

Tanoda

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Chapter 1

Hierarchical Index

1.1 Class Hierarchy

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

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IBeginDragHandler	
DrawLine	41
MouseDragBehaviour	63
IDragHandler	
DrawLine	41
MouseDragBehaviour	63
IEndDragHandler	
DrawLine	41
MouseDragBehaviour	63
IInitializePotentialDragHandler	
MouseDragBehaviour	63
IPointerClickHandler	
LineRendererClick	63
MouseDragBehaviour	63
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IPointerDownHandler	
MouseDragBehaviour	63
IPointerEnterHandler	
ActionObject	7
BeltSetterAction	15
CheckAction	20
CollectorAction	24
CountdownAction	38
DeactivateAction	40
FinishAction	43
GameObjectAction	46
HintAction	51
HotfixAction	54
LedAction	56
MoveAction	68
PositionAction	73
HoldPositionAction	52
QuizAction	79
ScriptAction	82

ShowHideAction	83
SoundAction	86
StartAction	89
ToolAction	90
TriggerAction	95
VoiceAction	101
WaiterAction	102
WeldAction	104
IPointerExitHandler	
ActionObject	7
IPointerUpHandler	
MouseDownBehaviour	63
ISerializable	
ActionObject	7
BeltSetterAction	15
CheckAction	20
CollectorAction	24
Controller	30
CountdownAction	38
DeactivateAction	40
FinishAction	43
GameObjectAction	46
HintAction	51
HotfixAction	54
LedAction	56
MoveAction	68
PositionAction	73
QuizAction	79
ScriptAction	82
ShowHideAction	83
SoundAction	86
ToolAction	90
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LineObject	61
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Controller	30
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Chapter 2

Class Index

2.1 Class List

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BlurTheScene	17
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Chapter 3

File Index

3.1 File List

Here is a list of all files with brief descriptions:

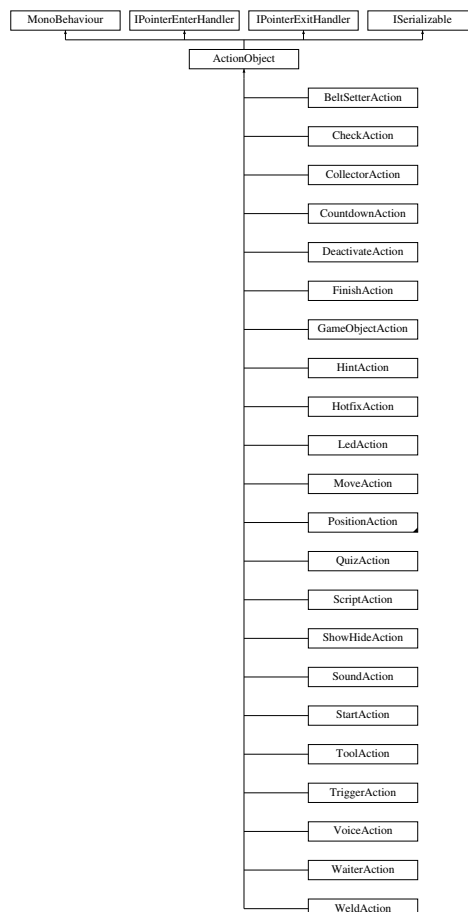
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RemoveLine.cs	110
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ShowHideAction.cs	111
SoundAction.cs	111
StartAction.cs	111
ToolAction.cs	111
TriggerAction.cs	111
VoiceAction.cs	112
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Chapter 4

Class Documentation

4.1 ActionObject Class Reference

Inheritance diagram for ActionObject:



Public Member Functions

- void [ToggleWindowSize](#) ()

- IEnumerator [LateMinimize](#) ()
- void [InstaMinimize](#) ()
- void [Minimize](#) ()
- void [Maximize](#) ()
- List< Vector2 > [GetSides](#) ()
- virtual void [GetObjectData](#) (SerializationInfo info, StreamingContext context)
- [ActionObject](#) ()
- [ActionObject](#) (SerializationInfo info, StreamingContext context)
- virtual void [Start](#) ()
- virtual void [Triggered](#) (string id)
- virtual void [Deactivate](#) ()
- virtual void [Reset](#) ()
- virtual void [OutputAdded](#) (string id)
- virtual void [InputAdded](#) (string id)
- virtual void [Remove](#) ()
- void [TriggerOutput](#) (string id)
- void [AddInput](#) (GameObject go)
- string [GetInput](#) ()
- void [RemoveInput](#) (string id)
- void [AddOutput](#) (GameObject go)
- GameObject [GetOutput](#) (string id)
- GameObject [GetInput](#) (string id)
- List< string > [GetOutputs](#) ()
- List< string > [GetInputs](#) ()
- bool [LimitInputTypes](#) ()
- List< Type > [GetAcceptedInputTypes](#) ()
- void [ApplyComment](#) ()
- void [TriggerOut](#) (string id)
- virtual void [OnPointerEnter](#) (PointerEventData eventData)
- virtual void [OnPointerExit](#) (PointerEventData eventData)

Public Attributes

- List< GameObject > [inPuts](#)
- List< GameObject > [outPuts](#)
- List< ClassTypeReference > [acceptInputTypes](#)
- Image [statusImg](#)
- string [action](#)
- string [comment](#)
- List< GameObject > [hideOnMinimize](#) = new List<GameObject>()

Protected Member Functions

- void [SaveOrigInPos](#) ()

Protected Attributes

- float [originalHeight](#) = 0.0f

4.1.1 Constructor & Destructor Documentation

4.1.1.1 ActionObject() [1/2]

```
ActionObject.ActionObject ( )
```

4.1.1.2 ActionObject() [2/2]

```
ActionObject.ActionObject (
    SerializationInfo info,
    StreamingContext context )
```

4.1.2 Member Function Documentation

4.1.2.1 AddInput()

```
void ActionObject.AddInput (
    GameObject go )
```

4.1.2.2 AddOutput()

```
void ActionObject.AddOutput (
    GameObject go )
```

4.1.2.3 ApplyComment()

```
void ActionObject.ApplyComment ( )
```

4.1.2.4 Deactivate()

```
virtual void ActionObject.Deactivate ( ) [virtual]
```

Reimplemented in [HintAction](#), [HotfixAction](#), [PositionAction](#), [ShowHideAction](#), [SoundAction](#), and [TriggerAction](#).

4.1.2.5 GetAcceptedInputTypes()

```
List< Type > ActionObject.GetAcceptedInputTypes ( )
```

4.1.2.6 GetInput() [1/2]

```
string ActionObject.GetInput ( )
```

4.1.2.7 GetInput() [2/2]

```
GameObject ActionObject.GetInput (
    string id )
```

4.1.2.8 GetInputs()

```
List< string > ActionObject.GetInputs ( )
```

4.1.2.9 GetObjectData()

```
virtual void ActionObject.GetObjectData (
    SerializationInfo info,
    StreamingContext context ) [virtual]
```

Reimplemented in [BeltSetterAction](#), [CheckAction](#), [CollectorAction](#), [CountdownAction](#), [FinishAction](#), [GameObjectAction](#), [HintAction](#), [HoldPositionAction](#), [HotfixAction](#), [LedAction](#), [MoveAction](#), [PositionAction](#), [QuizAction](#), [ShowHideAction](#), [SoundAction](#), [ToolAction](#), [TriggerAction](#), and [WaiterAction](#).

4.1.2.10 GetOutput()

```
GameObject ActionObject.GetOutput (
    string id )
```

4.1.2.11 GetOutputs()

```
List< string > ActionObject.GetOutputs ( )
```

4.1.2.12 GetSides()

```
List< Vector2 > ActionObject.GetSides ( )
```

4.1.2.13 InputAdded()

```
virtual void ActionObject.InputAdded (
    string id ) [virtual]
```

Reimplemented in [CollectorAction](#), and [PositionAction](#).

4.1.2.14 InstaMinimize()

```
void ActionObject.InstaMinimize ( )
```

4.1.2.15 LateMinimize()

```
IEnumerator ActionObject.LateMinimize ( )
```

4.1.2.16 LimitInputTypes()

```
bool ActionObject.LimitInputTypes ( )
```

4.1.2.17 Maximize()

```
void ActionObject.Maximize ( )
```

4.1.2.18 Minimize()

```
void ActionObject.Minimize ( )
```

4.1.2.19 OnPointerEnter()

```
virtual void ActionObject.OnPointerEnter (
    PointerEventData eventData ) [virtual]
```

Reimplemented in [GameObjectAction](#), [ToolAction](#), and [TriggerAction](#).

4.1.2.20 OnPointerExit()

```
virtual void ActionObject.OnPointerExit (
    PointerEventData eventData ) [virtual]
```

Reimplemented in [GameObjectAction](#), [ToolAction](#), and [TriggerAction](#).

4.1.2.21 OutputAdded()

```
virtual void ActionObject.OutputAdded (
    string id ) [virtual]
```

Reimplemented in [CollectorAction](#).

4.1.2.22 Remove()

```
virtual void ActionObject.Remove ( ) [virtual]
```

Reimplemented in [TriggerAction](#).

4.1.2.23 RemoveInput()

```
void ActionObject.RemoveInput (
    string id )
```

4.1.2.24 Reset()

```
virtual void ActionObject.Reset ( ) [virtual]
```

Reimplemented in [CollectorAction](#), and [WaiterAction](#).

4.1.2.25 SaveOriginPos()

```
void ActionObject.SaveOriginPos ( ) [protected]
```

4.1.2.26 Start()

```
virtual void ActionObject.Start ( ) [virtual]
```

Reimplemented in [BeltSetterAction](#), [CheckAction](#), [HoldPositionAction](#), [PositionAction](#), [QuizAction](#), [SoundAction](#), [StartAction](#), [ToolAction](#), [TriggerAction](#), [WaiterAction](#), and [WeldAction](#).

4.1.2.27 ToggleWindowSize()

```
void ActionObject.ToggleWindowSize ( )
```

4.1.2.28 Triggered()

```
virtual void ActionObject.Triggered (
    string id ) [virtual]
```

Reimplemented in [BeltSetterAction](#), [CheckAction](#), [CollectorAction](#), [CountdownAction](#), [DeactivateAction](#), [FinishAction](#), [HintAction](#), [HotfixAction](#), [LedAction](#), [MoveAction](#), [PositionAction](#), [QuizAction](#), [ShowHideAction](#), [SoundAction](#), [ToolAction](#), [TriggerAction](#), [WaiterAction](#), and [WeldAction](#).

4.1.2.29 TriggerOut()

```
void ActionObject.TriggerOut (
    string id )
```

4.1.2.30 TriggerOutput()

```
void ActionObject.TriggerOutput (
    string id )
```

4.1.3 Member Data Documentation

4.1.3.1 acceptInputTypes

```
List<ClassTypeReference> ActionObject.acceptInputTypes
```

4.1.3.2 action

```
string ActionObject.action
```

4.1.3.3 comment

```
string ActionObject.comment
```

4.1.3.4 hideOnMinimize

```
List<GameObject> ActionObject.hideOnMinimize = new List<GameObject>()
```

4.1.3.5 inPuts

```
List<GameObject> ActionObject.inPuts
```

4.1.3.6 originalHeight

```
float ActionObject.originalHeight = 0.0f [protected]
```

4.1.3.7 outPuts

```
List<GameObject> ActionObject.outPuts
```


4.1.3.8 statusImg

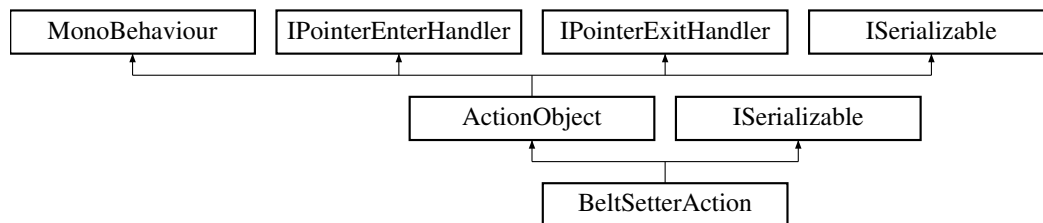
Image `ActionObject.statusImg`

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

- [ActionObject.cs](#)

4.2 BeltSetterAction Class Reference

Inheritance diagram for BeltSetterAction:



Public Member Functions

- override void [Start](#) ()
- override void [Triggered](#) (string id)
- void [SetSpeed](#) (float value)
- void [SetStopTime](#) (string value)
- void [SetStopInterval](#) (string value)
- new void [GetObjectData](#) (SerializationInfo info, StreamingContext context)
- [BeltSetterAction](#) (SerializationInfo info, StreamingContext context)

Public Attributes

- float [beltSpeed](#) = 1f
- float [stopTime](#) = 2f
- float [stopInterval](#) = 4f

Additional Inherited Members

4.2.1 Constructor & Destructor Documentation

4.2.1.1 BeltSetterAction()

```

BeltSetterAction.BeltSetterAction (
    SerializationInfo info,
    StreamingContext context )
  
```

4.2.2 Member Function Documentation

4.2.2.1 GetObjectData()

```
new void BeltSetterAction.GetObjectData (
    SerializationInfo info,
    StreamingContext context ) [virtual]
```

Reimplemented from [ActionObject](#).

4.2.2.2 SetSpeed()

```
void BeltSetterAction.SetSpeed (
    float value )
```

4.2.2.3 SetStopInterval()

```
void BeltSetterAction.SetStopInterval (
    string value )
```

4.2.2.4 SetStopTime()

```
void BeltSetterAction.SetStopTime (
    string value )
```

4.2.2.5 Start()

```
override void BeltSetterAction.Start ( ) [virtual]
```

Reimplemented from [ActionObject](#).

4.2.2.6 Triggered()

```
override void BeltSetterAction.Triggered (
    string id ) [virtual]
```

Reimplemented from [ActionObject](#).

4.2.3 Member Data Documentation

4.2.3.1 beltSpeed

```
float BeltSetterAction.beltSpeed = 1f
```

4.2.3.2 stopInterval

```
float BeltSetterAction.stopInterval = 4f
```

4.2.3.3 stopTime

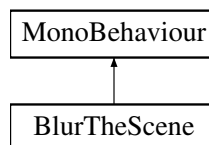
```
float BeltSetterAction.stopTime = 2f
```

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

- [BeltSetterAction.cs](#)

4.3 BlurTheScene Class Reference

Inheritance diagram for BlurTheScene:



Public Member Functions

- void [Start](#) ()
- void [showBlur](#) (Process p)
- void [hideBlur](#) ()

Public Attributes

- GameObject [canvas](#)
- GameObject [blurImage](#)
- GameObject [blurImage2](#)
- GameObject [blur](#)
- GameObject [Sound2](#)
- GameObject [Sound3](#)
- GameObject [Sound4](#)
- GameObject [OtherElements](#)

Static Public Attributes

- static [BlurTheScene Instance](#)

4.3.1 Member Function Documentation

4.3.1.1 hideBlur()

```
void BlurTheScene.hideBlur ( )
```

4.3.1.2 showBlur()

```
void BlurTheScene.showBlur (
    Process p )
```

4.3.1.3 Start()

```
void BlurTheScene.Start ( )
```

4.3.2 Member Data Documentation

4.3.2.1 blur

```
GameObject BlurTheScene.blur
```

4.3.2.2 blurImage

GameObject BlurTheScene.blurImage

4.3.2.3 blurImage2

GameObject BlurTheScene.blurImage2

4.3.2.4 canvas

GameObject BlurTheScene.canvas

4.3.2.5 Instance

[BlurTheScene](#) BlurTheScene.Instance [static]

4.3.2.6 OtherElements

GameObject BlurTheScene.OtherElements

4.3.2.7 Sound2

GameObject BlurTheScene.Sound2

4.3.2.8 Sound3

GameObject BlurTheScene.Sound3

4.3.2.9 Sound4

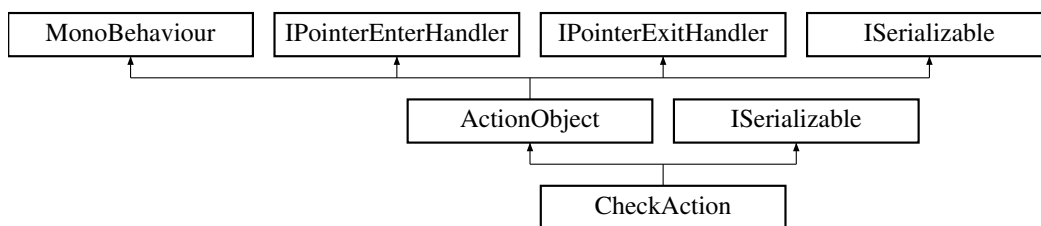
GameObject BlurTheScene.Sound4

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

- [BlurTheScene.cs](#)

4.4 CheckAction Class Reference

Inheritance diagram for CheckAction:



Public Member Functions

- override void [Start](#) ()
- void [InputEnded](#) (string input)
- override void [Triggered](#) (string id)
- void [SetGameObject](#) (GameObject go)
- IEnumerator [SetGameObjectJob](#) (string hash)
- void [SetGameObject](#) (string hash)
- void [SetSelectedGO](#) ()
- void [TriggerSelection](#) ()
- GameObject [GetGameObject](#) ()
- new void [GetObjectData](#) (SerializationInfo info, StreamingContext context)
- [CheckAction](#) (SerializationInfo info, StreamingContext context)

Public Attributes

- GameObjectPreview [gop](#)
- string [canvasSelectorName](#) = "Canvas_selector"
- string [selectedHash](#) = ""
- float [timeToWatch](#) = 2.0f
- InputField [inputTime](#)

Protected Member Functions

- virtual void [CreateHighlightRenderers](#) ()
- virtual void [UpdateHighlightRenderers](#) ()

Protected Attributes

- SkinnedMeshRenderer[] [highlightSkinnedRenderers](#)
- SkinnedMeshRenderer[] [existingSkinnedRenderers](#)
- MeshRenderer[] [highlightRenderers](#)
- MeshRenderer[] [existingRenderers](#)

4.4.1 Constructor & Destructor Documentation

4.4.1.1 CheckAction()

```
CheckAction.CheckAction (
    SerializationInfo info,
    StreamingContext context )
```

4.4.2 Member Function Documentation

4.4.2.1 CreateHighlightRenderers()

```
virtual void CheckAction.CreateHighlightRenderers ( ) [protected], [virtual]
```

4.4.2.2 GetGameObject()

```
GameObject CheckAction.GetGameObject ( )
```

4.4.2.3 GetObjectData()

```
new void CheckAction.GetObjectData (
    SerializationInfo info,
    StreamingContext context ) [virtual]
```

Reimplemented from [ActionObject](#).

4.4.2.4 InputEnded()

```
void CheckAction.InputEnded (
    string input )
```

4.4.2.5 SetGameObject() [1/2]

```
void CheckAction.SetGameObject (
    GameObject go )
```

4.4.2.6 SetGameObject() [2/2]

```
void CheckAction.SetGameObject (
    string hash )
```

4.4.2.7 SetGameObjectJob()

```
IEnumerator CheckAction.SetGameObjectJob (
    string hash )
```

4.4.2.8 SetSelectedGO()

```
void CheckAction.SetSelectedGO ( )
```

4.4.2.9 Start()

```
override void CheckAction.Start ( ) [virtual]
```

Reimplemented from [ActionObject](#).

4.4.2.10 Triggered()

```
override void CheckAction.Triggered (
    string id ) [virtual]
```

Reimplemented from [ActionObject](#).

4.4.2.11 TriggerSelection()

```
void CheckAction.TriggerSelection ( )
```

4.4.2.12 UpdateHighlightRenderers()

```
virtual void CheckAction.UpdateHighlightRenderers ( ) [protected], [virtual]
```

4.4.3 Member Data Documentation

4.4.3.1 canvasSelectorName

```
string CheckAction.canvasSelectorName = "Canvas_selector"
```

4.4.3.2 existingRenderers

```
MeshRenderer [] CheckAction.existingRenderers [protected]
```

4.4.3.3 existingSkinnedRenderers

```
SkinnedMeshRenderer [] CheckAction.existingSkinnedRenderers [protected]
```

4.4.3.4 gop

```
GameObjectPreview CheckAction.gop
```

4.4.3.5 highlightRenderers

```
MeshRenderer [] CheckAction.highlightRenderers [protected]
```

4.4.3.6 highlightSkinnedRenderers

```
SkinnedMeshRenderer [] CheckAction.highlightSkinnedRenderers [protected]
```

4.4.3.7 inputTime

```
InputField CheckAction.inputTime
```

4.4.3.8 selectedHash

```
string CheckAction.selectedHash = ""
```

4.4.3.9 timeToWatch

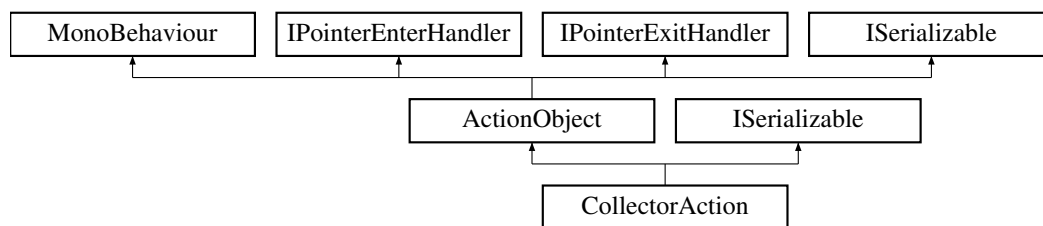
```
float CheckAction.timeToWatch = 2.0f
```

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

- [CheckAction.cs](#)

4.5 CollectorAction Class Reference

Inheritance diagram for CollectorAction:



Public Member Functions

- void [Order](#) (bool newValue)
- void [Weld](#) (bool newWeldValue)
- override void [Triggered](#) (string id)
- override void [Reset](#) ()
- void [SetTheChildren](#) ()
- void [MoveTheChildren](#) ()
- override void [OutputAdded](#) (string id)
- override void [InputAdded](#) (string id)
- void [FullCircle](#) (DropArea dropArea)
- [CollectorAction](#) (SerializationInfo info, StreamingContext context)
- new void [GetObjectData](#) (SerializationInfo info, StreamingContext context)

Public Attributes

- GameObject [SlotHolder](#)
- GameObject [ActionSlot](#)
- GameObject [GameObjectSlot](#)
- List< string > [ActionChildrenList](#) = new List<string>()
- List< string > [GameObjectChildrenList](#) = new List<string>()
- int [ActionChildCount](#)
- bool [inOrder](#)
- AddItems [addItems](#)
- Toggle [toggle](#)
- Toggle [weldToggle](#)
- bool [isSmall](#)
- Vector2 [OriginalSize](#)
- int [ActionCount](#)

Static Public Attributes

- static [CollectorAction_Instance](#)

Additional Inherited Members

4.5.1 Constructor & Destructor Documentation

4.5.1.1 CollectorAction()

```
CollectorAction.CollectorAction (
    SerializationInfo info,
    StreamingContext context )
```

4.5.2 Member Function Documentation

4.5.2.1 FullCircle()

```
void CollectorAction.FullCircle (
    DropArea dropArea )
```

4.5.2.2 GetObjectData()

```
new void CollectorAction.GetObjectData (
    SerializationInfo info,
    StreamingContext context ) [virtual]
```

Reimplemented from [ActionObject](#).

4.5.2.3 InputAdded()

```
override void CollectorAction.InputAdded (
    string id ) [virtual]
```

Reimplemented from [ActionObject](#).

4.5.2.4 MoveTheChildren()

```
void CollectorAction.MoveTheChildren ( )
```

4.5.2.5 Order()

```
void CollectorAction.Order (
    bool newValue )
```

4.5.2.6 OutputAdded()

```
override void CollectorAction.OutputAdded (
    string id ) [virtual]
```

Reimplemented from [ActionObject](#).

4.5.2.7 Reset()

```
override void CollectorAction.Reset ( ) [virtual]
```

Reimplemented from [ActionObject](#).

4.5.2.8 SetTheChildren()

```
void CollectorAction.SetTheChildren ( )
```

4.5.2.9 Triggered()

```
override void CollectorAction.Triggered (
    string id ) [virtual]
```

Reimplemented from [ActionObject](#).

4.5.2.10 Weld()

```
void CollectorAction.Weld (
    bool newWeldValue )
```

4.5.3 Member Data Documentation

4.5.3.1 _Instance

```
CollectorAction CollectorAction._Instance [static]
```

4.5.3.2 ActionChildCount

```
int CollectorAction.ActionChildCount
```

4.5.3.3 ActionChildrenList

```
List<string> CollectorAction.ActionChildrenList = new List<string>()
```

4.5.3.4 ActionCount

```
int CollectorAction.ActionCount
```

4.5.3.5 ActionSlot

GameObject CollectorAction.ActionSlot

4.5.3.6 addItems

AddItems CollectorAction.addItems

4.5.3.7 GameObjectChildrenList

List<string> CollectorAction.GameObjectChildrenList = new List<string>()

4.5.3.8 GameObjectSlot

GameObject CollectorAction.GameObjectSlot

4.5.3.9 inOrder

bool CollectorAction.inOrder

4.5.3.10 isSmall

bool CollectorAction.isSmall

4.5.3.11 OriginalSize

Vector2 CollectorAction.OriginalSize

4.5.3.12 SlotHolder

GameObject CollectorAction.SlotHolder

4.5.3.13 toggle

```
Toggle CollectorAction.toggle
```

4.5.3.14 weldToggle

```
Toggle CollectorAction.weldToggle
```

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

- [CollectorAction.cs](#)

4.6 Connection Class Reference

Public Attributes

- string [fromId](#)
- string [told](#)
- string [connectionId](#)

4.6.1 Member Data Documentation

4.6.1.1 connectionId

```
string Connection.connectionId
```

4.6.1.2 fromId

```
string Connection.fromId
```

4.6.1.3 told

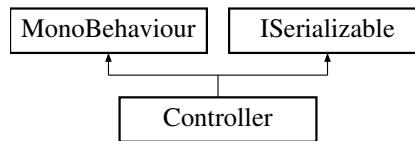
```
string Connection.toId
```

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

- [Controller.cs](#)

4.7 Controller Class Reference

Inheritance diagram for Controller:



Public Member Functions

- delegate void [TriggerHandler](#) (string id)
- void [GetObjectData](#) (SerializationInfo info, StreamingContext context)
- [Controller](#) (SerializationInfo info, StreamingContext context)
- void [LoadJson](#) ([Controller](#) controller)
- IEnumerable [LoadControllerFromJSON](#) ([Controller](#) controller)
- void [OnStageManagerToggle](#) ()
- GameObject [AddAction](#) (GameObject obj, string id)
- void [AddAction](#) (GameObject obj)
- void [AddAction](#) ()
- void [ClearAll](#) ()
- void [RemoveAction](#) (string id)
- void [StartConnection](#) (string outputID, string actionID)
- void [EndConnection](#) (string inputID, string actionID)
- void [EndConnection](#) ()
- void [DragConnection](#) (Vector2 position)
- void [AddConnection](#) ([LineObject](#) lineObj)
- void [AddConnection](#) (string from, string to, string connection)
- void [RemoveConnection](#) (string connectionId)
- void [RemoveConnectionByEndPointId](#) (string id)
- bool [HasConnectionByEndpoint](#) (string id)
- [Connection](#) [GetConnectionByEndPointId](#) (string id)
- [Connection\[\]](#) [GetConnectionsByEndPointId](#) (string id)
- [Connection](#) [GetConnectionById](#) (string id)
- List< string > [GetConnectionsToObject](#) (string id)
- List< string > [GetInputConnectionsToObject](#) (string id)
- List< string > [GetOutputConnectionsToObject](#) (string id)
- void [Trigger](#) (string id)
- void [DirektTrigger](#) (string id)
- bool [HasConnection](#) (string id)
- [ActionObject](#) [GetActionByInOut](#) (string id)
- [ActionObject](#) [GetActionByIn](#) (string id)
- [ActionObject\[\]](#) [GetActionsByIn](#) (string id)
- [ActionObject](#) [GetActionById](#) (string id)
- void [TOJson](#) ()
- IEnumerable [RestoreOnly](#) ()
- void [ClickedOn](#) (string id)

Public Attributes

- GameObject [UIParent](#)
- GameObject [prefab](#)
- bool [onlyOneStartAction](#) = true
- List< GameObject > [actionPrefabs](#)
- bool [isLoading](#)
- GraphicRaycaster [m_Raycaster](#)
- EventSystem [m_EventSystem](#)
- Dropdown [AddNodeDropdown](#)
- CanvasGroup [StageWindow](#)

Properties

- static [Controller Instance](#) [get]

Events

- [TriggerHandler OnTrigger](#)

4.7.1 Constructor & Destructor Documentation

4.7.1.1 Controller()

```
Controller.Controller (
    SerializationInfo info,
    StreamingContext context )
```

4.7.2 Member Function Documentation

4.7.2.1 AddAction() [1/3]

```
void Controller.AddAction ( )
```

4.7.2.2 AddAction() [2/3]

```
void Controller.AddAction (
    GameObject obj )
```

4.7.2.3 AddAction() [3/3]

```
GameObject Controller.AddAction (
    GameObject obj,
    string id )
```

4.7.2.4 AddConnection() [1/2]

```
void Controller.AddConnection (
    LineObject lineObj )
```

4.7.2.5 AddConnection() [2/2]

```
void Controller.AddConnection (
    string from,
    string to,
    string connection )
```

4.7.2.6 ClearAll()

```
void Controller.ClearAll ( )
```

4.7.2.7 ClickedOn()

```
void Controller.ClickedOn (
    string id )
```

4.7.2.8 DirektTrigger()

```
void Controller.DirektTrigger (
    string id )
```

4.7.2.9 DragConnection()

```
void Controller.DragConnection (
    Vector2 position )
```

4.7.2.10 EndConnection() [1/2]

```
void Controller.EndConnection ( )
```

4.7.2.11 EndConnection() [2/2]

```
void Controller.EndConnection (
    string inputID,
    string actionID )
```

4.7.2.12 GetActionById()

```
ActionObject Controller.GetActionById (
    string id )
```

4.7.2.13 GetActionByIn()

```
ActionObject Controller.GetActionByIn (
    string id )
```

4.7.2.14 GetActionByInOut()

```
ActionObject Controller.GetActionByInOut (
    string id )
```

4.7.2.15 GetActionsByIn()

```
ActionObject[] Controller.GetActionsByIn (
    string id )
```

4.7.2.16 GetConnectionByEndPointId()

```
Connection Controller.GetConnectionByEndPointId (
    string id )
```

4.7.2.17 GetConnectionById()

```
Connection Controller.GetConnectionById (
    string id )
```

4.7.2.18 GetConnectionsByEndPointId()

```
Connection[] Controller.GetConnectionsByEndPointId (
    string id )
```

4.7.2.19 GetConnectionsToObject()

```
List< string > Controller.GetConnectionsToObject (
    string id )
```

4.7.2.20 GetInputConnectionsToObject()

```
List< string > Controller.GetInputConnectionsToObject (
    string id )
```

4.7.2.21 GetObjectData()

```
void Controller.GetObjectData (
    SerializationInfo info,
    StreamingContext context )
```

4.7.2.22 GetOutputConnectionsToObject()

```
List< string > Controller.GetOutputConnectionsToObject (
    string id )
```

4.7.2.23 HasConnection()

```
bool Controller.HasConnection (
    string id )
```

4.7.2.24 HasConnectionByEndpoint()

```
bool Controller.HasConnectionByEndpoint (
    string id )
```

4.7.2.25 LoadControllerFromJSON()

```
IEnumerator Controller.LoadControllerFromJSON (
    Controller controller )
```

4.7.2.26 LoadJson()

```
void Controller.LoadJson (
    Controller controller )
```

4.7.2.27 OnStageManagerToggle()

```
void Controller.OnStageManagerToggle ( )
```

4.7.2.28 RemoveAction()

```
void Controller.RemoveAction (
    string id )
```

4.7.2.29 RemoveConnection()

```
void Controller.RemoveConnection (
    string connectionId )
```

4.7.2.30 RemoveConnectionByEndPointId()

```
void Controller.RemoveConnectionByEndPointId (
    string id )
```

4.7.2.31 RestoreOnly()

```
IEnumerator Controller.RestoreOnly ( )
```

4.7.2.32 StartConnection()

```
void Controller.StartConnection (
    string outputID,
    string actionID )
```

4.7.2.33 TOJson()

```
void Controller.TOJson ( )
```

4.7.2.34 Trigger()

```
void Controller.Trigger (
    string id )
```

4.7.2.35 TriggerHandler()

```
delegate void Controller.TriggerHandler (
    string id )
```

4.7.3 Member Data Documentation

4.7.3.1 actionPrefabs

```
List<GameObject> Controller.actionPrefabs
```

4.7.3.2 AddNodeDropdown

```
Dropdown Controller.AddNodeDropdown
```

4.7.3.3 isLoading

```
bool Controller.isLoading
```

4.7.3.4 m_EventSystem

```
EventSystem Controller.m_EventSystem
```

4.7.3.5 m_Raycaster

```
GraphicRaycaster Controller.m_Raycaster
```

4.7.3.6 onlyOneStartAction

```
bool Controller.onlyOneStartAction = true
```

4.7.3.7 prefab

```
GameObject Controller.prefab
```

4.7.3.8 StageWindow

```
CanvasGroup Controller.StageWindow
```

4.7.3.9 UIParent

```
GameObject Controller.UIParent
```

4.7.4 Property Documentation

4.7.4.1 Instance

`Controller` `Controller.Instance` [static], [get]

4.7.5 Event Documentation

4.7.5.1 OnTrigger

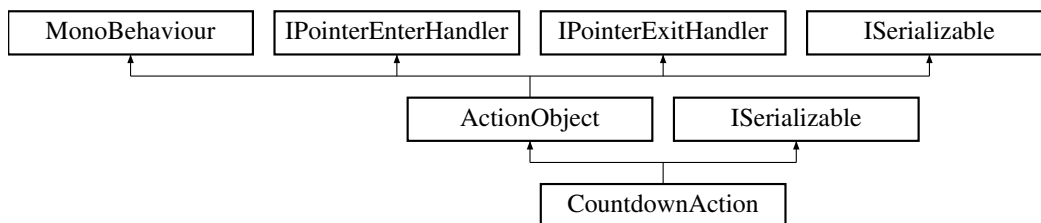
`TriggerHandler` `Controller.OnTrigger`

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

- [Controller.cs](#)

4.8 CountdownAction Class Reference

Inheritance diagram for CountdownAction:



Public Member Functions

- override void `Triggered` (string id)
- void `InputEnded` (string value)
- new void `GetObjectData` (SerializationInfo info, StreamingContext context)
- `CountdownAction` (SerializationInfo info, StreamingContext context)

Public Attributes

- InputField `time`
- float `countdown`

Additional Inherited Members

4.8.1 Constructor & Destructor Documentation

4.8.1.1 CountdownAction()

```
CountdownAction.CountdownAction (
    SerializationInfo info,
    StreamingContext context )
```

4.8.2 Member Function Documentation

4.8.2.1 GetObjectData()

```
new void CountdownAction.GetObjectData (
    SerializationInfo info,
    StreamingContext context ) [virtual]
```

Reimplemented from [ActionObject](#).

4.8.2.2 InputEnded()

```
void CountdownAction.InputEnded (
    string value )
```

4.8.2.3 Triggered()

```
override void CountdownAction.Triggered (
    string id ) [virtual]
```

Reimplemented from [ActionObject](#).

4.8.3 Member Data Documentation

4.8.3.1 countdown

```
float CountdownAction.countdown
```

4.8.3.2 time

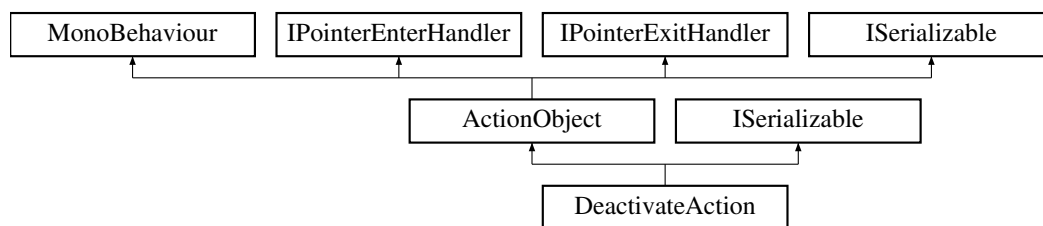
TextField CountdownAction.time

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

- [CountdownAction.cs](#)

4.9 DeactivateAction Class Reference

Inheritance diagram for DeactivateAction:



Public Member Functions

- override void [Triggered](#) (string id)
- void [DisableNext](#) ()
- string [GetInput](#) ()
- string [GetOutput](#) ()
- [DeactivateAction](#) (SerializationInfo info, StreamingContext context)

Additional Inherited Members

4.9.1 Constructor & Destructor Documentation

4.9.1.1 DeactivateAction()

```

DeactivateAction.DeactivateAction (
    SerializationInfo info,
    StreamingContext context )
  
```

4.9.2 Member Function Documentation

4.9.2.1 DisableNext()

```
void DeactivateAction.DisableNext ( )
```

4.9.2.2 GetInput()

```
string DeactivateAction.GetInput ( )
```

4.9.2.3 GetOutput()

```
string DeactivateAction.GetOutput ( )
```

4.9.2.4 Triggered()

```
override void DeactivateAction.Triggered (
    string id ) [virtual]
```

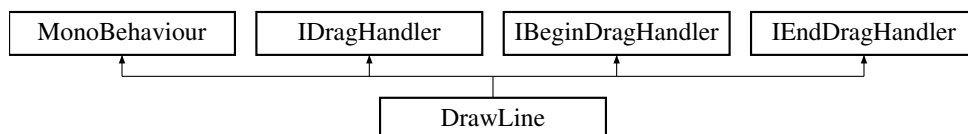
Reimplemented from [ActionObject](#).

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

- [DeactivateAction.cs](#)

4.10 DrawLine Class Reference

Inheritance diagram for DrawLine:



Public Member Functions

- void [OnBeginDrag](#) (PointerEventData eventData)
- void [OnDrag](#) (PointerEventData eventData)
- void [OnEndDrag](#) (PointerEventData eventData)
- void [OnPointerClick](#) (PointerEventData eventData)

4.10.1 Member Function Documentation

4.10.1.1 OnBeginDrag()

```
void DrawLine.OnBeginDrag (
    PointerEventData eventData )
```

4.10.1.2 OnDrag()

```
void DrawLine.OnDrag (
    PointerEventData eventData )
```

4.10.1.3 OnEndDrag()

```
void DrawLine.OnEndDrag (
    PointerEventData eventData )
```

4.10.1.4 OnPointerClick()

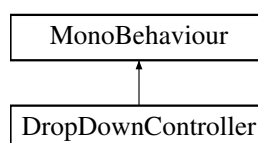
```
void DrawLine.OnPointerClick (
    PointerEventData eventData )
```

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

- [DrawLine.cs](#)

4.11 DropDownController Class Reference

Inheritance diagram for DropDownController:



Public Member Functions

- void [DropDownClick](#) ()

Public Attributes

- GameObject [StageManagerVRContent](#)

4.11.1 Member Function Documentation

4.11.1.1 DropDownClick()

```
void DropDownController.DropDownClick ( )
```

4.11.2 Member Data Documentation

4.11.2.1 StageManagerVRContent

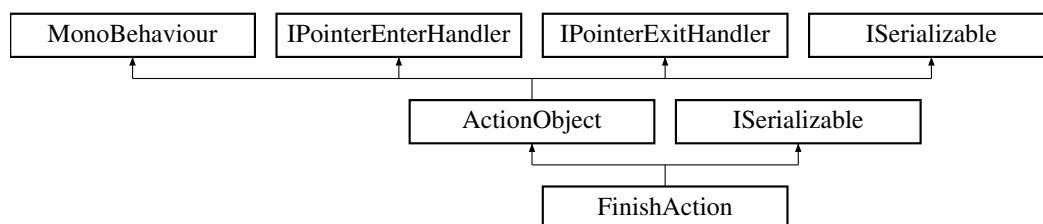
```
GameObject DropDownController.StageManagerVRContent
```

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

- [DropDownController.cs](#)

4.12 FinishAction Class Reference

Inheritance diagram for FinishAction:



Public Member Functions

- void [OnValueChanged](#) (bool value)
- void [OnAlwaysFailChanged](#) (bool value)
- void [StartTimer](#) ()
- override void [Triggered](#) (string id)
- void [InputEnded](#) (string input)
- new void [GetObjectData](#) (SerializationInfo info, StreamingContext context)
- [FinishAction](#) (SerializationInfo info, StreamingContext context)

Public Attributes

- bool [Failed](#)
- bool [FailAfter](#)
- float [Timer](#)
- bool [IsCounting](#)
- Text [currTime](#)
- Toggle [alwaysFailToggle](#)
- InputField [inputTime](#)

Additional Inherited Members

4.12.1 Constructor & Destructor Documentation

4.12.1.1 FinishAction()

```
FinishAction.FinishAction (
    SerializationInfo info,
    StreamingContext context )
```

4.12.2 Member Function Documentation

4.12.2.1 GetObjectData()

```
new void FinishAction.GetObjectData (
    SerializationInfo info,
    StreamingContext context ) [virtual]
```

Reimplemented from [ActionObject](#).

4.12.2.2 InputEnded()

```
void FinishAction.InputEnded (
    string input )
```

4.12.2.3 OnAlwaysFailChanged()

```
void FinishAction.OnAlwaysFailChanged (
    bool value )
```

4.12.2.4 OnValueChanged()

```
void FinishAction.OnValueChanged (
    bool value )
```

4.12.2.5 StartTimer()

```
void FinishAction.StartTimer ( )
```

4.12.2.6 Triggered()

```
override void FinishAction.Triggered (
    string id ) [virtual]
```

Reimplemented from [ActionObject](#).

4.12.3 Member Data Documentation

4.12.3.1 alwaysFailToggle

```
Toggle FinishAction.alwaysFailToggle
```

4.12.3.2 currTime

Text FinishAction.currTime

4.12.3.3 FailAfter

bool FinishAction.FailAfter

4.12.3.4 Failed

bool FinishAction.Failed

4.12.3.5 inputTime

InputField FinishAction.inputTime

4.12.3.6 IsCounting

bool FinishAction.IsCounting

4.12.3.7 Timer

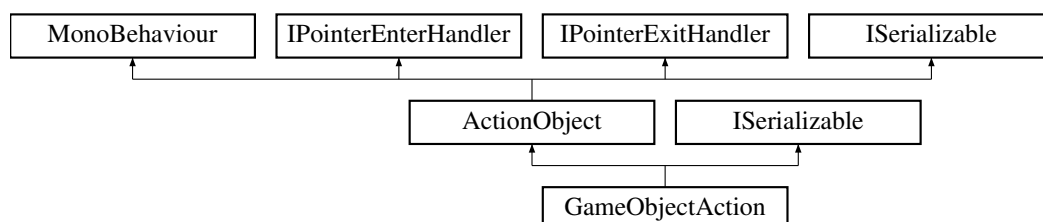
float FinishAction.Timer

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

- [FinishAction.cs](#)

4.13 GameObjectAction Class Reference

Inheritance diagram for GameObjectAction:



Public Member Functions

- void [IfTrigger](#) (string id)
- void [IfNotTrigger](#) ()
- void [SetGameObject](#) (GameObject go)
- IEnumerator [SetGameObjectJob](#) (string hash)
- void [SetGameObject](#) (string hash)
- void [SetSelectedGO](#) ()
- void [CancelSelection](#) ()
- void [TriggerSelection](#) ()
- string [GetOutput](#) ()
- GameObject [GetGameObject](#) ()
- override void [OnPointerEnter](#) (PointerEventData eventData)
- override void [OnPointerExit](#) (PointerEventData eventData)
- new void [GetObjectData](#) (SerializationInfo info, StreamingContext context)
- [GameObjectAction](#) (SerializationInfo info, StreamingContext context)

Public Attributes

- GameObjectPreview [gop](#)
- string [canvasSelectorName](#) = "Canvas_selector"
- string [selectedHash](#) = ""
- Vector3 [originalPosition](#)
- Vector3 [targetPosition](#)
- Vector3 [originalRotation](#)
- Vector3 [targetRotation](#)
- Material [highlightMaterial](#)

Protected Attributes

- GameObject [cachedGO](#)

Additional Inherited Members

4.13.1 Constructor & Destructor Documentation

4.13.1.1 [GameObjectAction\(\)](#)

```
GameObjectAction.GameObjectAction (
    SerializationInfo info,
    StreamingContext context )
```

4.13.2 Member Function Documentation

4.13.2.1 CancelSelection()

```
void GameObjectAction.CancelSelection ( )
```

4.13.2.2 GetGameObject()

```
GameObject GameObjectAction.GetGameObject ( )
```

4.13.2.3 GetObjectData()

```
new void GameObjectAction.GetObjectData (
    SerializationInfo info,
    StreamingContext context ) [virtual]
```

Reimplemented from [ActionObject](#).

4.13.2.4 GetOutput()

```
string GameObjectAction.GetOutput ( )
```

4.13.2.5 IfNotTrigger()

```
void GameObjectAction.IfNotTrigger ( )
```

4.13.2.6 IfTrigger()

```
void GameObjectAction.IfTrigger (
    string id )
```

4.13.2.7 OnPointerEnter()

```
override void GameObjectAction.OnPointerEnter (
    PointerEventData eventData ) [virtual]
```

Reimplemented from [ActionObject](#).

4.13.2.8 OnPointerExit()

```
override void GameObjectAction.OnPointerExit (
    PointerEventData eventData ) [virtual]
```

Reimplemented from [ActionObject](#).

4.13.2.9 SetGameObject() [1/2]

```
void GameObjectAction.SetGameObject (
    GameObject go )
```

4.13.2.10 SetGameObject() [2/2]

```
void GameObjectAction.SetGameObject (
    string hash )
```

4.13.2.11 SetGameObjectJob()

```
IEnumerator GameObjectAction.SetGameObjectJob (
    string hash )
```

4.13.2.12 SetSelectedGO()

```
void GameObjectAction.SetSelectedGO ( )
```

4.13.2.13 TriggerSelection()

```
void GameObjectAction.TriggerSelection ( )
```

4.13.3 Member Data Documentation

4.13.3.1 cachedGO

GameObject GameObjectAction.cachedGO [protected]

4.13.3.2 canvasSelectorName

string GameObjectAction.canvasSelectorName = "Canvas_selector"

4.13.3.3 gop

GameObjectPreview GameObjectAction.gop

4.13.3.4 highlightMaterial

Material GameObjectAction.highlightMaterial

4.13.3.5 originalPosition

Vector3 GameObjectAction.originalPosition

4.13.3.6 originalRotation

Vector3 GameObjectAction.originalRotation

4.13.3.7 selectedHash

string GameObjectAction.selectedHash = ""

4.13.3.8 targetPosition

Vector3 GameObjectAction.targetPosition

4.13.3.9 targetRotation

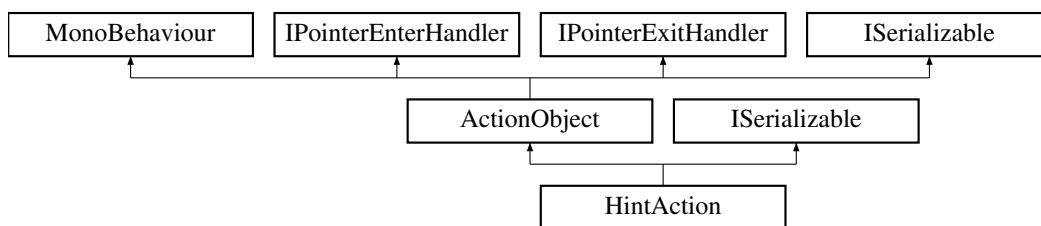
Vector3 GameObjectAction.targetRotation

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

- [GameObjectAction.cs](#)

4.14 HintAction Class Reference

Inheritance diagram for HintAction:



Public Member Functions

- override void [Deactivate](#) ()
- override void [Triggered](#) (string id)
- void [TriggerNow](#) ()
- new void [GetObjectData](#) (SerializationInfo info, StreamingContext context)
- [HintAction](#) (SerializationInfo info, StreamingContext context)

Additional Inherited Members

4.14.1 Constructor & Destructor Documentation

4.14.1.1 HintAction()

```

HintAction.HintAction (
    SerializationInfo info,
    StreamingContext context )
  
```

4.14.2 Member Function Documentation

4.14.2.1 Deactivate()

```
override void HintAction.Deactivate ( ) [virtual]
```

Reimplemented from [ActionObject](#).

4.14.2.2 GetObjectData()

```
new void HintAction.GetObjectData (
    SerializationInfo info,
    StreamingContext context ) [virtual]
```

Reimplemented from [ActionObject](#).

4.14.2.3 Triggered()

```
override void HintAction.Triggered (
    string id ) [virtual]
```

Reimplemented from [ActionObject](#).

4.14.2.4 TriggerNow()

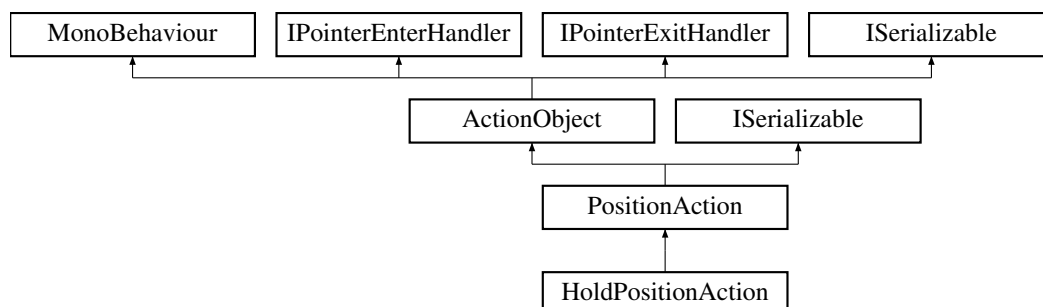
```
void HintAction.TriggerNow ( )
```

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

- [HintAction.cs](#)

4.15 HoldPositionAction Class Reference

Inheritance diagram for HoldPositionAction:



Public Member Functions

- override void [Start](#) ()
- void [onHoldTimeChanged](#) (string value)
- new void [RefreshTargetDisplay](#) ()
- new void [StartPosition](#) ()
- override void [GetObjectData](#) (SerializationInfo info, StreamingContext context)
- [HoldPositionAction](#) (SerializationInfo info, StreamingContext context)

Public Attributes

- InputField [holdInput](#)

Additional Inherited Members

4.15.1 Constructor & Destructor Documentation

4.15.1.1 HoldPositionAction()

```
HoldPositionAction.HoldPositionAction (
    SerializationInfo info,
    StreamingContext context )
```

4.15.2 Member Function Documentation

4.15.2.1 GetObjectData()

```
override void HoldPositionAction.GetObjectData (
    SerializationInfo info,
    StreamingContext context ) [virtual]
```

Reimplemented from [ActionObject](#).

4.15.2.2 onHoldTimeChanged()

```
void HoldPositionAction.onHoldTimeChanged (
    string value )
```

4.15.2.3 RefreshTargetDisplay()

```
new void HoldPositionAction.RefreshTargetDisplay ( )
```

4.15.2.4 Start()

```
override void HoldPositionAction.Start ( ) [virtual]
```

Reimplemented from [ActionObject](#).

4.15.2.5 StartPosition()

```
new void HoldPositionAction.StartPosition ( )
```

4.15.3 Member Data Documentation

4.15.3.1 holdInput

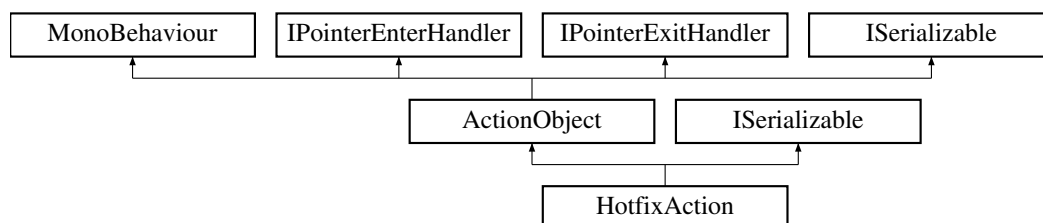
```
InputField HoldPositionAction.holdInput
```

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

- [HoldPositionAction.cs](#)

4.16 HotfixAction Class Reference

Inheritance diagram for HotfixAction:



Public Member Functions

- override void [Deactivate](#) ()
- override void [Triggered](#) (string id)
- void [TriggerNow](#) ()
- string [GetInput](#) ()
- new void [GetObjectData](#) (SerializationInfo info, StreamingContext context)
- [HotfixAction](#) (SerializationInfo info, StreamingContext context)

Additional Inherited Members

4.16.1 Constructor & Destructor Documentation

4.16.1.1 HotfixAction()

```
HotfixAction.HotfixAction (
    SerializationInfo info,
    StreamingContext context )
```

4.16.2 Member Function Documentation

4.16.2.1 Deactivate()

```
override void HotfixAction.Deactivate ( ) [virtual]
```

Reimplemented from [ActionObject](#).

4.16.2.2 GetInput()

```
string HotfixAction.GetInput ( )
```

4.16.2.3 GetObjectData()

```
new void HotfixAction.GetObjectData (
    SerializationInfo info,
    StreamingContext context ) [virtual]
```

Reimplemented from [ActionObject](#).

4.16.2.4 Triggered()

```
override void HotfixAction.Triggered (
    string id ) [virtual]
```

Reimplemented from [ActionObject](#).

4.16.2.5 TriggerNow()

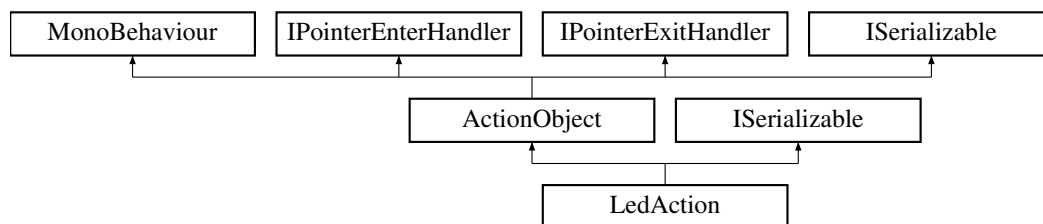
```
void HotfixAction.TriggerNow ( )
```

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

- [HotfixAction.cs](#)

4.17 LedAction Class Reference

Inheritance diagram for LedAction:



Public Member Functions

- void [OnSelectionChanged](#) (int value)
- override void [Triggered](#) (string id)
- new void [GetObjectData](#) (SerializationInfo info, StreamingContext context)
- [LedAction](#) (SerializationInfo info, StreamingContext context)

Public Attributes

- Dropdown [drop](#)

Additional Inherited Members

4.17.1 Constructor & Destructor Documentation

4.17.1.1 LedAction()

```
LedAction.LedAction (
    SerializationInfo info,
    StreamingContext context )
```

4.17.2 Member Function Documentation

4.17.2.1 GetObjectData()

```
new void LedAction.GetObjectData (
    SerializationInfo info,
    StreamingContext context ) [virtual]
```

Reimplemented from [ActionObject](#).

4.17.2.2 OnSelectionChanged()

```
void LedAction.OnSelectionChanged (
    int value )
```

4.17.2.3 Triggered()

```
override void LedAction.Triggered (
    string id ) [virtual]
```

Reimplemented from [ActionObject](#).

4.17.3 Member Data Documentation

4.17.3.1 drop

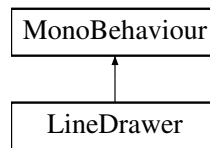
Dropdown LedAction.drop

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

- [LedAction.cs](#)

4.18 LineDrawer Class Reference

Inheritance diagram for LineDrawer:



Public Member Functions

- [LineObject AddLine](#) ()
- void [RemoveLine](#) (string lineId)
- void [RemoveLine](#) ([LineObject](#) lineObj)
- [Vector2 GetCanvasSize](#) ()
- [Vector2 GetCanvasOffset](#) ()
- void [ReDraw](#) (string id)
- void [StartConnection](#) ([RectTransform](#) startRect, string outputID, bool blue=false)
- [LineObject EndConnection](#) ([RectTransform](#) endRect, string inputID, bool weldParent=false)
- void [EndConnection](#) ()
- void [DragConnection](#) ([Vector2](#) position)
- [List< KeyValuePair< string, LineObject > >](#) [GetLinesByActionId](#) (string id)
- [Vector3 Divide](#) ([Vector3](#) x, [Vector3](#) y)
- [Vector3 Divide](#) (float x, [Vector3](#) y)
- [Vector3 Divide](#) ([Vector3](#) x, float y)

Public Attributes

- [GameObject UIParent](#)
- [GameObject linePrefab](#)
- [Canvas canvas](#)
- float [LineWidth](#) = 8.95f

Properties

- static [LineDrawer Instance](#) [get]

4.18.1 Member Function Documentation

4.18.1.1 AddLine()

[LineObject](#) `LineDrawer.AddLine` ()

4.18.1.2 Divide() [1/3]

```
Vector3 LineDrawer.Divide (
    float x,
    Vector3 y )
```

4.18.1.3 Divide() [2/3]

```
Vector3 LineDrawer.Divide (
    Vector3 x,
    float y )
```

4.18.1.4 Divide() [3/3]

```
Vector3 LineDrawer.Divide (
    Vector3 x,
    Vector3 y )
```

4.18.1.5 DragConnection()

```
void LineDrawer.DragConnection (
    Vector2 position )
```

4.18.1.6 EndConnection() [1/2]

```
void LineDrawer.EndConnection ( )
```

4.18.1.7 EndConnection() [2/2]

```
LineObject LineDrawer.EndConnection (
    RectTransform endRect,
    string inputID,
    bool weldParent = false )
```

4.18.1.8 GetCanvasOffset()

```
Vector2 LineDrawer.GetCanvasOffset ( )
```

4.18.1.9 GetCanvasSize()

```
Vector2 LineDrawer.GetCanvasSize ( )
```

4.18.1.10 GetLinesByActionId()

```
List< KeyValuePair< string, LineObject > > LineDrawer.GetLinesByActionId (
    string id )
```

4.18.1.11 ReDraw()

```
void LineDrawer.ReDraw (
    string id )
```

4.18.1.12 RemoveLine() [1/2]

```
void LineDrawer.RemoveLine (
    LineObject lineObj )
```

4.18.1.13 RemoveLine() [2/2]

```
void LineDrawer.RemoveLine (
    string lineId )
```

4.18.1.14 StartConnection()

```
void LineDrawer.StartConnection (
    RectTransform startRect,
    string outputID,
    bool blue = false )
```

4.18.2 Member Data Documentation

4.18.2.1 canvas

Canvas `LineDrawer.canvas`

4.18.2.2 linePrefab

GameObject `LineDrawer.linePrefab`

4.18.2.3 LineWidth

float `LineDrawer.LineWidth = 8.95f`

4.18.2.4 UIParent

GameObject `LineDrawer.UIParent`

4.18.3 Property Documentation

4.18.3.1 Instance

`LineDrawer` `LineDrawer.Instance` [static], [get]

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

- [LineDrawer.cs](#)

4.19 LineObject Class Reference

Public Attributes

- string `id`
- `UILineRenderer` `lineRenderer`
- string `startID`
- string `endID`
- `RectTransform` `startRect`
- `RectTransform` `endRect`

4.19.1 Member Data Documentation

4.19.1.1 endID

`string LineObject.endID`

4.19.1.2 endRect

`RectTransform LineObject.endRect`

4.19.1.3 id

`string LineObject.id`

4.19.1.4 lineRenderer

`UILineRenderer LineObject.lineRenderer`

4.19.1.5 startID

`string LineObject.startID`

4.19.1.6 startRect

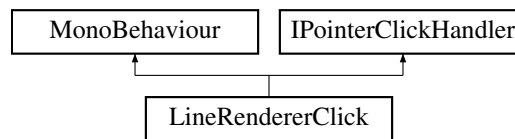
`RectTransform LineObject.startRect`

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

- [LineDrawer.cs](#)

4.20 LineRendererClick Class Reference

Inheritance diagram for LineRendererClick:



Public Member Functions

- void [OnPointerClick](#) (PointerEventData eventData)

4.20.1 Member Function Documentation

4.20.1.1 OnPointerClick()

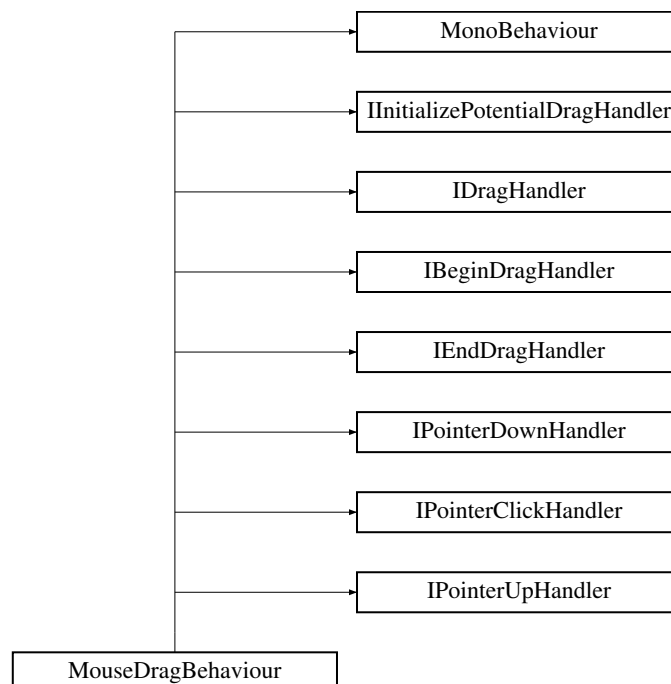
```
void LineRendererClick.OnPointerClick (
    PointerEventData eventData )
```

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

- [LineRendererClick.cs](#)

4.21 MouseDragBehaviour Class Reference

Inheritance diagram for MouseDragBehaviour:



Public Member Functions

- void [Start](#) ()
- void [OnBeginDrag](#) (PointerEventData eventData)
- void [OnDrag](#) (PointerEventData eventData)
 - This method will be called during the mouse drag*
- void [OnEndDrag](#) (PointerEventData eventData)
 - This method will be called at the end of mouse drag*
- void [OnInitializePotentialDrag](#) (PointerEventData eventData)
- void [OnPointerClick](#) (PointerEventData eventData)
- void [OnPointerDown](#) (PointerEventData eventData)
- void [OnPointerUp](#) (PointerEventData eventData)
- void [RowCircle](#) (DropArea dropArea)
- void [FullCircle](#) (DropArea dropArea)
- void [ReParent](#) ()
- List< GameObject > [InputList](#) ()
- GameObject [addedGameObject](#) ()
- void [refreshConnectionPos](#) (GameObject ConnectedGO)
- bool [IsConnectionHidden](#) ()
- void [AddGameObject](#) ()

Public Attributes

- Vector3 [StartPosition](#)

Static Public Attributes

- static [MouseDownBehaviour Instance](#)

Properties

- bool [FollowCursor](#) = true [get, set]
- bool [CanDrag](#) = true [get, set]

Events

- Action< PointerEventData > [OnBeginDragHandler](#)
- Action< PointerEventData > [OnDragHandler](#)
- Action< PointerEventData, bool > [OnEndDragHandler](#)

4.21.1 Member Function Documentation

4.21.1.1 addedGameObject()

GameObject MouseDragBehaviour.addedGameObject ()

4.21.1.2 AddGameObject()

```
void MouseDragBehaviour.AddGameObject ( )
```

4.21.1.3 FullCircle()

```
void MouseDragBehaviour.FullCircle (
    DropArea dropArea )
```

4.21.1.4 InputList()

```
List< GameObject > MouseDragBehaviour.InputList ( )
```

4.21.1.5 IsConnectionHidden()

```
bool MouseDragBehaviour.IsConnectionHidden ( )
```

4.21.1.6 OnBeginDrag()

```
void MouseDragBehaviour.OnBeginDrag (
    PointerEventData eventData )
```

4.21.1.7 OnDrag()

```
void MouseDragBehaviour.OnDrag (
    PointerEventData eventData )
```

This method will be called during the mouse drag

Parameters

<i>eventData</i>	mouse pointer event data
------------------	--------------------------

4.21.1.8 OnEndDrag()

```
void MouseDragBehaviour.OnEndDrag (
    PointerEventData eventData )
```

This method will be called at the end of mouse drag

Parameters

<i>eventData</i>	
------------------	--

4.21.1.9 OnInitializePotentialDrag()

```
void MouseDragBehaviour.OnInitializePotentialDrag (
    PointerEventData eventData )
```

4.21.1.10 OnPointerClick()

```
void MouseDragBehaviour.OnPointerClick (
    PointerEventData eventData )
```

4.21.1.11 OnPointerDown()

```
void MouseDragBehaviour.OnPointerDown (
    PointerEventData eventData )
```

4.21.1.12 OnPointerUp()

```
void MouseDragBehaviour.OnPointerUp (
    PointerEventData eventData )
```

4.21.1.13 refreshConnectionPos()

```
void MouseDragBehaviour.refreshConnectionPos (
    GameObject ConnectedGO )
```

4.21.1.14 ReParent()

```
void MouseDragBehaviour.ReParent ( )
```

4.21.1.15 RowCircle()

```
void MouseDragBehaviour.RowCircle (
    DropArea dropArea )
```

4.21.1.16 Start()

```
void MouseDragBehaviour.Start ( )
```

4.21.2 Member Data Documentation

4.21.2.1 Instance

```
MouseDragBehaviour MouseDragBehaviour.Instance [static]
```

4.21.2.2 StartPosition

```
Vector3 MouseDragBehaviour.StartPosition
```

4.21.3 Property Documentation

4.21.3.1 CanDrag

```
bool MouseDragBehaviour.CanDrag = true [get], [set]
```

4.21.3.2 FollowCursor

```
bool MouseDragBehaviour.FollowCursor = true [get], [set]
```

4.21.4 Event Documentation

4.21.4.1 OnBeginDragHandler

`Action<PointerEventData> MouseDragBehaviour.OnBeginDragHandler`

4.21.4.2 OnDragHandler

`Action<PointerEventData> MouseDragBehaviour.OnDragHandler`

4.21.4.3 OnEndDragHandler

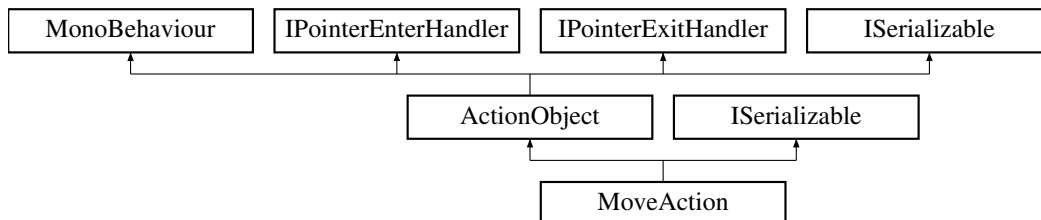
`Action<PointerEventData, bool> MouseDragBehaviour.OnEndDragHandler`

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

- [MouseDragBehaviour.cs](#)

4.22 MoveAction Class Reference

Inheritance diagram for MoveAction:



Public Member Functions

- new void [Update](#) ()
- override void [Triggered](#) (string id)
- void [MoveWithHand](#) (bool newValue)
- IEnumerator [FollowHand](#) ()
- void [onTtmChanged](#) (string value)
- void [StartPosition](#) ()
- void [FinalPosition](#) ()
- void [FillCurrentTransform](#) ()
- void [onPosChanged](#) (string value)
- void [onRotChanged](#) (string value)
- void [RefreshTargetDisplay](#) ()
- string [GetInput](#) ()
- new void [GetObjectData](#) (SerializationInfo info, StreamingContext context)
- [MoveAction](#) (SerializationInfo info, StreamingContext context)

Public Attributes

- InputField[] [posInputs](#) = new InputField[3]
- InputField[] [rotInputs](#) = new InputField[3]
- InputField [ttmInput](#)
- Vector3 [originalPosition](#)
- Vector3 [targetPosition](#)
- Vector3 [originalRotation](#)
- Vector3 [targetRotation](#)
- Vector3 [handPosition](#)
- Vector3 [handLocal](#)
- float [timeToMove](#) = 1.0f
- Toggle [toggle](#)

Protected Attributes

- GameObject [cachedGO](#)

Additional Inherited Members

4.22.1 Constructor & Destructor Documentation

4.22.1.1 MoveAction()

```
MoveAction.MoveAction (
    SerializationInfo info,
    StreamingContext context )
```

4.22.2 Member Function Documentation

4.22.2.1 FillCurrentTransform()

```
void MoveAction.FillCurrentTransform ( )
```

4.22.2.2 FinalPosition()

```
void MoveAction.FinalPosition ( )
```

4.22.2.3 FollowHand()

```
IEnumerator MoveAction.FollowHand ( )
```

4.22.2.4 GetInput()

```
string MoveAction.GetInput ( )
```

4.22.2.5 GetObjectData()

```
new void MoveAction.GetObjectData (
    SerializationInfo info,
    StreamingContext context ) [virtual]
```

Reimplemented from [ActionObject](#).

4.22.2.6 MoveWithHand()

```
void MoveAction.MoveWithHand (
    bool newValue )
```

4.22.2.7 onPosChanged()

```
void MoveAction.onPosChanged (
    string value )
```

4.22.2.8 onRotChanged()

```
void MoveAction.onRotChanged (
    string value )
```

4.22.2.9 onTtmChanged()

```
void MoveAction.onTtmChanged (
    string value )
```


4.22.2.10 RefreshTargetDisplay()

```
void MoveAction.RefreshTargetDisplay ( )
```

4.22.2.11 StartPosition()

```
void MoveAction.StartPosition ( )
```

4.22.2.12 Triggered()

```
override void MoveAction.Triggered (
    string id ) [virtual]
```

Reimplemented from [ActionObject](#).

4.22.2.13 Update()

```
new void MoveAction.Update ( )
```

4.22.3 Member Data Documentation

4.22.3.1 cachedGO

```
GameObject MoveAction.cachedGO [protected]
```

4.22.3.2 handLocal

```
Vector3 MoveAction.handLocal
```

4.22.3.3 handPosition

```
Vector3 MoveAction.handPosition
```

4.22.3.4 originalPosition

Vector3 MoveAction.originalPosition

4.22.3.5 originalRotation

Vector3 MoveAction.originalRotation

4.22.3.6 posInputs

InputField [] MoveAction.posInputs = new InputField[3]

4.22.3.7 rotInputs

InputField [] MoveAction.rotInputs = new InputField[3]

4.22.3.8 targetPosition

Vector3 MoveAction.targetPosition

4.22.3.9 targetRotation

Vector3 MoveAction.targetRotation

4.22.3.10 timeToMove

float MoveAction.timeToMove = 1.0f

4.22.3.11 toggle

Toggle MoveAction.toggle

4.22.3.12 ttmInput

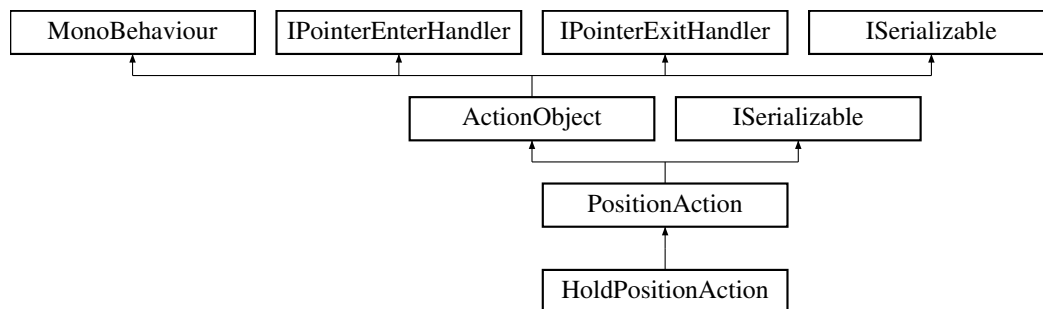
InputField MoveAction.ttmInput

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

- [MoveAction.cs](#)

4.23 PositionAction Class Reference

Inheritance diagram for PositionAction:



Public Member Functions

- override void [Triggered](#) (string id)
- override void [Deactivate](#) ()
- override void [InputAdded](#) (string id)
- void [StartPosition](#) ()
- void [FinalPosition](#) ()
- override void [Start](#) ()
- void [FillCurrentTransform](#) ()
- void [onPosChanged](#) (string value)
- void [onRotChanged](#) (string value)
- void [RefreshTargetDisplay](#) ()
- void [onToleranceChanged](#) (string value)
- string [GetInput](#) ()
- override void [GetObjectData](#) (SerializationInfo info, StreamingContext context)
- [PositionAction](#) (SerializationInfo info, StreamingContext context)

Public Attributes

- InputField[] [posInputs](#) = new InputField[3]
- InputField[] [rotInputs](#) = new InputField[3]
- InputField [toleranceField](#)
- Vector3 [originalPosition](#)
- Vector3 [targetPosition](#)
- Vector3 [originalRotation](#)
- Vector3 [targetRotation](#)
- Material [highlightMaterial](#)

Protected Member Functions

- IEnumerator [ShowHighLight](#) ()
- IEnumerator [ShowHighLightOriginal](#) ()
- void [RemoveHighlight](#) ()
- bool [InGoodPos](#) (Transform t)
- bool [InGoodRot](#) (Transform t)
- new void [Update](#) ()

Protected Attributes

- float [chill](#)
- bool [canReturnNow](#)
- GameObject [cachedGO](#)
- List< Transform > [allSame](#)
- GameObject [highlightObject](#)
- Object [highlightCurrentObject](#)

4.23.1 Constructor & Destructor Documentation

4.23.1.1 PositionAction()

```
PositionAction.PositionAction (
    SerializationInfo info,
    StreamingContext context )
```

4.23.2 Member Function Documentation

4.23.2.1 Deactivate()

```
override void PositionAction.Deactivate ( ) [virtual]
```

Reimplemented from [ActionObject](#).

4.23.2.2 FillCurrentTransform()

```
void PositionAction.FillCurrentTransform ( )
```

4.23.2.3 FinalPosition()

```
void PositionAction.FinalPosition ( )
```

4.23.2.4 GetInput()

```
string PositionAction.GetInput ( )
```

4.23.2.5 GetObjectData()

```
override void PositionAction.GetObjectData (
    SerializationInfo info,
    StreamingContext context ) [virtual]
```

Reimplemented from [ActionObject](#).

4.23.2.6 InGoodPos()

```
bool PositionAction.InGoodPos (
    Transform t ) [protected]
```

4.23.2.7 InGoodRot()

```
bool PositionAction.InGoodRot (
    Transform t ) [protected]
```

4.23.2.8 InputAdded()

```
override void PositionAction.InputAdded (
    string id ) [virtual]
```

Reimplemented from [ActionObject](#).

4.23.2.9 onPosChanged()

```
void PositionAction.onPosChanged (
    string value )
```

4.23.2.10 onRotChanged()

```
void PositionAction.onRotChanged (
    string value )
```

4.23.2.11 onToleranceChanged()

```
void PositionAction.onToleranceChanged (
    string value )
```

4.23.2.12 RefreshTargetDisplay()

```
void PositionAction.RefreshTargetDisplay ( )
```

4.23.2.13 RemoveHighlight()

```
void PositionAction.RemoveHighlight ( ) [protected]
```

4.23.2.14 ShowHighLight()

```
IEnumerator PositionAction.ShowHighLight ( ) [protected]
```

4.23.2.15 ShowHighLightOriginal()

```
IEnumerator PositionAction.ShowHighLightOriginal ( ) [protected]
```

4.23.2.16 Start()

```
override void PositionAction.Start ( ) [virtual]
```

Reimplemented from [ActionObject](#).

4.23.2.17 StartPosition()

```
void PositionAction.StartPosition ( )
```

4.23.2.18 Triggered()

```
override void PositionAction.Triggered (
    string id ) [virtual]
```

Reimplemented from [ActionObject](#).

4.23.2.19 Update()

```
new void PositionAction.Update ( ) [protected]
```

4.23.3 Member Data Documentation

4.23.3.1 allSame

```
List<Transform> PositionAction.allSame [protected]
```

4.23.3.2 cachedGO

```
GameObject PositionAction.cachedGO [protected]
```

4.23.3.3 canReturnNow

```
bool PositionAction.canReturnNow [protected]
```

4.23.3.4 chill

```
float PositionAction.chill [protected]
```

4.23.3.5 highlightCurrentObject

```
Object PositionAction.highlightCurrentObject [protected]
```

4.23.3.6 highlightMaterial

```
Material PositionAction.highlightMaterial
```

4.23.3.7 highlightObject

```
GameObject PositionAction.highlightObject [protected]
```

4.23.3.8 originalPosition

```
Vector3 PositionAction.originalPosition
```

4.23.3.9 originalRotation

```
Vector3 PositionAction.originalRotation
```

4.23.3.10 posInputs

```
InputField [] PositionAction.posInputs = new InputField[3]
```


4.23.3.11 rotInputs

```
InputField [] PositionAction.rotInputs = new InputField[3]
```

4.23.3.12 targetPosition

```
Vector3 PositionAction.targetPosition
```

4.23.3.13 targetRotation

```
Vector3 PositionAction.targetRotation
```

4.23.3.14 toleranceField

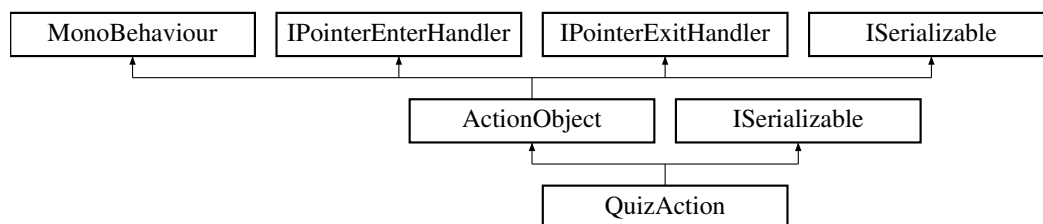
```
InputField PositionAction.toleranceField
```

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

- [PositionAction.cs](#)

4.24 QuizAction Class Reference

Inheritance diagram for QuizAction:



Public Member Functions

- override void [Start](#) ()
- void [OnSelectionChanged](#) (int value)
- override void [Triggered](#) (string id)
- void [GoodAnswer](#) ()
- void [WrongAnswer](#) ()
- new void [GetObjectData](#) (SerializationInfo info, StreamingContext context)
- [QuizAction](#) (SerializationInfo info, StreamingContext context)

Public Attributes

- Dropdown [drop](#)

Additional Inherited Members

4.24.1 Constructor & Destructor Documentation

4.24.1.1 QuizAction()

```
QuizAction.QuizAction (
    SerializationInfo info,
    StreamingContext context )
```

4.24.2 Member Function Documentation

4.24.2.1 GetObjectData()

```
new void QuizAction.GetObjectData (
    SerializationInfo info,
    StreamingContext context ) [virtual]
```

Reimplemented from [ActionObject](#).

4.24.2.2 GoodAnswer()

```
void QuizAction.GoodAnswer ( )
```

4.24.2.3 OnSelectionChanged()

```
void QuizAction.OnSelectionChanged (
    int value )
```

4.24.2.4 Start()

```
override void QuizAction.Start ( ) [virtual]
```

Reimplemented from [ActionObject](#).

4.24.2.5 Triggered()

```
override void QuizAction.Triggered (
    string id ) [virtual]
```

Reimplemented from [ActionObject](#).

4.24.2.6 WrongAnswer()

```
void QuizAction.WrongAnswer ( )
```

4.24.3 Member Data Documentation

4.24.3.1 drop

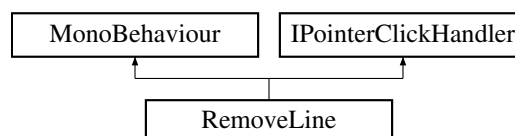
Dropdown `QuizAction.drop`

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

- [QuizAction.cs](#)

4.25 RemoveLine Class Reference

Inheritance diagram for RemoveLine:



Public Member Functions

- void [OnPointerClick](#) (PointerEventData eventData)

4.25.1 Member Function Documentation

4.25.1.1 OnPointerClick()

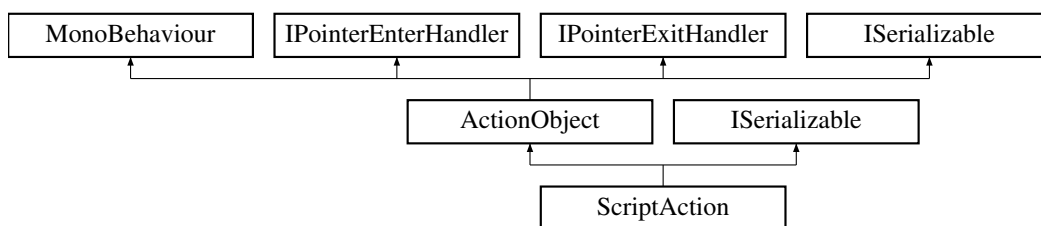
```
void RemoveLine.OnPointerClick (
    PointerEventData eventData )
```

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

- [RemoveLine.cs](#)

4.26 ScriptAction Class Reference

Inheritance diagram for ScriptAction:



Public Attributes

- Dropdown [selector](#)

Additional Inherited Members

4.26.1 Member Data Documentation

4.26.1.1 selector

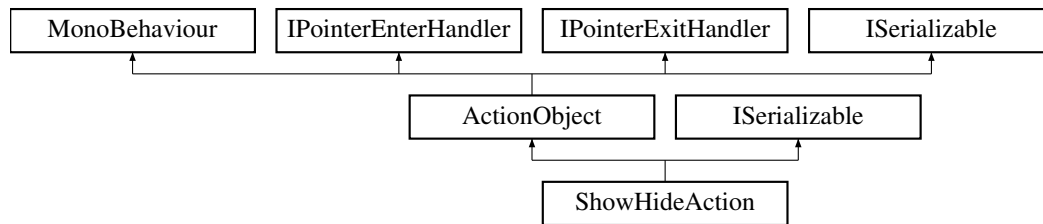
```
Dropdown ScriptAction.selector
```

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

- [ScriptAction.cs](#)

4.27 ShowHideAction Class Reference

Inheritance diagram for ShowHideAction:



Public Member Functions

- void [OnValueChanged](#) (bool value)
- override void [Triggered](#) (string id)
- void [SetGameObject](#) (GameObject go)
- void [RestoreOriginalState](#) ()
- void [SetActualState](#) ()
- IEnumerator [SetGameObjectJob](#) (string hash)
- override void [Deactivate](#) ()
- void [SetGameObject](#) (string hash)
- void [SetSelectedGO](#) ()
- void [CancelSelection](#) ()
- void [TriggerSelection](#) ()
- GameObject [GetGameObject](#) ()
- new void [GetObjectData](#) (SerializationInfo info, StreamingContext context)
- [ShowHideAction](#) (SerializationInfo info, StreamingContext context)

Public Attributes

- Text [title](#)
- GameObjectPreview [gop](#)
- string [canvasSelectorName](#) = "Canvas_selector"
- string [selectedHash](#) = ""
- Toggle [showHideToggle](#)

Additional Inherited Members

4.27.1 Constructor & Destructor Documentation

4.27.1.1 ShowHideAction()

```
ShowHideAction.ShowHideAction (
    SerializationInfo info,
    StreamingContext context )
```

4.27.2 Member Function Documentation

4.27.2.1 CancelSelection()

```
void ShowHideAction.CancelSelection ( )
```

4.27.2.2 Deactivate()

```
override void ShowHideAction.Deactivate ( ) [virtual]
```

Reimplemented from [ActionObject](#).

4.27.2.3 GetGameObject()

```
GameObject ShowHideAction.GetGameObject ( )
```

4.27.2.4 GetObjectData()

```
new void ShowHideAction.GetObjectData (
    SerializationInfo info,
    StreamingContext context ) [virtual]
```

Reimplemented from [ActionObject](#).

4.27.2.5 OnValueChanged()

```
void ShowHideAction.OnValueChanged (
    bool value )
```

4.27.2.6 RestoreOriginalState()

```
void ShowHideAction.RestoreOriginalState ( )
```

4.27.2.7 SetActualState()

```
void ShowHideAction.SetActualState ( )
```

4.27.2.8 SetGameObject() [1/2]

```
void ShowHideAction.SetGameObject (
    GameObject go )
```

4.27.2.9 SetGameObject() [2/2]

```
void ShowHideAction.SetGameObject (
    string hash )
```

4.27.2.10 SetGameObjectJob()

```
IEnumerator ShowHideAction.SetGameObjectJob (
    string hash )
```

4.27.2.11 SetSelectedGO()

```
void ShowHideAction.SetSelectedGO ( )
```

4.27.2.12 Triggered()

```
override void ShowHideAction.Triggered (
    string id ) [virtual]
```

Reimplemented from [ActionObject](#).

4.27.2.13 TriggerSelection()

```
void ShowHideAction.TriggerSelection ( )
```

4.27.3 Member Data Documentation

4.27.3.1 canvasSelectorName

```
string ShowHideAction.canvasSelectorName = "Canvas_selector"
```

4.27.3.2 gop

```
GameObjectPreview ShowHideAction.gop
```

4.27.3.3 selectedHash

```
string ShowHideAction.selectedHash = ""
```

4.27.3.4 showHideToggle

```
Toggle ShowHideAction.showHideToggle
```

4.27.3.5 title

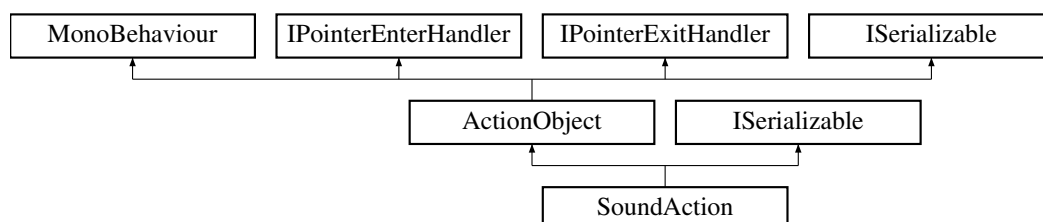
```
Text ShowHideAction.title
```

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

- [ShowHideAction.cs](#)

4.28 SoundAction Class Reference

Inheritance diagram for SoundAction:



Public Member Functions

- override void [Start](#) ()
- void [PlayStopPreview](#) ()
- void [OnDropdownChanged](#) (int value)
- override void [Deactivate](#) ()
- override void [Triggered](#) (string id)
- void [OnToggleChanged](#) (bool value)
- void [TriggerNow](#) ()
- new void [GetObjectData](#) (SerializationInfo info, StreamingContext context)
- [SoundAction](#) (SerializationInfo info, StreamingContext context)

Public Attributes

- Dropdown [selector](#)
- NAudioPlayer [player](#)

Additional Inherited Members

4.28.1 Constructor & Destructor Documentation

4.28.1.1 SoundAction()

```
SoundAction.SoundAction (
    SerializationInfo info,
    StreamingContext context )
```

4.28.2 Member Function Documentation

4.28.2.1 Deactivate()

```
override void SoundAction.Deactivate ( ) [virtual]
```

Reimplemented from [ActionObject](#).

4.28.2.2 GetObjectData()

```
new void SoundAction.GetObjectData (
    SerializationInfo info,
    StreamingContext context ) [virtual]
```

Reimplemented from [ActionObject](#).

4.28.2.3 OnDropdownChanged()

```
void SoundAction.OnDropdownChanged (
    int value )
```

4.28.2.4 OnToggleChanged()

```
void SoundAction.OnToggleChanged (
    bool value )
```

4.28.2.5 PlayStopPreview()

```
void SoundAction.PlayStopPreview ( )
```

4.28.2.6 Start()

```
override void SoundAction.Start ( ) [virtual]
```

Reimplemented from [ActionObject](#).

4.28.2.7 Triggered()

```
override void SoundAction.Triggered (
    string id ) [virtual]
```

Reimplemented from [ActionObject](#).

4.28.2.8 TriggerNow()

```
void SoundAction.TriggerNow ( )
```

4.28.3 Member Data Documentation

4.28.3.1 player

`NAudioPlayer SoundAction.player`

4.28.3.2 selector

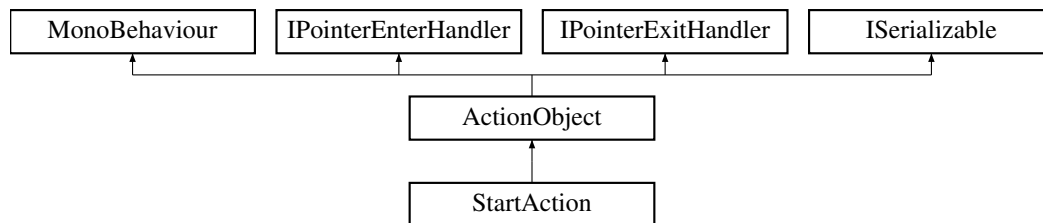
`Dropdown SoundAction.selector`

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

- [SoundAction.cs](#)

4.29 StartAction Class Reference

Inheritance diagram for StartAction:



Public Member Functions

- override void [Start](#) ()
- void [Play](#) ()
- void [PositionResaver](#) ()
- [StartAction](#) (SerializationInfo info, StreamingContext context)

Additional Inherited Members

4.29.1 Constructor & Destructor Documentation

4.29.1.1 StartAction()

```

StartAction.StartAction (
    SerializationInfo info,
    StreamingContext context )
  
```

4.29.2 Member Function Documentation

4.29.2.1 Play()

```
void StartAction.Play ( )
```

4.29.2.2 PositionResaver()

```
void StartAction.PositionResaver ( )
```

4.29.2.3 Start()

```
override void StartAction.Start ( ) [virtual]
```

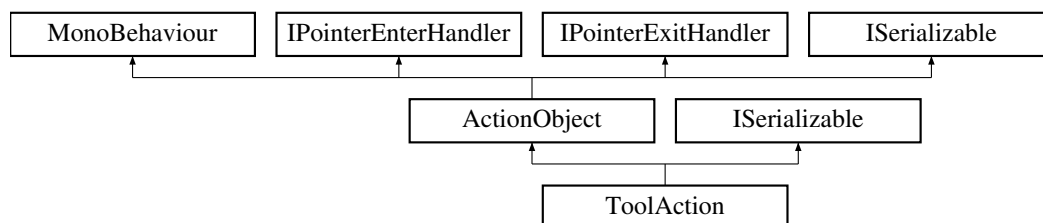
Reimplemented from [ActionObject](#).

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

- [StartAction.cs](#)

4.30 ToolAction Class Reference

Inheritance diagram for ToolAction:



Public Member Functions

- override void [Start](#) ()
- override void [OnPointerEnter](#) (PointerEventData eventData)
- override void [OnPointerExit](#) (PointerEventData eventData)
- void [SetToolPosition](#) ()
- void [SelectedCustomTool](#) (GameObject tool)
- void [NmInputEnded](#) (string input)
- void [OnSelectionChanged](#) (int value)
- override void [Triggered](#) (string id)
- IEnumerator [SetGameObjectJob](#) (string hash)
- GameObject [GetGameObject](#) ()
- void [SetGameObject](#) (string hash)
- new void [GetObjectData](#) (SerializationInfo info, StreamingContext context)
- [ToolAction](#) (SerializationInfo info, StreamingContext context)

Static Public Member Functions

- static float [Clamp0360](#) (float eulerAngles)

Public Attributes

- Dropdown [drop](#)
- GameObject [NmInput](#)
- InputField [NmInputField](#)
- string [selectedHash](#) = ""
- string [customToolHash](#) = ""
- Material [highlightMaterial](#)
- Material [highlightToolMaterial](#)

Protected Member Functions

- bool [InGoodPos](#) (Transform t)
- bool [InGoodRot](#) (Transform t)

Additional Inherited Members

4.30.1 Constructor & Destructor Documentation

4.30.1.1 ToolAction()

```
ToolAction.ToolAction (
    SerializationInfo info,
    StreamingContext context )
```

4.30.2 Member Function Documentation

4.30.2.1 Clamp0360()

```
static float ToolAction.Clamp0360 (
    float eulerAngles ) [static]
```

4.30.2.2 GetGameObject()

```
GameObject ToolAction.GetGameObject ( )
```

4.30.2.3 GetObjectData()

```
new void ToolAction.GetObjectData (
    SerializationInfo info,
    StreamingContext context ) [virtual]
```

Reimplemented from [ActionObject](#).

4.30.2.4 InGoodPos()

```
bool ToolAction.InGoodPos (
    Transform t ) [protected]
```

4.30.2.5 InGoodRot()

```
bool ToolAction.InGoodRot (
    Transform t ) [protected]
```

4.30.2.6 NmInputEnded()

```
void ToolAction.NmInputEnded (
    string input )
```

4.30.2.7 OnPointerEnter()

```
override void ToolAction.OnPointerEnter (
    PointerEventData eventData ) [virtual]
```

Reimplemented from [ActionObject](#).

4.30.2.8 OnPointerExit()

```
override void ToolAction.OnPointerExit (
    PointerEventData eventData ) [virtual]
```

Reimplemented from [ActionObject](#).

4.30.2.9 OnSelectionChanged()

```
void ToolAction.OnSelectionChanged (
    int value )
```

4.30.2.10 SelectedCustomTool()

```
void ToolAction.SelectedCustomTool (
    GameObject tool )
```

4.30.2.11 SetGameObject()

```
void ToolAction.SetGameObject (
    string hash )
```

4.30.2.12 SetGameObjectJob()

```
IEnumerator ToolAction.SetGameObjectJob (
    string hash )
```

4.30.2.13 SetToolPosition()

```
void ToolAction.SetToolPosition ( )
```

4.30.2.14 Start()

```
override void ToolAction.Start ( ) [virtual]
```

Reimplemented from [ActionObject](#).

4.30.2.15 Triggered()

```
override void ToolAction.Triggered (
    string id ) [virtual]
```

Reimplemented from [ActionObject](#).

4.30.3 Member Data Documentation

4.30.3.1 customToolHash

```
string ToolAction.customToolHash = ""
```

4.30.3.2 drop

```
Dropdown ToolAction.drop
```

4.30.3.3 highlightMaterial

```
Material ToolAction.highlightMaterial
```

4.30.3.4 highlightToolMaterial

```
Material ToolAction.highlightToolMaterial
```

4.30.3.5 NmInput

```
GameObject ToolAction.NmInput
```

4.30.3.6 NmInputField

```
InputField ToolAction.NmInputField
```

4.30.3.7 selectedHash

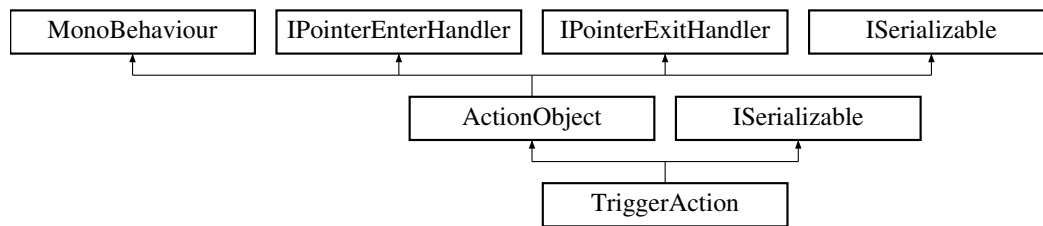
```
string ToolAction.selectedHash = ""
```

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

- [ToolAction.cs](#)

4.31 TriggerAction Class Reference

Inheritance diagram for TriggerAction:



Public Member Functions

- override void [Start](#) ()
- void [OnValueChanged](#) (bool value)
- void [OnValueChangedOnce](#) (bool value)
- void [OnValueChangedFollow](#) (bool value)
- void [SetTriggerTransformNow](#) ()
- override void [OnPointerEnter](#) (PointerEventData eventData)
- override void [OnPointerExit](#) (PointerEventData eventData)
- override void [Triggered](#) (string id)
- void [SetSelectedGO](#) ()
- void [CancelSelection](#) ()
- void [TriggerSelection](#) ()
- override void [Deactivate](#) ()
- override void [Remove](#) ()
- void [TriggerNow](#) ()
- void [SelectTrigger](#) ()
- GameObject [GetTriggerGO](#) ()
- void [OverrideTriggerObject](#) (GameObject o)
- string [GetInput](#) ()
- GameObject [GetGameObject](#) ()
- IEnumerator [SetGameObjectJob](#) (string hash)
- new void [GetObjectData](#) (SerializationInfo info, StreamingContext context)
- [TriggerAction](#) (SerializationInfo info, StreamingContext context)

Public Attributes

- GameObject [triggerPrefab](#)
- Toggle [followGameobject](#)
- Toggle [visuals](#)
- Toggle [once](#)
- Vector3 [triggerPosition](#)
- Vector3 [triggerRotation](#)
- Vector3 [triggerScale](#)
- string [canvasSelectorName](#) = "Canvas_selector"
- string [selectedHash](#) = ""

Protected Attributes

- GameObject [triggerGo](#)
- GameObject [followGo](#)

Additional Inherited Members

4.31.1 Constructor & Destructor Documentation

4.31.1.1 TriggerAction()

```
TriggerAction.TriggerAction (
    SerializationInfo info,
    StreamingContext context )
```

4.31.2 Member Function Documentation

4.31.2.1 CancelSelection()

```
void TriggerAction.CancelSelection ( )
```

4.31.2.2 Deactivate()

```
override void TriggerAction.Deactivate ( ) [virtual]
```

Reimplemented from [ActionObject](#).

4.31.2.3 GetGameObject()

```
GameObject TriggerAction.GetGameObject ( )
```

4.31.2.4 GetInput()

```
string TriggerAction.GetInput ( )
```

4.31.2.5 GetObjectData()

```
new void TriggerAction.GetObjectData (
    SerializationInfo info,
    StreamingContext context ) [virtual]
```

Reimplemented from [ActionObject](#).

4.31.2.6 GetTriggerGO()

```
GameObject TriggerAction.GetTriggerGO ( )
```

4.31.2.7 OnPointerEnter()

```
override void TriggerAction.OnPointerEnter (
    PointerEventData eventData ) [virtual]
```

Reimplemented from [ActionObject](#).

4.31.2.8 OnPointerExit()

```
override void TriggerAction.OnPointerExit (
    PointerEventData eventData ) [virtual]
```

Reimplemented from [ActionObject](#).

4.31.2.9 OnValueChanged()

```
void TriggerAction.OnValueChanged (
    bool value )
```

4.31.2.10 OnValueChangedFollow()

```
void TriggerAction.OnValueChangedFollow (
    bool value )
```

4.31.2.11 OnValueChangedOnce()

```
void TriggerAction.OnValueChangedOnce (
    bool value )
```

4.31.2.12 OverrideTriggerObject()

```
void TriggerAction.OverrideTriggerObject (
    GameObject o )
```

4.31.2.13 Remove()

```
override void TriggerAction.Remove ( ) [virtual]
```

Reimplemented from [ActionObject](#).

4.31.2.14 SelectTrigger()

```
void TriggerAction.SelectTrigger ( )
```

4.31.2.15 SetGameObjectJob()

```
IEnumerator TriggerAction.SetGameObjectJob (
    string hash )
```

4.31.2.16 SetSelectedGO()

```
void TriggerAction.SetSelectedGO ( )
```

4.31.2.17 SetTriggerTransformNow()

```
void TriggerAction.SetTriggerTransformNow ( )
```

4.31.2.18 Start()

```
override void TriggerAction.Start ( ) [virtual]
```

Reimplemented from [ActionObject](#).

4.31.2.19 Triggered()

```
override void TriggerAction.Triggered (
    string id ) [virtual]
```

PROMO

Reimplemented from [ActionObject](#).

4.31.2.20 TriggerNow()

```
void TriggerAction.TriggerNow ( )
```

PROMO

4.31.2.21 TriggerSelection()

```
void TriggerAction.TriggerSelection ( )
```

4.31.3 Member Data Documentation

4.31.3.1 canvasSelectorName

```
string TriggerAction.canvasSelectorName = "Canvas_selector"
```

4.31.3.2 followGameobject

```
Toggle TriggerAction.followGameobject
```

4.31.3.3 followGo

GameObject TriggerAction.followGo [protected]

4.31.3.4 once

Toggle TriggerAction.once

4.31.3.5 selectedHash

string TriggerAction.selectedHash = ""

4.31.3.6 triggerGo

GameObject TriggerAction.triggerGo [protected]

4.31.3.7 triggerPosition

Vector3 TriggerAction.triggerPosition

4.31.3.8 triggerPrefab

GameObject TriggerAction.triggerPrefab

4.31.3.9 triggerRotation

Vector3 TriggerAction.triggerRotation

4.31.3.10 triggerScale

Vector3 TriggerAction.triggerScale

4.31.3.11 visuals

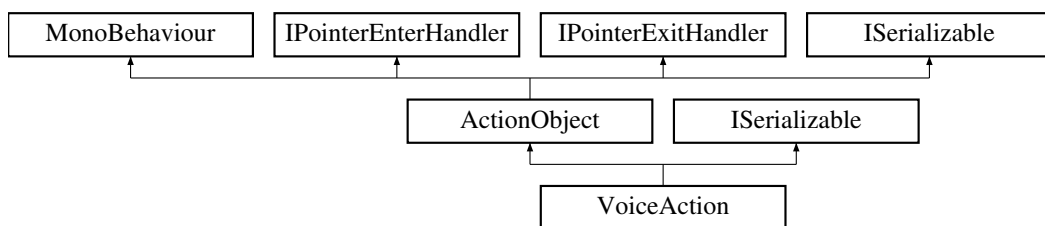
Toggle `TriggerAction.visuals`

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

- [TriggerAction.cs](#)

4.32 VoiceAction Class Reference

Inheritance diagram for VoiceAction:



Public Attributes

- Dropdown [selector](#)
- InputField [inputField](#)

Additional Inherited Members

4.32.1 Member Data Documentation

4.32.1.1 inputField

InputField `VoiceAction.inputField`

4.32.1.2 selector

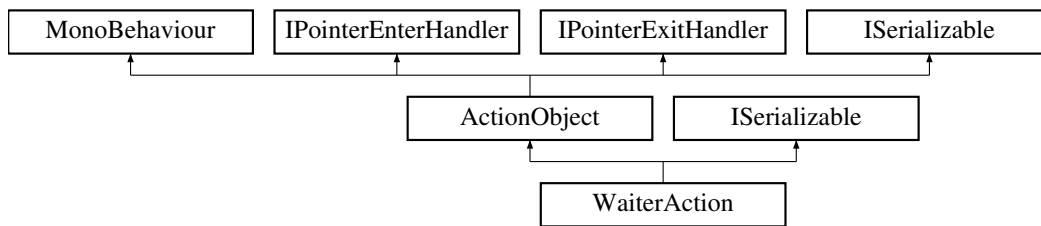
Dropdown `VoiceAction.selector`

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

- [VoiceAction.cs](#)

4.33 WaiterAction Class Reference

Inheritance diagram for WaiterAction:



Public Member Functions

- override void [Start](#) ()
- override void [Triggered](#) (string id)
- void [InputEnded](#) ()
- override void [Reset](#) ()
- [WaiterAction](#) (SerializationInfo info, StreamingContext context)
- new void [GetObjectData](#) (SerializationInfo info, StreamingContext context)

Public Attributes

- InputField [inputCount](#)
- GameObject [inputParent](#)
- GameObject [inputPrefab](#)

Additional Inherited Members

4.33.1 Constructor & Destructor Documentation

4.33.1.1 WaiterAction()

```

WaiterAction.WaiterAction (
    SerializationInfo info,
    StreamingContext context )
  
```

4.33.2 Member Function Documentation

4.33.2.1 GetObjectData()

```
new void WaiterAction.GetObjectData (
    SerializationInfo info,
    StreamingContext context ) [virtual]
```

Reimplemented from [ActionObject](#).

4.33.2.2 InputEnded()

```
void WaiterAction.InputEnded ( )
```

4.33.2.3 Reset()

```
override void WaiterAction.Reset ( ) [virtual]
```

Reimplemented from [ActionObject](#).

4.33.2.4 Start()

```
override void WaiterAction.Start ( ) [virtual]
```

Reimplemented from [ActionObject](#).

4.33.2.5 Triggered()

```
override void WaiterAction.Triggered (
    string id ) [virtual]
```

Reimplemented from [ActionObject](#).

4.33.3 Member Data Documentation

4.33.3.1 inputCount

```
IntegerField WaiterAction.inputCount
```

4.33.3.2 inputParent

GameObject WaiterAction.inputParent

4.33.3.3 inputPrefab

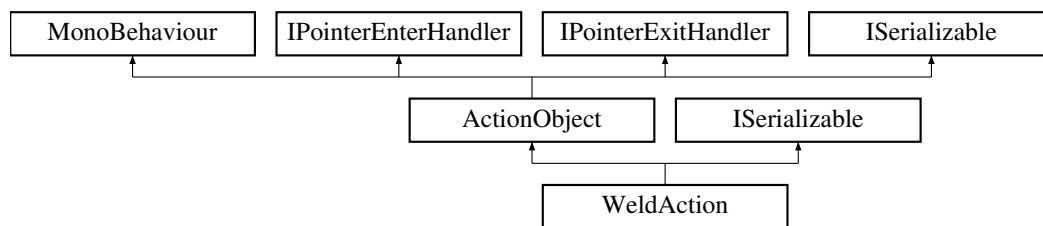
GameObject WaiterAction.inputPrefab

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

- [WaiterAction.cs](#)

4.34 WeldAction Class Reference

Inheritance diagram for WeldAction:



Public Member Functions

- override void [Triggered](#) (string id)
- override void [Start](#) ()
- void [RestoreWeld](#) ()
- string [GetInput](#) ()
- [WeldAction](#) (SerializationInfo info, StreamingContext context)
- GameObject [GetGameObject](#) ()

Additional Inherited Members

4.34.1 Constructor & Destructor Documentation

4.34.1.1 WeldAction()

```

WeldAction.WeldAction (
    SerializationInfo info,
    StreamingContext context )
  
```

4.34.2 Member Function Documentation

4.34.2.1 GetGameObject()

```
GameObject WeldAction.GetGameObject ( )
```

4.34.2.2 GetInput()

```
string WeldAction.GetInput ( )
```

4.34.2.3 RestoreWeld()

```
void WeldAction.RestoreWeld ( )
```

4.34.2.4 Start()

```
override void WeldAction.Start ( ) [virtual]
```

Reimplemented from [ActionObject](#).

4.34.2.5 Triggered()

```
override void WeldAction.Triggered (
    string id ) [virtual]
```

Reimplemented from [ActionObject](#).

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

- [WeldAction.cs](#)

Chapter 5

File Documentation

5.1 ActionObject.cs File Reference

Classes

- class [ActionObject](#)
- class [RectTransformExtensions](#)

5.2 BeltSetterAction.cs File Reference

Classes

- class [BeltSetterAction](#)

5.3 BlurTheScene.cs File Reference

Classes

- class [BlurTheScene](#)

5.4 CheckAction.cs File Reference

Classes

- class [CheckAction](#)

5.5 CollectorAction.cs File Reference

Classes

- class [CollectorAction](#)

5.6 Controller.cs File Reference

Classes

- class [Controller](#)
- class [Connection](#)

5.7 CountdownAction.cs File Reference

Classes

- class [CountdownAction](#)

5.8 DeactivateAction.cs File Reference

Classes

- class [DeactivateAction](#)

5.9 DrawLine.cs File Reference

Classes

- class [DrawLine](#)

5.10 DropDownController.cs File Reference

Classes

- class [DropDownController](#)

5.11 FinishAction.cs File Reference

Classes

- class [FinishAction](#)

5.12 GameObjectAction.cs File Reference

Classes

- class [GameObjectAction](#)

5.13 HintAction.cs File Reference

Classes

- class [HintAction](#)

5.14 HoldPositionAction.cs File Reference

Classes

- class [HoldPositionAction](#)

5.15 HotfixAction.cs File Reference

Classes

- class [HotfixAction](#)

5.16 LedAction.cs File Reference

Classes

- class [LedAction](#)

5.17 LineDrawer.cs File Reference

Classes

- class [LineDrawer](#)
- class [LineObject](#)

5.18 LineRendererClick.cs File Reference

Classes

- class [LineRendererClick](#)

5.19 MouseDragBehaviour.cs File Reference

Classes

- class [MouseDragBehaviour](#)

5.20 MoveAction.cs File Reference

Classes

- class [MoveAction](#)

5.21 PositionAction.cs File Reference

Classes

- class [PositionAction](#)

Typedefs

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

5.21.1 Typedef Documentation

5.21.1.1 Object

```
using Object = UnityEngine.Object
```

5.22 QuizAction.cs File Reference

Classes

- class [QuizAction](#)

5.23 RemoveLine.cs File Reference

Classes

- class [RemoveLine](#)

5.24 ScriptAction.cs File Reference

Classes

- class [ScriptAction](#)

5.25 ShowHideAction.cs File Reference

Classes

- class [ShowHideAction](#)

5.26 SoundAction.cs File Reference

Classes

- class [SoundAction](#)

5.27 StartAction.cs File Reference

Classes

- class [StartAction](#)

5.28 ToolAction.cs File Reference

Classes

- class [ToolAction](#)

Typedefs

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

5.28.1 Typedef Documentation

5.28.1.1 Random

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

5.29 TriggerAction.cs File Reference

Classes

- class [TriggerAction](#)

5.30 VoiceAction.cs File Reference

Classes

- class [VoiceAction](#)

5.31 WaiterAction.cs File Reference

Classes

- class [WaiterAction](#)

5.32 WeldAction.cs File Reference

Classes

- class [WeldAction](#)

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