────────────────────────────────┘
                                       ▲
                    ┌─────────────────────────────────────────────┐
                    │  RandomElementsSystem.Examples.SelectiveExample │
                    └─────────────────────────────────────────────┘
```
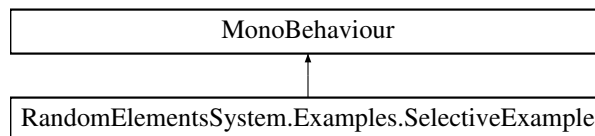
Public Member Functions

- 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:

```
┌─────────────────────────────────────────────────────────────────────────────┐
│ RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< char, WeightPropertyChar > │
└─────────────────────────────────────────────────────────────────────────────┘
                                        ▲
                                        │
┌─────────────────────────────────────────────────────────────────────────────┐
│         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 isUse↩
  EachItemOncePerCycle)

  Creates new instance of SelectiveRandomWeightChar from collection of char values and their weights.
- SelectiveRandomWeightChar (IEnumerable< WeightPropertyChar > selectableValues, bool isUseEach↩
  ItemOncePerCycle, 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 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< 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

selectableValues	char items
isUseEachItemOncePerCycle	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.

6.34.1.3 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

selectableValues	Collection of char items as Keys and their weights as Values
isUseEachItemOncePerCycle	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.

6.34.1.4 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

selectableValues	Collection of WeightPropertyChar items
isUseEachItemOncePerCycle	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.
isEqualWeightForAllItems	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:

```
┌──────────────────────────────────────────────────────────────────────────────────┐
│ RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< Color, WeightPropertyColor > │
└──────────────────────────────────────────────────────────────────────────────────┘
                                        ▲
┌──────────────────────────────────────────────────────────────────────────────────┐
│            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 isUse↩
EachItemOncePerCycle)

  Creates new instance of SelectiveRandomWeightColor from collection of Color values and their weights.
- SelectiveRandomWeightColor (IEnumerable< WeightPropertyColor > selectableValues, bool isUseEach↩
ItemOncePerCycle, 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 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< 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

selectableValues	Color items
isUseEachItemOncePerCycle	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.

6.35.1.3 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

selectableValues	Collection of Color items as Keys and their weights as Values
isUseEachItemOncePerCycle	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.

6.35.1.4 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

selectableValues	Collection of WeightPropertyColor items
isUseEachItemOncePerCycle	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.
isEqualWeightForAllItems	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:

```
┌─────────────────────────────────────────────────────────────────────────────┐
│ RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< float, WeightPropertyFloat > │
└─────────────────────────────────────────────────────────────────────────────┘
                                      ▲
                                      │
┌─────────────────────────────────────────────────────────────────────────────┐
│           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 isUse↩
  EachItemOncePerCycle)

    Creates new instance of SelectiveRandomWeightFloat from collection of float values and their weights.
- [SelectiveRandomWeightFloat](#) (IEnumerable< [WeightPropertyFloat](#) > selectableValues, bool isUseEach↩
  ItemOncePerCycle, 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 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](#)< [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

selectableValues	float items
isUseEachItemOncePerCycle	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

selectableValues	Collection of float items as Keys and their weights as Values
isUseEachItemOncePerCycle	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

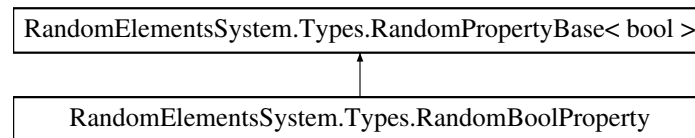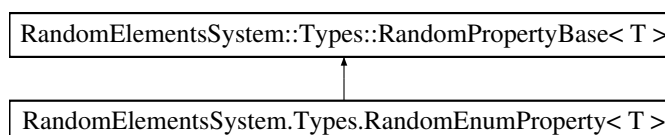| selectableValues	Collection of WeightPropertyFloat items
isUseEachItemOncePerCycle	Set this flag to true if you want to use each item once per cycle. (non-repetitions random during each cycle). More info in _isUseEachItemOncePerCycle comment.
isEqualWeightForAllItems	Set this flag to true if you want 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:

```
┌─────────────────────────────────────────────────────────────────────────────────┐
│ RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< GameObject, WeightPropertyGameObject > │
└─────────────────────────────────────────────────────────────────────────────────┘
                                      ▲
                                      │
┌─────────────────────────────────────────────────────────────────────────────────┐
│            RandomElementsSystem.Types.SelectiveRandomWeightGameObject             │
└─────────────────────────────────────────────────────────────────────────────────┘
```

Public Member Functions

- SelectiveRandomWeightGameObject ()

    Do not use this default constructor.

- SelectiveRandomWeightGameObject (IEnumerable< GameObject > selectableValues, bool isUseEach↩
ItemOncePerCycle)

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

- SelectiveRandomWeightGameObject (ICollection< KeyValuePair< GameObject, float > > selectable↩
Values, 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, WeightProperty

- 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< GameObject, WeightProperty

- 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

selectableValues	GameObject items
isUseEachItemOncePerCycle	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.

6.37.1.3 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

selectableValues	Collection of GameObject items as Keys and their weights as Values
isUseEachItemOncePerCycle	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.

6.37.1.4 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

selectableValues	Collection of WeightPropertyGameObject items
isUseEachItemOncePerCycle	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.
isEqualWeightForAllItems	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:

```
┌─────────────────────────────────────────────────────────────────────────────┐
│ RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< int, WeightPropertyInt > │
└─────────────────────────────────────────────────────────────────────────────┘
                                      ▲
                                      │
┌─────────────────────────────────────────────────────────────────────────────┐
│          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 isUseEach↩ ItemOncePerCycle)

  Creates new instance of SelectiveRandomWeightInt from collection of int values and their weights.
- SelectiveRandomWeightInt (IEnumerable< WeightPropertyInt > selectableValues, bool isUseEachItem↩ OncePerCycle, 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 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< 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

selectableValues	int items
isUseEachItemOncePerCycle	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.

6.38.1.3 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

selectableValues	Collection of int items as Keys and their weights as Values
isUseEachItemOncePerCycle	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.

6.38.1.4 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

selectableValues	Collection of WeightPropertyInt items
isUseEachItemOncePerCycle	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.
isEqualWeightForAllItems	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.SelectiveRandomWeightMin←MaxRandomInt Class Reference

Inheritance diagram for RandomElementsSystem.Examples.SelectiveRandomWeightMinMaxRandomInt:

```
┌─────────────────────────────────────────────────────────────────────────────────────────────────┐
│ RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< MinMaxRandomInt, WeightPropertyMinMaxRandomInt > │
└─────────────────────────────────────────────────────────────────────────────────────────────────┘
                                                  ▲
                                                  │
┌─────────────────────────────────────────────────────────────────────────────────────────────────┐
│          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)

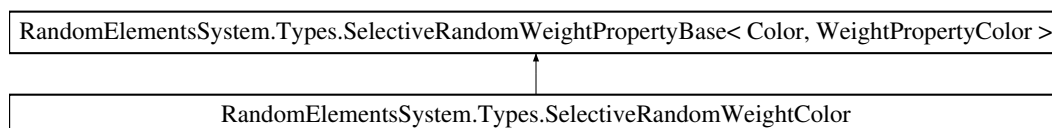 *Creates new instance of SelectiveRandomWeightPropertyBase from collection of WeightProperty<T> and their weights.*
- IReadOnlyDictionary< V, float > GetWeightPropertyToProbabilityCollection ()

  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:

RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< MonoBehaviour, WeightPropertyMonoBehaviour >
RandomElementsSystem.Types.SelectiveRandomWeightMonoBehaviour

Public Member Functions

- SelectiveRandomWeightMonoBehaviour ()

    Do not use this default constructor.
- SelectiveRandomWeightMonoBehaviour (IEnumerable< MonoBehaviour > selectableValues, bool isUse↩
  EachItemOncePerCycle)

    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 > selectable↩
  Values, bool isUseEachItemOncePerCycle, bool isEqualWeightForAllItems)

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

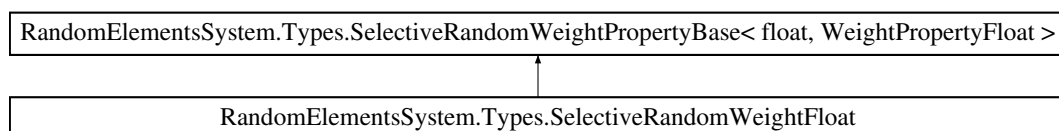**Public Member Functions inherited from RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< MonoBehaviour, WeightProper**

- 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< MonoBehaviour, WeightProper

- override T GenerateRandomValue ()

6.40.1 Constructor & Destructor Documentation

6.40.1.1 SelectiveRandomWeightMonoBehaviour() [1/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightMonoBehaviour.SelectiveRandomWeightMono←
Behaviour ( )
```

Do not use this default constructor.

It is used only for serialization.

6.40.1.2 SelectiveRandomWeightMonoBehaviour() [2/4]

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

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

Parameters

selectableValues	MonoBehaviour items
isUseEachItemOncePerCycle	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.

6.40.1.3 SelectiveRandomWeightMonoBehaviour() [3/4]

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

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

Parameters

selectableValues	Collection of MonoBehaviour items as Keys and their weights as Values
isUseEachItemOncePerCycle	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.

6.40.1.4 SelectiveRandomWeightMonoBehaviour() [4/4]

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

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

Parameters

selectableValues	Collection of WeightPropertyInt items
isUseEachItemOncePerCycle	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.
isEqualWeightForAllItems	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.SelectiveRandomWeightMy← NewClassType Class Reference

Inheritance diagram for RandomElementsSystem.Examples.SelectiveRandomWeightMyNewClassType:

```
┌─────────────────────────────────────────────────────────────────────────────────────────────┐
│ RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< MyNewClassType, WeightPropertyMyNewClassType > │
└─────────────────────────────────────────────────────────────────────────────────────────────┘
                                              ▲
                                              │
┌─────────────────────────────────────────────────────────────────────────────────────────────┐
│              RandomElementsSystem.Examples.SelectiveRandomWeightMyNewClassType                 │
└─────────────────────────────────────────────────────────────────────────────────────────────┘
```

Public Member Functions

- SelectiveRandomWeightMyNewClassType ()

  Do not use this default constructor.
- SelectiveRandomWeightMyNewClassType (IEnumerable< MyNewClassType > selectableValues, bool is←
  UseEachItemOncePerCycle)
- SelectiveRandomWeightMyNewClassType (ICollection< KeyValuePair< MyNewClassType, float > >
  selectableValues, bool isUseEachItemOncePerCycle)
- SelectiveRandomWeightMyNewClassType (IEnumerable< WeightPropertyMyNewClassType > selectable←
  Values, bool isUseEachItemOncePerCycle, bool isEqualWeightForAllItems)

Public Member Functions inherited from RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< MyNewClassType, 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 is←
  UseEachItemOncePerCycle)

  Creates new instance of SelectiveRandomWeightPropertyBase from collection of T values and their weights.
- SelectiveRandomWeightPropertyBase (IEnumerable< V > selectableValues, bool isUseEachItemOnce←
  PerCycle, bool isEqualWeightForAllItems)

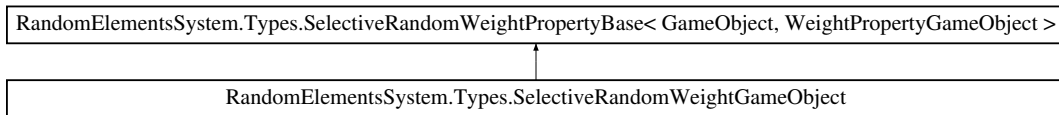 *Creates new instance of SelectiveRandomWeightPropertyBase from collection of WeightProperty<T> and their weights.*
- IReadOnlyDictionary< V, float > GetWeightPropertyToProbabilityCollection ()

  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< **MyNewClassType, WeightPro**

- override T GenerateRandomValue ()

6.41.1 Constructor & Destructor Documentation

6.41.1.1 SelectiveRandomWeightMyNewClassType() [1/4]

```
RandomElementsSystem.Examples.SelectiveRandomWeightMyNewClassType.SelectiveRandomWeightMyNew←
ClassType ( )
```

Do not use this default constructor.

It is used only for serialization.

6.41.1.2 SelectiveRandomWeightMyNewClassType() [2/4]

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

6.41.1.3 SelectiveRandomWeightMyNewClassType() [3/4]

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

6.41.1.4 SelectiveRandomWeightMyNewClassType() [4/4]

```
RandomElementsSystem.Examples.SelectiveRandomWeightMyNewClassType.SelectiveRandomWeightMyNew←
ClassType (
            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/New←
  TypesExample/Scripts/MyNewClassType/SelectiveRandomWeightMyNewClassType.cs

6.42 RandomElementsSystem.Types.SelectiveRandomWeightProperty↩ Base⟨ T, V ⟩ Class Template Reference

Inheritance diagram for RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase⟨ T, V ⟩:

```
┌─────────────────────────────────────────────────────────────┐
│     RandomElementsSystem::Types::RandomPropertyBase< T >     │
└─────────────────────────────────────────────────────────────┘
                              ▲
┌─────────────────────────────────────────────────────────────┐
│ 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

selectableValues	T types items
isUseEachItemOncePerCycle	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.

6.42.1.3 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

selectableValues	Collection of T type items as Keys and their weights as values
isUseEachItemOncePerCycle	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.

6.42.1.4 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.
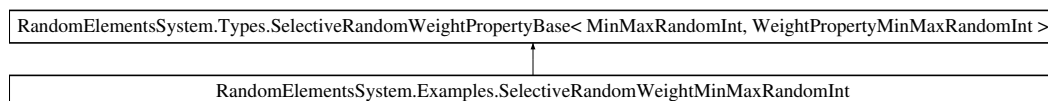
Parameters

selectableValues	Collection of WeightProperty<T> items
isUseEachItemOncePerCycle	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.
isEqualWeightForAllItems	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()

IReadOnlyDictionary< 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()

IReadOnlyDictionary< 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/SelectiveRandomWeig

6.43 RandomElementsSystem.Types.SelectiveRandomWeight↩ Quaternion Class Reference

Inheritance diagram for RandomElementsSystem.Types.SelectiveRandomWeightQuaternion:

```
┌────────────────────────────────────────────────────────────────────────────────────────┐
│ RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< Quaternion, WeightPropertyQuaternion > │
└────────────────────────────────────────────────────────────────────────────────────────┘
                                          ▲
                                          │
┌────────────────────────────────────────────────────────────────────────────────────────┐
│          RandomElementsSystem.Types.SelectiveRandomWeightQuaternion                      │
└────────────────────────────────────────────────────────────────────────────────────────┘
```

Public Member Functions

- SelectiveRandomWeightQuaternion ()

  Do not use this default constructor.
- SelectiveRandomWeightQuaternion (IEnumerable< Quaternion > selectableValues, bool isUseEachItem↩ OncePerCycle)

  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 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< 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

selectableValues	Quaternion items
isUseEachItemOncePerCycle	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.

6.43.1.3 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

selectableValues	Collection of Quaternion items as Keys and their weights as Values
isUseEachItemOncePerCycle	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.

6.43.1.4 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.
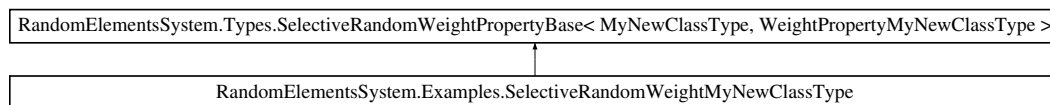
Parameters

selectableValues	Collection of WeightPropertyQuaternion items
isUseEachItemOncePerCycle	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.
isEqualWeightForAllItems	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:

```
┌─────────────────────────────────────────────────────────────────────────────────────────────┐
│ RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< ScriptableObject, WeightPropertyScriptableObject > │
└─────────────────────────────────────────────────────────────────────────────────────────────┘
                                        ▲
                                        │
┌─────────────────────────────────────────────────────────────────────────────┐
│       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 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< ScriptableObject, WeightProp

- override T GenerateRandomValue ()

6.44.1 Constructor & Destructor Documentation

6.44.1.1 SelectiveRandomWeightScriptableObject() [1/4]

```
RandomElementsSystem.Types.SelectiveRandomWeightScriptableObject.SelectiveRandomWeightScriptable↩
Object ( )
```

Do not use this default constructor.

It is used only for serialization.

6.44.1.2 SelectiveRandomWeightScriptableObject() [2/4]

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

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

Parameters

selectableValues	ScriptableObject items
isUseEachItemOncePerCycle	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.SelectiveRandomWeightScriptable↩
Object (
            ICollection< KeyValuePair< ScriptableObject, float > > selectableValues,
            bool isUseEachItemOncePerCycle )
```

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

Parameters

selectableValues	Collection of ScriptableObject items as Keys and their weights as Values
isUseEachItemOncePerCycle	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.

6.44.1.4 SelectiveRandomWeightScriptableObject() [4/4]

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

Creates new instance of SelectiveRandomWeightScriptableObject from collection of WeightPropertyScriptable↩ Object and their weights.

Parameters

selectableValues	Collection of WeightPropertyScriptableObject items
isUseEachItemOncePerCycle	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.
isEqualWeightForAllItems	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:

```
┌─────────────────────────────────────────────────────────────────────────────────────────┐
│ RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< string, WeightPropertyString > │
└─────────────────────────────────────────────────────────────────────────────────────────┘
                                          ▲
                                          │
┌─────────────────────────────────────────────────────────────────────────────────────────┐
│            RandomElementsSystem.Types.SelectiveRandomWeightString            │
└─────────────────────────────────────────────────────────────────────────────────────────┘
```

Public Member Functions

- SelectiveRandomWeightString ()

  Do not use this default constructor.
- SelectiveRandomWeightString (IEnumerable< string > selectableValues, bool isUseEachItemOncePer↩
  Cycle)

  Creates new instance of SelectiveRandomWeightString with equal weight for all items.
- SelectiveRandomWeightString (ICollection< KeyValuePair< string, float > > selectableValues, bool isUse↩
  EachItemOncePerCycle)

  Creates new instance of SelectiveRandomWeightString from collection of string values and their weights.
- SelectiveRandomWeightString (IEnumerable< WeightPropertyString > selectableValues, bool isUseEach↩
  ItemOncePerCycle, 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 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< 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

selectableValues	string items
isUseEachItemOncePerCycle	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.

6.45.1.3 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

selectableValues	Collection of string items as Keys and their weights as Values
isUseEachItemOncePerCycle	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.

6.45.1.4 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

selectableValues	Collection of WeightPropertyString items
isUseEachItemOncePerCycle	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.
isEqualWeightForAllItems	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:

```
┌──────────────────────────────────────────────────────────────────────────────────┐
│ RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< Object, WeightPropertyUnityObject > │
└──────────────────────────────────────────────────────────────────────────────────┘
                                        ▲
                                        │
┌──────────────────────────────────────────────────────────────────────────────────┐
│           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
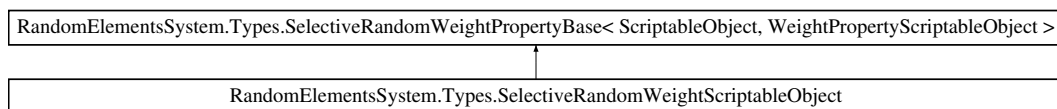   weights.*

**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

selectableValues	UnityEngine.Object items
isUseEachItemOncePerCycle	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.

6.46.1.3 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

selectableValues	Collection of UnityEngine.Object items as Keys and their weights as Values
isUseEachItemOncePerCycle	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.

6.46.1.4 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.
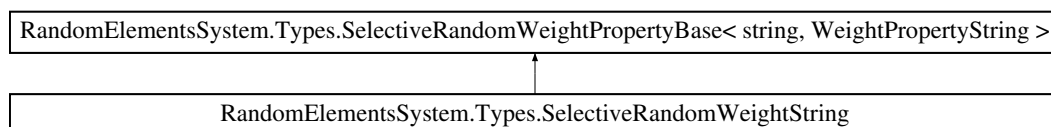
Parameters

selectableValues	Collection of WeightPropertyUnityObject items
isUseEachItemOncePerCycle	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.
isEqualWeightForAllItems	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:

```
┌──────────────────────────────────────────────────────────────────────────────────────────┐
│ RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< Vector2, WeightPropertyVector2 > │
└──────────────────────────────────────────────────────────────────────────────────────────┘
                                            ▲
                                            │
┌──────────────────────────────────────────────────────────────────────────────────────────┐
│           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, WeightPropertyVecto

- 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< Vector2, WeightPropertyVecto

- 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

selectableValues	Vector2 items
isUseEachItemOncePerCycle	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.

6.47.1.3 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

selectableValues	Collection of Vector2 items as Keys and their weights as Values
isUseEachItemOncePerCycle	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.

6.47.1.4 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

selectableValues	Collection of WeightPropertyVector2 items
isUseEachItemOncePerCycle	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.
isEqualWeightForAllItems	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:

```
┌─────────────────────────────────────────────────────────────────────────────────────────┐
│ RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< Vector2Int, WeightPropertyVector2Int > │
└─────────────────────────────────────────────────────────────────────────────────────────┘
                                            ▲
┌─────────────────────────────────────────────────────────────────────────────────────────┐
│          RandomElementsSystem.Types.SelectiveRandomWeightVector2Int                       │
└─────────────────────────────────────────────────────────────────────────────────────────┘
```

Public Member Functions

- SelectiveRandomWeightVector2Int ()

    Do not use this default constructor.
- SelectiveRandomWeightVector2Int (IEnumerable< Vector2Int > selectableValues, bool isUseEachItem↩
OncePerCycle)

    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 is↩
UseEachItemOncePerCycle, bool isEqualWeightForAllItems)

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

**Public Member Functions inherited from
RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< Vector2Int, WeightPropertyVec**

- 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< Vector2Int, WeightPropertyVec**

- 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

selectableValues	Vector2Int items
isUseEachItemOncePerCycle	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.

6.48.1.3 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

selectableValues	Collection of Vector2Int items as Keys and their weights as Values
isUseEachItemOncePerCycle	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.

6.48.1.4 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

selectableValues	Collection of WeightPropertyVector2Int items
isUseEachItemOncePerCycle	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.
isEqualWeightForAllItems	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:

```
┌──────────────────────────────────────────────────────────────────────────────────┐
│ RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< Vector3, WeightPropertyVector3 > │
└──────────────────────────────────────────────────────────────────────────────────┘
                                        ▲
┌──────────────────────────────────────────────────────────────────────────────────┐
│           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)

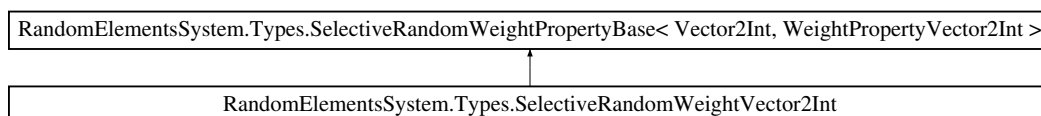   *Creates new instance of SelectiveRandomWeightVector3 from collection of WeightPropertyVector3 and their weights.*

Public Member Functions inherited from RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< Vector3, WeightPropertyVecto

- 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, WeightPropertyVecto**

- 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

selectableValues	Vector3 items
isUseEachItemOncePerCycle	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.

6.49.1.3 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

selectableValues	Collection of Vector3 items as Keys and their weights as Values
isUseEachItemOncePerCycle	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.

6.49.1.4 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.
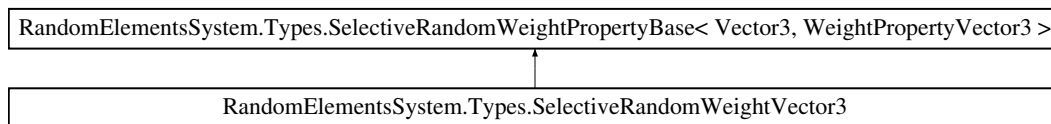
Parameters

selectableValues	Collection of WeightPropertyVector3 items
isUseEachItemOncePerCycle	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.
isEqualWeightForAllItems	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:

```
┌─────────────────────────────────────────────────────────────────────────────────────────┐
│ RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< Vector3Int, WeightPropertyVector3Int > │
└─────────────────────────────────────────────────────────────────────────────────────────┘
                                          ▲
┌─────────────────────────────────────────────────────────────────────────────────────────┐
│          RandomElementsSystem.Types.SelectiveRandomWeightVector3Int                       │
└─────────────────────────────────────────────────────────────────────────────────────────┘
```

Public Member Functions

- SelectiveRandomWeightVector3Int ()

    Do not use this default constructor.
- SelectiveRandomWeightVector3Int (IEnumerable< Vector3Int > selectableValues, bool isUseEachItem←
  OncePerCycle)

    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 is←
  UseEachItemOncePerCycle, bool isEqualWeightForAllItems)

    Creates new instance of SelectiveRandomWeightVector3Int from collection of WeightPropertyVector3Int and their weights.
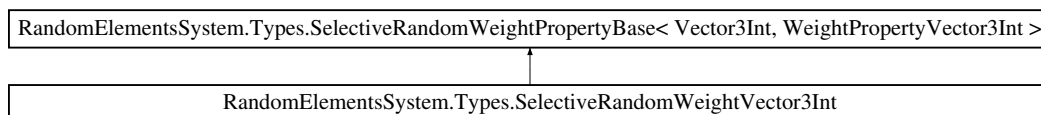
Public Member Functions inherited from
RandomElementsSystem.Types.SelectiveRandomWeightPropertyBase< **Vector3Int, WeightPropertyVe**

- 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< **Vector3Int, WeightPropertyVe**

- 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

selectableValues	Vector3Int items
isUseEachItemOncePerCycle	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

selectableValues	Collection of Vector3Int items as Keys and their weights as Values
isUseEachItemOncePerCycle	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.

6.50.1.4 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

selectableValues	Collection of WeightPropertyVector3Int items
isUseEachItemOncePerCycle	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.
isEqualWeightForAllItems	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

value	Specified value
weight	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:

```
┌─────────────────────────────────────────────────────┐
│  RandomElementsSystem.Types.WeightProperty< bool >   │
└─────────────────────────────────────────────────────┘
                          ▲
                          │
┌─────────────────────────────────────────────────────┐
│   RandomElementsSystem.Types.WeightPropertyBool      │
└─────────────────────────────────────────────────────┘
```
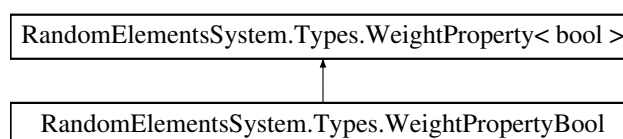
Public Member Functions

- 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 )
```

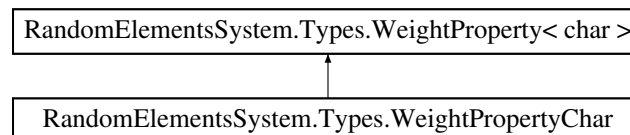Creates a new instance of WeightPropertyBool.

Parameters

value	True/False value
weight	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:

```
┌─────────────────────────────────────────────────────────────┐
│  RandomElementsSystem.Types.WeightProperty< char >          │
└─────────────────────────────────────────────────────────────┘
                              ▲
┌─────────────────────────────────────────────────────────────┐
│  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)< **char** >

- float [Weight](get) `[get]`
- T [Value](get) `[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.
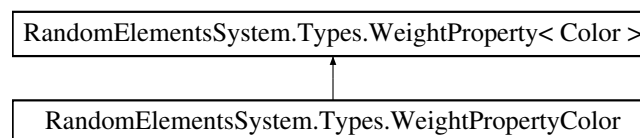
Parameters

value	char value
weight	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:

```
┌────────────────────────────────────────────────────────┐
│ RandomElementsSystem.Types.WeightProperty< Color >     │
└────────────────────────────────────────────────────────┘
                            ▲
┌────────────────────────────────────────────────────────┐
│ 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 )
```

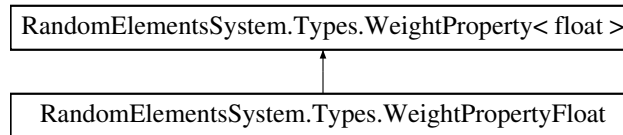Creates a new instance of WeightPropertyColor.

Parameters

value	Color value
weight	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:

```
┌─────────────────────────────────────────────────────────┐
│  RandomElementsSystem.Types.WeightProperty< float >     │
└─────────────────────────────────────────────────────────┘
                            ▲
                            │
┌─────────────────────────────────────────────────────────┐
│  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

value	float value
weight	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:

```
┌──────────────────────────────────────────────────────────────┐
│ RandomElementsSystem.Types.WeightProperty< GameObject >        │
└──────────────────────────────────────────────────────────────┘
                              ▲
┌──────────────────────────────────────────────────────────────┐
│ RandomElementsSystem.Types.WeightPropertyGameObject            │
└──────────────────────────────────────────────────────────────┘
```
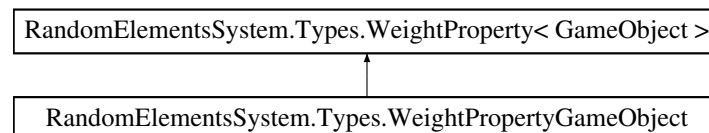
Public Member Functions

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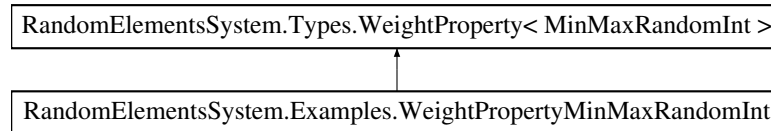
The documentation for this class was generated from the following file:

- V:/Unity/RandomElementsSystem/Assets/vodoleystudio/RandomElementsSystemDomain/Scripts/Main/←↩
  Weight/WeightPropertyGameObject.cs

6.58 RandomElementsSystem.Types.WeightPropertyInt Class Reference

Inheritance diagram for RandomElementsSystem.Types.WeightPropertyInt:

```
┌─────────────────────────────────────────────────────┐
│  RandomElementsSystem.Types.WeightProperty< int >   │
└─────────────────────────────────────────────────────┘
                          ▲
                          │
┌─────────────────────────────────────────────────────┐
│     RandomElementsSystem.Types.WeightPropertyInt     │
└─────────────────────────────────────────────────────┘
```
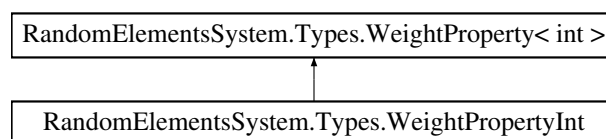
Public Member Functions

- 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 )
```
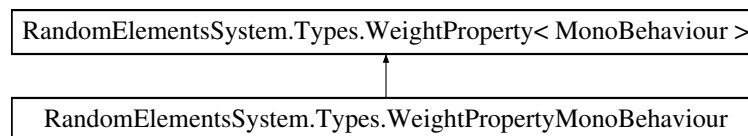
Creates a new instance of WeightPropertyInt.

Parameters

value	int value
weight	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.WeightPropertyMinMax↩ RandomInt Class Reference

Inheritance diagram for RandomElementsSystem.Examples.WeightPropertyMinMaxRandomInt:

```
┌─────────────────────────────────────────────────────────────────┐
│ RandomElementsSystem.Types.WeightProperty< MinMaxRandomInt >     │
└─────────────────────────────────────────────────────────────────┘
                                 ▲
                                 │
┌─────────────────────────────────────────────────────────────────┐
│ 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:

```
┌─────────────────────────────────────────────────────────────────┐
│  RandomElementsSystem.Types.WeightProperty< MonoBehaviour >      │
└─────────────────────────────────────────────────────────────────┘
                                 ▲
┌─────────────────────────────────────────────────────────────────┐
│  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.
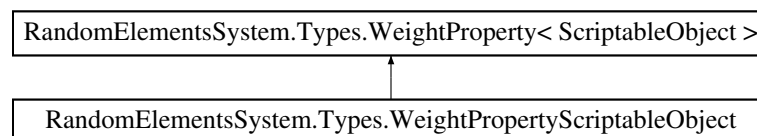
Parameters

value	MonoBehaviour value
weight	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.WeightPropertyMyNewClass↩ Type Class Reference

Inheritance diagram for RandomElementsSystem.Examples.WeightPropertyMyNewClassType:

```
┌──────────────────────────────────────────────────────────────┐
│ RandomElementsSystem.Types.WeightProperty< MyNewClassType >    │
└──────────────────────────────────────────────────────────────┘
                              ▲
                              │
┌──────────────────────────────────────────────────────────────┐
│ RandomElementsSystem.Examples.WeightPropertyMyNewClassType      │
└──────────────────────────────────────────────────────────────┘
```
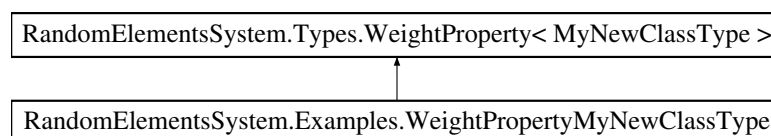
Public Member Functions

- 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:

```
┌─────────────────────────────────────────────────────────────┐
│  RandomElementsSystem.Types.WeightProperty< Quaternion >    │
└─────────────────────────────────────────────────────────────┘
                              ▲
                              │
┌─────────────────────────────────────────────────────────────┐
│  RandomElementsSystem.Types.WeightPropertyQuaternion        │
└─────────────────────────────────────────────────────────────┘
```
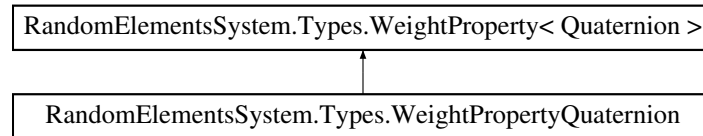
Public Member Functions

- **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

|	
value	Quaternion value
weight	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:

```
┌─────────────────────────────────────────────────────────────────────┐
│ RandomElementsSystem.Types.WeightProperty< ScriptableObject >          │
└─────────────────────────────────────────────────────────────────────┘
                                  ▲
┌─────────────────────────────────────────────────────────────────────┐
│ 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.
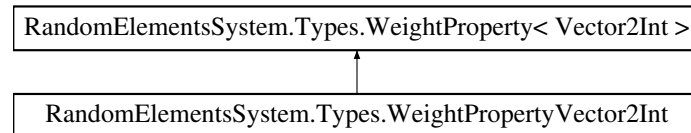
Parameters

value	ScriptableObject value
weight	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:

RandomElementsSystem.Types.WeightProperty< string >

RandomElementsSystem.Types.WeightPropertyString
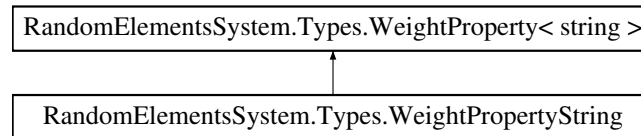
Public Member Functions

- 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

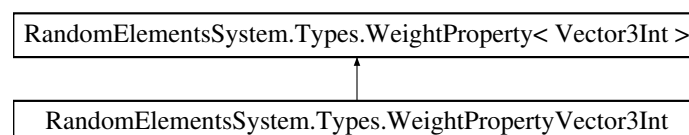|	
value	string value
weight	Weight of value

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:

```
┌─────────────────────────────────────────────────────────┐
│  RandomElementsSystem.Types.WeightProperty< Object >     │
└─────────────────────────────────────────────────────────┘
                            ▲
                            │
┌─────────────────────────────────────────────────────────┐
│  RandomElementsSystem.Types.WeightPropertyUnityObject    │
└─────────────────────────────────────────────────────────┘
```
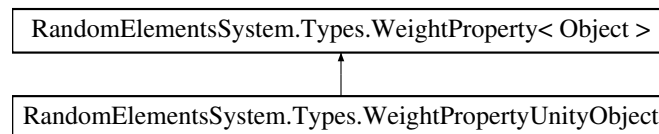
Public Member Functions

- 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

value	UnityEngine.Object value
weight	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:

```
┌─────────────────────────────────────────────────────────┐
│ RandomElementsSystem.Types.WeightProperty< Vector2 >      │
└─────────────────────────────────────────────────────────┘
                            ▲
                            │
┌─────────────────────────────────────────────────────────┐
│ RandomElementsSystem.Types.WeightPropertyVector2          │
└─────────────────────────────────────────────────────────┘
```
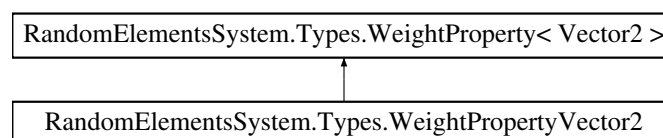
Public Member Functions

- 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

value	Vector2 value
weight	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:

```
┌─────────────────────────────────────────────────────────────┐
│  RandomElementsSystem.Types.WeightProperty< Vector2Int >     │
└─────────────────────────────────────────────────────────────┘
                              ▲
                              │
┌─────────────────────────────────────────────────────────────┐
│  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

value	Vector2Int value
weight	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:

```
┌────────────────────────────────────────────────────────────┐
│ RandomElementsSystem.Types.WeightProperty< Vector3 >       │
└────────────────────────────────────────────────────────────┘
                            ▲
┌────────────────────────────────────────────────────────────┐
│ RandomElementsSystem.Types.WeightPropertyVector3           │
└────────────────────────────────────────────────────────────┘
```
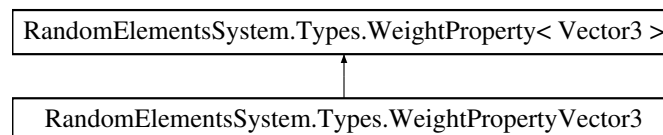
Public Member Functions

- 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

value	Vector3 value
weight	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:

```
┌─────────────────────────────────────────────────────────────┐
│ RandomElementsSystem.Types.WeightProperty< Vector3Int >      │
└─────────────────────────────────────────────────────────────┘
                              ▲
                              │
┌─────────────────────────────────────────────────────────────┐
│ 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

value	Vector3Int value
weight	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/Random↩ ElementsSystemDomain/Editor/RandomClassGenerator.cs File Reference

7.2 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/Random↩ ElementsSystemDomain/Editor/SelectiveRandomWeightProperty↩ BasePropertyDrawer.cs File Reference

7.3 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/Random↩ ElementsSystemDomain/Examples/CompareWithDefaultApproach↩ Example/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/Random↩ ElementsSystemDomain/Examples/CompareWithDefaultApproach↩ Example/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/Random↩ ElementsSystemDomain/Examples/CompareWithDefaultApproach↩ Example/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/Random↩ ElementsSystemDomain/Examples/CompareWithDefaultApproach↩ Example/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/Random↩ ElementsSystemDomain/Examples/CompareWithDefaultApproach↩ Example/Scripts/RandomElementsSystemExample2.cs File Reference

Classes

- class RandomElementsSystem.Examples.RandomElementsSystemExample2

Namespaces

- namespace RandomElementsSystem
- namespace RandomElementsSystem.Examples

7.8 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/Random↩ ElementsSystemDomain/Examples/CompareWithDefaultApproach↩ Example/Scripts/RandomElementsSystemExample3.cs File Reference

Classes

- class RandomElementsSystem.Examples.RandomElementsSystemExample3

Namespaces

- namespace RandomElementsSystem
- namespace RandomElementsSystem.Examples

7.9 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/Random↩ ElementsSystemDomain/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/Random↩ ElementsSystemDomain/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/Random↵ ElementsSystemDomain/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/Random↵ ElementsSystemDomain/Examples/CreateNewTypeAtRuntime↵ Example/Scripts/CreateNewTypeAtRuntimeExample.cs File Reference

Classes

- class RandomElementsSystem.Examples.CreateNewTypeAtRuntimeExample

Namespaces

- namespace RandomElementsSystem
- namespace RandomElementsSystem.Examples

7.13 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/Random↵ ElementsSystemDomain/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/Random↩ ElementsSystemDomain/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/Random↩ ElementsSystemDomain/Examples/MinMaxExample/Scripts/Min↩ MaxExample.cs File Reference

Classes

- class RandomElementsSystem.Examples.MinMaxExample

Namespaces

- namespace RandomElementsSystem
- namespace RandomElementsSystem.Examples

7.16 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/Random↩ ElementsSystemDomain/Examples/NewTypesExample/Scripts/↩ MinMaxRandomColorUnmutableAlpha/MinMaxRandomColor↩ ImmutableAlpha.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/Random↩ ElementsSystemDomain/Examples/NewTypesExample/Scripts/My↩ NewEnumType/MyNewEnumType.cs File Reference

Namespaces

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

Enumerations

- enum [RandomElementsSystem.Examples.MyNewEnumType](#) {
  [RandomElementsSystem.Examples.First](#) , [RandomElementsSystem.Examples.Second](#) , [RandomElementsSystem.Examples.T](#)
  , [RandomElementsSystem.Examples.Fourth](#) ,
  [RandomElementsSystem.Examples.Fifth](#) }

7.21 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/Random↩ ElementsSystemDomain/Examples/NewTypesExample/Scripts/My↩ NewEnumType/RandomMyNewEnumType.cs File Reference

Classes

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

Namespaces

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

7.22 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/Random↩ ElementsSystemDomain/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/Random↩ ElementsSystemDomain/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/Random↩ ElementsSystemDomain/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/Random↩ ElementsSystemDomain/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/Random↩ ElementsSystemDomain/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/Random↩ ElementsSystemDomain/Scripts/Main/Weight/WeightProperty↩ Bool.cs File Reference

Classes

- class RandomElementsSystem.Types.WeightPropertyBool

Namespaces

- namespace RandomElementsSystem
- namespace RandomElementsSystem.Types

7.33 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/Random↩ ElementsSystemDomain/Scripts/Main/Weight/WeightProperty↩ Char.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/Random↩ ElementsSystemDomain/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/Random↩ ElementsSystemDomain/Scripts/Main/Weight/WeightProperty↩ MonoBehaviour.cs File Reference

Classes

- class RandomElementsSystem.Types.WeightPropertyMonoBehaviour

Namespaces

- namespace RandomElementsSystem
- namespace RandomElementsSystem.Types

7.39 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/Random↩ ElementsSystemDomain/Scripts/Main/Weight/WeightProperty↩ Quaternion.cs File Reference

Classes

- class RandomElementsSystem.Types.WeightPropertyQuaternion

Namespaces

- namespace RandomElementsSystem
- namespace RandomElementsSystem.Types

7.40 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/Random↩ ElementsSystemDomain/Scripts/Main/Weight/WeightProperty↩ ScriptableObject.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/Random↩ ElementsSystemDomain/Scripts/Main/Weight/WeightProperty↩ Vector2.cs File Reference

Classes

- class RandomElementsSystem.Types.WeightPropertyVector2

Namespaces

- namespace RandomElementsSystem
- namespace RandomElementsSystem.Types

7.44 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/Random↩ ElementsSystemDomain/Scripts/Main/Weight/WeightProperty↩ Vector2Int.cs File Reference

Classes

- class RandomElementsSystem.Types.WeightPropertyVector2Int

Namespaces

- namespace RandomElementsSystem
- namespace RandomElementsSystem.Types

7.45 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/Random↩ ElementsSystemDomain/Scripts/Main/Weight/WeightProperty↩ Vector3.cs File Reference

Classes

- class RandomElementsSystem.Types.WeightPropertyVector3

Namespaces

- namespace RandomElementsSystem
- namespace RandomElementsSystem.Types

7.46 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/Random↩ ElementsSystemDomain/Scripts/Main/Weight/WeightProperty↩ Vector3Int.cs File Reference

Classes

- class RandomElementsSystem.Types.WeightPropertyVector3Int

Namespaces

- namespace RandomElementsSystem
- namespace RandomElementsSystem.Types

7.47 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/Random↵ ElementsSystemDomain/Scripts/Types/MinMax/MinMaxRandom↵ Color.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/Random↵ ElementsSystemDomain/Scripts/Types/MinMax/MinMaxRandom↵ Float.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/Random↵ ElementsSystemDomain/Scripts/Types/MinMax/MinMaxRandom↵ Int.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/Random↵ ElementsSystemDomain/Scripts/Types/MinMax/MinMaxRandom↵ Quaternion.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/Random↵ElementsSystemDomain/Scripts/Types/MinMax/MinMaxRandom↵Vector2.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/Random↵ElementsSystemDomain/Scripts/Types/MinMax/MinMaxRandom↵Vector2Int.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/Random↩ ElementsSystemDomain/Scripts/Types/MinMax/MinMaxRandom↩ Vector3.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/Random↩ ElementsSystemDomain/Scripts/Types/MinMax/MinMaxRandom↩ Vector3Int.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/Random←
ElementsSystemDomain/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/Random←
ElementsSystemDomain/Scripts/Types/RandomPercentage←
Property.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/Random↩ ElementsSystemDomain/Scripts/Types/RandomStringProperty.cs File Reference

Classes

- class RandomElementsSystem.Types.RandomStringProperty

Namespaces

- namespace RandomElementsSystem
- namespace RandomElementsSystem.Types

7.58 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/Random↩ ElementsSystemDomain/Scripts/Types/Selective/Selective↩ RandomWeightChar.cs File Reference

Classes

- class RandomElementsSystem.Types.SelectiveRandomWeightChar

Namespaces

- namespace RandomElementsSystem
- namespace RandomElementsSystem.Types

7.59 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/Random↵ElementsSystemDomain/Scripts/Types/Selective/Selective↵RandomWeightColor.cs File Reference

Classes

- class RandomElementsSystem.Types.SelectiveRandomWeightColor

Namespaces

- namespace RandomElementsSystem
- namespace RandomElementsSystem.Types

7.60 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/Random↵ElementsSystemDomain/Scripts/Types/Selective/Selective↵RandomWeightFloat.cs File Reference

Classes

- class RandomElementsSystem.Types.SelectiveRandomWeightFloat

Namespaces

- namespace RandomElementsSystem
- namespace RandomElementsSystem.Types

7.61 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/Random↵ElementsSystemDomain/Scripts/Types/Selective/Selective↵RandomWeightGameObject.cs File Reference

Classes

- class RandomElementsSystem.Types.SelectiveRandomWeightGameObject

Namespaces

- namespace RandomElementsSystem
- namespace RandomElementsSystem.Types

7.62 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/Random↵ElementsSystemDomain/Scripts/Types/Selective/Selective↵RandomWeightInt.cs File Reference

Classes

- class RandomElementsSystem.Types.SelectiveRandomWeightInt

Namespaces

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

7.63 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/Random↩ ElementsSystemDomain/Scripts/Types/Selective/Selective↩ RandomWeightMonoBehaviour.cs File Reference

Classes

- class [RandomElementsSystem.Types.SelectiveRandomWeightMonoBehaviour](#)

Namespaces

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

7.64 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/Random↩ ElementsSystemDomain/Scripts/Types/Selective/Selective↩ RandomWeightQuaternion.cs File Reference

Classes

- class [RandomElementsSystem.Types.SelectiveRandomWeightQuaternion](#)

Namespaces

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

7.65 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/Random↩ ElementsSystemDomain/Scripts/Types/Selective/Selective↩ RandomWeightScriptableObject.cs File Reference

Classes

- class [RandomElementsSystem.Types.SelectiveRandomWeightScriptableObject](#)

Namespaces

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

7.66 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/Random↩ ElementsSystemDomain/Scripts/Types/Selective/Selective↩ RandomWeightString.cs File Reference

Classes

- class RandomElementsSystem.Types.SelectiveRandomWeightString

Namespaces

- namespace RandomElementsSystem
- namespace RandomElementsSystem.Types

7.67 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/Random↩ ElementsSystemDomain/Scripts/Types/Selective/Selective↩ RandomWeightUnityObject.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/Random↩ ElementsSystemDomain/Scripts/Types/Selective/Selective↩ RandomWeightVector2.cs File Reference

Classes

- class RandomElementsSystem.Types.SelectiveRandomWeightVector2

Namespaces

- namespace RandomElementsSystem
- namespace RandomElementsSystem.Types

7.69 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/Random↩ ElementsSystemDomain/Scripts/Types/Selective/Selective↩ RandomWeightVector2Int.cs File Reference

Classes

- class RandomElementsSystem.Types.SelectiveRandomWeightVector2Int

Namespaces

- namespace RandomElementsSystem
- namespace RandomElementsSystem.Types

7.70 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/Random↩ ElementsSystemDomain/Scripts/Types/Selective/Selective↩ RandomWeightVector3.cs File Reference

Classes

- class RandomElementsSystem.Types.SelectiveRandomWeightVector3

Namespaces

- namespace RandomElementsSystem
- namespace RandomElementsSystem.Types

7.71 V:/Unity/RandomElementsSystem/Assets/vodoleystudio/Random↩ ElementsSystemDomain/Scripts/Types/Selective/Selective↩ RandomWeightVector3Int.cs File Reference

Classes

- class RandomElementsSystem.Types.SelectiveRandomWeightVector3Int

Namespaces

- namespace RandomElementsSystem
- namespace RandomElementsSystem.Types

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